CAMPUS KOLN CAMPUS MAINZ CAMPUS POTSDAM

# CSS

INTERNATIONAL BUSINESS SCHOOL

### FUTURE SCENARIOS FOR SUSTAINABLE BUSINESS SOLUTIONS

Winter term 2021
<u>Session 7 & 8:</u> Visioning phase

### CODE OF CONDUCT OF CBS

### For lectures during the COVID19 pandemic

- 1. Consent to the recording and provision of teaching content by the university
- 2. No further distribution of materials or recordings, not even in extracts
- 3. No publication (or "post") of any other person's private or confidential information, except with explicit permission
- 4. No own recordings (e.g. via Smartphone) of lectures, not even in extracts
- 5. Respectful & polite interaction also online

#### SPECIAL RULES FOR ATTENDENCE LECTURES:

- 1. Documentation of attendance with seat and signature according to official regulations
- 2. Wearing of mouth/nose protection in the lecture rooms and staying away from the campus in case of symptoms of illness
- 3. Regular and thorough hand washing, as well as hand disinfection before the start of the lecture
- 4. Keeping a distance as far as possible and leaving seats free, as well as refraining from physical contact and shaking hands
- 5. Compliance with lecturers' instructions, particularly with regards to orders to leaving the lecture room in the event of violation of the guidelines

# ADMINISTRATIVE STUFF & CHECK-IN

### SCHEDULE THURSDAYS, 08.45-12.00 – ROOM: SINGAPORE H.2.04

| No    | Date  | Phase                                      | Topic   |
|-------|---|--|---|
| 1&2   | 02.09.2021  | Preparation                                | Course Introduction, Overview & Getting to know the group;<br>Group Formations, Team Work & Choosing of Topics  |
| 3&4   | 16.09.2021  | Critique phase                             | Global Challenges/UN SDGs & a beyond VUCA world;<br>Guided Group Work: Collecting critical issues & Mapping systems                                   |
| 5&6   | 27.09.2021<br>16.15-19.30<br>Room: Business<br>Lounge | Critique phase /<br>Visioning phase        | Excursion: Express and explore your utopia through creative means   |
| 7&8   | 14.10.2021  | Visioning phase                            | Imagining future realities (e.g., Future Game 2050);<br>Future Research, Foresight, scenario development etc.   |
| 9&10  | 28.10.2021  | Visioning phase /<br>Implementation phase  | Translating Utopia: Evaluation ("DNA") of utopia & strategic analysis ("retropolation");<br>How to make it happen: Backcasting Methodology & Exercise |
| 11&12 | 18.11.2021  | Implementation phase                       | Excursion: Prototyping your solution with Lego Serious Play (LSP)   |
| 13&14 | 25.11.2021  | Presentations, debriefing,<br>and feedback | Final Presentations & Handing in Progress- and Reflection Journal (Coursework), Feedback and Debriefing   |

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### **ANNOUNCEMENTS** OPEN STUDENT ASSISTANT POSITION (5-10 HOURS/WEEK)

To strengthen the university faculty of CBS International Business School, we are immediately seeking a student assistant for the period of 3-6 months...

#### **YOUR TASKS:**

- Support with the research project "Voices of Next Generation HR" as well as other research-related tasks as appropriate, including:
- Project-related literature research
- Assist with coordinating podcast appointments with company representatives and students
- Support in creating and editing company podcasts
- Support in programming the research project website

#### WHAT YOU BRING:

- Very good English skills
- Experience in podcast or website creation or a high affinity for media
- Confident handling of MS Office
- Motivation, reliability and interest in the topic
- A reliable personality

If you are interested, please kindly let me know ©

### PREPARING FOR THE LSP SESSION PLEASE SHARE YOUR POSTAL ADDRESS!



- Please kindly share your postal address via the excel sheet in our MS Teams group!
- You can find it via the "Files" tab.



#### SESSION 7&8 FUTURE SCENARIOS FOR SUSTAINABLE BUSINESS SOLUTIONS | © Marina Schmitz

### **CHECK-IN**

- Please share some insights on your status quo
  - Where are you at? Which focus have you set for yourself?
  - How did the workshop on improv help you?
- What do you need to proceed?
  - Which output do you want to produce (video/podcast)? Do you want me to share some advice on software/other aspects?
  - Do you plan to include some interview citations from experts?



