

EU
POLICY LAB

SCENARIO EXPLORATION SYSTEM

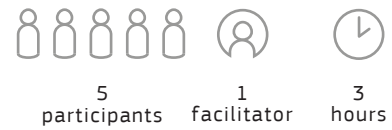
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Scenario exploration system

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SCENARIO EXPLORATION SYSTEM Requirements



DESCRIPTION

The Scenario Exploration System is a tool to enable participants to simulate their possible paths towards the future in relation to an issue of their choice around an exploration board. It operates as a board game. It engages four participants to develop and take up roles to chart their own courses towards their long-term objectives. This is taking place under the judgement of a fifth person representing the public. In the course of a 3-hour session, participants do this journey twice, holding the same roles under contrasting scenarios. The Scenario Exploration System can be applied to any scenario, any issue and any role. This can be performed individually or in teams of up to three people a fifth person representing the public.

REQUIREMENTS

Facilitation

1 Scenario Exploration Master

Material

- Board
- 5 megatrend cards
- set of Variable driver cards
- 1 set of Action cards per scenario explorer
- 3 Scenario detail cards per scenario
- 4 Scenario discs
- Real life cards
- Set of tokens:
 - 65 red tokens for the public voice,
 - 25 resource tokens (each of blue, green, purple, yellow) for the scenario explorers
- 1 die
- 1 Public voice record sheet
- 4 Scenario explorer record sheets
- 1 Scoring sheet for the Scenario Exploration Master

THE ROLE OF THE SCENARIO EXPLORATION MASTER



1. TO ENSURING THE OVERALL QUALITY OF THE EXPERIENCE

- To be a pleasant, stimulating host
- To explain the rules
- To guide the participants, help create ownership
- To be the guardian of the exploration



2. PRESENTING THE ELEMENTS

- Use megatrends to engage future thinking
- Present them in connection to current events
- Explain the use of the variable driver
- Real Life cards



3. CREATING THE STORIES

- Based on the Scenario Detail cards
- Start from today and connect to current events
- State date/year at each round
- Build on outcome of each round



4. MANAGING EXPLORATION DYNAMICS

- Engage in the conversation
- Ensure smooth transitions between participants
- Ask clarification questions if needed
- Volunteer suggestions if someone lacks ideas
- Take the story seriously

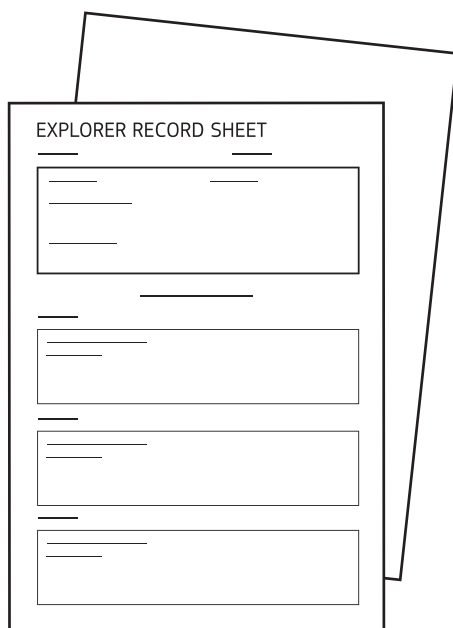


5. MANAGING TIME

- Important for session dynamics
- Session starting time impacts dynamics
- Participants must be on time
- Break(s)?

PHASE 1

PREPARING THE EXPLORATION



GOAL

Prepare the specific scenario exploration session



1. WELCOME

Welcome participants
Tour de table, make people feel at ease
Ask participants for a theme of interest (if needed)
Select two contrasting scenarios (if not decided previously)



2. DEFINING THE ROLES

Explain the various roles available
Make participants choose their role
Explain how they must develop their role and define their long-term objectives
Explain the specificities of the public voice
Distribute the **record sheets**
Give participants time to build their roles



3. DISTRIBUTING THE ELEMENTS

Put the scenario **disk** in the middle of the board
Distribute the **tokens**:

- 30 red tokens to the public voice
- resource tokens to each scenario explorer according to the distribution indicated on the scenario disk

Distribute the **action cards**
Put the **real life cards** on the board
Give 2 **real life cards** to each scenario explorer



4. CREATING THE EXPLORATION COMMUNITY

Let each participant explain his/her role to all
Make sure this is detailed enough
Explain the resources to the scenario explorers and the **red tokens** to the public voice*:

- for the scenario

Explain how scores are calculated
Distribute and explain **real life cards**

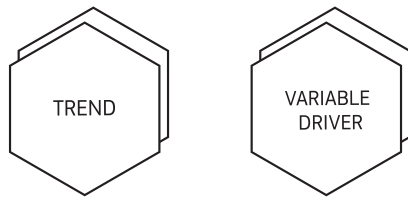


* **RESOURCE TOKENS** give strength to the actions taken by the scenario explorers. Scenario explorers receive one **set of tokens** corresponding to the scenario being explored.

