

The following keywords and phrases appear in the Systems Innovation Toolkit.			
Term Source Language: English	Definition/Explanation	Translation Target Language: Mandarin	Notes
"aha" moment	An "aha moment" is a sudden realization, insight, or moment of inspiration where a person suddenly understands a previously incomprehensible problem or concept.	顿悟时刻	
accelerator	An accelerator provides short-term support (education, resources, seed funding, mentorship, etc) for an individual/organization to quickly grow their early or mid-stage business	加速器	
Activate	Activate is the third phase of the GKI Systems Innovation methodology	演练	
adaptive management	Adaptive management is a structured, iterative process of decision-making with an aim to reducing uncertainty over time via monitoring and adjusting actions based on what is learned.	适应性管理	
analysis paralysis	Analysis paralysis is a state of overthinking or overanalyzing a situation, which leads to an inability to make a decision or take action.	分析瘫痪	
backbone organization	A backbone organization pursues six common activities to support and facilitate collective impact: Guide vision and strategy, Support aligned activities, Establish shared measurement practices, Build public will, Advance policy, Mobilize funding	核心骨干组织	
bright spot	A "bright spot" is an instance of success or positive outcome. It's something that is working well and can serve as an example or source of inspiration.	系统亮点	
call to action	A "call to action" is a prompt, typically found in marketing materials or at the end of presentations, that encourages the audience to take a specific, immediate action. It often includes a strong command verb and directs the audience towards a desired outcome, such as "Buy Now" or "Sign Up Today."	行动号召	
capacity building	Capacity building is the process of creating or improving the skills and abilities of individuals or organizations so they can perform their functions more effectively and achieve their goals.	能力构建	
Causal Loop Diagram (CLD)	A causal loop diagram is a visual tool used to map out the cause-and-effect relationships between variables in a system, highlighting feedback loops that either amplify or balance the system's behavior.	因果回路图	

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challenge competition, innovation challenge, open innovation competition	GKI's toolkit uses these terms interchangeably to mean, a competition or initiative that encourages participants to develop creative solutions to a specific problem or opportunity, often with the goal of fostering innovation and generating new ideas.	挑战竞赛、创新挑战赛、开放式创新竞赛	
challenge statement	A challenge statement is a concise description of a problem that needs to be solved, often used in design thinking or innovation contexts to inspire creative solutions.	挑战陈述	
champion	Synonyms for this noun are "advocate, supporter"	倡导者、支持者	
co-create	Co-create is verb used to describe the collaborative process of creating together with others rather than individually.	协同创造、共同创造	
co-design	Co-design is verb used to describe the collaborative process of designing together with others rather than individually.	协同设计、共同设计	
collaborative design	Collaborative design involves leveraging the collective intelligence of people from different backgrounds and expertise to create solutions. It emphasizes open communication, shared decision-making, and iterative feedback throughout the design process.	协同设计	
community engagement	Community engagement is the process of working collaboratively with groups of people who are connected by location, interests, or shared experiences to address issues that affect them. It involves building relationships, fostering dialogue, and taking collective action to improve the community's well-being.	社群参与、社区参与	
complex environment	A complex environment is one with many interconnected parts that interact in often unpredictable ways, making it difficult to understand and navigate.	复杂环境	
connection	Synonyms for this noun are "relationship, rapport"	良好关系	
core team	A group of influential individuals who provide strategic guidance, oversight, and governance to the network	核心团队	
Design	Design is the second phase of the GKI Systems Innovation methodology	设计	

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design thinking	Design thinking is a human-centered problem-solving process that involves understanding users, brainstorming solutions, prototyping, and testing. It prioritizes empathy, experimentation, and iteration to create innovative and user-friendly products or services.	设计思维	
Developmental Evaluation	Developmental evaluation is an ongoing evaluation approach that helps social innovators develop and adapt their initiatives in complex or uncertain environments. It provides real-time feedback to program staff for continuous improvement and adaptation of their initiatives.	发展性评价	
Discover	Discover is the first phase of the GKI Systems Innovation methodology	发现	
dry run	A dry run is a rehearsal or practice session conducted under similar conditions to the real event, in order to identify and resolve potential issues beforehand.	模拟演练	
ecosystem	In systems thinking, an ecosystem is a complex network of interconnected and interdependent elements (e.g., living organisms, their physical environment, social structures) that interact and influence each other as a whole.	生态系统	
element(s)	Synonyms for this noun are "component, parts"	要素	
enabler	An enabler is a factor or element within a system that supports or facilitates the functioning of other factors, contributing to the overall behavior or performance of the system	使能因素、 致动因素	
engagement	Engagement is used to attract and retain the interest of stakeholders through meaningful interactions and relevant content.	促进参与	
facilitator	A person specialized in leading engaging sessions with attendees. They design agendas that encourage participation, manage group dynamics, and facilitate effective idea generation and decision-making.	(会议/活动) 引导者; (项目) 协调者	
feedback loop	A feedback loop is a continuous process where information about the output of a system is fed back into the system as input, which can then influence or modify future outputs.	反馈环, 反馈回路	