### INTRO – BUSINESS AND THE FUTURE



### WHY IS THIS IMPORTANT FOR BUSINESS? THE ACADEMIC DIALOGUE



Source: Patriotta, G. (2020). The future of the corporation. Journal of Management Studies, 58(3), 879-886.

### WHY IS THIS IMPORTANT FOR BUSINESS? IDEAS OF UTOPIA INSPIRE US TO CHANGE THE WORLD



Why Business Should Imagine Utopia

Charlene Zietsma · August 18, 2020

f У in 🎙



Please read the following article. What are the important takeaways?

Zietsma, C. (2020). Why Business Should Imagine Utopia. <u>https://www.nbs.net/articles/why-business-should-imagine-utopia</u>

### WHY IS THIS IMPORTANT FOR SOCIETY? TO BUILD THE FUTURE, WE NEED TO IMAGINE IT



Build the Future: Imagine a Perfect Society

Abby Litchfield · December 11, 2020

f У in 🎔



Please read the following article. What are the important takeaways?

Lichtfield, A. (2020). Build the Future: Imagine a Perfect Society. <u>https://www.nbs.net/articles/build-the-future-imagine-a-perfect-society</u>

#### **IMAGINING THE FUTURE TO SHAPE THE PRESENT** FROM SCI-FI TO "WHAT IF" The



#### Which Sci-Fi book or movie did you find inspiring/shocking?



Q Search v

#### The World If



If nuclear power had taken off What if nuclear power had taken off in the 1970s?

How would the world look today if more countries had adopted nuclear power after the 1973 oil crisis? A look back on an alternative history from a rather different 2020



What if the Republicans pivoted

environmentalism came into being. An

If the Republicans pivoted on climate

How an ambitious, conservative

imagined scenario from 2024

on climate?

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If mammoths were recreated What if mammoths are brought back from extinction?

Could recreating mammoths help curb global warming?



If carbon removal became the new Big Oil

One giant industry emerges as another

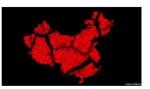
declines. An imagined scenario from 2050

the new Big Oil?

If covid-19 devastated aviation What if carbon removal becomes

What if aviation doesn't recover from covid-19?

How the pandemic transformed the travel industry. An imagined scenario from May 2022



If water shortages destabilised China What if water shortages destabilise China?

The painfully unequal distribution of water in China reawakens intra-regional resentments not seen in decades. An imagined scenario from 2050

Source: Heidorn, F. Science Fiction Literatur zu Klimawandel: Den Blick für verschiedene Zukünfte öffnen. Klimafakten. https://www.klimafakten.de/meldung/science-fictionliteratur-zum-klimawandel-den-blick-fuer-verschiedene-zukuenfte-oeffnen; The Economist. The World Ahead: https://www.economist.com/the-world-ahead/; The Economist. The World If: https://www.economist.com/the-world-if/

### **REALITY VS. ILLUSION / UTOPIA** JOURNALING – REFLECTION AND MINDSET EXERCISE

- 1. What are the first thoughts and images that come to your mind when you hear the word "future"?
- 2. Try to look around mentally in the future of your industry/sector. What do you see?
- 3. Ideas about the future are often shaped by familiar narratives in books, films and series. Can you also find these narratives in your ideas of the future? Which ones are they?
- 4. Check your images. How far into the future are you in your thoughts? 2030? 2050? 2100?
- 5. What feelings does thinking about the future trigger in you? Are there differences when you think about your private future, the future of your work, or about more general future developments?
- 6. Which future topic causes you the most concern? Which future topic motivates you to actively shape it yourself?

TO BELIEVE. YOU TAKE THE RED PILL -YOU TAKE THE RED PILL -YOU STAY IN WONDERLAND AND I SHOW YOU HOW DEEP THE RABBIT-HOLE GOES.

THIS IS YOUR LAST CHANCE.