- These are all the resources that the scenario explorer will have until the end of this exploration.
- The scenario explorer is free to decide how to use his/her resources to support his/her actions.

RED TOKENS are used by the public voice to express its opinion. The public voice can spend up to 10 tokens per round. It is free to allocate the tokens as it wishes with a minimum of one token per action.

*Each action gets a score by multiplying the number of resource tokens used by a scenario explorer to support his/her action by the number of red tokens attributed to the action by the public voice.



5. CREATING THE CONTEXT FOR THE SCENARIO EXPLORATION

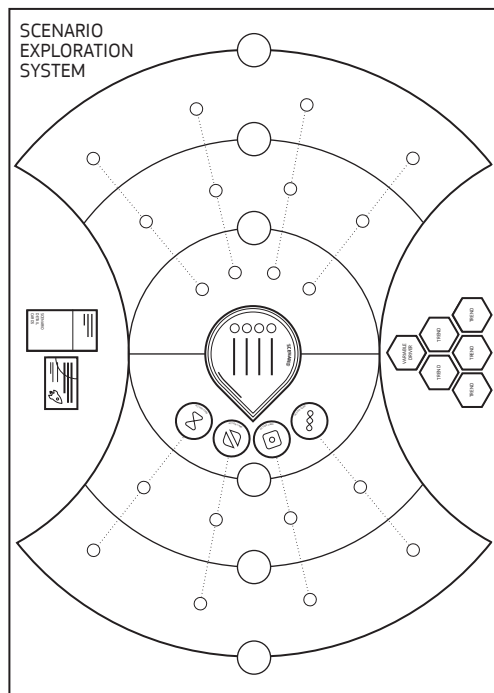
The Scenario Exploration Master lays down the **megatrend cards** one by one face up, explaining how each megatrend is likely to affect the scenario exploration over the selected time horizon.

The Scenario Exploration Master then lays down the pile of **variable driver cards** face down and reveals the first one. This first variable driver will influence the first round of the scenario exploration.

PHASE 2 EXPLORING THE FIRST SCENARIO



GOAL
To explore the first scenario



1. FIRST ROUND

We are now in the first time horizon (in the zone closest to the **scenario disk**).

The Scenario Exploration Master then lays down the pile of **variable driver cards** face down and reveals the first one. This first variable driver will influence the first round of the scenario exploration.

The Scenario Exploration Master tells a story based on the **variable driver** and the first **scenario detail card**.

Then scenario explorers roll the die:

- the scenario explorer who gets the highest score starts,
- the other scenario explorers then take action clockwise.
- *scenario explorers are asked to consider more particularly the elements of the scenario detail cards corresponding to the number they rolled on the die (optional).*



Scenario explorers then take one action in turn clockwise.

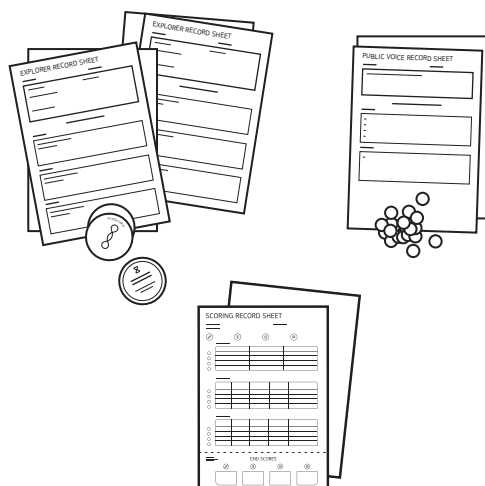
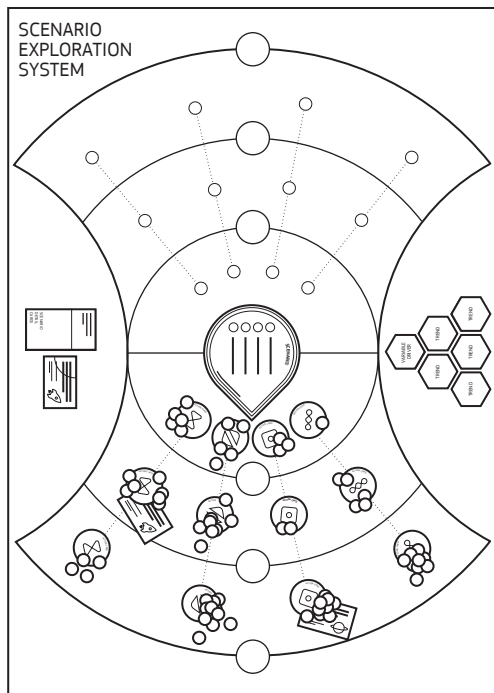
They put one **action card** on the **board** in the zone corresponding to the time horizon.

