



# 8th International Farming System Design Conference

## Palaiseau – 25-29 August 2025

Agricultural systems  
by design





Agricultural systems  
by design

# Key-Note

## Agriculture by Design How to address differently Agricultural Challenges?

**Chloé Lecomte<sup>1</sup>, Elsa Berthet<sup>2</sup>**

<sup>1</sup>UMR Innovation, CIRAD, France

<sup>2</sup>Centre d'études Biologiques de Chizé, INRAE, France

# Agenda

- I. What is design and why can it be seen as a potential for transformation in today's pressing challenges?
- II. Moving design approaches to the food system level: scientific progress and challenges
- III. What's next? Addressing differently agricultural challenges

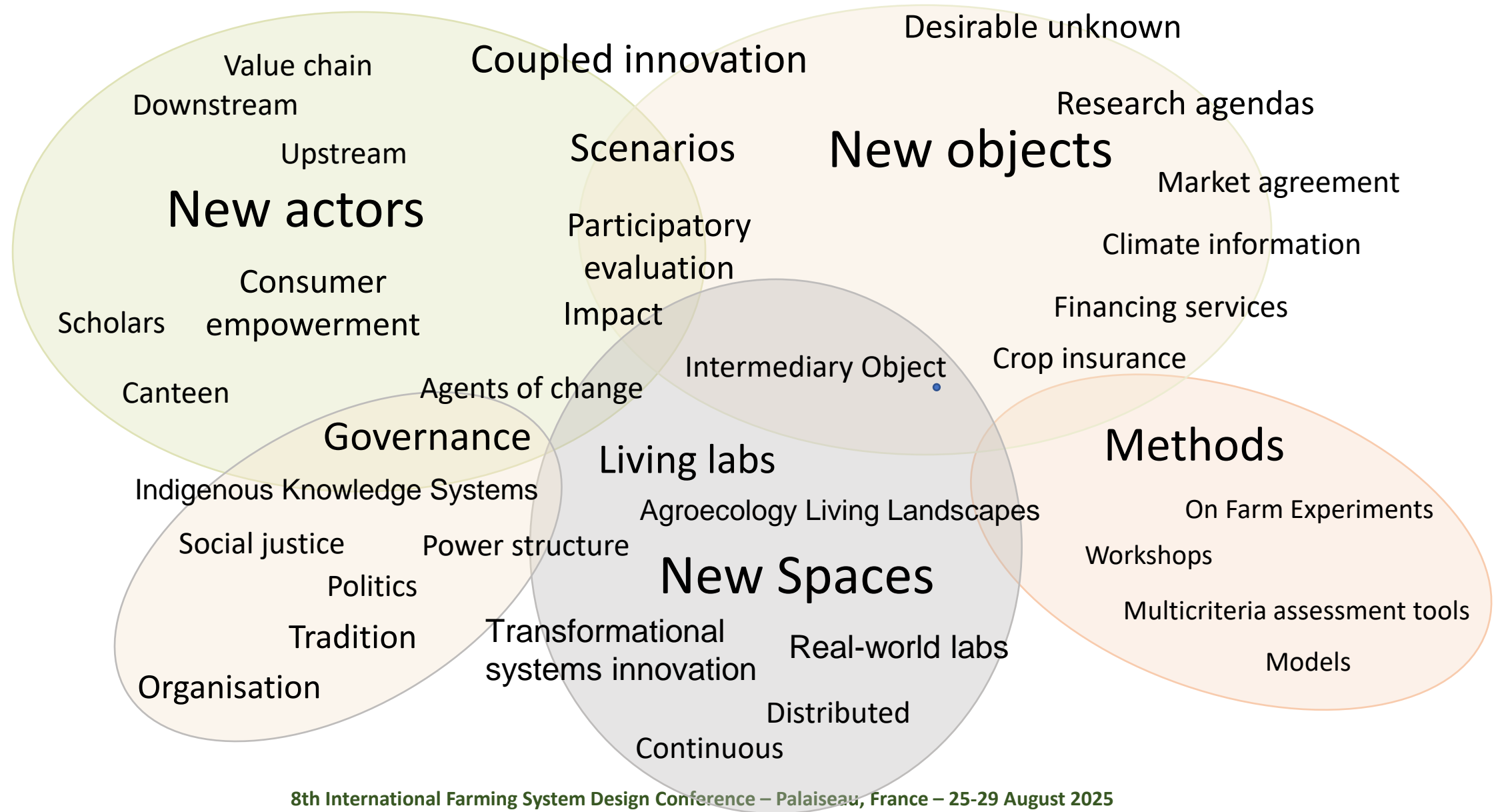
# Let us first hear from you



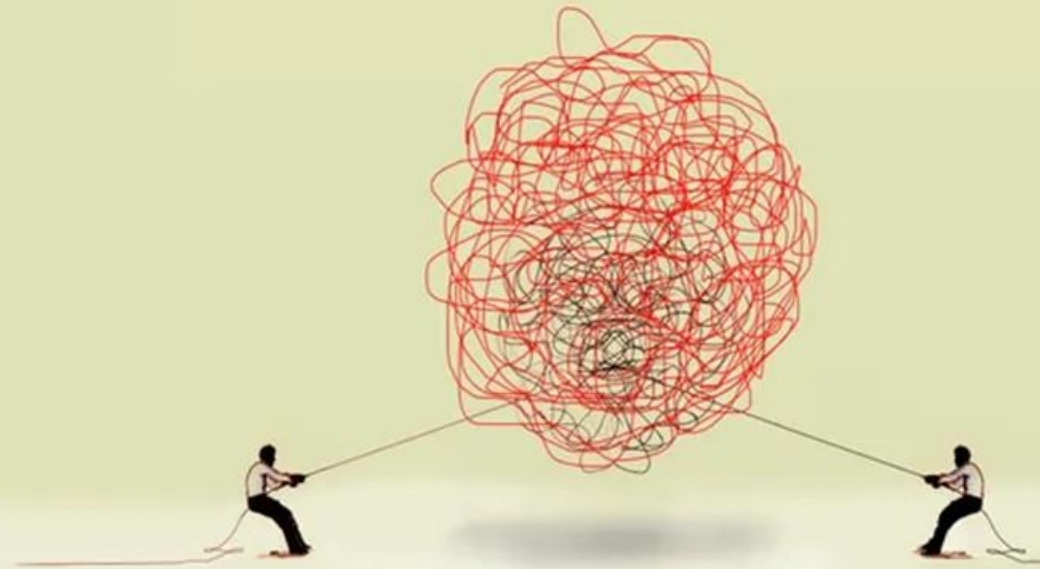
(Image credit: Gary Waters / Alamy Stock Photo)

## Do you mobilise design in your research work?

# Overview of your works presented during the conference



# Another question



(Image credit: Gary Waters / Alamy Stock Photo)

Do you mobilise **design sciences** in your work?

# What is de♦sign

And why can it be seen as a potential for transformation in today's pressing challenges?

# What is de♦sign



*Picture from Design to Change”  
by Ruud Janssen, Roel Frissen  
and Dennis Luijer (2024)*



