

beyond “good” design principles

**“good design” is hierarchical**

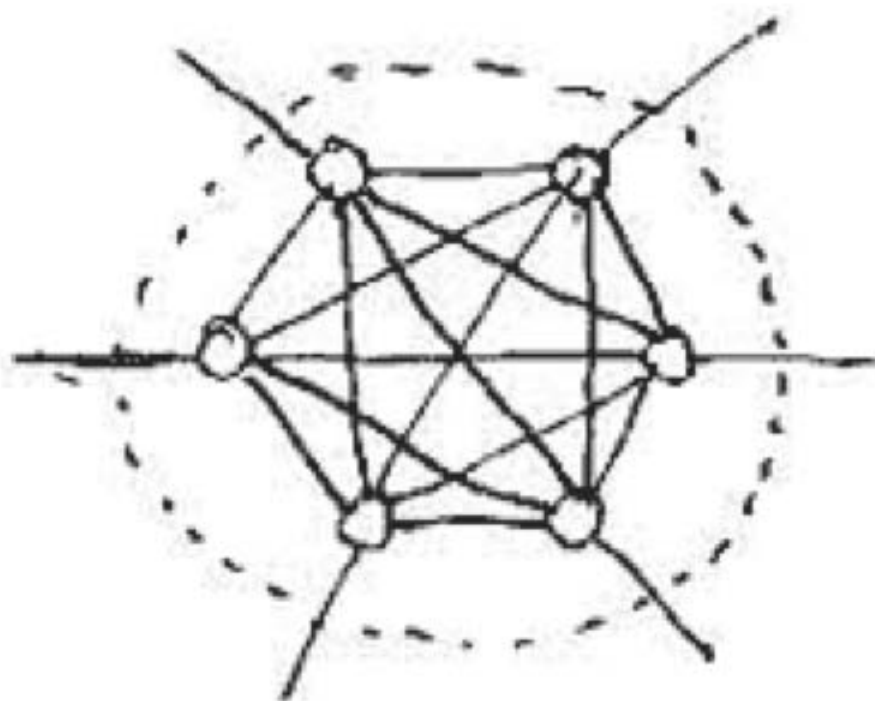
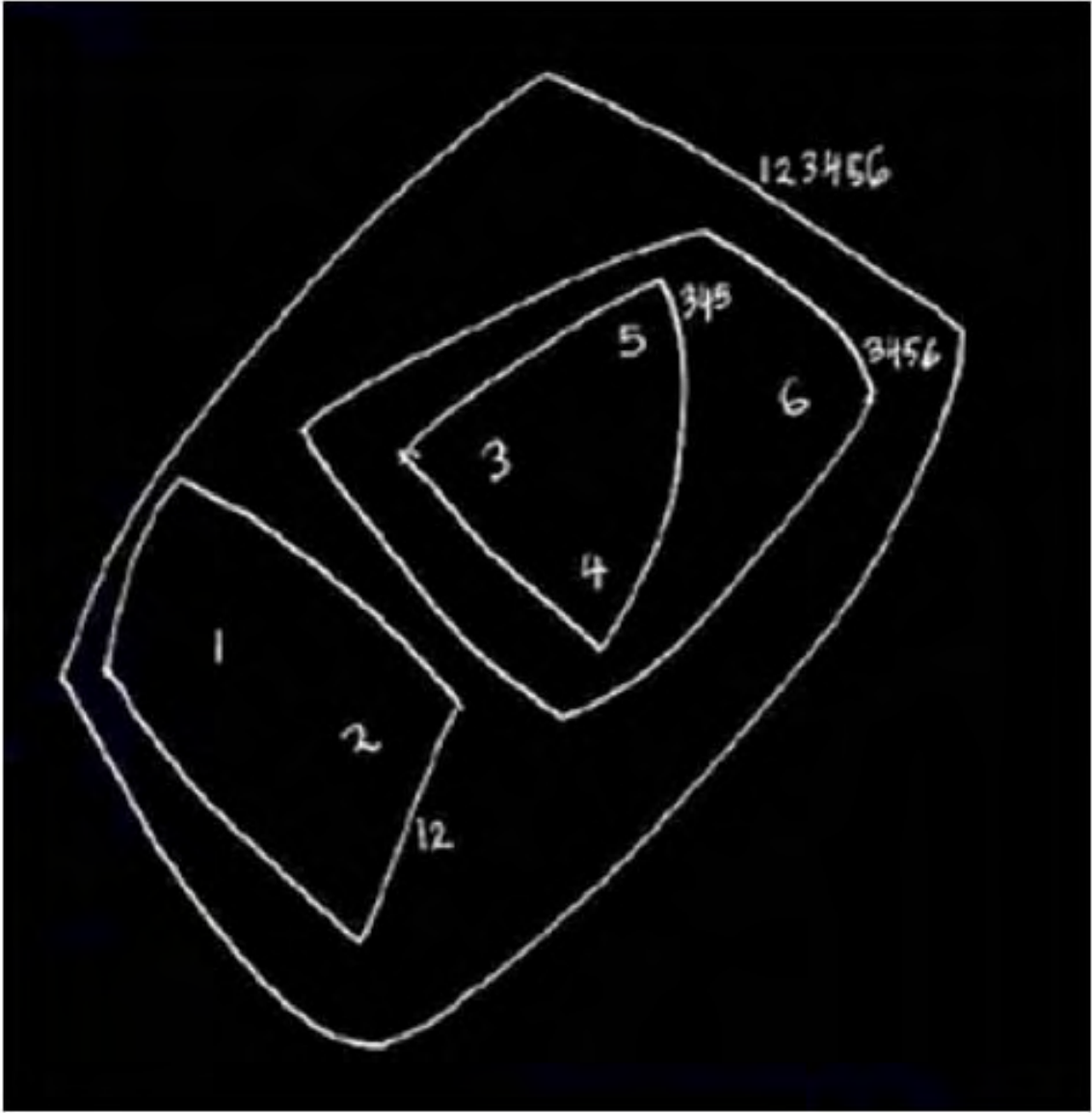