They support their action with own resources of their choice by putting **resource tokens** on the **action card**.

Once all four scenario explorers have taken action, the public voice reacts by attributing **red tokens**. The public voice can spend up to 10 tokens per round. It is free to allocate the tokens as it wishes with a minimum of one token per action.

During the round, each scenario explorer can use one **real life card** according to the instructions that each carries.

The explorers that have used a **real life card** pick a new one from the pile.



At the end of the round the Scenario Exploration Master creates a wrap up story of the round and collects the scores*.

***SCORES:** the scores are calculated after all real life cards have been used. They result from the multiplication of the resources allocated to each action by the number of red tokens attributed to the corresponding actions by the public voice.

2. SECOND ROUND

The Scenario Exploration Master reveals the next **variable driver card** and continues the story based on the next **scenario detail card** (next time horizon).

Scenario explorers roll the die and the one who gets the highest score starts. The other scenario explorers take one action in turn clockwise*.

They put one **action card** on the **board** in the zone corresponding to the time horizon.

They support their action with own resources of their choice by putting **resource tokens** on the **action card**.

Once all four scenario explorers have taken action, they are allowed to collaborate. They do so by first offering opportunities of collaboration to each other, and then, if a collaboration is agreed, the scenario explorer who wants to engage in a collaboration puts some of his/her own **resources tokens** on the action(s) he/she wants to collaborate with.

In the case of collaborations, each collaborating partner receives the total score obtained by the card. This is the sum of all **resource tokens** played by all players multiplied by the **red tokens** attributed by the public voice.

The public voice reacts by attributing **red tokens**. The public voice can spend up to 10 tokens per round. It is free to allocate the tokens as it wishes with a minimum of one token per action.

During the round, each scenario explorer can use one **real life card** according to the instructions that each carries. The explorers that have used a **real life card** pick a new one from the pile.

At the end of the round the Scenario Exploration Master creates a wrap up story of the round and collects the scores**.

3. THIRD ROUND

The third round is identical to the second round

4. CONCLUSION

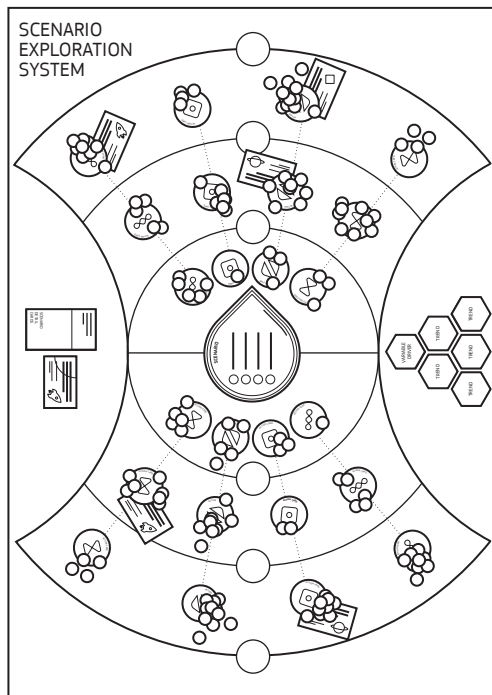
At the end, the Scenario Exploration Master summarises the scenario exploration, calculates the overall scores on the scoring sheet and asks the scenario explorers to assess how well they have managed to reach their long-term objectives (this can be expressed on a scale on 1 to 10) and the opinion of the public voice.

****Depending on the scenarios and the objectives of the session, the minimum cost for collaboration can be made to vary between the two scenarios being explored." (optional)**

*scenario explorers are asked to consider more particularly the elements of the scenario detail cards corresponding to the number they rolled on the die (optional).

PHASE 3

EXPLORING THE SECOND SCENARIO



GOAL

To explore the second scenario



The exploration of the second scenario takes place on the other half of the board. It is carried out in an identical fashion to the exploration of the first scenario.



All the participants keep the same roles and long term objectives. However, resource distribution changes according to the characteristics of the new scenario.

PHASE 4

DISCUSSION



GOAL

To reflect on the contrasted explorations.



In this phase, participants look at both sides of the board and reflect on the similarities and differences between the two scenario explorations. This phase can be structured and extended according to the needs of the organiser.