# What can be designed



# What can be designed



# What can be designed



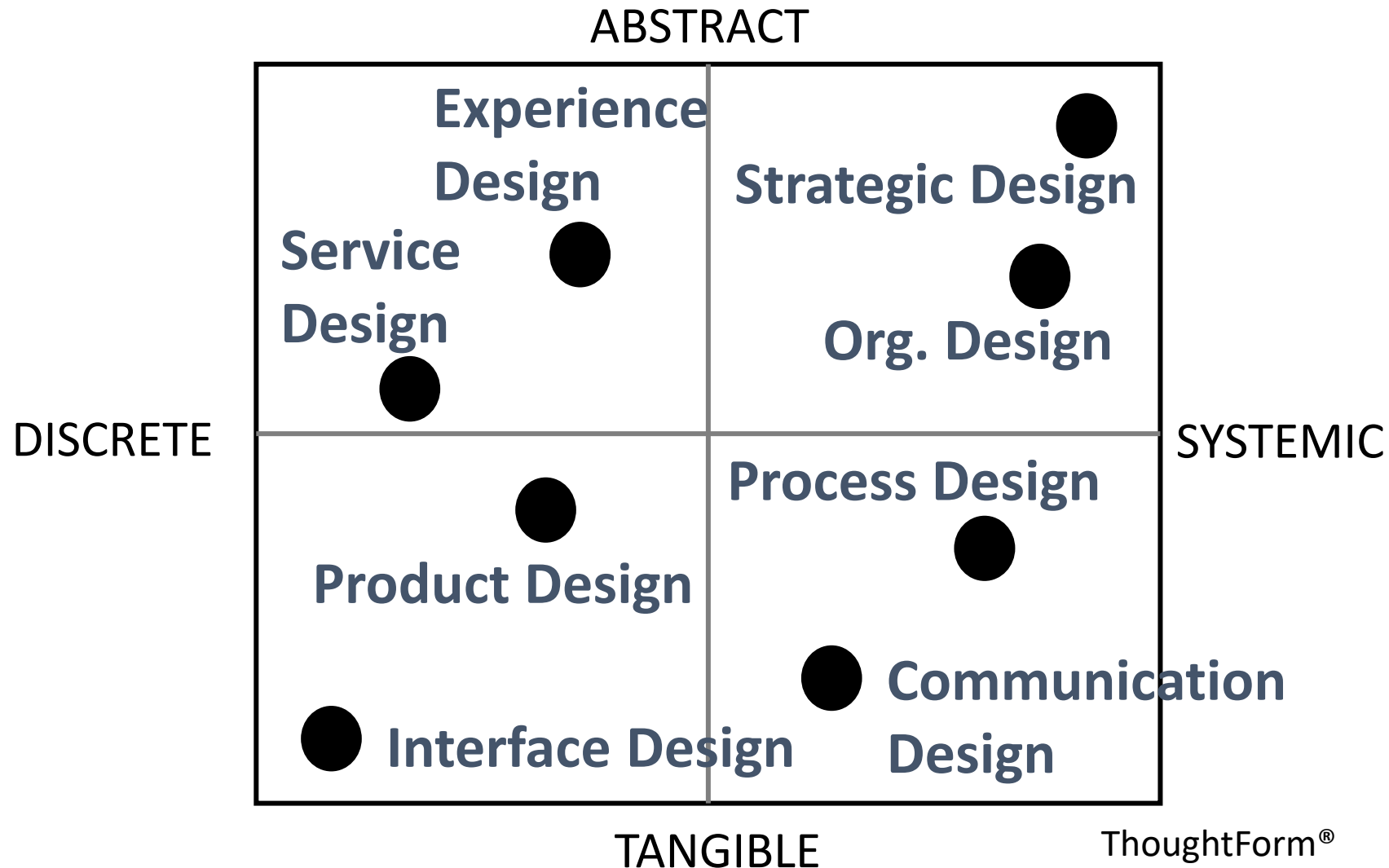
# What can be designed



# What can be designed

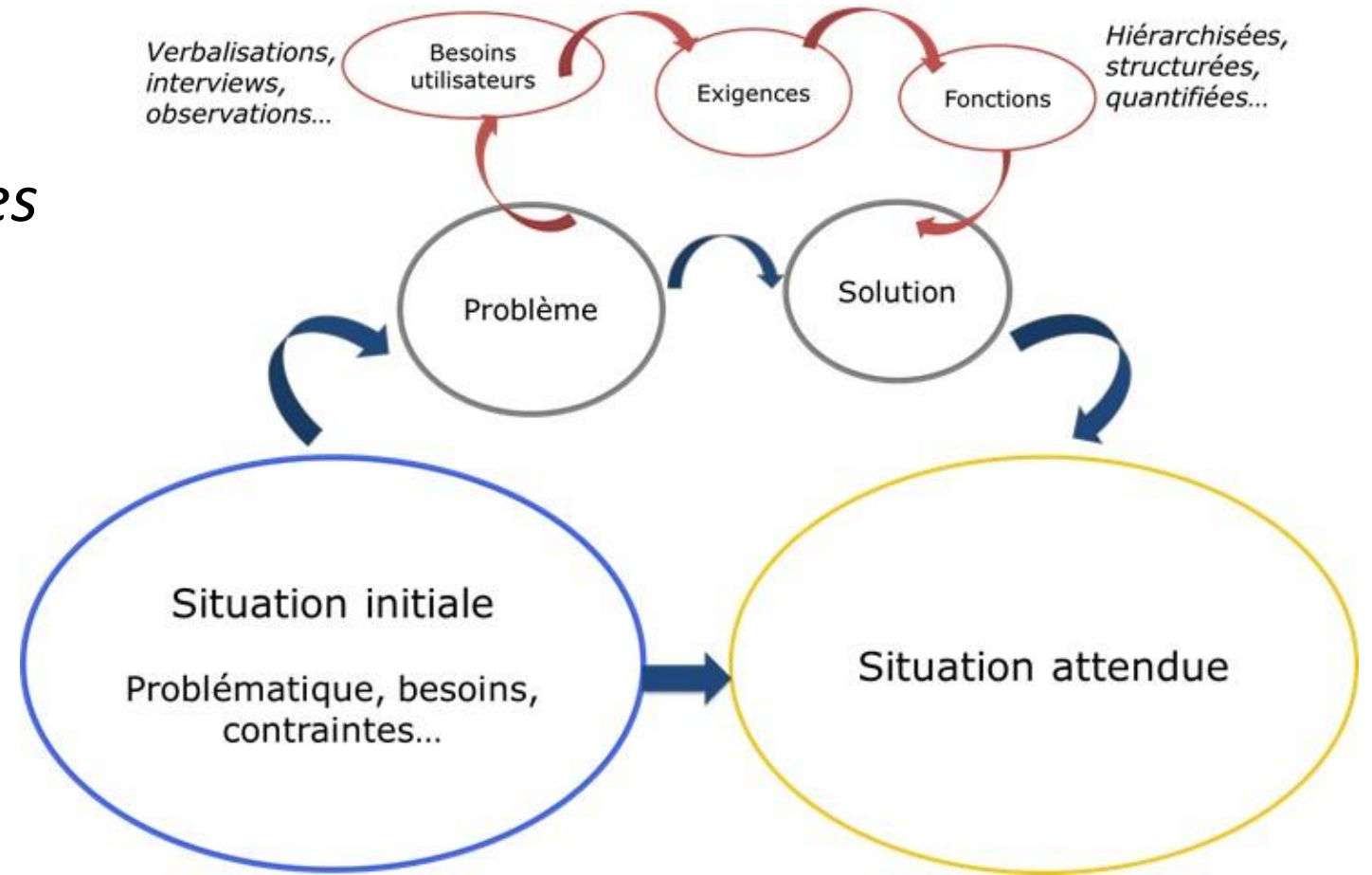


# What can be designed



# How do we design?

“Everyone designs who *devises courses of action aimed at changing existing situations into preferred ones.*”  