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Human-Centered Design (HCD)	Human-centered design (HCD) is an approach to problem-solving that prioritizes understanding the needs and wants of the people who will be using the product, service, or system being designed. It involves empathy, user research, and iterative feedback loops to create solutions that are truly useful and meaningful.	人本设计, 以人为本的设计	
ICT	information and communication technology	信息与通信技术	
incubator	An incubator helps individuals/organizations in the early stages of their business development to refine their ideas and help them grow. This support lasts one to several years.	孵化器	
innovation	Innovation is the process of creating and implementing new ideas, products, or services that generate value and positive change. It involves recognizing opportunities, challenging conventional thinking, and taking calculated risks to bring about meaningful advancements and improvements.	创新	
innovation thinking	The ability to generate new ideas by approaching problems or existing practices in imaginative, novel ways (Glasspool, 2002)	创新性思维	
Lean Methodology	Lean methodology is an iterative approach to product development that emphasizes building a minimum viable product (MVP), gathering feedback quickly, and making continuous improvements based on that feedback.	精益方法论	
Learn	Learn is a cross-cutting phase of the GKI Systems Innovation methodology	学习	
learning	Learning is the process of acquiring and applying new knowledge, skills, attitudes, and values to improve development outcomes and continuously adapt.	学习过程	
lessons learned	Lessons learned are the insights and knowledge gained from past experiences, successes, or failures, used to improve future performance and avoid repeating mistakes.	经验教训	

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leverage point	A leverage point is a place within a complex system where a small intervention can produce large changes in its overall behavior. It's a strategic point for influencing and transforming a system. A place in the system where innovation can lead to significant system-wide changes.	杠杆点	
living resource	A living resource is a dynamic and adaptable information source, like a document, that is regularly updated and expanded upon, ensuring the content remains relevant and accurate over time.	动态更新的资源	
MCs	Master of Ceremony	司仪	
mean-making	Mean-making is the process of how individuals interpret and understand experiences, information, or events in a way that gives them significance and relevance to their own lives.	意义构建	
MEL	monitoring, evaluation, and learning	监督、评价、学习	
modalities	Synonyms for modalities are mode, method, technique	方式, 模式	
Most Significant Change	Most significant change (MSC) is a participatory monitoring and evaluation tool that involves collecting stories of change from stakeholders and identifying the most meaningful ones to understand the impact of a project or intervention.	最显著变化法	
network	A network is a set of interconnected elements (or nodes) and the relationships between them, where changes in one part of the network can affect other parts.	系统变革合作网络 (文中也简称合作网络, 或网络)	
out-of-the-box	Out-of-the-box describes creative and unconventional thinking, often used in the phrase "thinking outside the box." A synonym for this adverb is "different".	打破思维定势	
Outcome Harvesting	Outcome harvesting is an evaluation approach that focuses on identifying and understanding the changes that have occurred (outcomes) and then working backward to assess whether and how a particular intervention contributed to those changes. It is often used in complex situations where the outcomes are not predetermined or where the context evolves over time.	成果采集法	