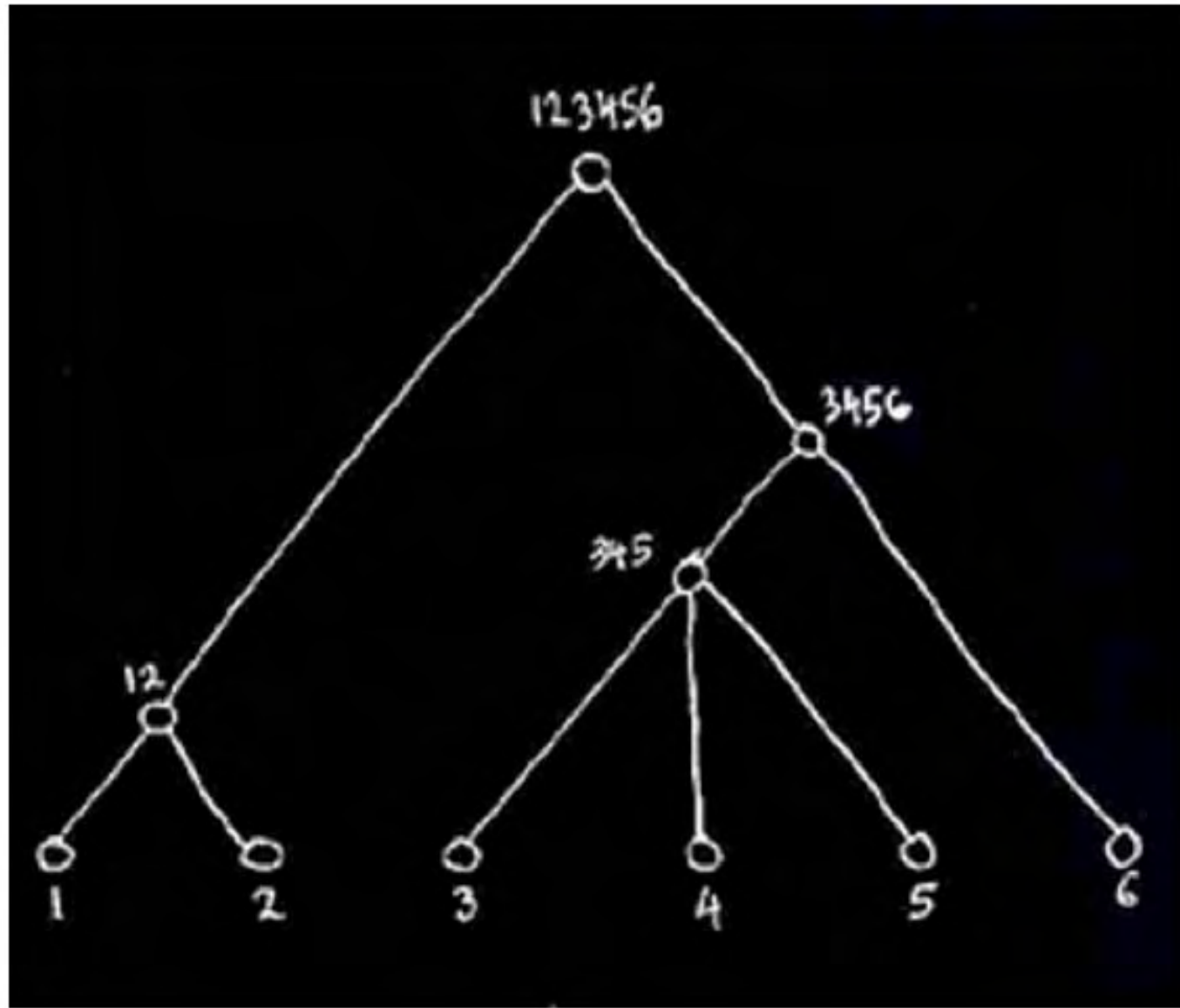
fig 1: Six nodes all connected to each other define a module. The nodes' exact position is unimportant.