AFTER THIS, THERE IS

OUR BED AND BEI

WHATEVER YOU V

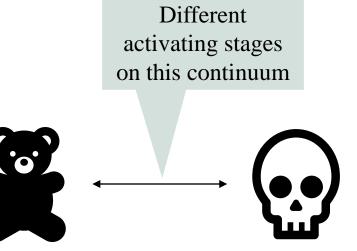
ORY ENDS. YOU WAKE UP



### INTRO ABOUT FUTURE(S) AND FUTURE (RE)SEARCH

### UTOPIA AND DYSTOPIA AS OPPOSITES BETWEEN THE EXTREMES

- literary works can be classified into two categories:
  - The first utopia (and namesake of the genre) is attributed to the English statesman and writer Thomas More, who describes an **optimal and best possible constitution** of a state in *Utopia* (1516)
  - George Orwell's 1949 novel *1984* is a very well-known and **startlingly current dystopia**
- currently, we see a **preponderance of the dystopian element** in much of the media. One reason for this could be the comforting effect that **we still have it better than the characters in the stories and series**
- both, utopia and dystopia give us as humans little room for maneuver due to the extreme and tend to have a paralyzing rather than activating effect on us



### WHAT ARE OPEN FUTURES?

The singular "future" is misleading, because actually we must always speak of several possible "futures".

Many different developments are conceivable in the future. **Some are more probable than others**.

The desirability of futures also varies.

What is important is that the **future is always open**, which is why we can only ever approximate it.

Source: https://www.thefuturegame2050.com/grundlagen-zukunft-strategie

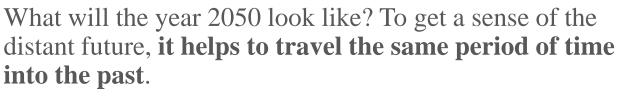


Nothing is absolute. Everything changes, everything moves, everything revolves, everything flies and goes away.



Frida Kahlo

### **30 YEARS FORWARD, 30 YEARS BACK**



So what did the time around the year 1990 look like?

1990 is the year of German reunification. Germany becomes soccer world champion and the physicist Tim Bernes-Lee lays important foundations for the World Wide Web with the "Hypertext Transfer Protocol" (HTTP), which revolutionizes all our lives in August 1991.

It's impressive to see the social and technological upheavals that have taken place in just 30 years, isn't it?



Source: <u>https://www.thefuturegame2050.com/grundlagen-zukunft-strategie</u>

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## THINKING AND TALKING IN THE PRESENT TENSE

One sentence, two tenses, and one big difference: "I use a quantum computer" vs. "I will use a quantum computer."

**Our brain only really takes the present tense seriously.** Imagining events in the future is difficult for the brain. Therefore, it is helpful to **talk about the future as if it were already here**. This makes it much easier to convince yourself and others of future developments.

Ultimately, products, strategies and initiatives gain in importance and become more successful.

Source: https://www.thefuturegame2050.com/grundlagen-zukunft-strategie



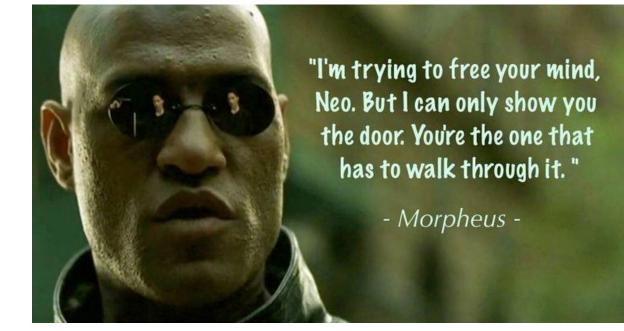
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### FICTION VS. REALITY THE BRAIN CAN'T DISTINGUISH BETWEEN FICTION & REALITY!

Do you sometimes get so excited about a movie that you forget for a moment that you are actually just sitting on your sofa?

Does your dream from the night keep you up all morning?

That's because **our brain has a hard time distinguishing between fiction and reality**. We can take advantage of this when we want to think and shape the future. **The more real we simulate future ideas, the better we can empathize with them and shape them emphatically**.



Source: <u>https://www.thefuturegame2050.com/grundlagen-zukunft-strategie</u>

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### SCENARIOS – A BUSINESS PERSPECTIVE

### ADAPTIVE SCENARIO PLANNING STARTING WITH A RELEVANT QUESTION

#### **1. Identifying a relevant question:**

• How might technological progress influence social development in 20 years? How might the economic situation in China develop over the next ten years? What might my career prospects be until retirement?

#### 2. Adding a time horizon:

• Usually 5-50 years

#### **3. Engaging in the adaptive scenario process:**

- Identifying factors that are sorted according to the **strength of their influence and the uncertainty about their future development**. The <u>two factors that are particularly</u> <u>important and at the same time particularly uncertain are then selected</u>.
- adaptive scenario method is particularly suitable for **topics over whose future development one has little influence**, such as the oil price.

