This course will design new systems of governance for 2060. In order to focus as much as possible solely on issues of governance design, each student will work in one of three or four teams each representing distinct communities. Each community will be given a unique history of its existence and an overall social purpose for its functioning that is different from the other two or three communities, and will be endowed with its own specific set of resources and challenges different from those of the other two or three communities as well.

About the first third of the class will be devoted to understanding what is meant by “design” and what “governance” has meant historically and at present, Why governance forms and processes of governance systems evolved to be as they are now will be discussed. The second third of the class will be devoted to each community reviewing some existing possibilities and suggestions for new forms of governance, and to researching, considering, and conceiving additional ideas. The last third of the class will be devoted to each group developing a governance design appropriate for its community, and to presenting the design to the class as a whole for critique and improvement.

Each student’s individual project will be based on their participation in the design of a community governance system. However, there individual design may be similar to or very different from the one developed by the design team within which they were situated.

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