



# Setting the Scene: Theory and Direction

BALPA Flight Safety Conference

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# WHAT IS SYSTEMS THINKING?



## **Systems Thinking: 10 Axioms**

- 1. A 'system' is a social construct (same for boundaries, purposes, causes)
- 2. Systems have boundaries, which are not fixed and often permeable
- 3. Systems have multiple purposes
- 4. A system does something that none of its (interconnected) parts can do
- 5. Influence and causation spreads through the system
- 6. Complex systems have a history
- There will be different assumptions or imaginations about the 'system'
- 8. Understanding requires synthesis (not just analysis)
- 9. Understanding can only ever be partial
- 10. There are multiple perspectives on a system



## Complicated/ Mechanical



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Nature of goals? Understandability?

Deconstructability?

Clarity of boundary?

Quantifiability?

Cause-effect relationships?

Stability over time?

Predictability?

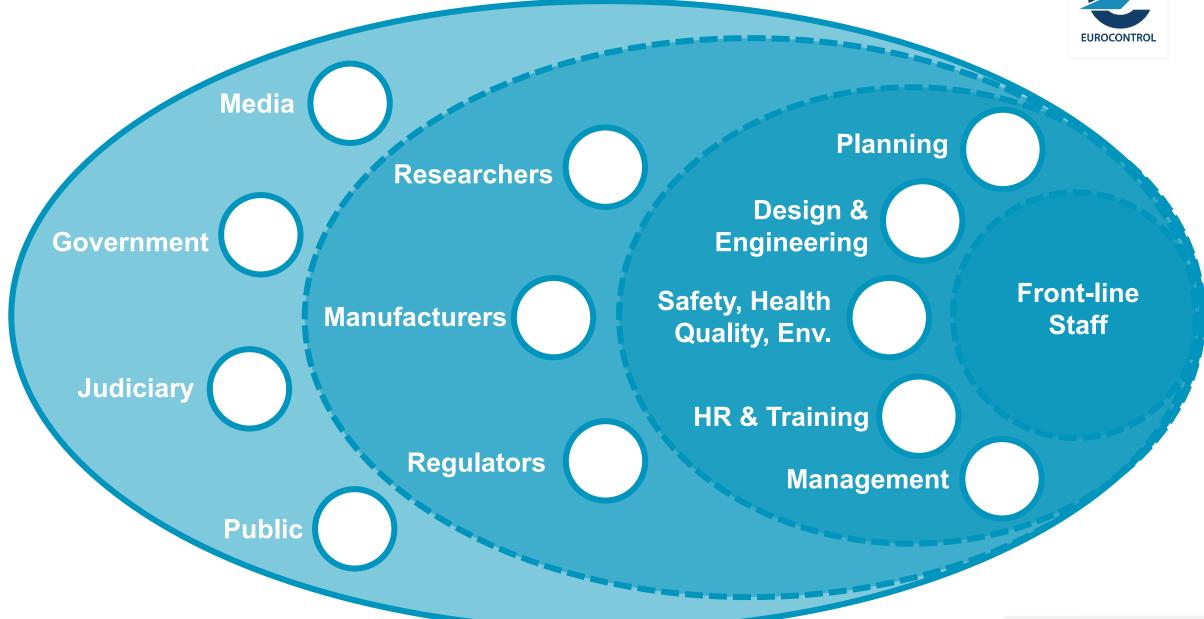
Tractability?

## Complex/ Socio-technical



Implications for understanding and intervention?