Source: Bergheim, S., & Zimmermann, H. J. (2021). Futures - Open to Variety: A Manual for the Wise Use of the Later-Than-Now. Zgf Publishers. (Chapter 7)

### ADAPTIVE SCENARIO PLANNING EXAMPLE

Today 2030 2060 2090 Stage 1 Provincial scenario planning workshop 1. What are the drivers · No regrets strategies **Best Case** of change for Ranked drivers of change from back-casting for scenario livelihoods? sub-district types 4. What are the priority **Community livelihood** 2. What is the desired no regrets adaptation Vision future for livelihoods? adaptation strategies? 2 3. What are the possible Well-being · Four exploratory scenarios Aspirational vision for 2090 Stage 3 Sub-district Intermediate futures for livelihoods? · Well-being impact analysis integration workshops scenario Sub-district development Stage 2 Sub-district scenario plans planning workshops Intermediate Community scenario 1. What are the drivers · No regrets strategies livelihoods of change for · Ranked drivers of change from back-casting for Drivers of livelihoods? villages change Adaptive capacity 4. What are the priority **Business** as 2. What is the desired Community livelihood no regrets adaptation Well-being impact Usual scenario future for livelihoods? adaptation strategies? 3 3. What are the possible · Four exploratory scenarios · Aspirational vision for 2090 futures for livelihoods? · Well-being impact analysis Learning spiral steps What are the drivers of change for livelihoods? 3 What are the possible futures for livelihoods? 'What should 'What is?': What could 'What can be?: guiding be?: potential be?': current What are the priority no regrets strategies? parameters of 2 What is the desired future for livelihoods? principles for future change change practice change

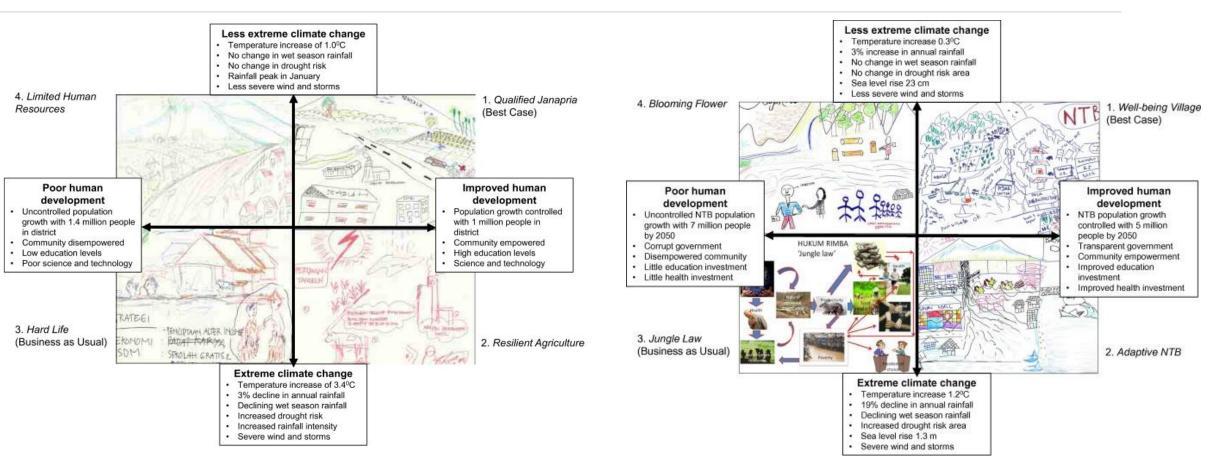
Fig. 2. Stage 1 and Stage 2 scenario planning workshop steps and primary outputs (bullets) relative to Brown's (2008) learning spiral. Also shown are the links to the subsequent Stage 3 sub-district integration workshops.

Fig. 3. The 'roadmap' used in the scenario planning workshops to explain the sequential learning steps. The step numbers and questions correspond to the learning spiral in Fig. 2.

