PROBLEM FIELD AND TARGET SUPPOSE MODAL SUBSETS[a]

Any true or at least probable statement is by definition possible, but not vice versa. The probable futures are a subset of the practically possible futures (**Fig. 3**).

There are also improbable possibilities. Because they are not true or probable, you can not predict them causally (from known cause-effect relationships). You have to design them: outline conditions to make something possible.
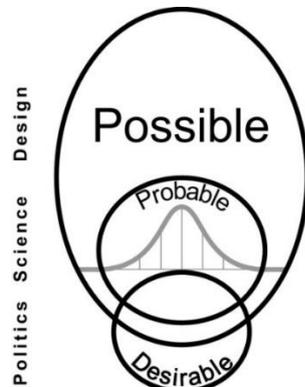

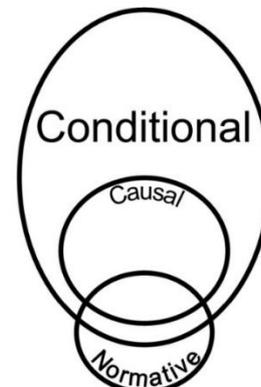*Fig. 3 The modal place of problem field and target field*   *Fig. 4 Modally limited ways of thinking*

Thinking about conditions of opportunity differs from causal thinking (*Fig. 4*). A house does not *cause* a household, it makes different households *possible*. Deciding whether you *want* a household also requires a different way of thinking ('modality'). Many desirable futures are not practically possible. Forget about them.

Other desirable futures are probable. Do not attempt anything, because it will probably also happen without your input (many people are doing so without effect). Do not act until there are probable futures that you do not want (problems) and if there are also improbable possibilities that you want (goals, target field, *Fig. 3*). Design them.

Designers look for improbable opportunities. If those possibilities were likely, then they would not be designs, but empirical predictions. Moreover, they are looking for something other than what is already there, making a difference. Otherwise, their designs would be copies.

The old discussion if design is a science, and therefore can be taught at a university, is easily solved if you accept that science itself is a design, and thus part of design, not the other way around. A design is not a scientific product, science is a product of design. Such a conclusion will not be accepted by everyone.

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a Cited with own changes from Jong(2012)Diversifying environments through design(Delft)TUD second thesis p16