

***PARADIGMA***  
***SYSTEMS THINKING***

# BERPIKIR

```
graph TD; A[BERPIKIR] --> B[BERPIKIR NONSISTEMIK]; A --> C[BERPIKIR SISTEMIK]; C --> D[BERPIKIR STATIK]; C --> E[BERPIKIR DINAMIK]; E --> F[SYSTEMS THINKING];
```

**BERPIKIR  
NONSISTEMIK**

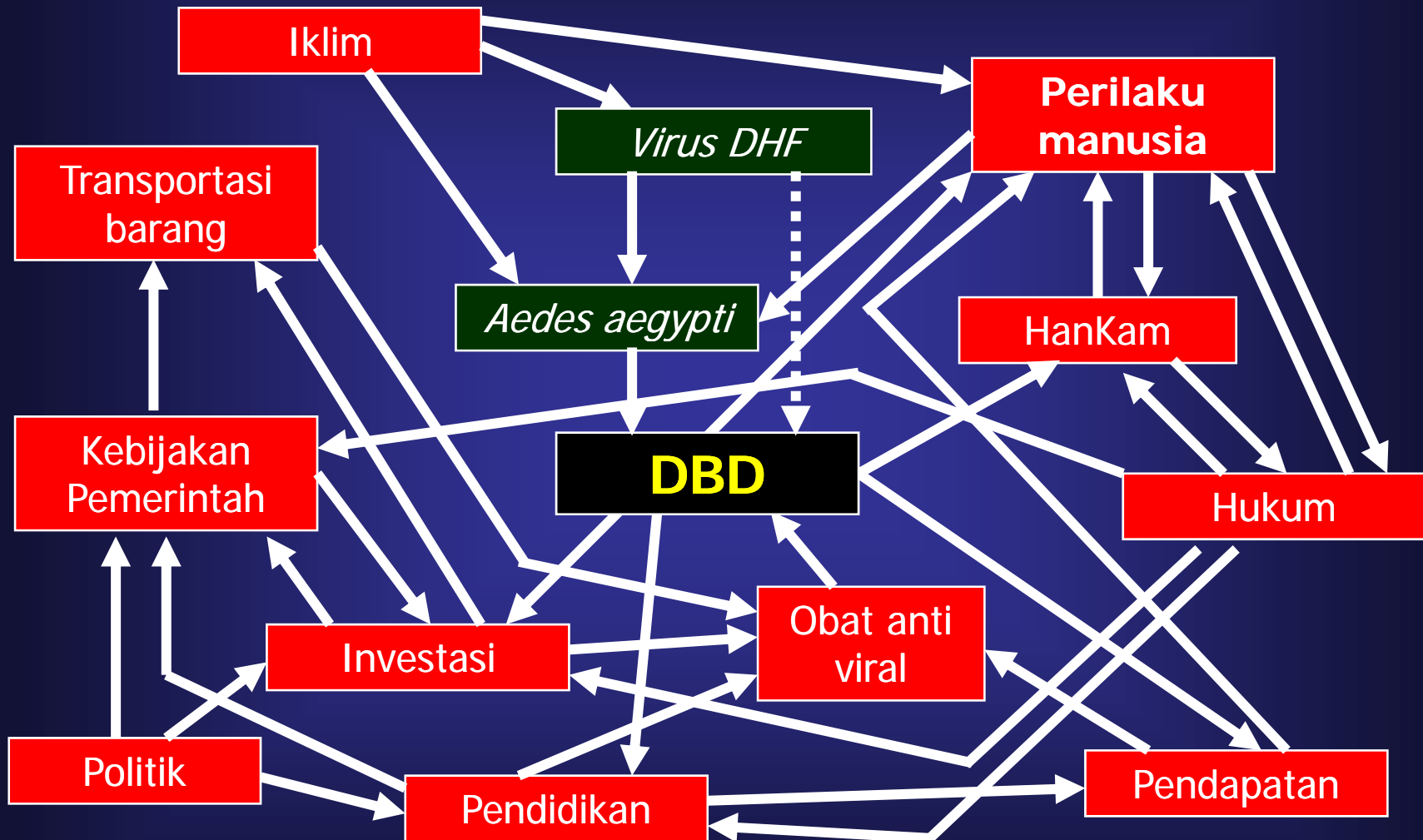
**BERPIKIR  
SISTEMIK**

