

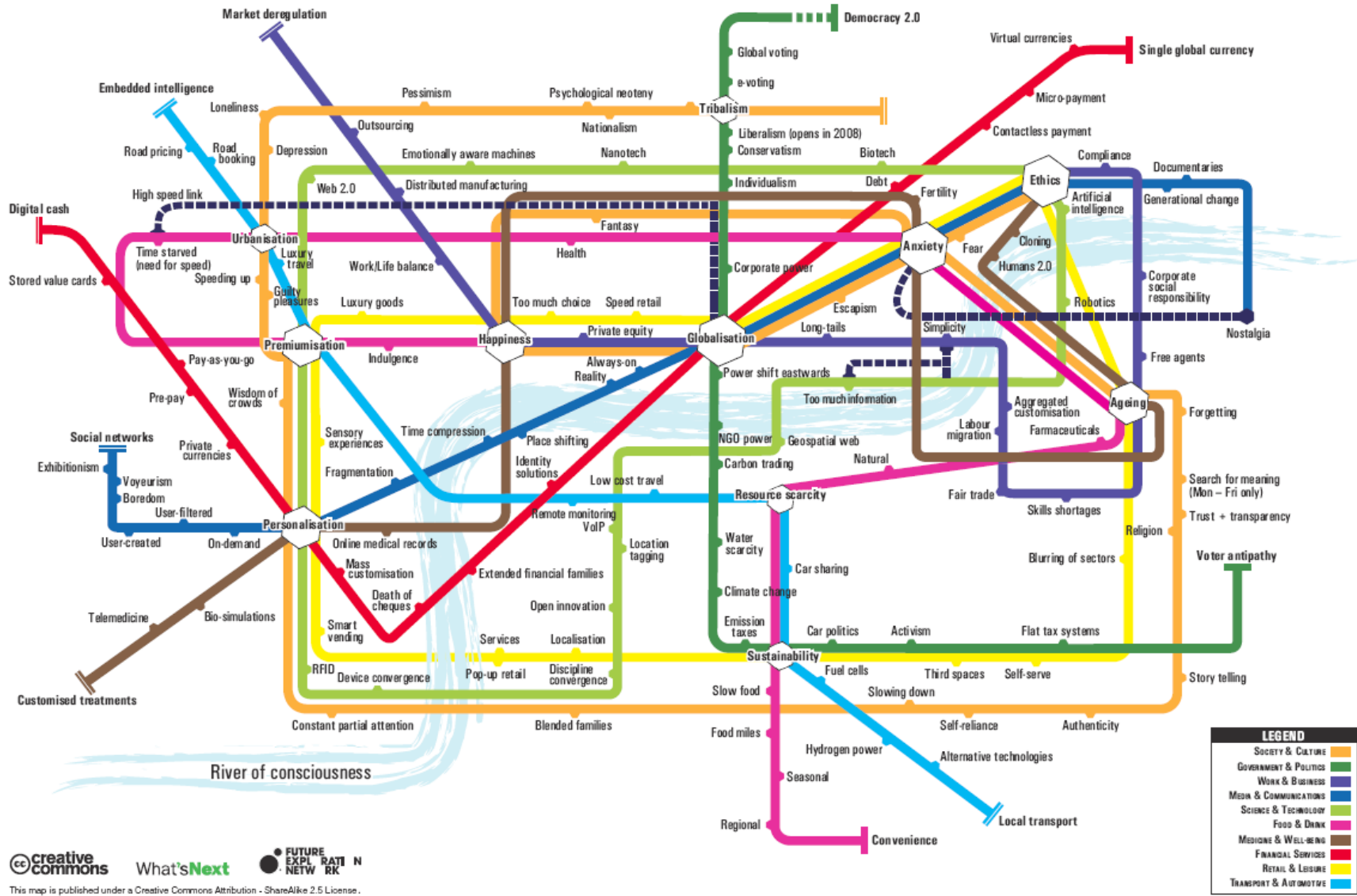
Develop a future  
consciousness  
to inform  
the present