(Simon, 1968)



# How do we design?

“In the real knowledge a design solution has unexpected functions”  
*Yoshikawa,*

Design cannot be defined without a simultaneous knowledge “expansion”  
process.

*Hatchuel et al., 2003, 2009*



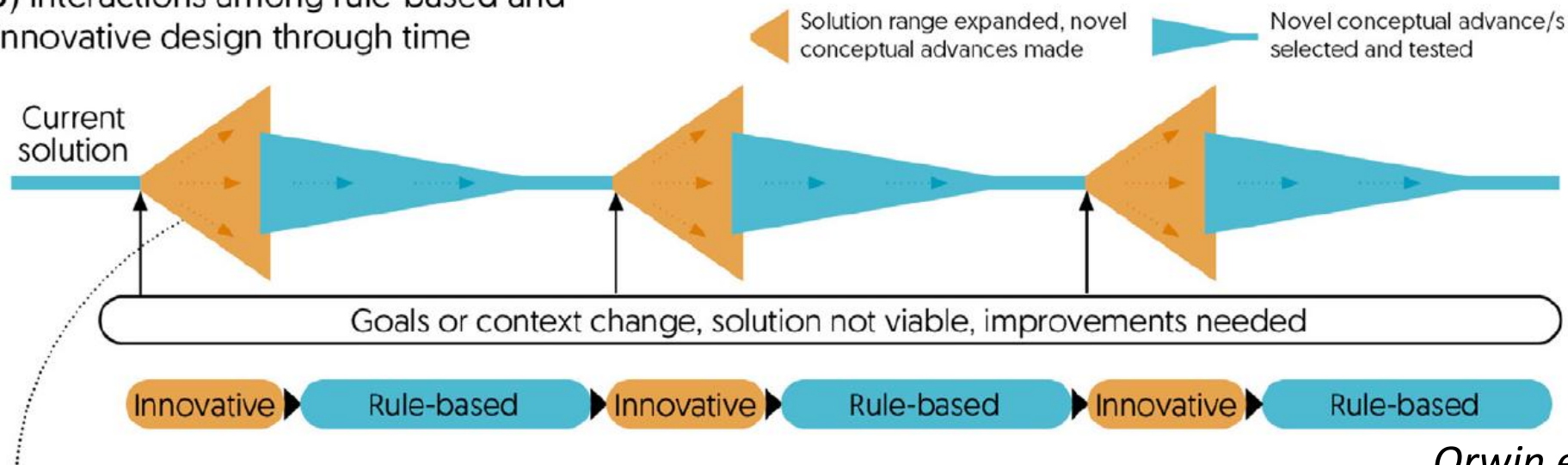
# How do we design?

