

General Principles of Systems Design

"What the book is good at . . . is the explanation of imaginative approaches to the organization of systems (of humans or of machines)."

—Datamation

"The authors combine the views of their disciplines and look at larger issues such as the interplay between systems and people, the abstract and concrete, and the theoretical and practical. . . . The authors' style is light and sometimes humorous with a large number of quotations from literature. . . . Never dull . . . the book bears evidence of a global view in which systems design is a means of organizing ideas, structures, things, and experience."

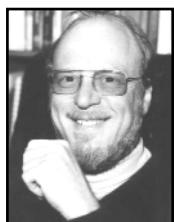
—Ann E. Prentice

Library and Information Science Annual

"This book is the result of an 18-year collaboration between two people, in two different disciplines, who share a fascination and love for the human animal. Whether from the vantage point of computers or anthropology, we are excited by the capacities of the human mind and alarmed by some of its products. . . . Both our disciplines daily come to grips with the subtle interplay between system and environment. Cultures and computers both exhibit the effects of adaptation to a constantly changing environment."

—from the preface

About the Authors



Gerald Weinberg is co-principal with his wife, Daniela, of Weinberg and Weinberg, a consulting firm that trains people in improved productivity, organizational development, and problem solving.

Daniela Weinberg has consulted, published, and lectured extensively on organizational cultures, both how they work and how they change. Drawing on her expertise in applied anthropology, she holds workshops on the human-canine relationship. She is a staff writer for the dog-obedience journal *FORWARD*, winner of the prestigious Maxwell Award in 1998 and 1999.



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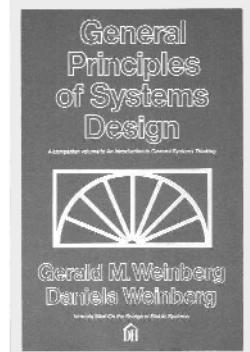
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by Gerald M. Weinberg and Daniela Weinberg



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Bring a Deeper Understanding of Systems to Software and System Development

Originally titled *On the Design of Stable Systems* in its first, hardcover incarnation, in 1979, *General Principles of Systems Design* does not just focus on computer systems, but systems of all kinds—human, natural, and technological.

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