# Globalization...

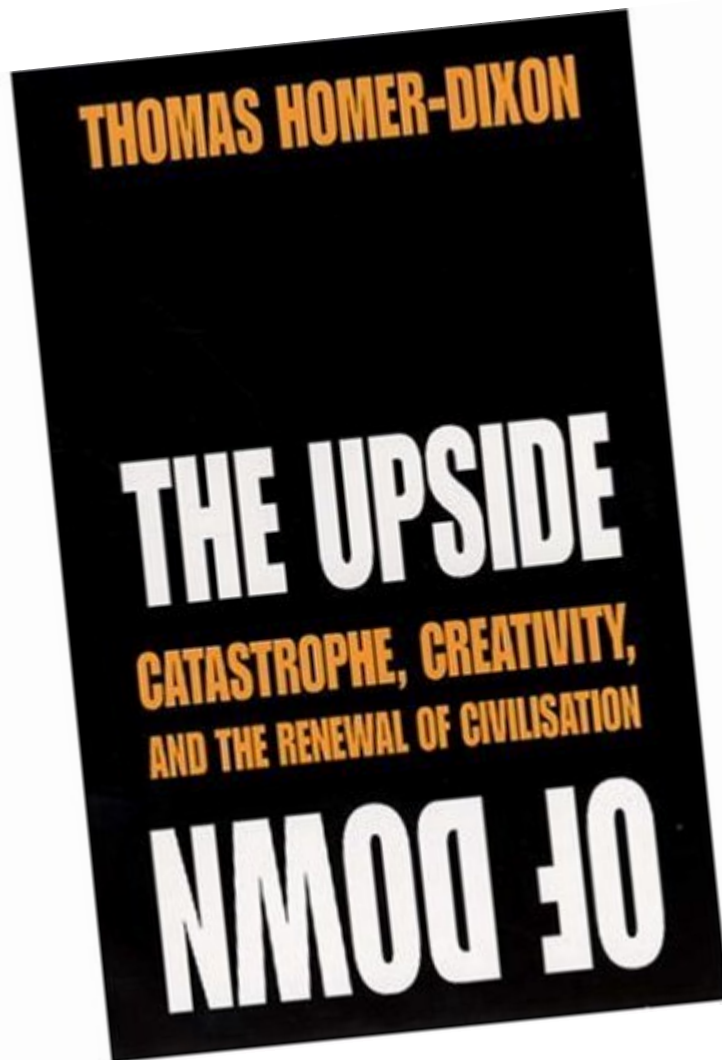


# Trend Blend 2007+



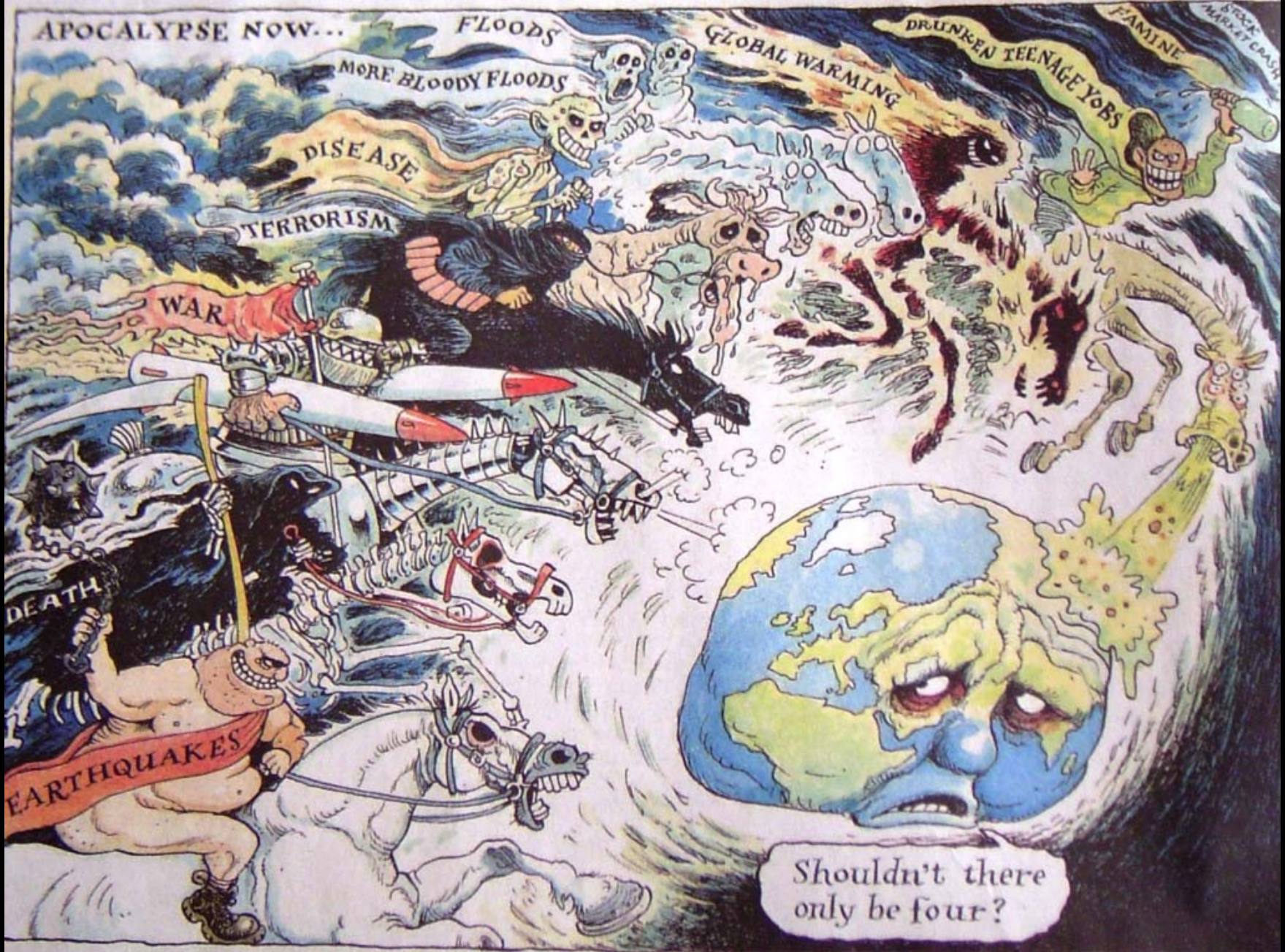
creative commons 
 What'sNext 
 FUTURE EXPLORATIONS NETWORK