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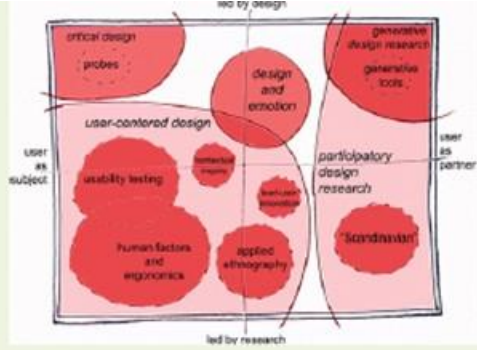
Design cannot be defined without a simultaneous knowledge “expansion”  
process.

*Hatchuel et al, 2003, 2009*

(B) Interactions among rule-based and innovative design through time



*Orwin et al., 2022*



**Empathize**  
Understanding people

**Define**  
Figuring out the problem

## DESIGN THINKING



**Ideate**  
Generating your ideas

**Test**  
Refining the product

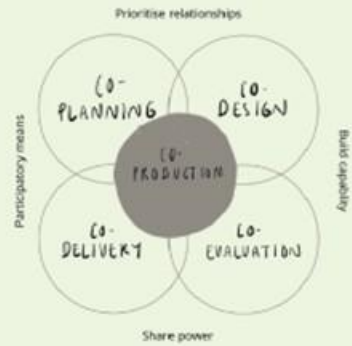
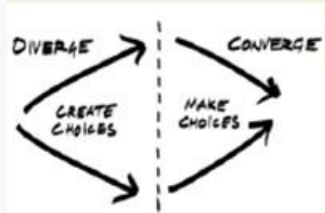
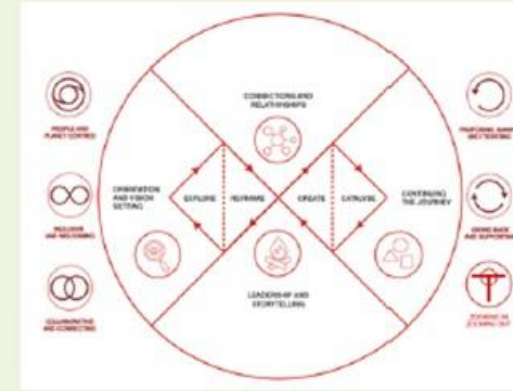
**Prototype**  
Creation and experimentation

## co-design process

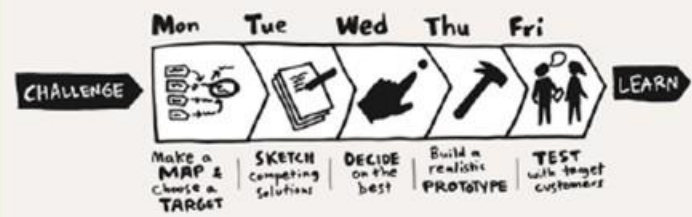
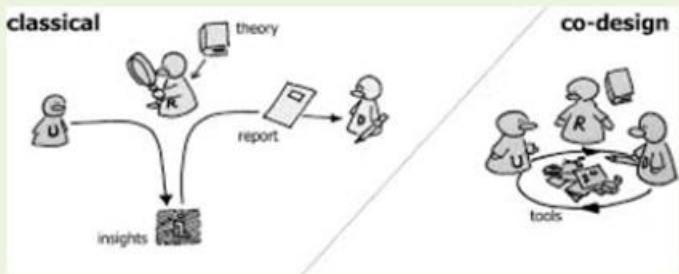


LEARN FROM NOTES

**DeSIRA LIFT**



STRATEGIC DESIGN PROCESS FOR ENTREPRENEURSHIP					
PHASE	DESCRIPTION	KEY ACTIVITIES	OUTPUTS	KEY TOOLS & TECHNIQUES	KEY RISKS & CHALLENGES
1. IDENTIFY PROBLEM	Understand Problem	Define Problem	Problem Statement	Interviews, Focus Groups, Surveys	Scope Creep, Lack of Clarity
2. ANALYZE PROBLEM	Define Problem	Define Problem	Problem Statement	Interviews, Focus Groups, Surveys	Scope Creep, Lack of Clarity
3. GENERATE IDEAS	Brainstorming	Brainstorming	Idea List	Brainstorming, Mind Mapping	Lack of Creativity, Limited Perspectives
4. DEVELOP PROTOTYPES	Develop Prototypes	Develop Prototypes	Functional Prototypes	Prototyping, Mockups	Lack of Resources, Limited Feedback
5. TEST PROTOTYPES	Test Prototypes	Test Prototypes	Feedback	User Testing, Surveys	Lack of User Feedback, Limited Resources
6. IMPLEMENT SOLUTION	Implement Solution	Implement Solution	Final Product	Implementation, Launch	Lack of Resources, Limited Feedback



**There are many approaches**



co-designing

# How design can be seen as a potential for transformation in today's pressing challenges?



<https://www.massivechangenetwork.com/publications>

## References to explore

Prost, 2021

Le Gal et al 2011

# Moving design approaches to the agrifood system level: scientific progress and challenges

# Designing agrifood ecosystems

The Living is evolutionary, self-functioning, and partly unknown...

