

## Chapter 6 Summary

- Drawing a systems map starts with the process of stepping back from the data and using the power of a group discussion to surface assumptions and prioritize the factors with the most significant impact on the level of peace. While quantitative analytical processes can aid this process, more qualitative processes (like the headlines exercise, voting, and affinity diagramming) are useful ways to prioritize factors and facilitate group discussion.
- Creating feedback loops (or “loopifying” the data) starts with identifying a key factor and pushing forward or backward to create a causal loop. It is important to identify whether individual causal factors have a parallel or opposite causal relationship and to determine if a feedback loop is reinforcing or balancing.
- Several systems-mapping conventions can be used to draw feedback loops and to aggregate them into a larger systems map.
- Merging feedback loops means managing spatial relations and detail versus dynamic complexity. It may be useful to draw two maps, one showing detail complexity that serves as a resource in drawing a second map that shows dynamic complexity.
- There are recurrent patterns of behavior, or system archetypes, that occur over and over, and these can be useful templates to use in drawing feedback loops.