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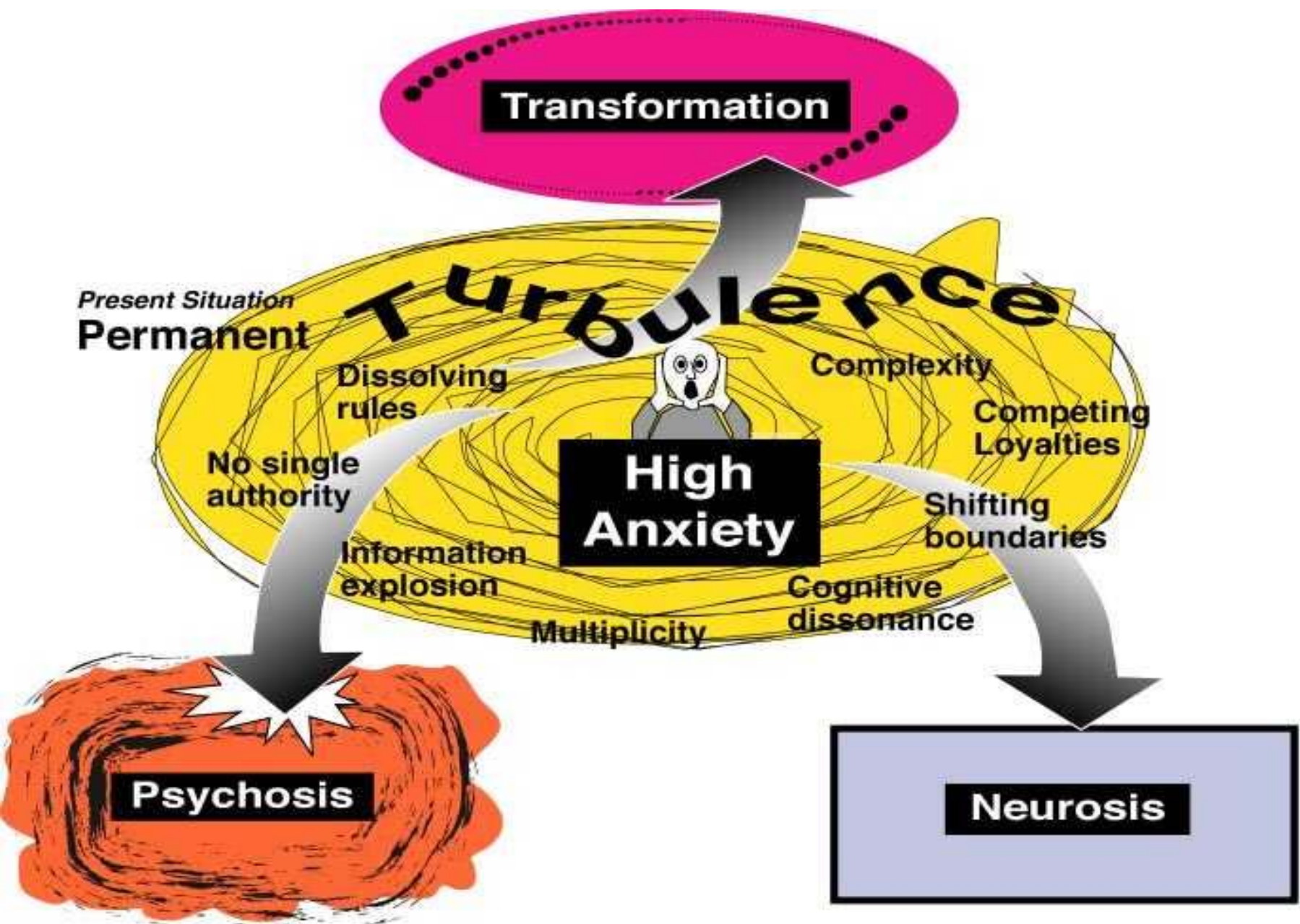


**“If you read only one book this year about the end of civilisation, let this be it.”**

Quill and Quire



Source: The Guardian, summer 2007



# Core Challenge

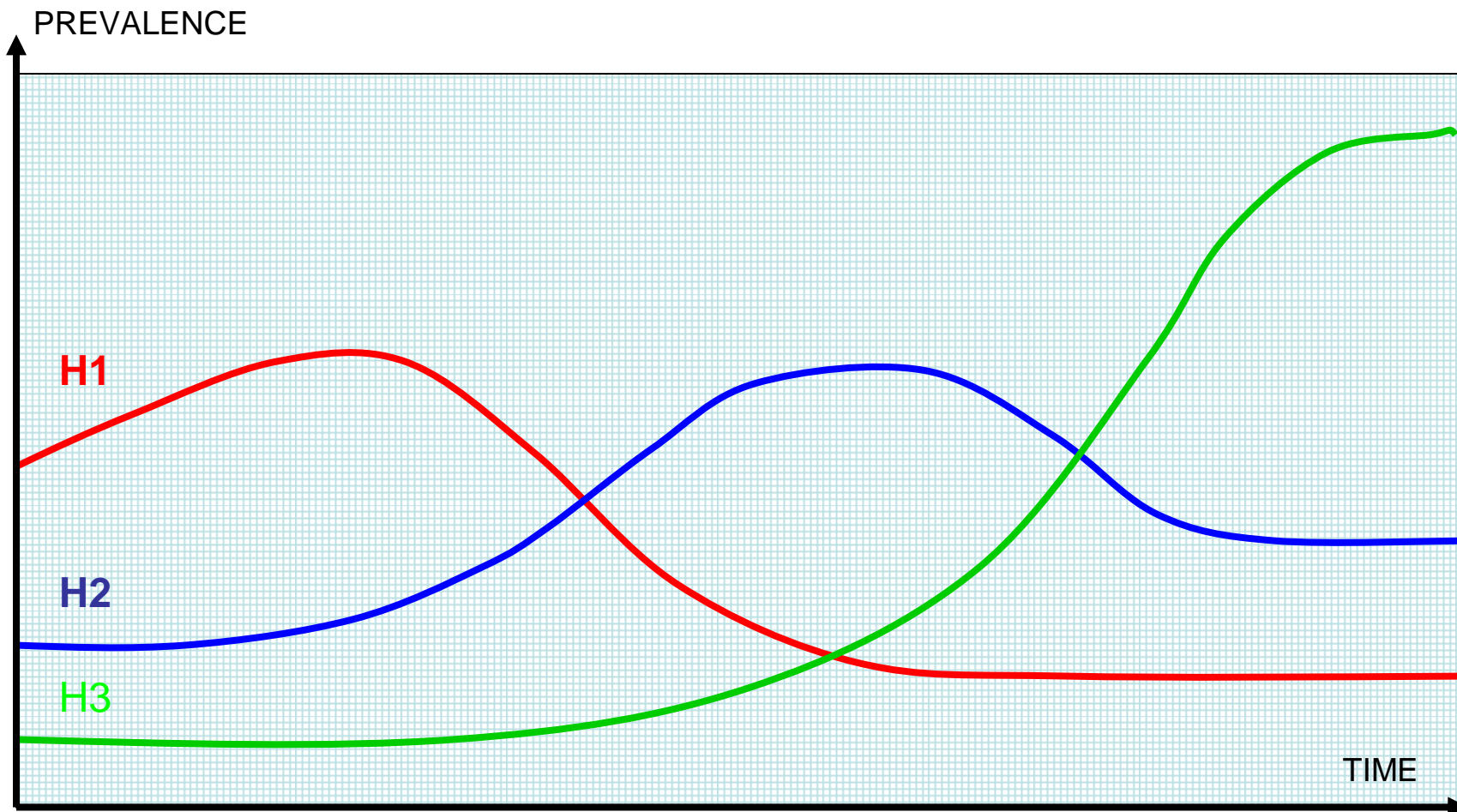
What can Planning and Health professions contribute to the making of quality places in the face of the challenges of the coming decade?

