Questioning in the 3D-Mindsponge-Serendipity (3DMS) system

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Short notes

"The important thing is to never stop questioning"

- Albert Einstein (1879 – 1955)

In recent days, I have spent a great deal of time on learning, experiencing and developing the 3D-Mindsponge-Serendipity (3DMS) system (Napier, N. K., & Vuong, 2013; Q. H. Vuong, 2018; Q. H. Vuong & Napier, 2014, 2015). But what I want to tell (share) a story here is about "*the question*", which is a component of the 3DMS system, and explain why questioning (asking questions) is so important for everyone.

The story begins when I see my colleague, Prof. Quan-Hoang Vuong, is extremely happy as he has discovered a new theory of *Serendipity*. He admits that this theory is inspired by a 10-year question (Q. Vuong, 2021), a lifelong goal of his to conduct research. Interestingly, I have the same sense of comfort when I have found the answer to my enduring question recently: environmental cultural thoughts (*tư tưởng hướng thượng*) (Khuc, 2021a; Q.-H. Vuong, 2021; Q. H. Vuong, 2021; Q. H. Vuong et al., 2021) and thiennhienism (*đạo thiên nhiên*) (Khuc, 2021b).

So why is the question so important? In essence, the question (research question) is so familiar to scientists who are seeking scientific answers for their research questions. On the one side, the question influences and/or shapes the manner of using the inputs (capitals) to achieve the goals (objectives). On the other side, question can trigger, facilitate and drive creativity (innovations).

When it comes to the most important aspect of the question, the rightness of question is far more important. This is due to the fact that asking the wrong question would result in doing the wrong thing, which is one of the silliest things that one have to experience. Perhaps it would be a pity for anyone if, at the age of "*near the earth, far from the sky*", the soul becomes empty and regretful because we finally realize that we had wasted our life doing the wrong things.

Besides, the suitability of the question is paramount. That is, at some point in time, each person has his or her own (core) value system or is inherently attached to a corresponding value system. The question reflects on one's own needs and motivations to some degree, which is inherently emphasized in Maslow's hierarchy of needs (A. H. Maslow, 1943). Accordingly, for those who has a low value system (e.g., physiological needs), he (she) would find it difficult to answer a big question; conversely, for those who has a high value system (e.g., self actualization), a small question will almost certainly not motivate that person to go forward.

Within the 3DMS system, asking (making) question like planting a tree to observe and take care of. Questioning is deemed an initial step and a prerequisite of serendipity. Recall that the serendipity mechanism is a process that involves seeking, storing, and interacting with useful information in order to discover (find) valuable solutions or innovations by chance. The interesting thing is that the mindsponge and 3D mechanism (Q. H. Vuong & Napier, 2014) themselves can also help filter out (identify) the right questions efficiently, solving the "doing wrong things" constant concern aforementioned.

In short, humankind's knowledge (progress) is innately based on curiosity, as a result of constantly asking questions. In light of the 3DMS system, the right and appropriate question is essential and mandatory in creating innovations and/or finding solutions desired.

"If you do not know how to ask the right question, you discover nothing"
- W. Edwards Deming (1900 – 1993)

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