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Study on an application of systems methodology to Web design

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There are a well-structured problem and a ill-structured problem in Web. It is the problem which it is going to solve technically to the question how this function should be mounted, on Web, and a next problem is a thing with sufficient good, and a vague problem what Web should be carried out, when carrying out what by Web.

The problem of designing Web includes the viewpoint of information dispatch and work. It is difficult for these viewpoints leading for what should aim at solution as a given problem to clarify. Because, the problem of the real world is various according to a case, and difficult to propose how the always same result is expectable.

Soft systems methodology (it omits Following SSM) is methodology which applies the concept of a system to human activities in the situation of the real world which is difficult to define a "problem", performs comparison with reality, and causes in sysyematically desirable and culturally feasible changes which can be performed. By this research, the design of Web is caught from the viewpoint of human activities, a Web design is tried by application of SSM, and it is shown based on two application examples that a systems approach is effective.