Participatory systems in the design process result in sustainable design that promotes positive social behavior? It is arguable that any decision made by designers has influence over user behaviors, and is no longer appropriate to say that designers no longer play a role. The role of the aforementioned designer should become one that is invisible to the user, to promote visceral experiences over intellectual ones. The designs we employ should be set up in a way where users are not cognitively aware they are interacting with a designed space to extend user experiences. Intuitive design experiences are the only way to achieve this. The design group Cloudred attempted to incorporate intuitive user interactions in their design of the City of Service Online Network. By developing customized websites, each city can implement tools that meet their branding guidelines to create an individual experience. Cities could quickly and effectively use the intuitive interface to spread their service goals over a long period of time. User centered design has been a long standing part of the design process for creating systems, and is based around usability and influencing behaviors through services and objects. Herbert Simon, a leader in complex system design and decision-making said, "Human beings, viewed as behaving systems, are quite simple. The apparent complexity of our behavior over time is largely a reflection of the complexity of the environment in which we find ourselves." As Designers, it is important to establish our role in implementing a User-Centered Design and the effects it places on the user. Previously, designers have been removed one step from the process, allowing services and objects to influence user behaviors. Does the role of a neutral and displaced designer influence behavior? Participatory systems Empathetic Methods Visceral experiences