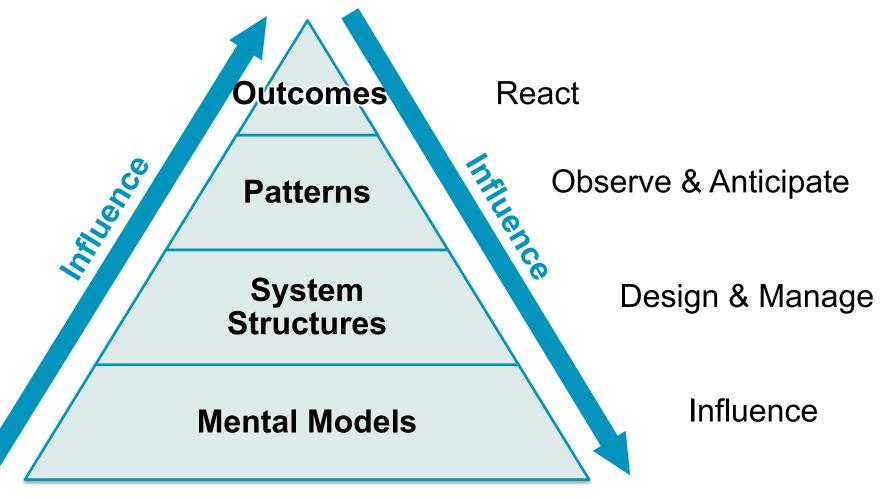




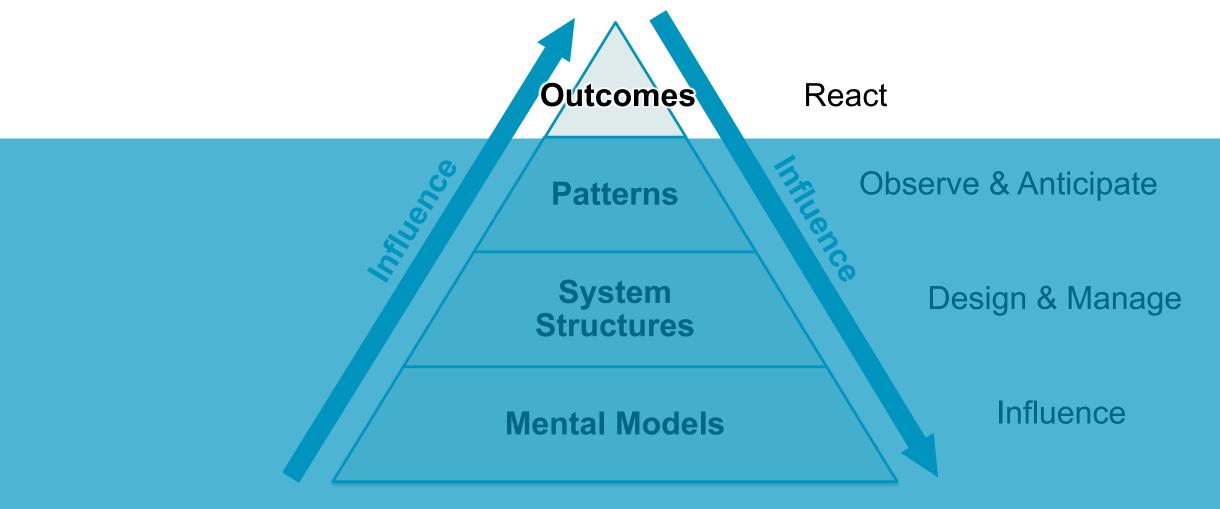


# **HOW DO THINGS HAPPEN?**









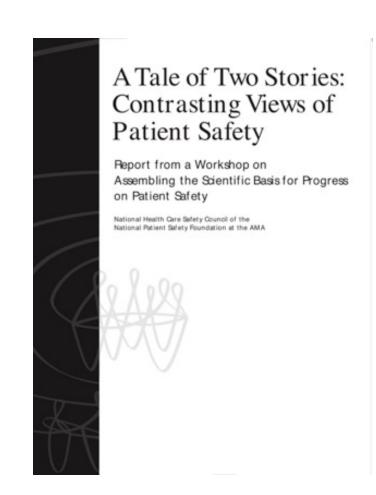


# HOW DO WE EXPLAIN HOW THINGS HAPPEN?



# The First Story 'Human Error and Component Failure'

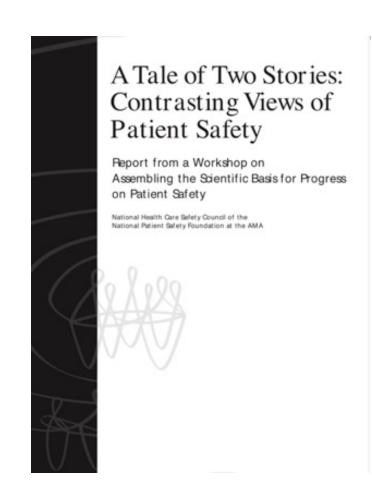
- Appears quickly after event
- Focuses on short time period
- High personalisation
- Focus on components
- Low context and complexity
- High newsworthiness