Source: Butler, J., Bohensky, E. L., Suadnya, W., Yanuartati, Y., Handayani, T., Habibi, P., Puspadi, K., Skewes, T. D., Wise, R. M., Suharto, I., Park, S. E., & Sutaryono, Y. (2016). Scenario planning to leap-frog the Sustainable Development Goals: An adaptation pathways approach. Climate Risk Management, 12, 83–99. <u>https://doi.org/10.1016/j.crm.2015.11.003</u>

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### ADAPTIVE SCENARIO PLANNING EXAMPLE



Source: Butler, J., Bohensky, E. L., Suadnya, W., Yanuartati, Y., Handayani, T., Habibi, P., Puspadi, K., Skewes, T. D., Wise, R. M., Suharto, I., Park, S. E., & Sutaryono, Y. (2016). Scenario planning to leap-frog the Sustainable Development Goals: An adaptation pathways approach. Climate Risk Management, 12, 83–99. <u>https://doi.org/10.1016/j.crm.2015.11.003</u>

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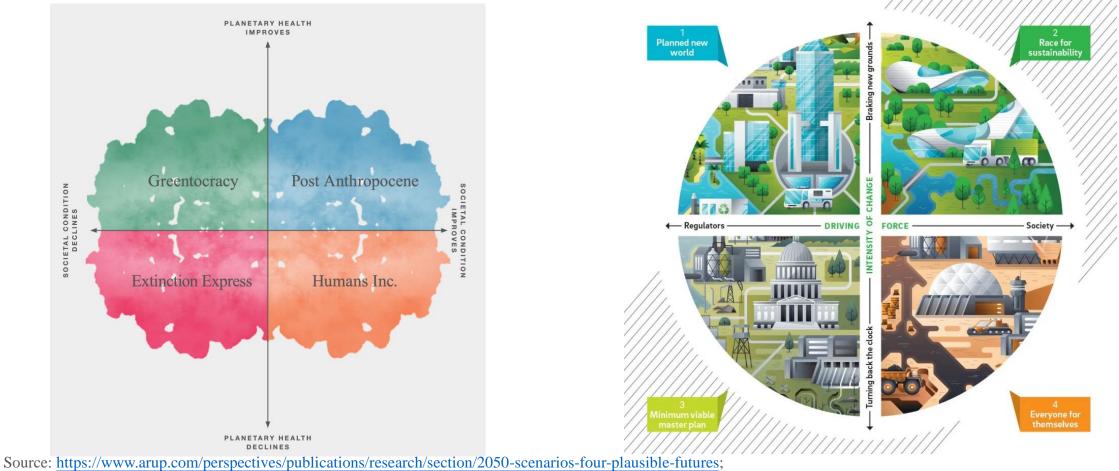
### TRANSFORMATIVE SCENARIO PLANNING REFLECTIVE QUESTIONS

- Are better solutions found than without the scenario process?
- Were new ideas and further questions developed?
- Were new relationships and trust created that provide a better basis for future collaboration?
- Was the information base improved and made visible?
- What are important factors influencing the future of your organization or industry that you cannot know where they are headed (see also our session about megatrends)? Make these uncertainties visible and discuss them with your environment /experts maybe even with the help of the scenario method.

Source: Bergheim, S., & Zimmermann, H. J. (2021). Futures - Open to Variety: A Manual for the Wise Use of the Later-Than-Now. Zgf Publishers. (Chapter 7)



### TRANSFORMATIVE SCENARIO PLANNING CSS FOUR SCENARIOS – WHAT WILL THE WORLD LOOK LIKE IN 2050?



https://www.rolandberger.com/en/Insights/Publications/Sustainarama-How-sustainability-will-change-the-world-in-2050.html

### SCENARIO DEVELOPMENT NOW YOU!

- Decide, whether you want to go for an adaptive or transformative scenario planning.
- Think about the uncertainty and strength aspects or the drivers of transformation which ones would you select for your industry? Once you have decided, please write them down and add these to the y-/x-axes in Miro (see previous slide for examples).
- To design each quadrant, you may **select images** that symbolize each of these aspects **and/or use post-its writing down the most important aspects** you discussed for each of the four scenarios.

https://miro.com/welcomeonboard/bzRxczAxd1Q5RHVSS1I2ZGx1R0pR dXImTVpLZzZDS0ttcFFvYWRrVENNY2hTOEpXb2wyUWo1R2dTckF ySU12OXwzMDc0NDU3MzUwNDQ4ODU4MTMz?invite\_link\_id=636 363275427





### VISIONS PICTURES OF DESIRBALE FUTURES

- While trends and scenarios attempt a look at probable and possible futures, visions are the approach to what we wish for and what is <u>halfway realistic</u>. In contrast, utopias are supposedly unrealistic unplaces in the later. And dystopias are images of what we would like to avoid.
  - Visions arise from the values and preferences of the past and the present.
  - The solution seems to be to **formulate visions in sufficiently general terms** so that new things can be measured against them.
  - Visions often consist of **great hopes** and great hopes are placed in them.
  - So, ideally, visions have a **clear connection to action** in the present.