**BERPIKIR  
STATIK**

**BERPIKIR  
DINAMIK**

***SYSTEMS  
THINKING***

# ILUSTRASI SEDERHANA



# **PARADIGMA LAMA**

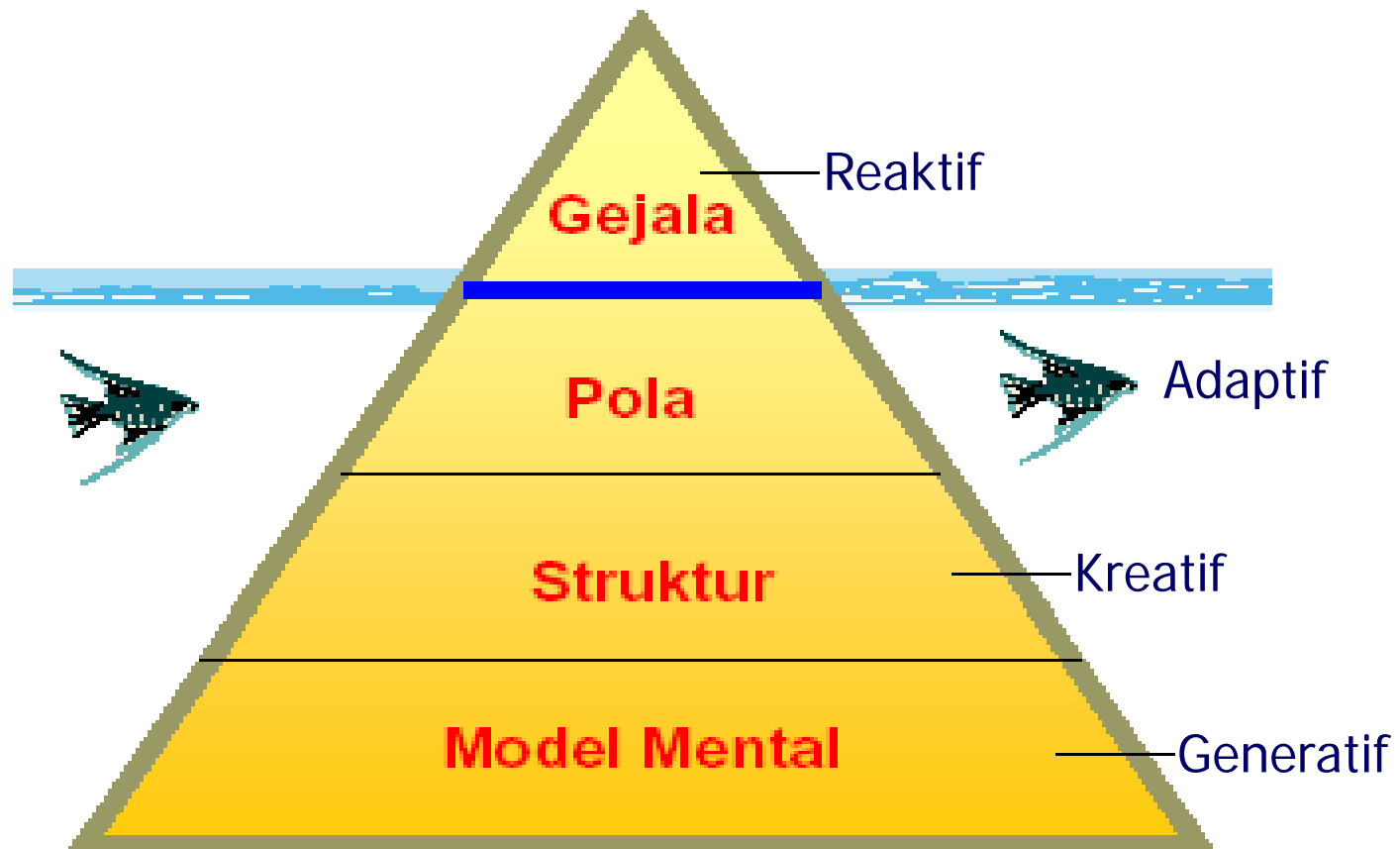
**Dalam hal memandang suatu masalah:**

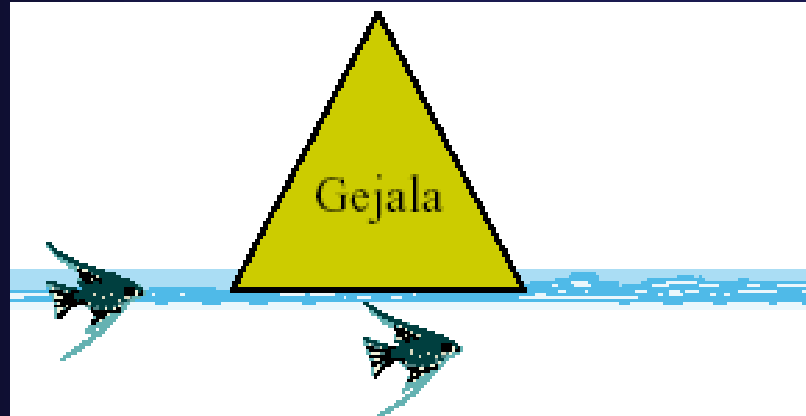
- 1. 'Tidak jelas',**
- 2. Sektoral,**
- 3. Linier,**
- 4. Statis.**