...Yet we need to integrate it in design processes!

**Ecological knowledge** may generate concepts as departure points for agroecosystem design

# Designing agrifood ecosystems

« Sponge territory »

# Designing agrifood ecosystems



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# Bridging design communities for systemic design



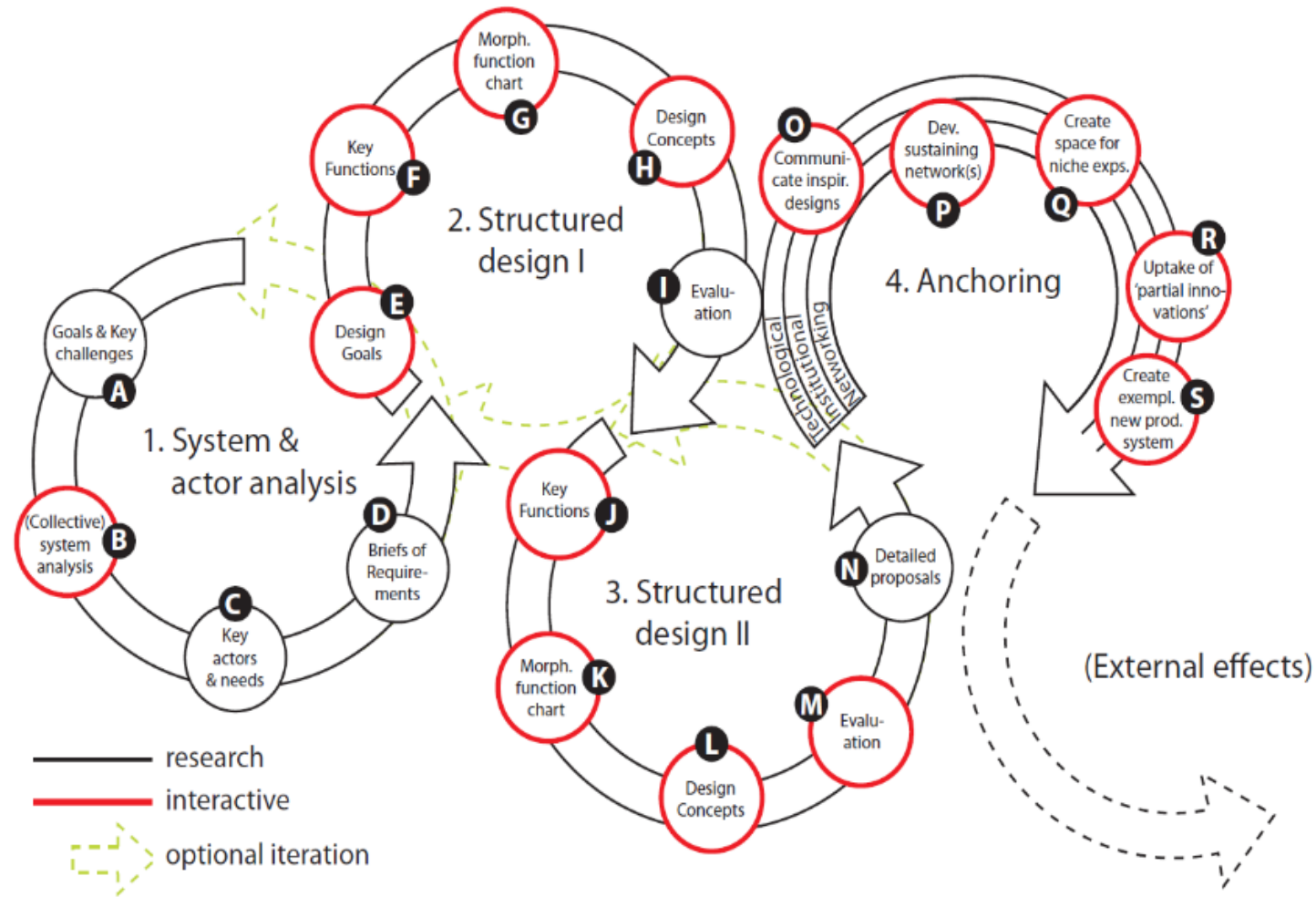


# Bridging design communities for systemic design



Defining a common unknown as a long-term objective

# Involve agents of change for agrifood system design



*Bos and Grin 2012*  
*Elzen and Bos 2019*  
*Le Masson et al. 2012*  
*Le Masson & Weil 2014*

Figure 4: RIO version 2, as practiced in the Well-Fair Eggs and Broilers with Taste

# Develop agents' creativity and design capacities to move towards innovative systems

- Identify cognitive biases that hinder creativity: effects of fixation
- Leadership strategies for ideation management
- Design workshops to enhance participants' design capacities



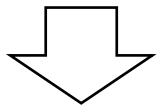
*Agogué et al. 2014*  
*Cassotti et al. 2016*  
*Ezzat et al. 2017*  
*Berthet et al. 2024*