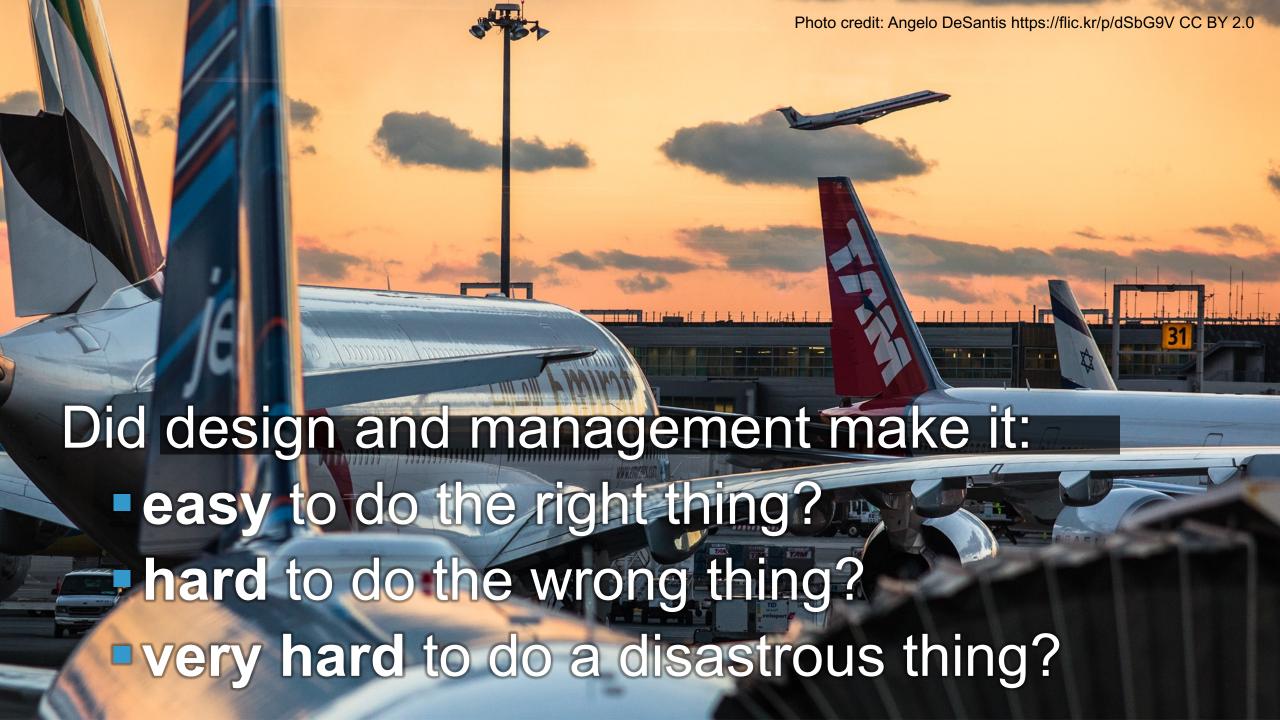




# The Second Story System Vulnerabilities

- Emerges slowly after long delay
- Focuses on longer time period
- Lower personalisation
- Focus on interactions
- Higher context and complexity
- Lower newsworthiness