# HIERARKI BERPIKIR SISTEMIK

MEMAHAMI KEJADIAN

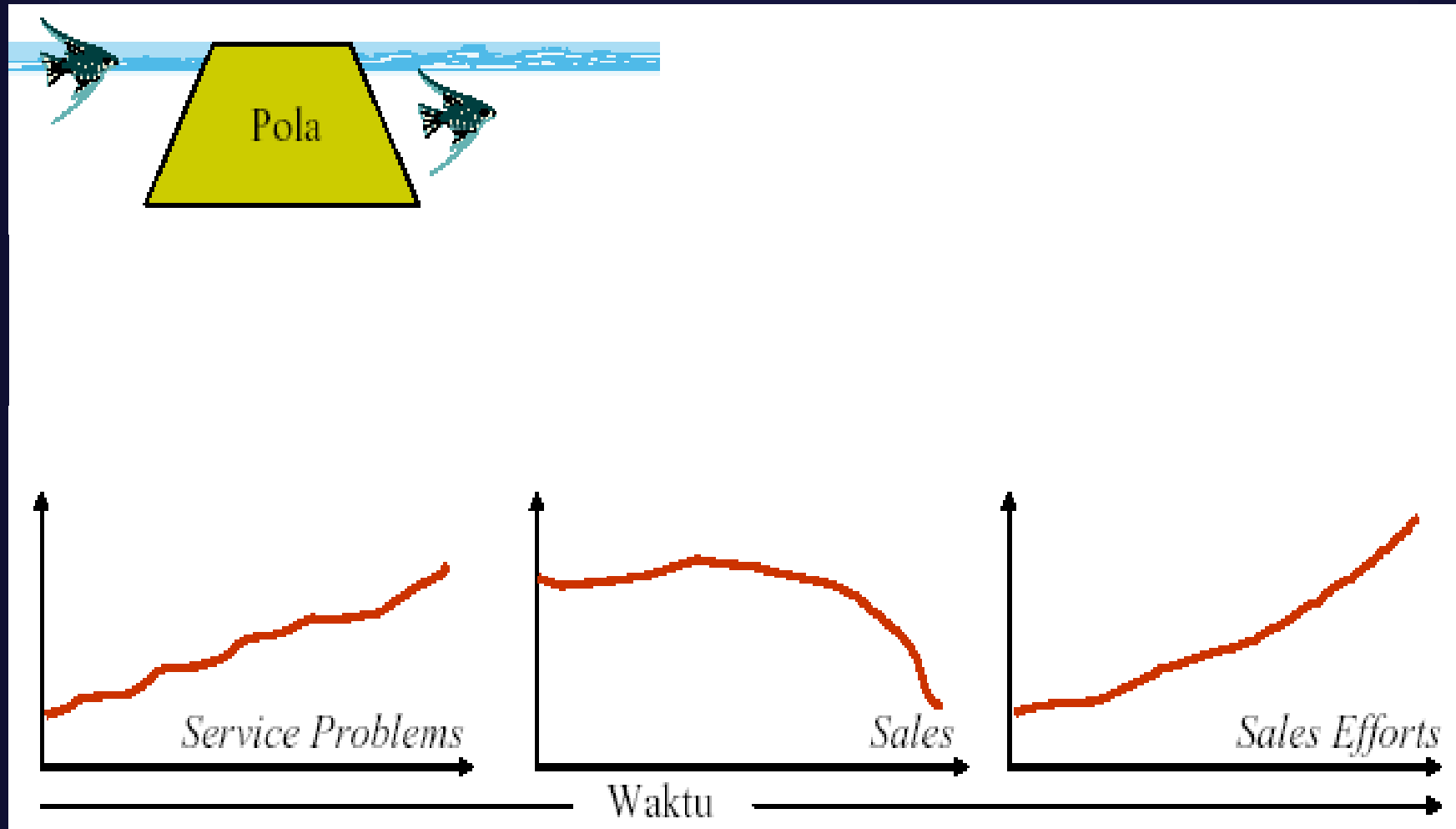
FENOMENA GUNUNG ES



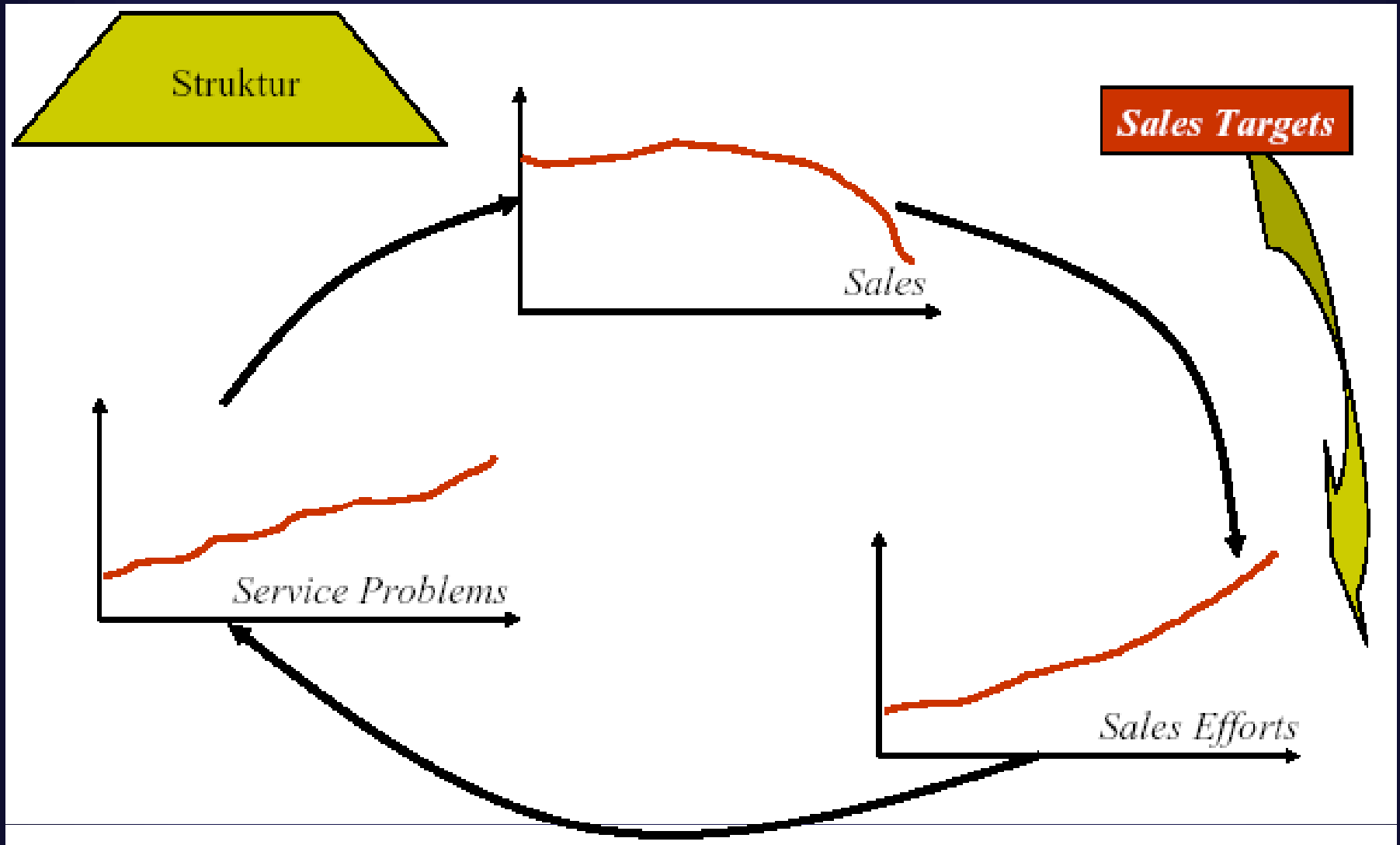


## Laporan Akhir Tahun 2004:

- ❖ Sales rendah,
- ❖ Pengiriman Barang selalu telat,
- ❖ *Customer Complaint* tinggi,
- ❖ Promosi naik,
- ❖ *Time per Sale* naik