# III. What's next? Addressing differently agricultural challenges

# Dealing with new classes of design problem

## **CLASS I**

Problem with  
complete description



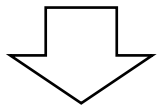
Design discrete  
solutions

*Adapted from  
Ueda et al (2004)*

# Dealing with new classes of design problem

## CLASS I

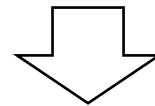
Problem with  
complete description



Design discrete  
solutions

## CLASS II

Problem with incomplete  
environment description



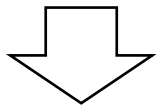
Design systems

*Adapted from  
Ueda et al (2004)*

# Dealing with new classes of design problem

## CLASS I

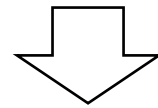
Problem with complete description



Design discrete solutions

## CLASS II

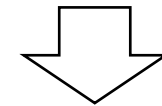
Problem with incomplete environment description



Design systems

## CLASS III

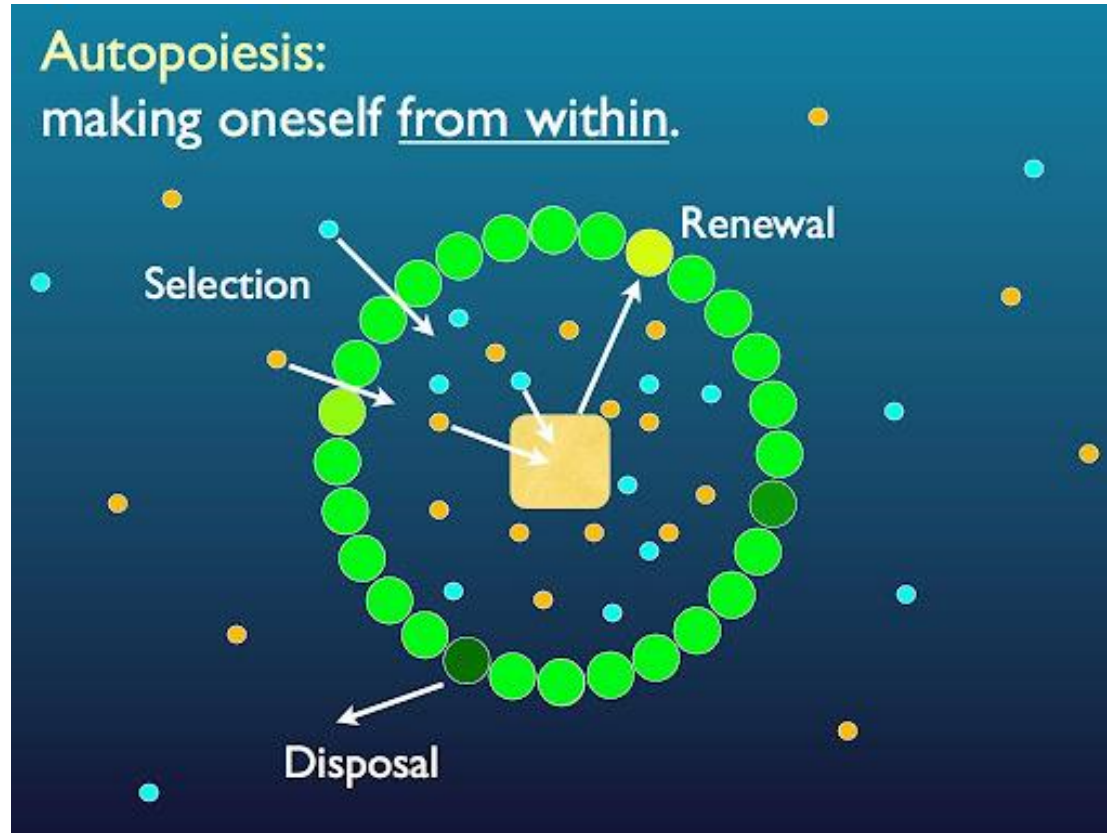
The environment description and the purpose are incomplete