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Participant	A person who actively engages in a systems innovation process, contributing their perspectives, experiences, and actions, to collectively understand a system and explore pathways for change.	参与者	
pent-up energy	Pent-up energy is a feeling of unreleased or suppressed energy, often resulting from inactivity or emotional restraint. It can manifest as restlessness, agitation, or a strong urge for physical activity.	被压抑限制的能量	
pitch session	Pitch session is a brief presentation given by an entrepreneur to potential investors or clients, summarizing their business idea and highlighting its value proposition in order to secure funding or support.	融资推介会	
platform	Platform refers to technologies, tools, and channels for communication and collaboration	平台	
player, actor	Player and actor refer to an individual, group, and organization who have an direct or indirect role in influencing the system	参与者	
poke holes in	To "poke holes in" something means to find weaknesses or flaws in an idea, argument, or plan by critically examining it.	严检瑕疵	
remix	Remix is used as a verb to mean that a user of the toolkit can create their own compilation of the tools based on their needs and interests	个性化工具组合	
resilient	"Resilient" describes a system's ability to absorb disturbances, adapt to change, and maintain essential functions and structures while continuing to develop.	有韧性,有弹性	
ripple effect	The ripple effect is the spreading outward of the consequences of an event or action, like ripples on the surface of water. These consequences can be far-reaching and affect a wider system or network than initially anticipated.	涟漪效应	
rolling blackout	An intentionally engineered electrical power shutdown	限电管制	
Root Cause analysis (RCA)	Root cause analysis (RCA) is a problem-solving method used to identify the underlying causes of an issue, rather than just addressing the immediate symptoms. It aims to find the fundamental reasons a problem occurred so that effective solutions can be implemented to prevent it from happening again.	根因分析	

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run-of-show	A "run of show" is a detailed schedule or timeline that outlines the order of events, cues, and timings for a live production, meeting, or event.	详细日程表; 详细流程	
seed funding	Seed funding is an initial, small amount of financial capital provided to a startup company to support its development and initial operations. This funding typically comes from angel investors, friends, family, or crowdfunding, and is used to cover expenses like market research, product development, and initial marketing.	种子基金资助	
sensemaking	Sensemaking is the process of structuring and interpreting information to create understanding and meaning within a complex system. It involves identifying patterns, relationships, and underlying causes to make informed decisions and guide actions.	合理性构建; 意义构建	
Social Network Analysis	Social network analysis (SNA) is a method of studying social structures by mapping and measuring relationships and flows between people, groups, or organizations. It can reveal patterns of interaction, information flow, and influence within a network.	社会网络分析	
stakeholder	A stakeholder is any individual or group that can affect or be affected by a system, its outcomes, or its processes.	利益相关方, 利益相关体	
start-up	A startup is a young company founded by one or more entrepreneurs to develop a product or service that has the potential to grow quickly.	初创公司	
super connector	A super connector is a person who has a large network of diverse contacts and actively facilitates introductions between people who can benefit from knowing each other. They are often skilled at building relationships and connecting people based on shared interests or goals.	超级连结者	
Sustain	Sustain is the fourth phase of the GKI Systems Innovation methodology	保持	
system	An interconnected group of elements that together create a unified whole with a specific function or purpose, and that interact with each other and their wider environment.	系统	

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systems change	Systems change refers to intentionally altering the underlying structures, relationships, or dynamics within a complex system to produce a desired shift in outcomes or behaviors.	系统变革	
Systems Innovation	Systems Innovation is a noun used to describe GKI's program methodology, which combines the disciplines of systems thinking and innovation thinking. Systems innovation is the creation of new systems or the significant improvement of existing ones to meet novel needs or drastically alter the way things are done.	系统创新	
systems mapping	Systems mapping is a visual tool used in systems thinking to represent the components of a complex system, their relationships, and the flows of information or resources within the system. It helps to identify leverage points for intervention and understand unintended consequences.	系统图绘制	
systems thinking	Systems thinking is a holistic approach to problem-solving that focuses on the relationships and interactions between parts of a whole system, rather than viewing them in isolation. The ability to see more clearly how things unfold over time and [to better understand] the web of interconnections within which we live and act (Senge, 2015)	系统性思维	
systems-informed	"systems-informed" means considering the interconnectedness and interdependence of a system's parts when making decisions or taking action. It involves understanding how changes in one part of the system can affect other parts, and how the system as a whole functions.	基于系统的	
technical expertise	To have specialized and/or deep knowledge and skill in a particular area, sector, discipline, etc, often gained through education, training, and experience.	技术专长	
theory of change	A theory of change is a conceptual framework that outlines the steps and assumptions about how a program, intervention, or initiative will achieve its desired outcomes. It explains the causal pathways between activities and goals.	变革理论	

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transformation	"Transformation" refers to a fundamental shift in the underlying structure, function, or behavior of a system, often leading to significant and lasting change. It goes beyond incremental improvements and involves a rethinking of the system's core elements and relationships.	根本变革；蜕变	
user experience designer	A professional who focuses on understanding the needs and motivations of people to create a positive, purposeful, and holistic engagement experience.	用户体验设计师	
user-friendly	If something is user-friendly, it means it is easy to use, understand, and navigate. The needs and preferences of the end-user are prioritized to create a positive and intuitive experience.	用户友好	