Source: Bergheim, S., & Zimmermann, H. J. (2021). Futures - Open to Variety: A Manual for the Wise Use of the Later-Than-Now. Zgf Publishers. (Chapter 8)



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### VISIONS PICTURES OF DESIRBALE FUTURES

- 1. Visions should be formulated positively. They bring together what is to become more, what is to be strengthened. In this way, a **positive basic attitude is adopted.**
- 2. Visions should actually be **shared collectively** if they are to be accepted and supported by the target group.
- 3. Visions should be **presented clearly** so that they can be **easily understood** by all people in the target group.
- 4. A powerful vision should be challenging and ambitious.
- 5. Visions **should be adaptable** and not dogmatic.

Source: Bergheim, S., & Zimmermann, H. J. (2021). Futures - Open to Variety: A Manual for the Wise Use of the Later-Than-Now. Zgf Publishers. (Chapter 8)



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### **REPORTS** FUTURES OF MOBILITY / TOURISM / FOOD / FASHION



- <u>https://www.mckinsey.com/industries/automotive-</u> and-assembly/our-insights/why-the-automotive-<u>future-is-electric</u>
- Ellen MacArthur Foundation. (2021). *The Big Food Redesign*. <u>https://ellenmacarthurfoundation.org/the-big-food-redesign-study</u> <u>https://www.economist.com/technology-</u> <u>quarterly/2021-10-02;</u> <u>https://www.weforum.org/agenda/2021/07/underwater</u> <u>-farms-sustainable/</u>
- <u>https://www.futureoftourism.org/;</u> <u>https://wttc.org/Initiatives/To-Recovery-Beyond;</u>
- <u>https://www.bbc.com/culture/article/20190410-what-</u> will-fashion-be-like-20-years-from-now

Why the automotive future is electric





### TALKING ABOUT THE FUTURE – INTERVIEWING AND DISCUSSING WITH EXPERTS

### THE ART OF HOSTING HARVESTING CONVERSATIONS THAT MATTER

- The Circle Way
- World Café
- Open Space Technology
- Appreciative Inquiry

What is the Art of Hosting Conversations that Matter?

The Art of Hosting is a highly effective way of **harnessing the collective wisdom and self-organizing capacity of groups of any size**. Based on the assumption that people give their energy and lend their resources to what matters most to them – in work as in life – the Art of Hosting blends a suite of powerful **conversational processes** to invite people to step in and take charge of the challenges facing them.

Groups and organizations using the Art of Hosting as a working practice report better decision-making, more efficient and effective capacity building and greater ability to quickly respond to opportunity, challenge and change. People who experience the Art of Hosting typically say that they walk away feeling more empowered and able to help guide the meetings and conversations they are part of move towards more effective and desirable outcomes.

#### Using all the ingredients of good conversation

So why is conversation so powerful? Conversation, more than any other form of human interaction, is the place where we learn, exchange ideas, offer resources and create innovation. Not every conversation works like this, though.

Source: <u>https://artofhosting.org/what-is-aoh/</u>, <u>https://en.wikipedia.org/wiki/Art\_of\_Hosting</u>

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### APPRECIATIVE INQUIRY NOT STARTING WITH A PROBLEM FOR ONCE...

- What is already going well today? What could go even better tomorrow? Who would have to do what to make more of what is good happen?
- Four phases:
  - Discovery: Positive aspects and successful moments
  - Dream: Which future would you wish for?
  - Design: Putting the different futures together
  - Destiny/Delivery: Getting active and putting it into action.



Source: Cooperrider, D. L., & Whitney, D. K. (2005). Appreciative Inquiry: A Positive Revolution in Change. Berrett-Koehler.