# Delivering on this challenge

- Scotland has changed significantly in the last decade and will continue to do so
- There will be other changes in the world, some of them sudden
- The present financial meltdown and global downturn is 'forcing us all to rethink the received wisdom on optimal strategies for rapid and inclusive growth' and all else
- Need to balance current policy concerns and research that anticipates emerging needs



# The Three Horizons

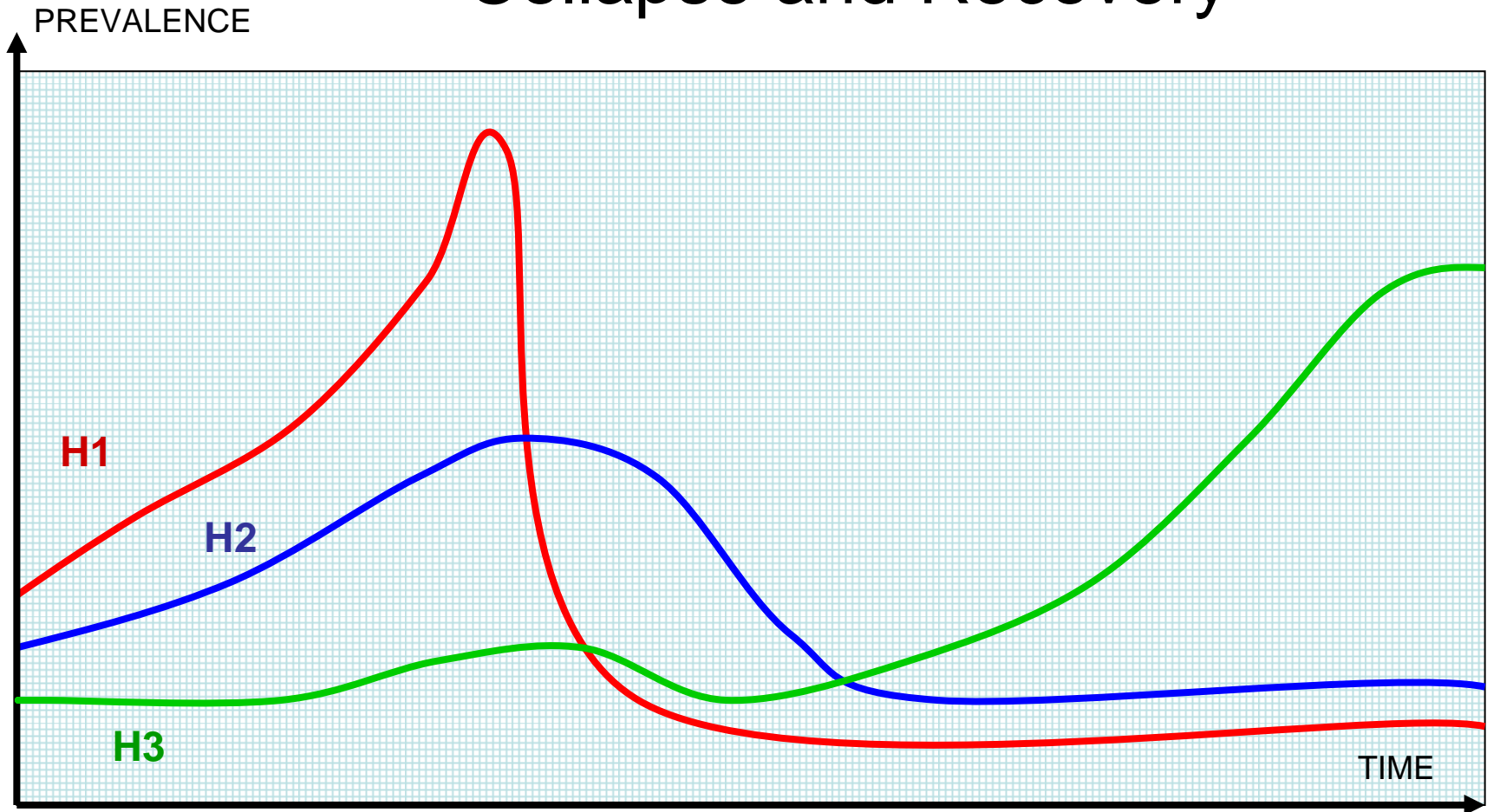


**Horizon 1** is a current paradigm that works well until changes in the environment plus its own diminishing returns put it on a curve of decline. Meanwhile **Horizon 2**, aware of this in diverse ways is innovating more effective approaches which eventually overtake.

