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MC #1

The first characteristic of a wicked problem is a vague problem definition. This connects with our problem because there are multiple stakeholders involved in this problem. Some stakeholders might be supportive of the decision to include something about Henry Shaw's slaves while others might just want the garden to stay how it is. Some people may want more light to be shined on the past of what Shaw did. Others may like the garden how it is and as we discussed in class, the revenue that comes in from the garden as it is. When these things are changed, many other factors will change in the process.

The second characteristic of a wicked problem is that there may be an undefined solution. This basically states that there is no right way to go about solving the problem. Even though we may have a general idea of how to solve the problem, that doesn't mean that it is necessarily the best way to go about it. There is no real right or wrong way to go about a problem, it's just that the problem at hand has no real defined solution. This applies to the problem at hand because there is no right way to go about solving this problem, or there is no current right way to. We may be able to go about different solutions and apply them separately, but there is no right solution.

The third characteristic is that there is no end point. I think that this applies very well to our problem at hand. Even if we propose a solution and it gets implemented, constant revisions will need to be made and eventually more problems with the solution will arise. A problem with

no end point means that problems will continue to arise over time even after the proposed solution is implemented. That's why instead of "solving" the problem "resolutions" to the problem are instead used. Apparently, according to the book, the stopping point of resolving a problem is when the resources become scarce (Remington-Doucette 69). This means that the problem we have will have to be continually monitored, and when different problems arise, more effort will have to be put into just the one solution. Or, we will have to start brainstorming again to bring up solutions for the problem's problem.

The fourth characteristic is that the solution may be irreversible. This basically means that we know nothing about what is going to come out of implementing a new solution. So testing beforehand doesn't really work out because people do not know how the solution will turn out. I feel like this would apply to our problem because we really have no idea on how this will turn out with our solutions we are going to develop in the future. Sure we may know some sparse facts about what might happen when the solution is implemented, but we still do not know for sure what is going to happen in the long run.

The fifth characteristic is that the problem is unique. This means that one solution for one part of the problem will not be applicable to the rest of the problem. I feel that this is applicable to our problem because there are multiple parts to the story of Esther, and one solution to shining light on one part of her story compared to the rest is completely different from one another. Showing how Esther escaped Shaw is completely different than looking at her life as a slave.

The sixth and last characteristic is that the problem is urgent. This means that if the problem isn't solved soon, there will be long lasting effects to "human and natural systems" (Remington-Doucette 69). I believe that our problem does not fall under this category. If this

problem isn't recognized it will turn into an even bigger problem, but it does not seem that it will injure natural and human systems.

I feel as if our research team should define this problem as a vague, undefined, no end point, irreversible, unique problem. The problem is vague because not much is known about it, and not much is known of what will happen if our solution is implemented at some point. Some stakeholders may want to back out of supporting the gardens, but at the same time some different stakeholders may start to support the gardens because of what we are doing. In essence, it is a gamble. The solution is undefined because there are multiple ways to approach the problem and think about possible solutions. There is no right answer, only the answer we provide. The problem seems to have no end point because even if our solution is implemented, some people may find it offensive, or hurtful to them, so we may need to change different aspects about the solution to appeal to almost everyone. The problem is irreversible because once it is implemented, our solution stays there for a while at the least. Which means many people are going to be able to see it and make their decisions about the gardens before we can really do anything about our decision. Finally the problem is unique because defining one part of the problem doesn't necessarily mean that all parts of the problem are solved. This just means that that particular part is solved, not the whole problem as a whole.

Works Cited

Remington-Doucette, Sonya. "Chapter 2: Wicked Problems and their Resolution." Sustainable World: Approaches to Analyzing & Resolving Wicked Problems , Kendall Hunt, Dubuque, IA, 2017, pp. 68-69.