

# Scenario Exploration System

## From foresight to action

### Introduction

Foresight can be defined as a 'sensitive exercise — using quantitative and/or qualitative methods — oriented towards the future at the junction of dream and reality aimed at shaping a more sustainable world. Qualitative foresight is useful for the elaboration of long-term visions having a broad sociopolitical scope such as medium- to long-term policy strategies

The Scenario Exploration Game is an interactive board game in which participants interact with four scenarios that describe the radical changes needed in society for us to be living within all, key environmental boundaries by 2050. The game format allows to engage, first-hand, with the waves of change that occur on the scenario pathways and to imagine how to respond. By playing the part of business, government, entrepreneurs, civil society or a citizen innovator, participants build empathy for other people and organisations and explore how they can plan action to shape a better future - individually and collectively

### Objectives

The SES provides a platform that engages participants in future-oriented systemic thinking. It makes participants take action to reach their long-term objectives in contrasting scenario-related contexts while interacting with other stakeholders. By creating a realistic journey towards the future, the SES is generating a safe space to simulate possible responses connected to any issue of interest to the participants. This engagement platform helps people imagine what the scenarios of interest could mean for themselves and can be used for strategic development, preparedness, etc. The content of each session is recorded for possible use in later debriefing

- A future simulation tool to engage in **scenario exploration** and future-oriented systemic thinking
- It helps understand the **complexity of decision making**
- Experience of different roles, e.g. **business, policy maker, citizen...**
- **Adaptable to any scenario**

### How it works

The SES engages 5 participants to build a role for themselves and create unique stories while exploring possible futures. The participants must take action across three time horizons to reach their long-term objectives as a policy maker, a business, or a civil society organisation while the public voice observes and assesses future impacts according to its interests.

- The game takes a minimum of 2 hours to explore 1 scenario and 3 hours to complete 2 scenarios. A proper session should engage participant to explore 2 scenarios.
- Every session involves 4-7 actors [each played by one person or in pairs (up to 12 person)] and one Games Master.
- Play consists of three 'rounds' in which actors are given a set of circumstances that have unfolded at 10, 20 and 30 years into the timeline, and must decide from a range of options how they will respond.
- All the resources you need for running the game (apart from the players!) are included in the game pack. You'll simply need a table and chairs to play.

## What players learn about systemic change for sustainability

- Ideas for how you can lead change from where you are; on your own and in collaboration with others
- Everything is changing around us all the time so it's something to influence not something to create
- Impact isn't achieved through direct, causal relationships. You'll consider the indirect, knock-on consequences of your own actions and how to deal with these more intentionally
- You'll recognise the importance and wide options for collaborating with others
- You'll realise the need - and the challenge - of changing yourself in response to a changing context
- The future isn't predictable, nor is it set
- We are all playing a part in making the future, all of the time. We can become system change agents by being aware of the influence we already have and using it in ways that recognise everything is connected.
- Our world is a single, interconnected system: ecological, psychological, social, economic and technological

## Where has been used

- European Commission DG SANTE
- European Commission DG AGRI
- EEAS – EU Diplomatic Service
- City of Frankfurt
- OECD
- The Colruyt Group (main Belgian food retailer)
- EU projects: Eu-Innovate; NANO2ALL; Circular Ocean
- University: Free University Brussels, Cranfield Business School; Copenhagen Business School
- The Dutch Royal Airforce
- Civil Society Organizations: Friends of the Earth
- Senior Director Scientific and Regulatory Affairs Coca Cola

## How to use it

### Scenario Explorers (players)

- Pursue their long-term objectives
- Interact with each other
- With their own scenario dependent resources
- Subjected to foreseen and unforeseen events

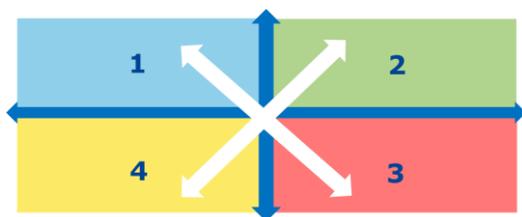


### Public Voice

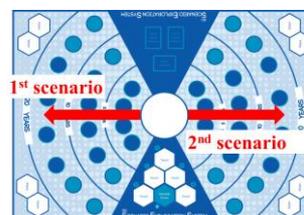
- Express an opinion regarding the potential future impact of the actions taken by the explorers
- It has its own, transparent bias



### Exploration of 2 contrasting scenarios



### On the SES game board



## Contacts:

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