In the background, a completely new paradigm is emerging as **Horizon 3**. It appears for a long time to be marginal and ineffective but since it matches better the new environment it eventually takes over. The **Horizon 2** innovations have served as enabling the transformation.



# Variant 1: Collapse and Recovery

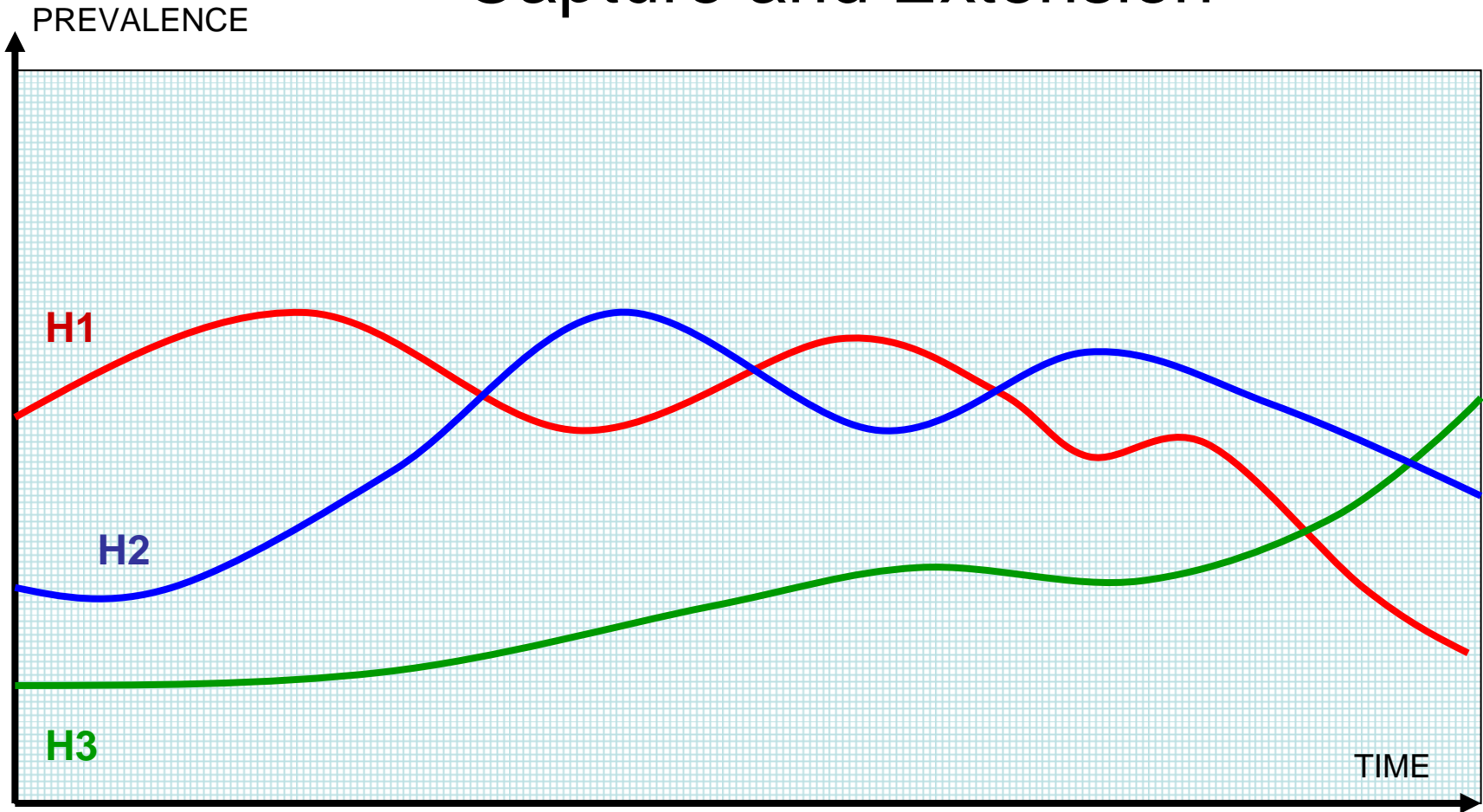


In this variant the supremacy of the **Horizon 1** paradigm creates runaway success but at the expense of some critical condition. Failure to capture coupled with weaker innovation in **Horizon 2** leads to sudden collapse. Horizon 2 is unable to make up for this.

In the background **Horizon 3** continues to develop and after the initial upset and chaos of the collapse demonstrates its ability to match the new conditions and emerges as the next viable paradigm.