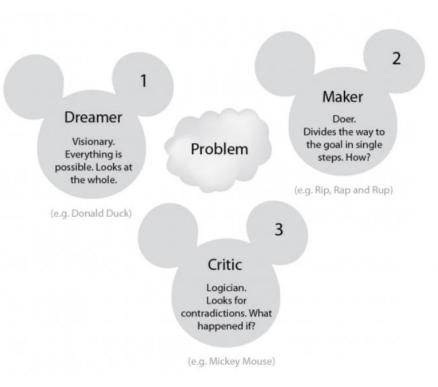
### WALT DISNEY METHOD THREE ROLES – FROM DREAMER TO REALIST AND CRITIC

- 1. Be the Dreamer. The dreamer develops ideas and visions
- 2. Be the Realist: What needs to be done or said? What is needed for the implementation (material, people, resources, knowledge, techniques, etc.)? What do you feel about this idea? Which basics are already available? Can the approach be tested?
- **3. Be the Critic**: What could be improved? What are the opportunities and risks? What was overlooked? How do I think about the proposal?

#### Please join via Miro.

Open questions are then handed back to the dreamer, who reintroduces the cycle based on the findings until no longer ask further relevant questions

Source: https://www.designmethodsfinder.com/methods/walt-disney-method





### FORESIGHT AND GAMIFICATION

### THE POLAK GAME WHERE WOULD YOU POSITION YOURSELF?

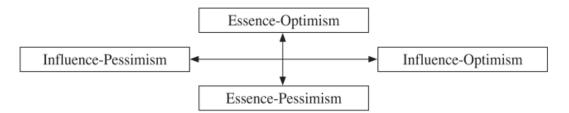


Figure 1. Imagined Polak Orientations

| Upper Left: Things are good and getting better;   | Upper Right: Things are good and getting better;  |
|---|---|
| We have to work with the larger forces and play our part.                               | AND we can act to make things even better.  |
| Lower Left: Things are getting worse;<br>There is nothing I can do about it. I          | Lower Right: Things are getting worse generally;  |
| cannot make things worse so I am free<br>of the responsibility of trying to do<br>that. | But I can act to make a difference here<br>and now, in this place. It may not change<br>the futures but it is still worthwhile. |

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Figure 3. Modified Responses within the Quadrants

Source: Hayward, P., & Candy, S. (2017). The Polak Game, or: Where do you stand? *Journal of Futures Studies*, 22(2), 5–14. Polak, F. L. (1961). The Image of the Future: Enlightening the Past, Orientating the Present, Forecasting the Future: translated by Elise Boulding. AW Sythoff.

### SARKAR GAME FORESIGHT ROLE PLAYING: GUIDELINES AND SCRIPTS

- Sarkar's planetary model is also applied to organizations and institutions
  - provides opportunity for players to **examine their leadership style** and think about personas they may have repressed, projected or disowned
  - Organizations are presented with probing the types of leadership styles active throughout their institutions and its associated **power dynamics**. With such insight comes the opportunity and ability to change the future.
- Workers, warriors, intellectuals, and capitalists are entering the stage after a sequence of 5 minutes each. Each group may interact with any other group as they please.
- Lessons learned and round of reflection at the end.

Workers get tools for labor and this script:

I am a worker or a simple peasant. I have individual wants; first - safety, security, food (to be free of my environment). When these are met I want belief, inspiration, faith (to be free from my suffering and fear of death). When these are met I want material comfort and wealth (to be free from want, work, discomfort and struggle). My power is chaos, the ability to disrupt. When satisfied I am quiet (for a while) and then I want, and demand, more from the system. I can stand against the system and bring it or myself down.

#### Warriors are given plastic guns, and this script:

We are the warriors. We honor loyalty, courage and unity. We serve to protect the system from danger and chaos. We bring order where there is none. We enforce the wishes of the system. Our power is the ability to dominate the environment. Only we have the weapons.

#### Intellectuals are given books, and this script:

We are the intellectuals. We search for the truth. We remove error and confusion. We use words and speech to convey ideas that give knowledge. We value ideas. Some of us have knowledge of scientific reality and some of us have knowledge of spiritual reality. Some of us as well use art, poetry and story to understand the past and present and create different futures. Our power is ideational. Only we can create ideas to believe in. We create the enlightenment.

#### Capitalists are given cash, and this script:

We are the capitalists. We seek to apply ideas to create material growth. We seek opportunities to be successful. The more we have the more power we have. Our power is economic. Only we can create material wealth.

