

Designing Health Systems for the Future

**Design Science as a
Research Paradigm**



From Natural Science to Design Science



From Natural Science to Design Science

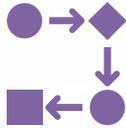
DRS is a research paradigm in which a designer answers questions relevant to human problems via the creation of innovative artifacts, thereby contributing new knowledge to the body of scientific evidence. The designed artifacts are both useful and fundamental in understanding that problem.



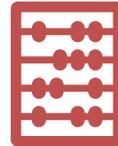
Constructs



Models

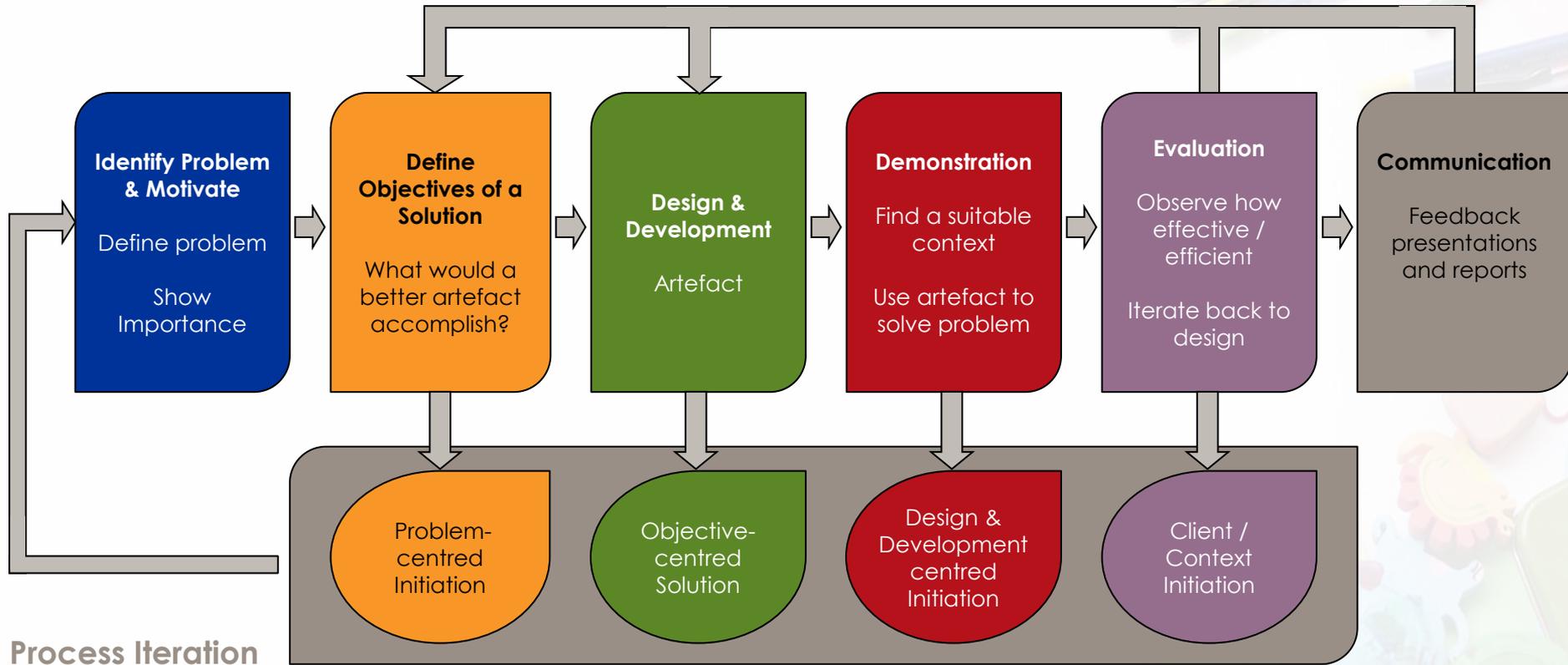


Methods



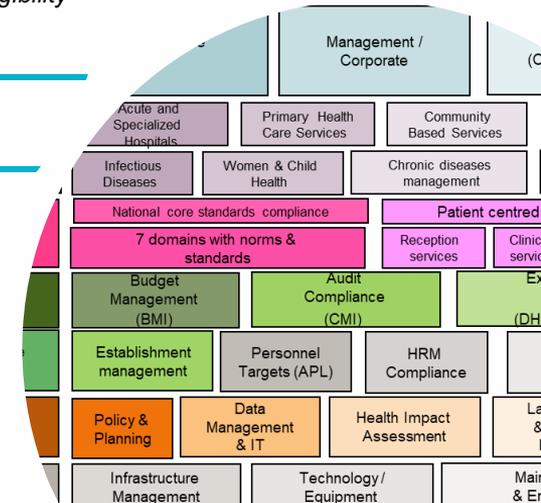
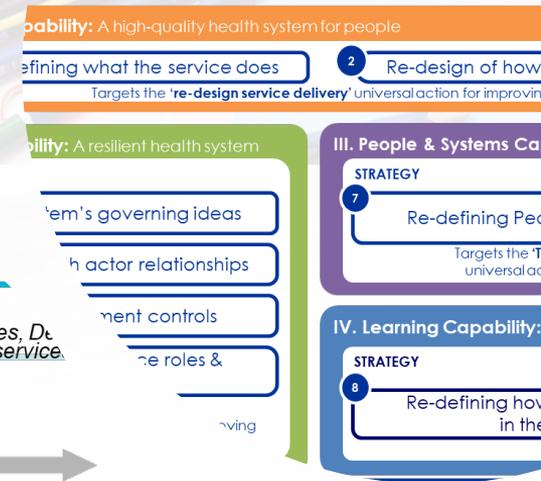
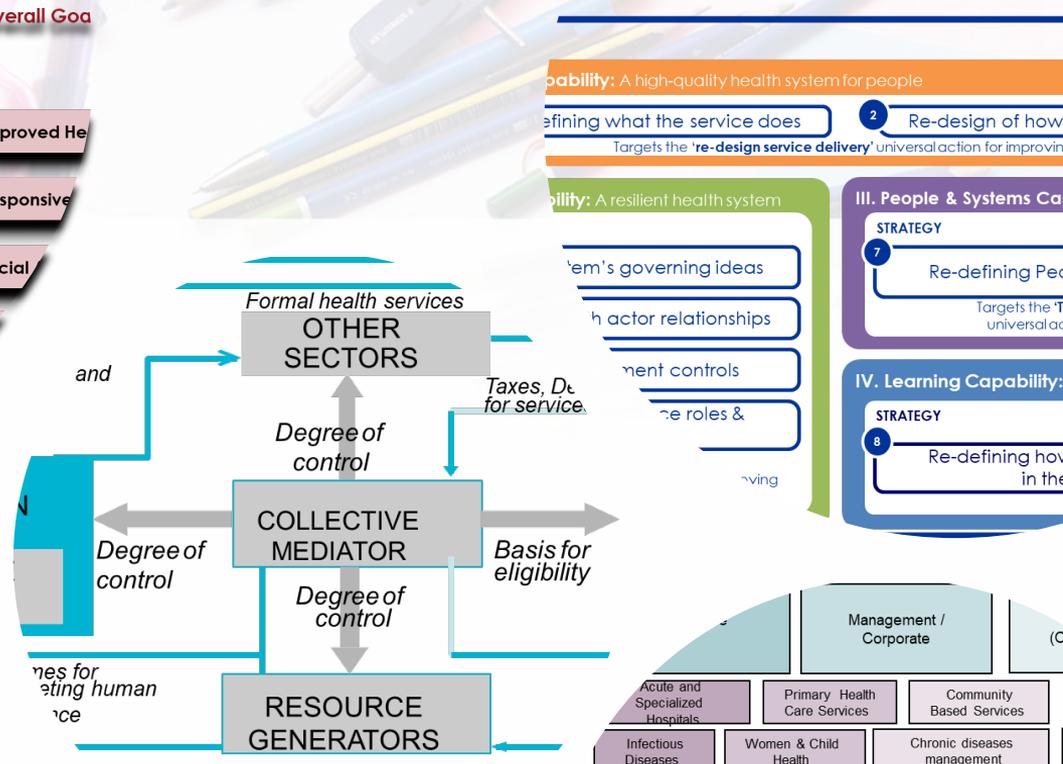
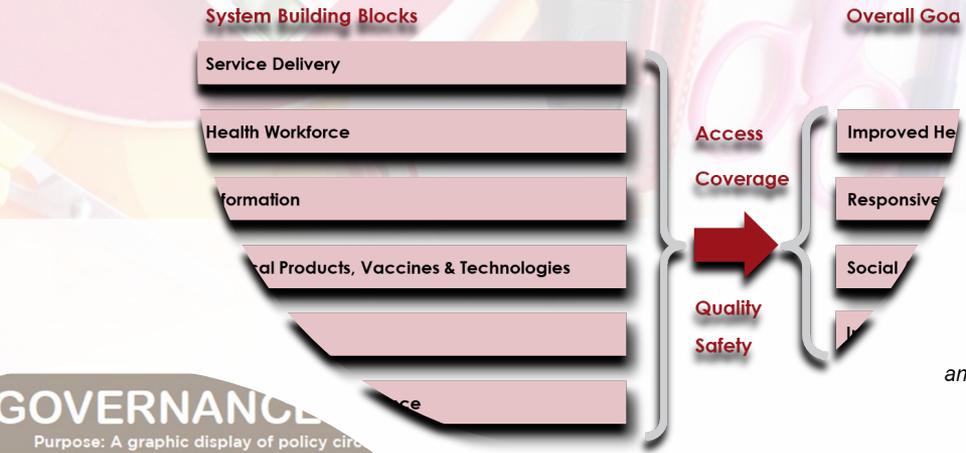
Instantiations