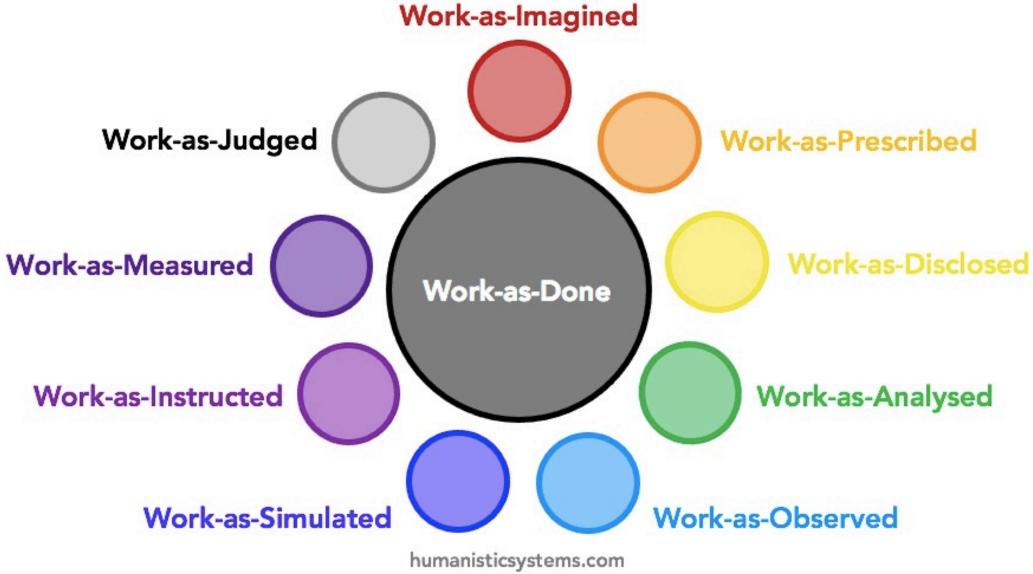




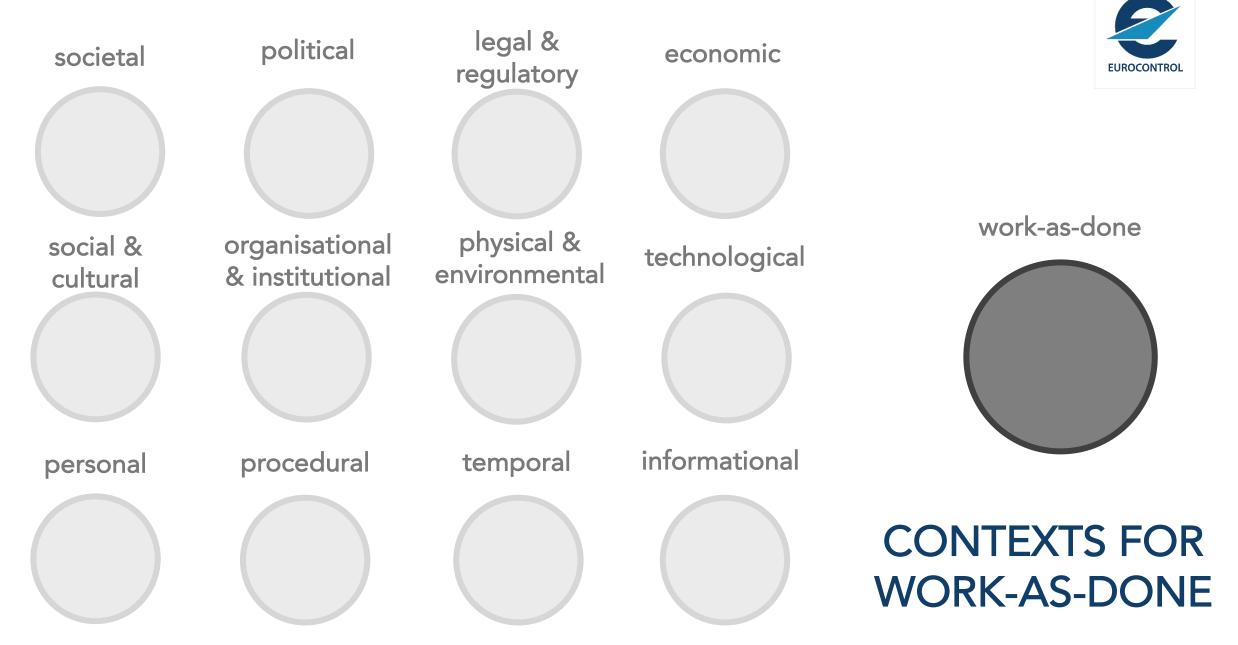


# HOW DO WE UNDERSTAND HUMAN WORK?

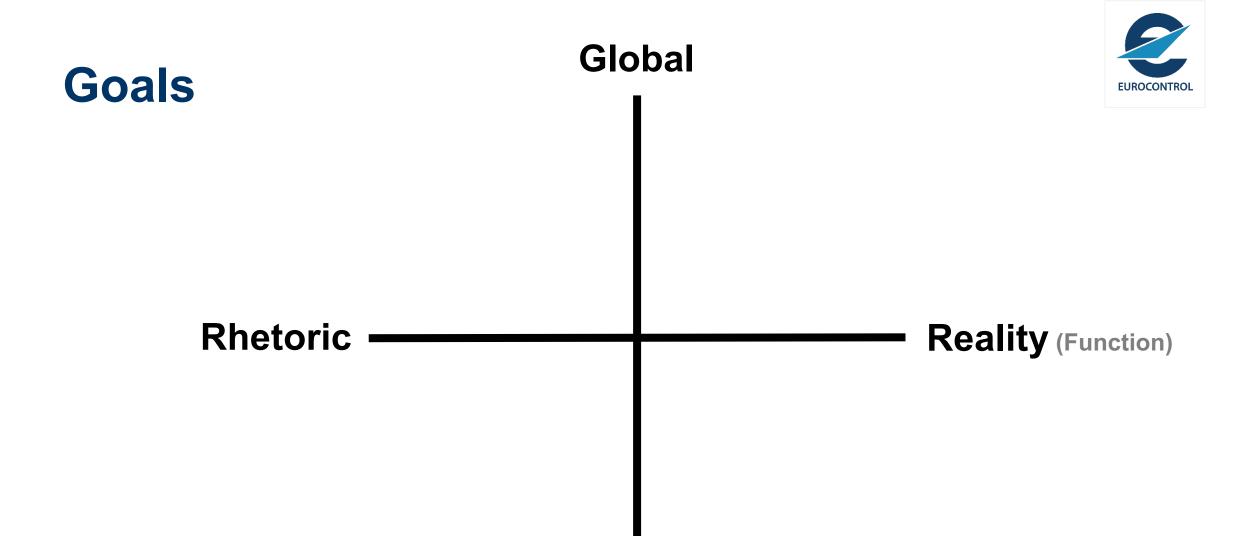




Shorrock (2020)



Adapted from https://humanisticsystems.com/2020/10/07/ten-contextual-conversations/



Local



# EUROCONTROL

### Five Truths about Trade-offs

- 1. Trade-offs occur at all levels of systems
- 2. Trade-offs trickle down