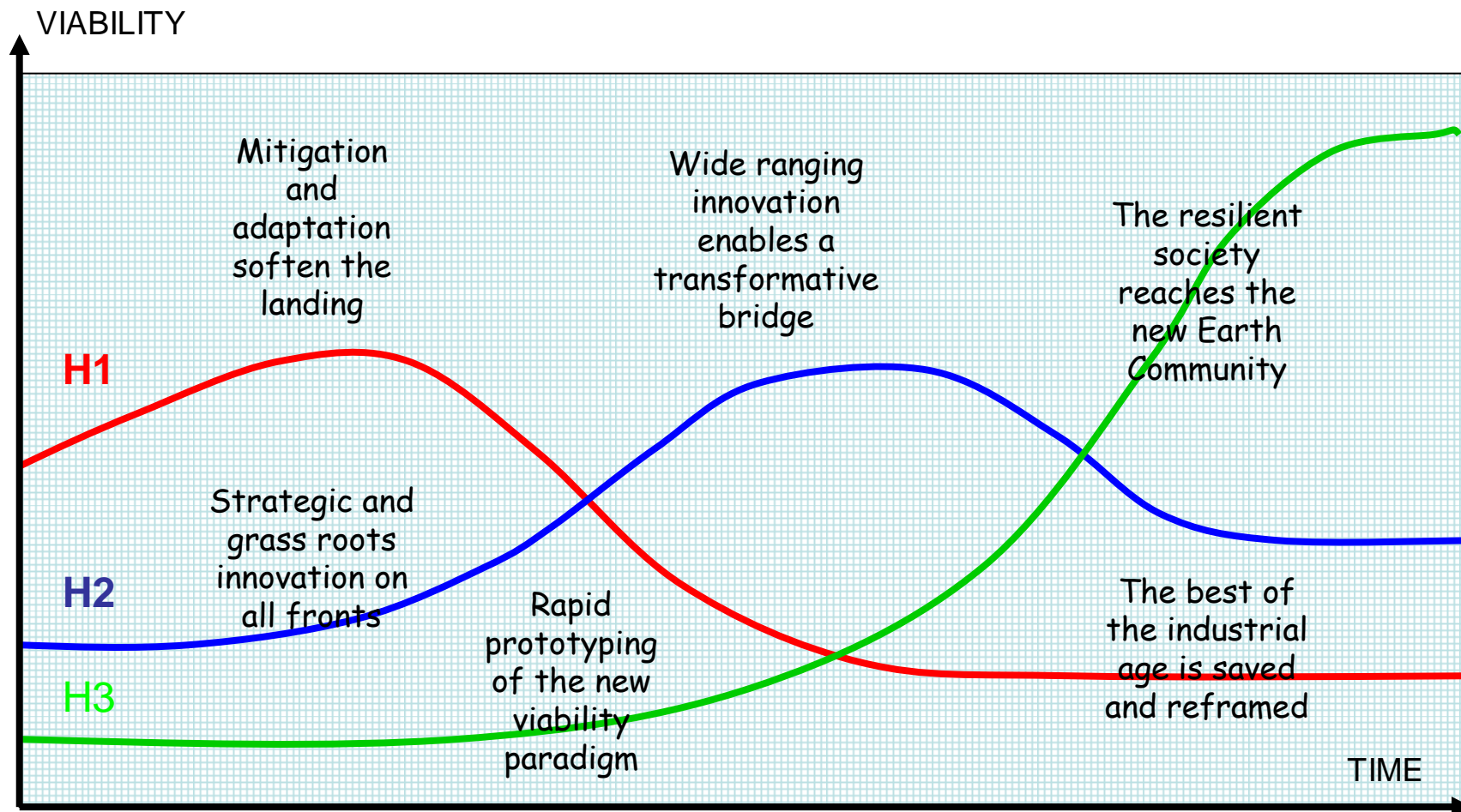
# Variant 2: Capture and Extension



**Horizon 1** is challenged by changing conditions and there is strong innovation opportunity taken by **Horizon 2**. However, each wave of innovation is captured by **Horizon 1** and applied to extend its life. This may go on for several cycles.

**Horizon 3** remains in the background since it is so different from **Horizon 1** that there is no place for it in the mainstream. It continues to languish in the margins until a much larger and long term change occurs.

