

# Pattern (glossary)

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(1) *An expression of an observed regularity.* (Alexander 1979)

(2) *A representation of similarities in a set or class of problems, solutions, or systems.* (Alexander 1979)

(3) *Each pattern describes a problem which occurs over and over again in our environment, and then describes the core of the solution to that problem, in such a way that you can use this solution a million times over, without ever doing it the same way twice.* (Alexander 1979)

## Sources

(1) - (3) Alexander, C. 1979. *The Timeless Way of Building*. New York, NY, USA: Oxford University Press.

## Discussion

A full discussion of patterns and how they relate to systems thinking can be found in *Patterns of Systems Thinking*.

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