- 3. Trade-offs combine in unexpected ways
- 4. Trade-offs are necessary for systems to work.
- 5. Trade-offs require expertise







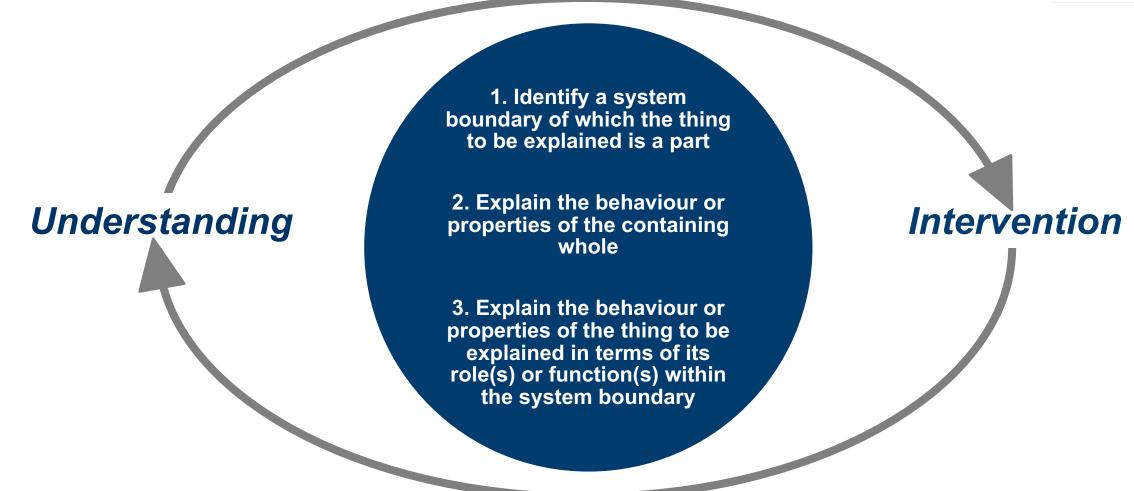
Government	TRADE-OFF	TRADE-OFF	TRADE-OFF
Regulatory and oversight bodies	TRADE-OFF	TRADE-OFF	TRADE-OFF
Company management	TRADE-OFF	TRADE-OFF	TRADE-OFF
Local management	TRADE-OFF	TRADE-OFF	TRADE-OFF
Staff	TRADE-OFF	TRADE-OFF	TRADE-OFF