Source: Inayatullah, S. (2013). Using Gaming to Understand the Patterns of the Future - The Sarkar Game in Action. Journal of Futures Studies, 18(1), 1–12. https://library.teachthefuture.org/wp-content/uploads/2017/01/Sarkar-Game.pdf

### FUTURE GAME 2050 LET'S PLAY!

- 1. I have pre-selected several cards for each team/group on <u>Miro</u>. Discuss **who is taking on which role/card (please pick one role each)** and introduce the personas to each other. Please familiarize yourself with your role and engage in a dialogue about the questions below by acting/answering from the perspective of your role!
- 2. Discuss the world of your industry by exploring the following questions highlighted on the bottom of the card on the right side (please find a translation below):
  - How does nature look like?
  - How do people interact?
  - How do people move?
  - How do they trade?
  - What are popular products/services?
  - Which rumor is circulating?

Source: <a href="https://www.thefuturegame2050.com/">https://www.thefuturegame2050.com/</a>

#### Workshop Leitfaden 2050 Entdecke deine Rolle... Lebensmotto Name Ort: Geschlecht Alter: ales Leben & Hobbi Entdecke die Welt um dich herum ... Vie wird Handel getrieber /ie sieht die Natur aus? Was sind populäre Produkte & Services Wie interagieren Menschen? Vie bewegen sich die Menschen? P Welches Gerücht grassiert gerade Designed Designed by Friedenike Riemer Future Game

**Future Game** 

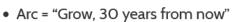
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# THE THING FROM THE FUTURE LET'S PLAY!

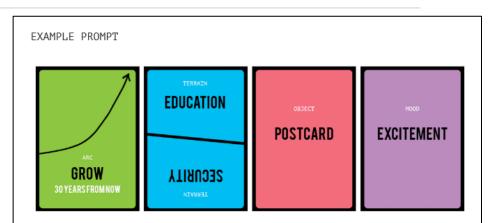
- Look at the prompt. 5 minutes are allowed for each player to write a brief description of a thing from the future inspired by the four cards. If possible, try to think about examples within your industry/sector.
  - ARC cards broadly describe different kinds of possible futures. These cards contain two kinds of information. The main (top) text of each Arc card specifies one of four generic images of alternative futures for players to imagine: Grow, Collapse, Discipline, or Transform
  - **TERRAIN cards** describe contexts, places, and topic areas. In a completed prompt, the terrain card describes where physically or conceptually the thing from the future might be found. Two terrains appear on each card in order to provide richer possibilities for the deck.
  - **OBJECT cards** describe the basic form of the thing from the future.
  - **MOOD cards** describe emotions that the thing from the future might evoke in an observer from the present.
- Introduce your ideas in the group and decide who wins (3 minutes).
- Play again (5 minutes) and introduce your ideas (3 minutes).



- Terrain = Education
- Object = Postcard
- Mood = Excitement

This prompt asks players to come up with ideas for a postcard from 30 years in the future, in a world where continued growth is the defining characteristic. The postcard should somehow reflect the Terrain (theme, context) of Education, and the Mood that the object might evoke in an observer should be one of excitement.

Source: Candy, S. (2018). Gaming Futures Literacy: The Thing from the Future. In R. Miller (Ed.), Transforming the future: Anticipation in the 21st century. Routledge Taylor & Francis Group. Situation Lab. The Thing From The Future. <u>http://situationlab.org/project/the-thing-from-the-future/</u>



### HOMEWORK

### HOMEWORK PLEASE COMPLETE THE FOLLOWING TASKS UNTIL OCTOBER 28TH!

- 1) Have a look at some scenarios or foresight reports of your industry. How are these able to help you develop your future scenario? How can the data provided in these reports help you to construct your scenario?
- 2) Please read the following texts to prepare for the "critique phase"
  - Miller, R., Poli, R., & Rossel, P. (2018). The Discipline of Anticipation: Foundations for Futures Literacy. In R. Miller (Ed.), *Transforming the future: Anticipation in the 21st century* (pp. 51–65). Routledge Taylor & Francis Group.
  - Inayatullah, S. (2008). Six pillars: futures thinking for transforming. *Foresight*, 10(1), 4–21.
- 3) For your journaling exercise, please reflect on the content of session 7&8 by sharing your thoughts on the following questions:
  - What do your desirable future(s) look like for your industry and how can this help you to guide and initiate transformation?
  - How have the gamified elements of today's session helped you explore new futures/scenarios/utopias?



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## UP NEXT: THE IMPLEMENTATION PHASE CSS