Design Science Research Process



Process Iteration

Incrementalism



Health System models

Artefact example: WHO Health System model

System Building Blocks

Service Delivery

Health Workforce

Information

Medical Products, Vaccines & Technologies

Financing

Leadership / Governance

Access

Coverage

Quality

Safety

Overall Goals / Outcomes

Improved Health (Level and Equity)

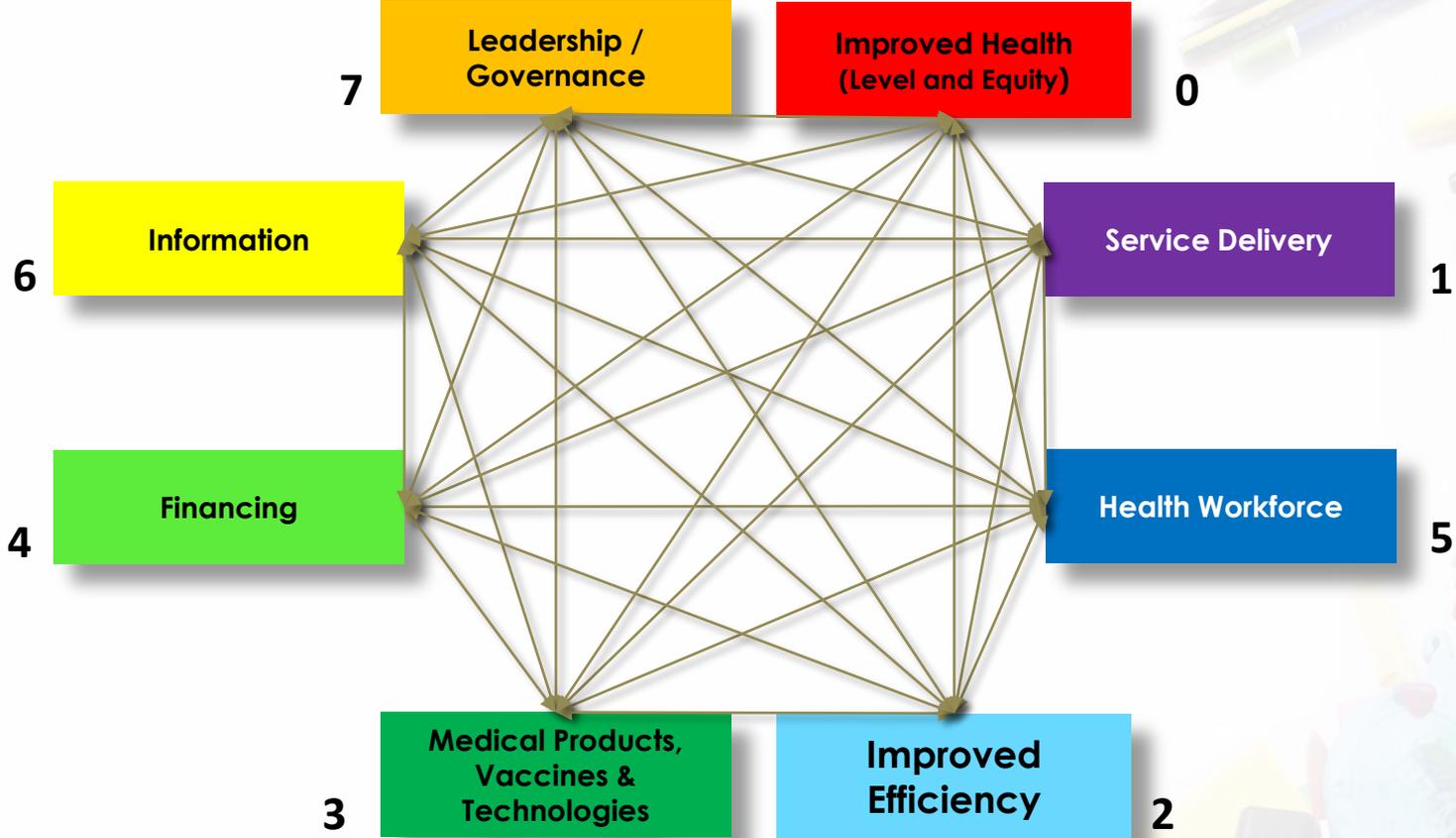
Responsiveness

Social And Financial Risk Protection

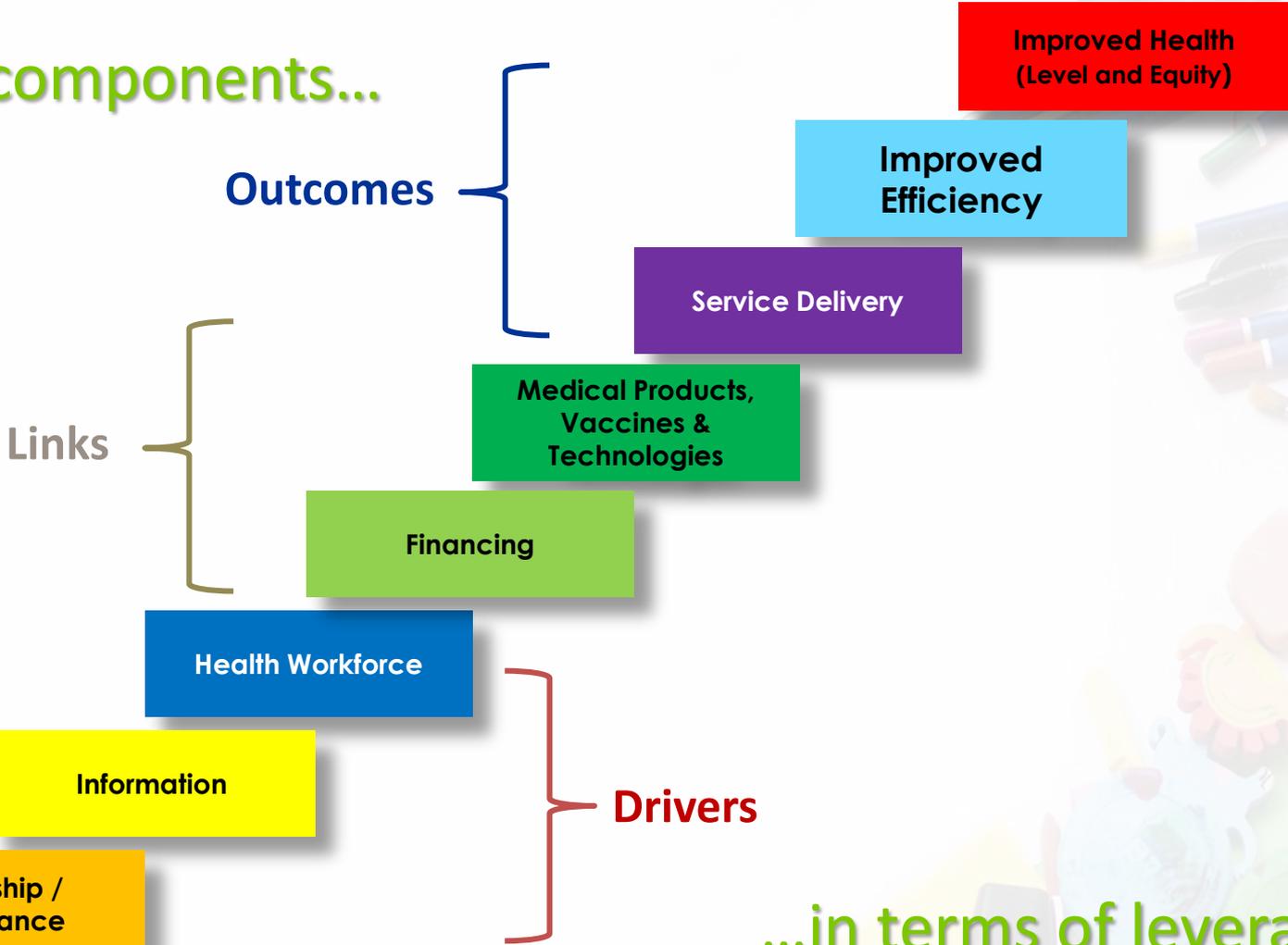
Improved Efficiency



Explore Interconnections between model components



Rank model components...