Things
mostly
work...but
not always



# WHAT CAN WE DO TO UNDERSTAND & INTERVENE (WELL)?





Search

#### brary reference for aviation safety knowledge

#### navigation

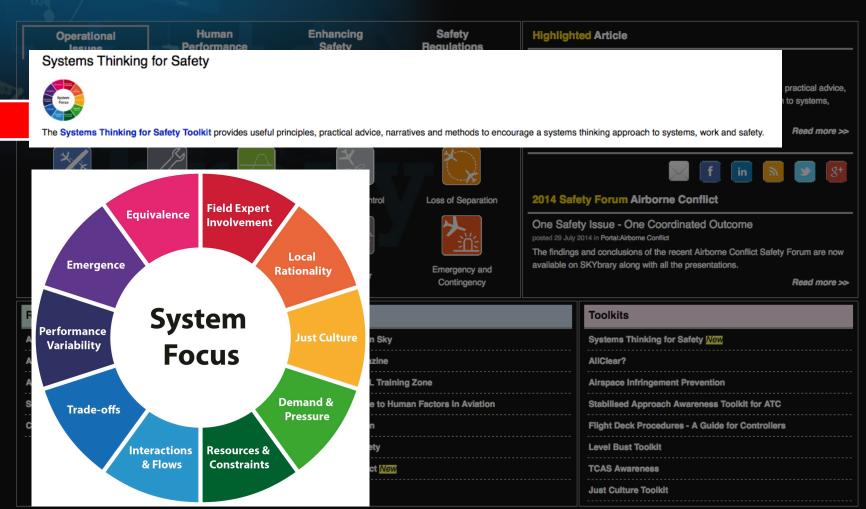
- Operational issues
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#### Toolkit:Systems Thinking for Safety: Ten Principles

#### **Executive Summary**



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[edit]

#### **Toolkit Navigation**

#### Summary

- The Foundation. System Focus
- = Principle 1, Field Expert Involvement
- = Principle 2. Local Rationality
- Principle 3. Just Culture
- Principle 4. Demand and Pressure
- Principle 5. Resources and Constraints
- Principle 6. Interactions and Flows
- Principle 7. Trade-offs
- Principle 8. Performance Variability
- Principle 9. Emergence
- Principle 10. Equivalence
- Principles in Action
- Systems Thinking Methods
- Narratives: Systems Thinking in the Wild
- = References and Further Reading
- Authors and Acknowledgements

To understand and improve the way that organisations work, we must think in systems. This means considering the interactions between the parts of the system (human, social, technical, information, political, economic and organisational) in light of system goals. There are concepts, theories and methods to help do this, but they are often not used in practice. We therefore continue to rely on outdated ways of thinking in our attempts to understand and influence how sociotechnical systems work. This White Paper distills some useful concepts as principles to encourage a 'systems thinking' approach to help make sense of - and improve - system performance. It is hoped that these will give new ways of thinking about systems, work and safety, and help to translate theory into practice.

Principles 1, 2 and 3 relate to the view of people within systems – our view from the outside and their view from the inside. To understand and design systems, we need to understand work-as-done. This requires the involvement of those who do the work in question - the field experts. (Principle 1. Involvement of Field Experts). It follows that our understanding of work-asdone - past, present and future - must assimilate the multiple perspectives of those who do the work. This includes their goals, knowledge, understanding of the situation and focus of attention situated at the time of performance (Principle 2. Local Rationality). We must also assume that people set out to do their best - they act with good intent. Organisations and individuals must therefore adopt a mindset of openness, trust and fairness (Principle 3. Just Culture).