# Strategic Transformation: the Innovation Bridge

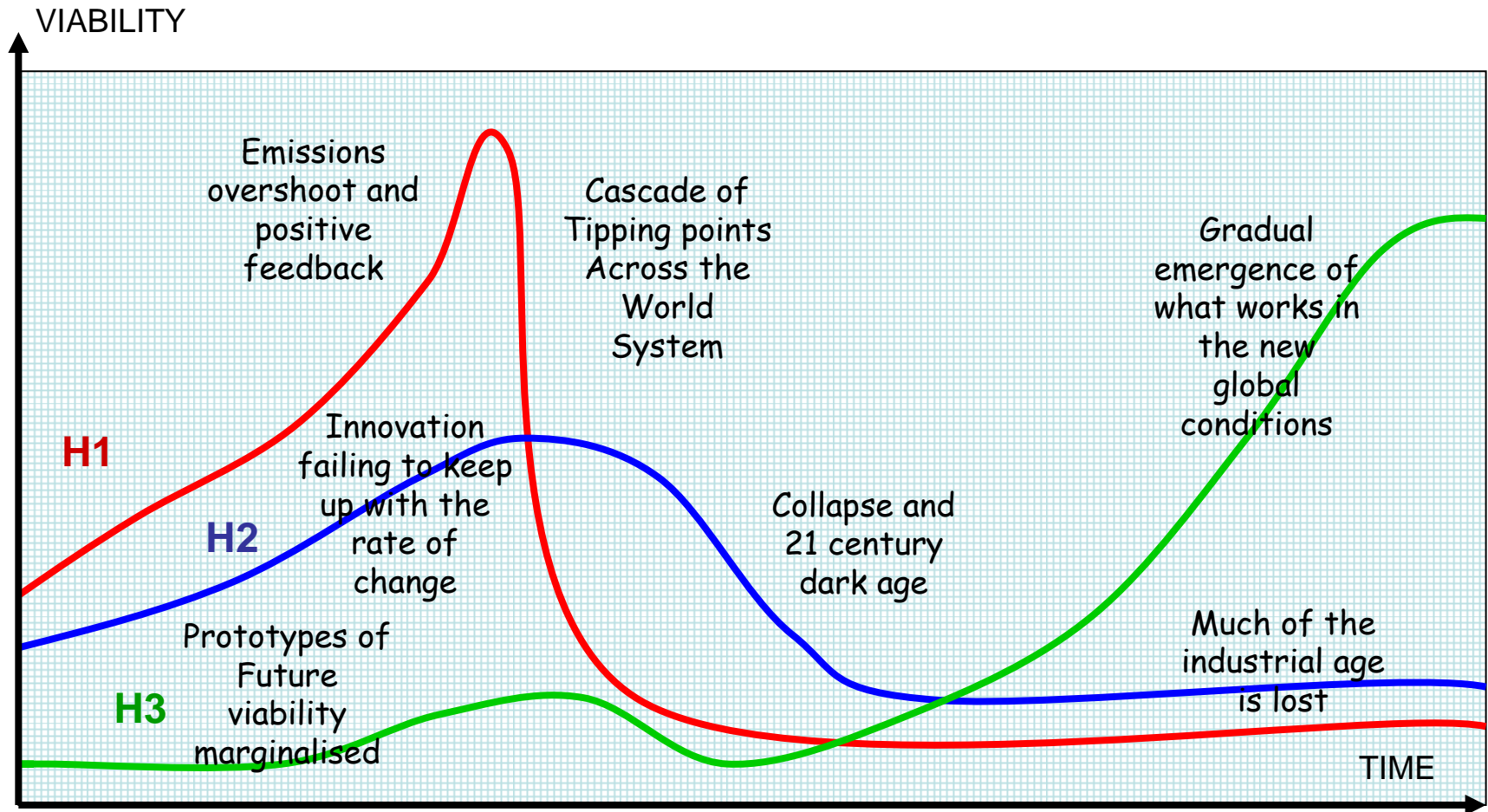


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# Rough Transition: Collapse and Recovery



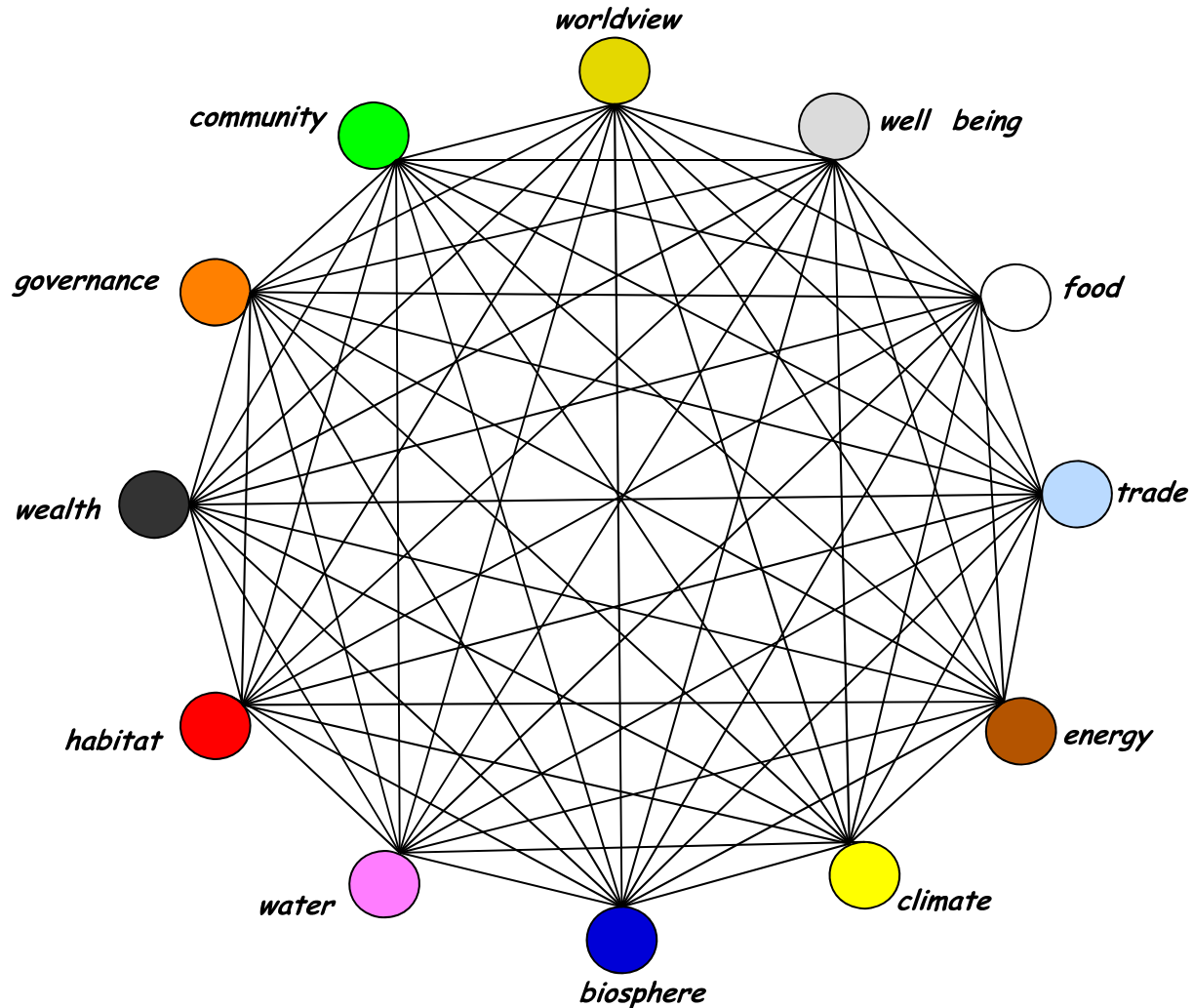
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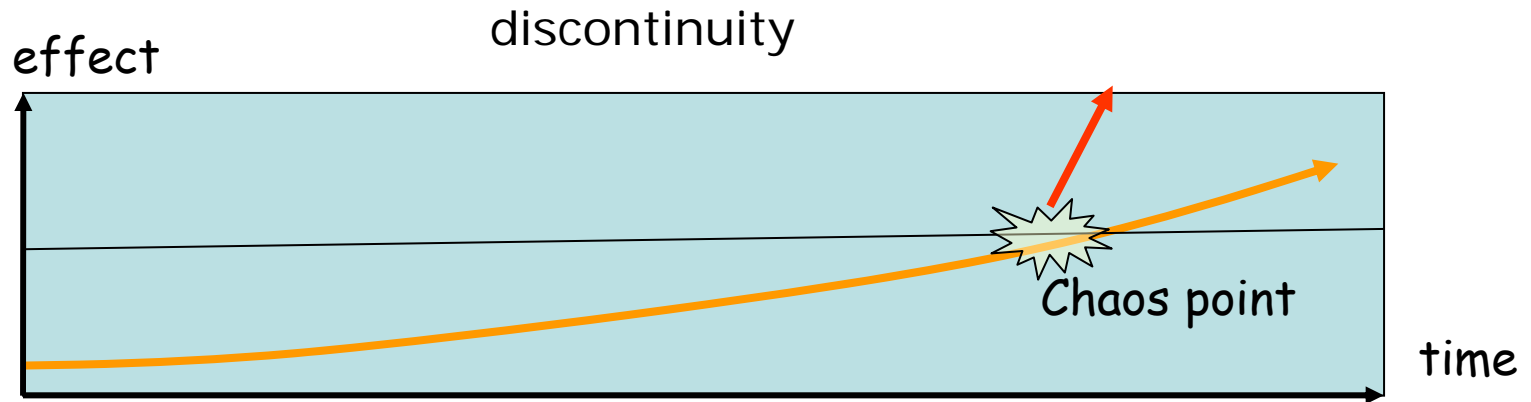
# Dealing with the (Global)Situation