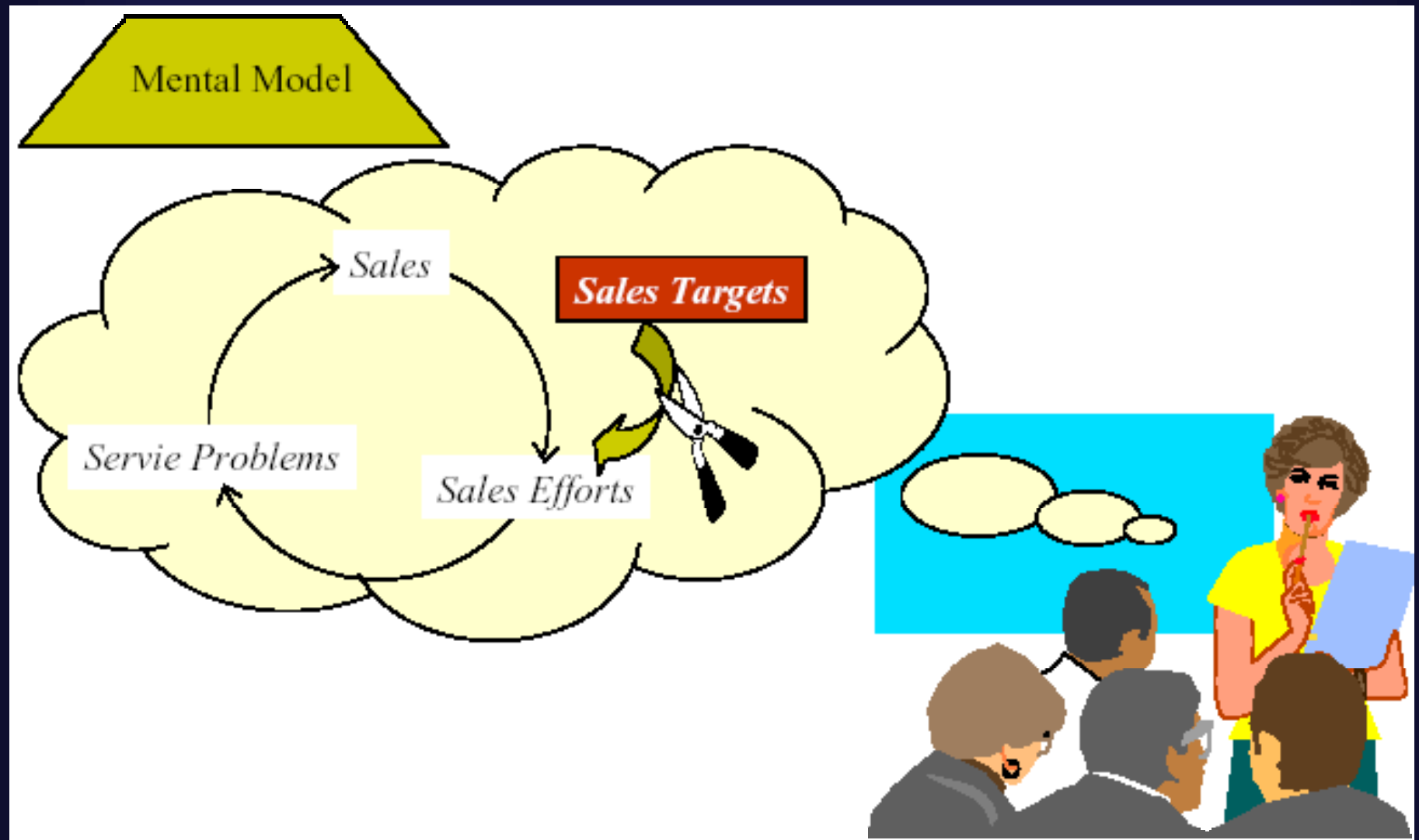


Sumber: Atmoko, 2007

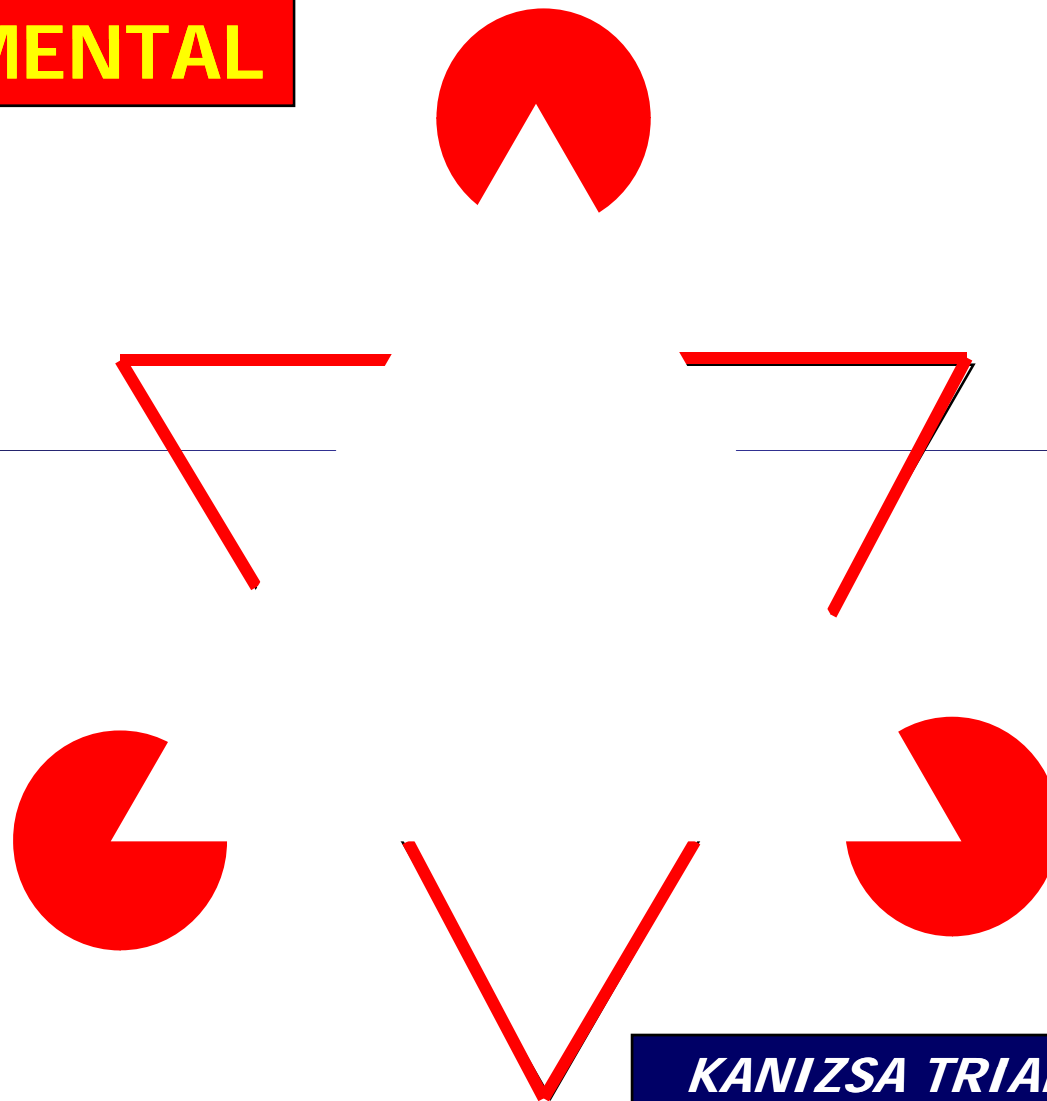


Sumber: Atmoko, 2007





**MODEL MENTAL**



***KANIZSA TRIANGLE***