Principles 4 and 5 relate to the system conditions and context that affect work. Understanding demand is critical to understanding system performance. Changes in demands and pressure relating to efficiency and capacity, from inside or outside the organisation, have a fundamental effect on performance. (Principle 4. Demand and Pressure). This has implications for the utilisation of resources (e.g. staffing, competency, equipment) and constraints (e.g. rules and regulations) (Principle 5. Resources and Constraints), which can increase or restrict the ability to meet demand.

Principles 6, 7 and 8 concern the nature of system behaviour. When we look back at work, we tend to see discrete activities or events, and we consider these independently. But work-as-done progresses in a flow of interrelated and interacting activities (Principle 6. Interactions and Flows). Interactions (e.g. between people, equipment, procedures) and the flow of work through the system are key to the design and management of systems. The context of work requires that people make trade-offs to resolve goal conflicts and cope with complexity and uncertainty (Principle 7, Trade-offs). Finally, continual adjustments are necessary to cope with variability in system conditions. Performance of the same task or activity will and must vary. Understanding the nature and sources of variability is vital to understanding system performance (Principle 8. Performance Variability).

Principles 9 and 10 also relate to system behaviour, in the context of system outcomes. In complex systems, outcomes are often emergent and not simply a result of the performance of individual system components (Principle 9. Emergence). Hence, system behaviour is hard to understand and often not as expected. Finally, success and failure are equivalent in the sense that they come from the same source - everyday work, and performance variability in particular (Principle 10, Equivalence). We must therefore focus our attention on work-as-done and the system-as-found.











## Systems Thinking Learning Cards

Moving towards Safety-II



#### Systems Thinking for Safety

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#### Feedback

If you have any comments on the cards, please contact steven.shorrock@eurocontrol.int and esp@eurocontrol.int.

#### Find out more

To find out more about systems thinking for safety, go to: http://bit.ly/ST4SAFETY

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AAA1 Systems Thinking for Safety



#### **Foundation: System Focus**

Safety must be considered in the context of the overall system, not isolated individuals, parts, events or outcomes

Most problems and most possibilities for improvement belong to the system. Seek to understand the system holistically, and consider interactions between elements of the system.



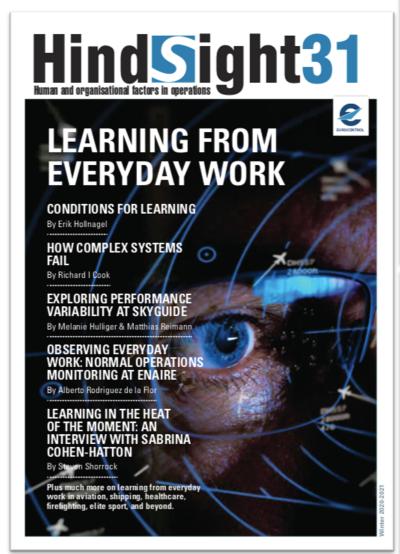
Systems Thinking for Safety

#### **Practical advice**

- Identify the stakeholders. Identify who contributes or delivers resources to the system and who benefits, i.e. system actors (including staff and service users), experts/designers, decision makers, influencers.
- Consider system purposes. Reflect on the common or superordinate purpose(s) that defines the system as a whole, considering customer needs. Study how parts of the system contribute to this purpose, including any conflicts or tension between parts of the system, or with the superordinate system purpose(s).
- Explore the system and its boundary. Model the system, its interactions and an agreed boundary, for the purpose, question or problem in mind (concerning investigation, assessment, design, etc.). Continually adapt this as you get data, exploring the differences between the system-as-imagined and the system-asfound.
- Study system behaviour and system conditions.
   Consider how changes to one part of the system
  affect other parts. Bear in mind that decisions meant
  to improve one aspect can make system performance
  worse.

Read more http://bit.ly/0-SF

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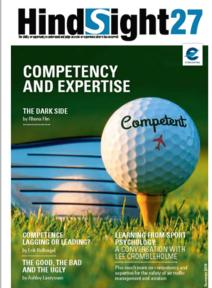
















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