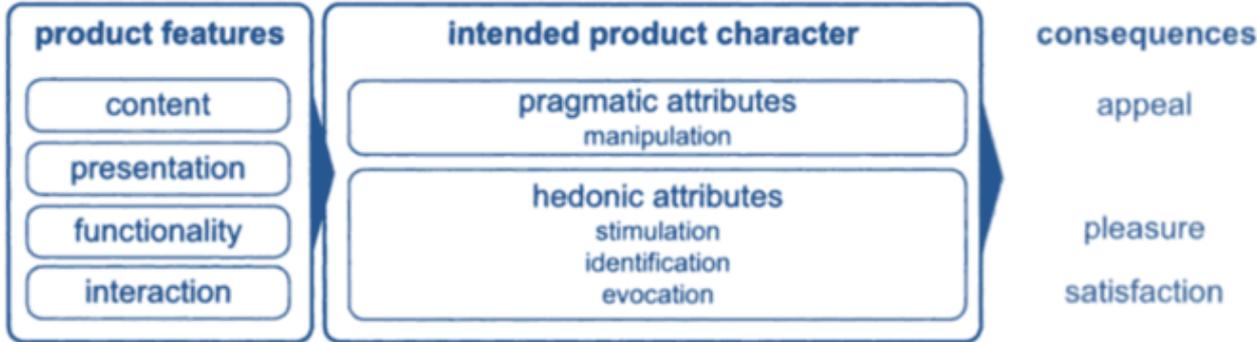


...in terms of leverage

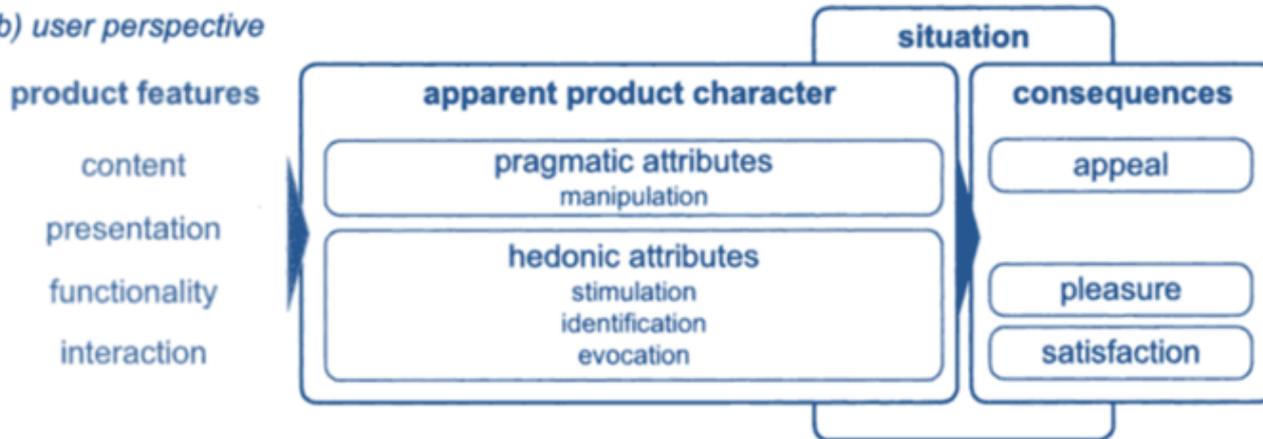


Multiple Perspectives: Designers and Users

a) designer perspective



b) user perspective



Hassenzahl's
Hedonic-Pragmatic
UX Model



Natural Science



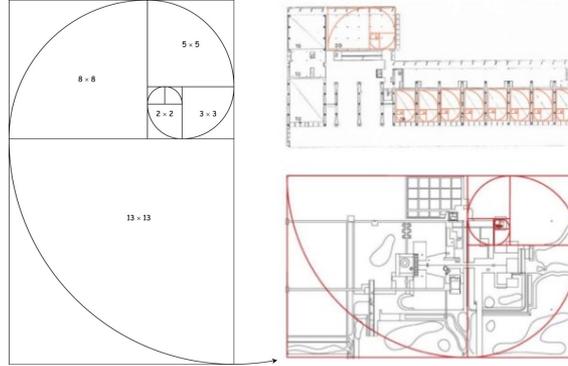
Golden Ratio



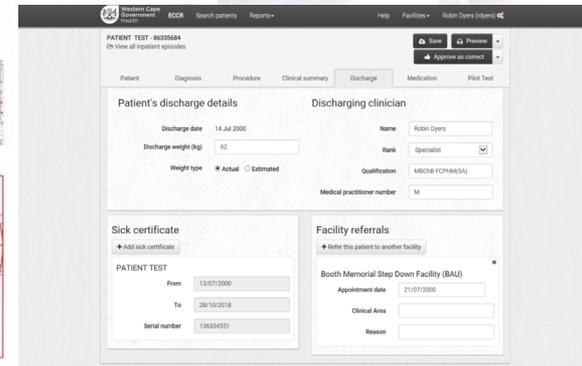
Murmuration



Design Science



Infrastructure Design



Interface Design



Decentralized Immutable Ledger for Health Information
Leadership and Governance ?



Thank you