Design rules of structure of the system to self-organise

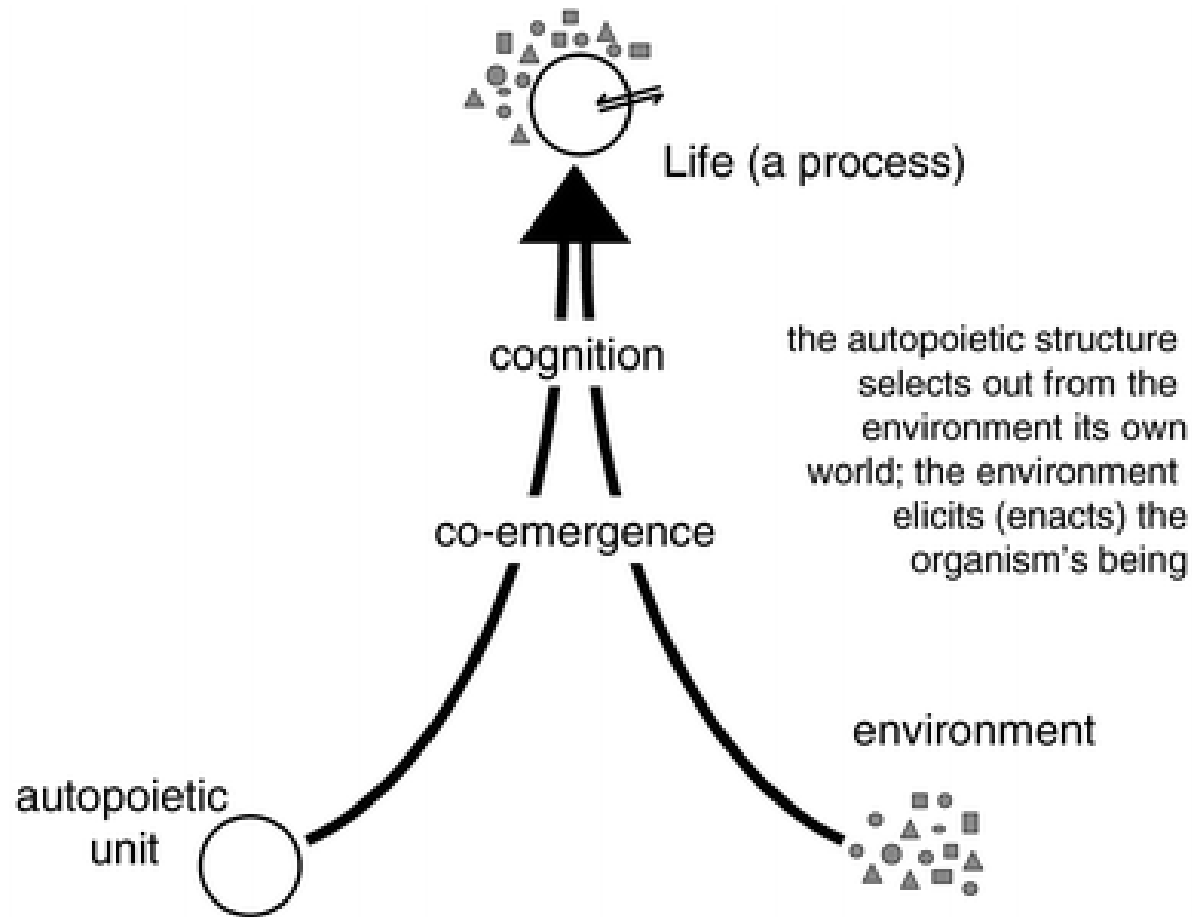
*Adapted from Ueda et al (2004)*

# Design rules of structure of the system for self-organisation



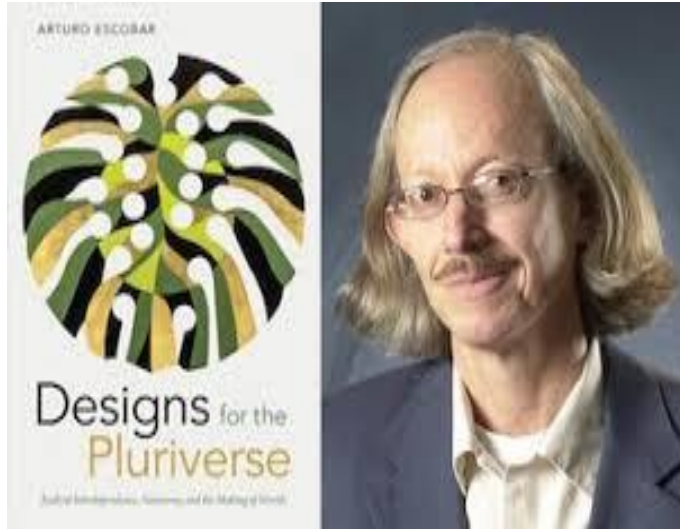


# Continued self-creation of structures



“The key to autonomy is that a living system finds its ways into the next moment by acting appropriately out of its own resources” (Varela, 1999)