- Need to deal with a number of factors simultaneously – specialisation not enough
- Need to develop a mental model that allows us to see new patterns in what we are looking at
- Need to collaborate, share perspectives, access collective intelligence

# The IFF Interactive World Model



# Trends – and Discontinuities

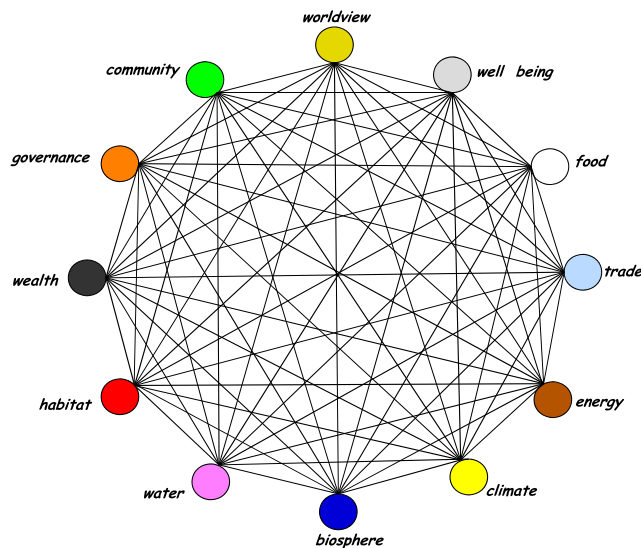


## Some Examples:

- Global pandemic such as SARS or avian flu
- Urban food crisis caused by crop failure or disease
- Peak oil and peak gas. Revolution in renewables
- Switching off or reversal of major ocean currents
- Currency collapse, bank failure
- Breakdown in public order



# The IFF Interactive World Game



The purpose of the Game is to increase understanding of a core challenge in the context of the global situation, both now and in the future, and in light of that to generate possible effective actions to pursue the core challenge.

# Game Structure

- Phase 1: Explore the world and its challenges from 12 perspectives. Identify the greatest challenges to meeting the objectives of the coming decade
- Phase 2: Explore connections, develop rapid scenarios, identify far-sighted actions
- Phase 3: synthesis and reflection, explore the potential contribution to the core challenge

# Game Playing

- Game encourages interaction, safety, more conducive to creative thinking and invention
- Get into role - adopt new perspectives, eg global, local, planning, health
- Rules: all voices to be heard regardless of status
- Play the game to the finish as key to getting the desired results

# Getting Started

- Sign up for a 'node' / subject.
- Spend an hour researching this node
- Report Back One major trend, one major discontinuity in this
- A concern for Scotland

International  
Futures Forum