in reality:

- good design cannot search for “essence”
- good design cannot be hierarchical
- good design embraces complexity

“good design”  
searches for “essence”

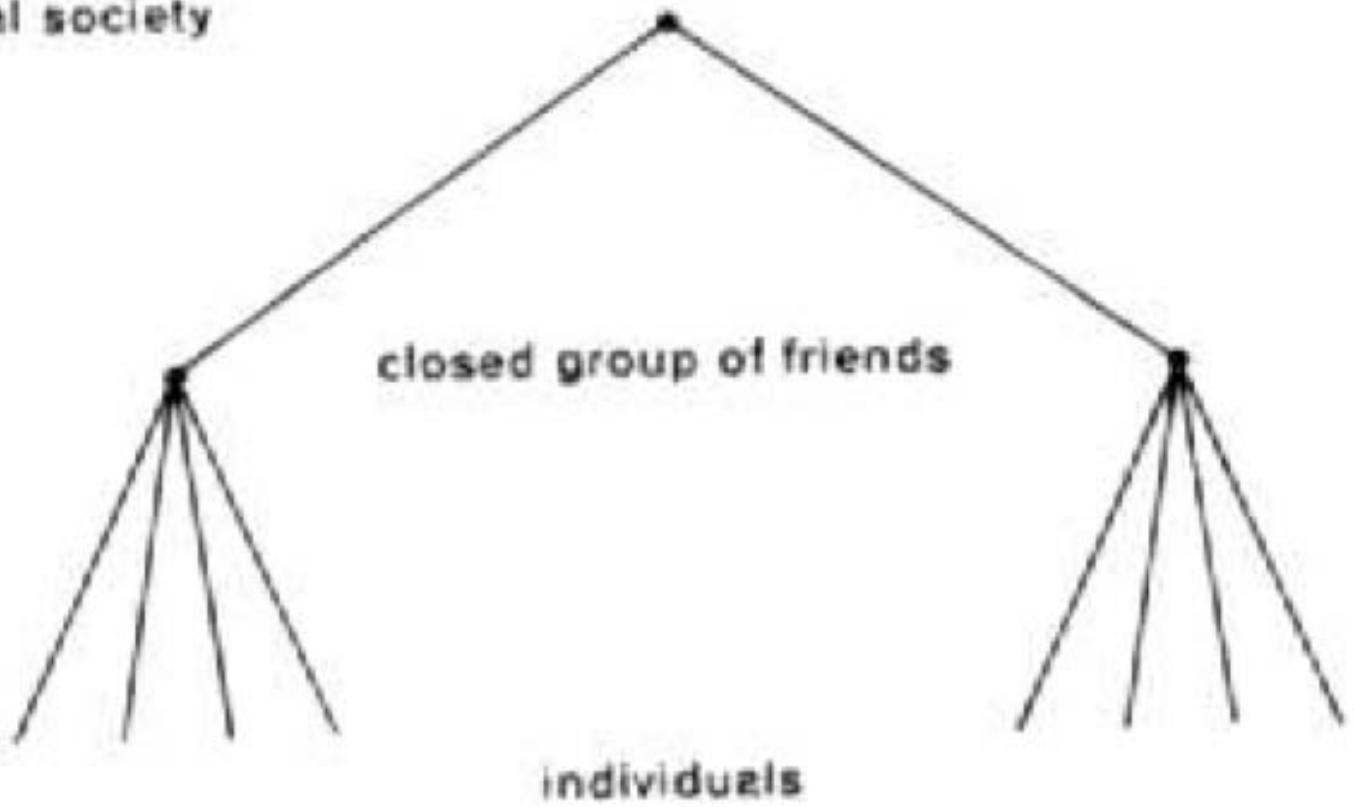




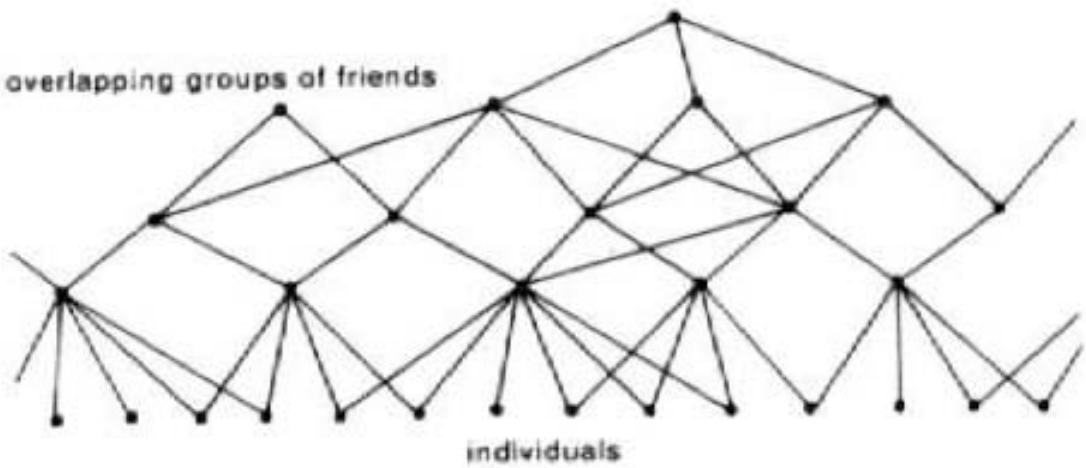
“good design”  
hammers all things into unity



**Traditional society**



**Open society**



“good design” reduces  
complexity