# Autonomous design principles



# Design things that are unfinished, open-ended, self-organized

**CLASS I**

**CLASS II**

**CLASS III**



# Design things that are unfinished, open-ended, self-organized

**CLASS I**

**CLASS II**

**CLASS III**



# Design things that are unfinished, open-ended, self-organized

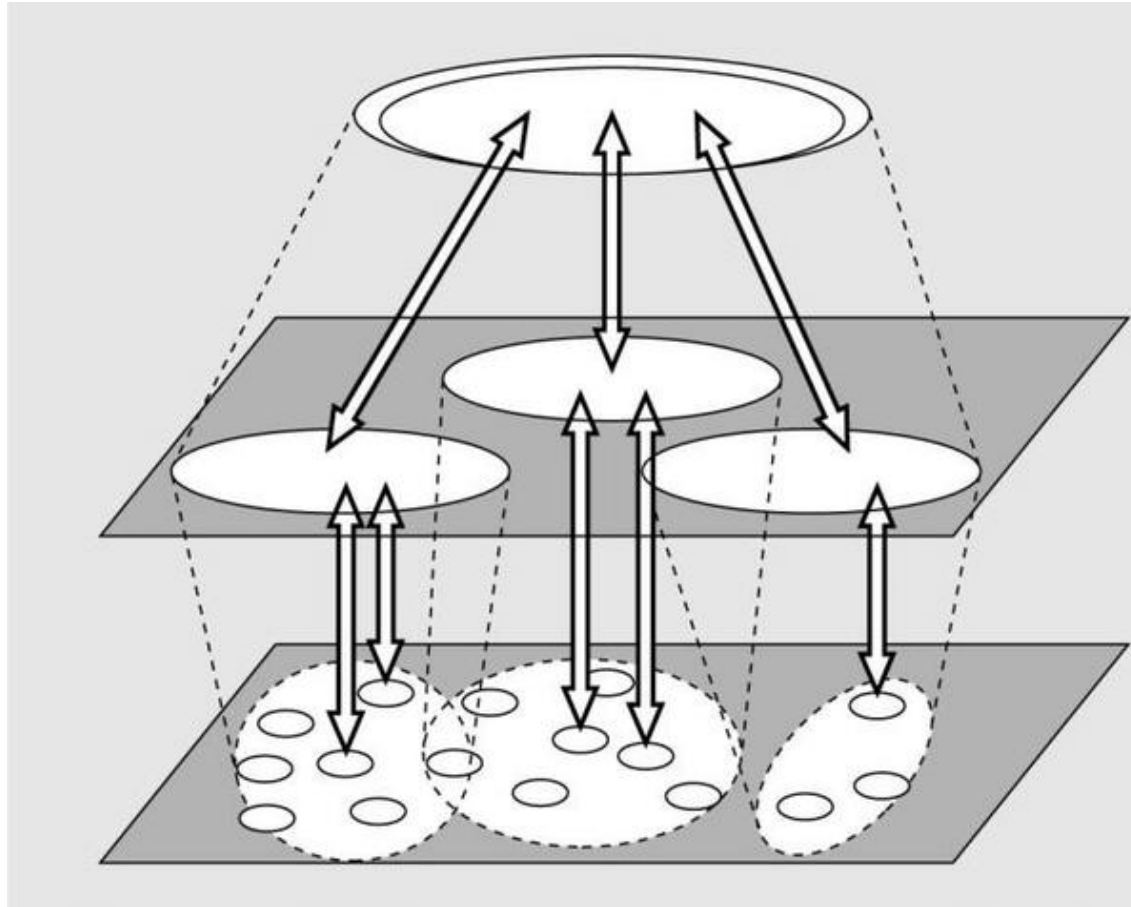
**CLASS I**

**CLASS II**

**CLASS III**

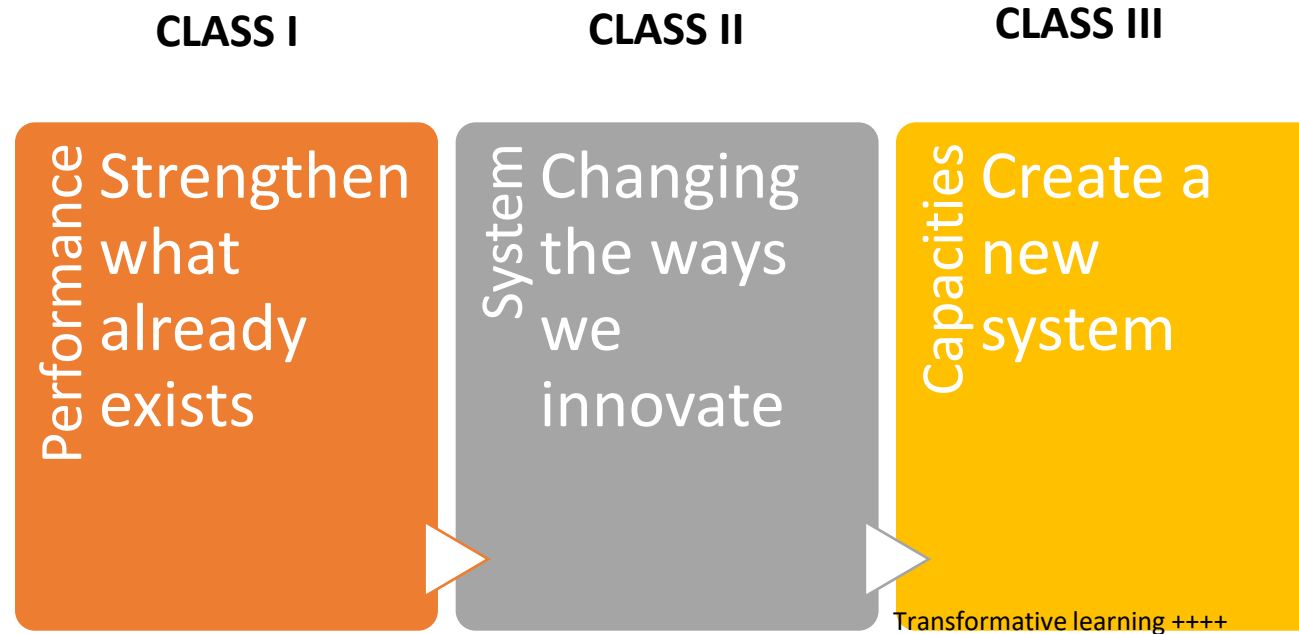


# The right level



The right level is the intermediate level for bricolage to contaminate ideas and solutions for scaling dynamics (Caron, 2025)

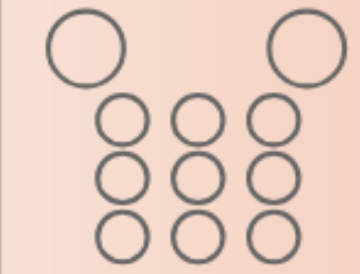

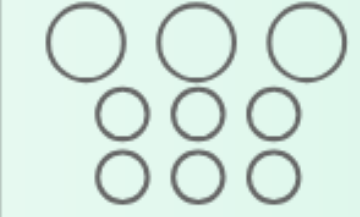
# Role and competencies of research



*Toillier et al, 2022*

Possible roles of research in supporting transformation

# Where do you stand?

<b>Epistemology</b> Driving force Participation Axiology	Positivist Laws None Neutral		<b>Interpretivist</b> Agency Inclusive Engaged
<b>Methodology</b> Problematization Investigation	Preconceived Reductionist Hands-off		<b>Adaptive</b> Holist Transformative
<b>Implementation</b> Adoption Assessment	Instrumental Transfer Accountability		<b>Emergent</b> Sense-making Learning

**Fig. 2 | Heuristic tool for discussing a research stance.** The different choices which define a research stance are organized in three main fields: epistemology (the nature of the knowledge), methodology (the method of producing the knowledge) and implementation (the use to which the knowledge will be put).

*Hazard et al. 2019*



# Where do you stand?

We'll be happy to discuss

[Chloe.lecomte@cirad.fr](mailto:Chloe.lecomte@cirad.fr)

[Elsa.berthet@inrae.fr](mailto:Elsa.berthet@inrae.fr)

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