

# THE SCENARIO EXPLORATION SYSTEM

## A serious gaming platform to explore your issues in future scenarios

### Four Scenario Explorers



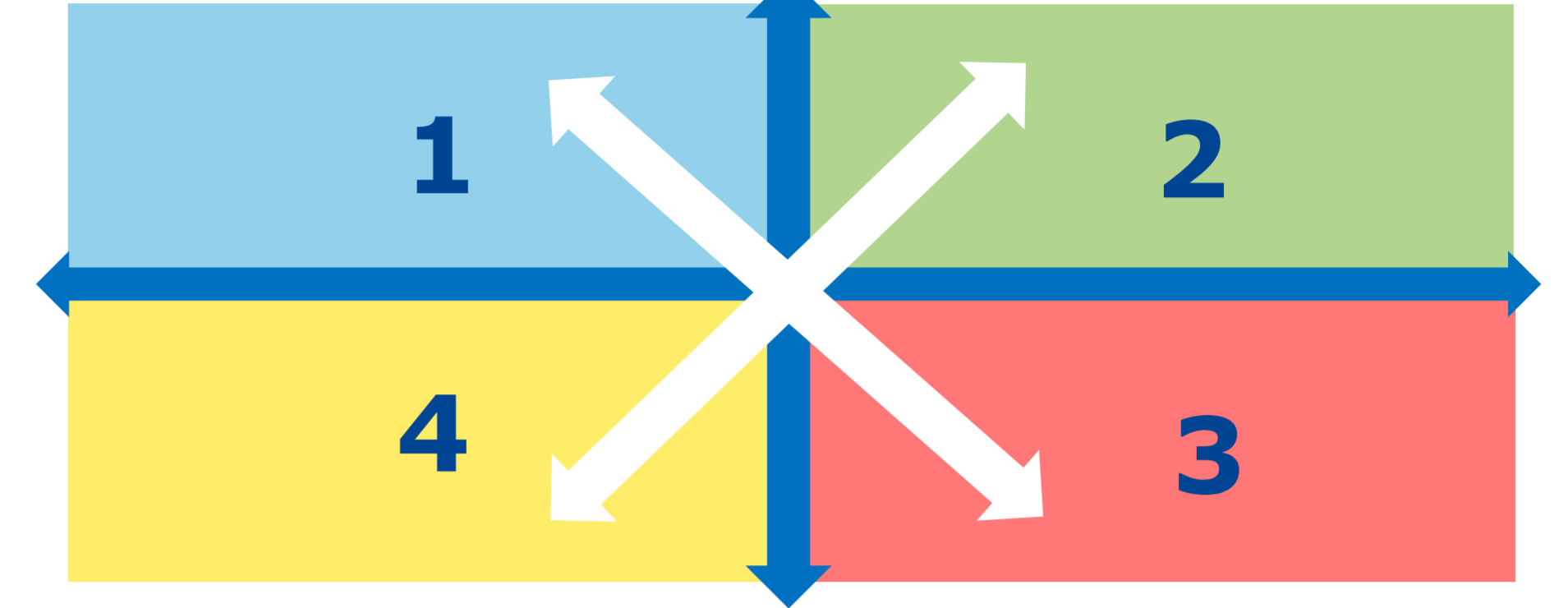
- Pursue their long-term objectives
- Interact with each other
- With their own scenario dependent resources
- Subjected to foreseen and unforeseen events

### One Public Voice



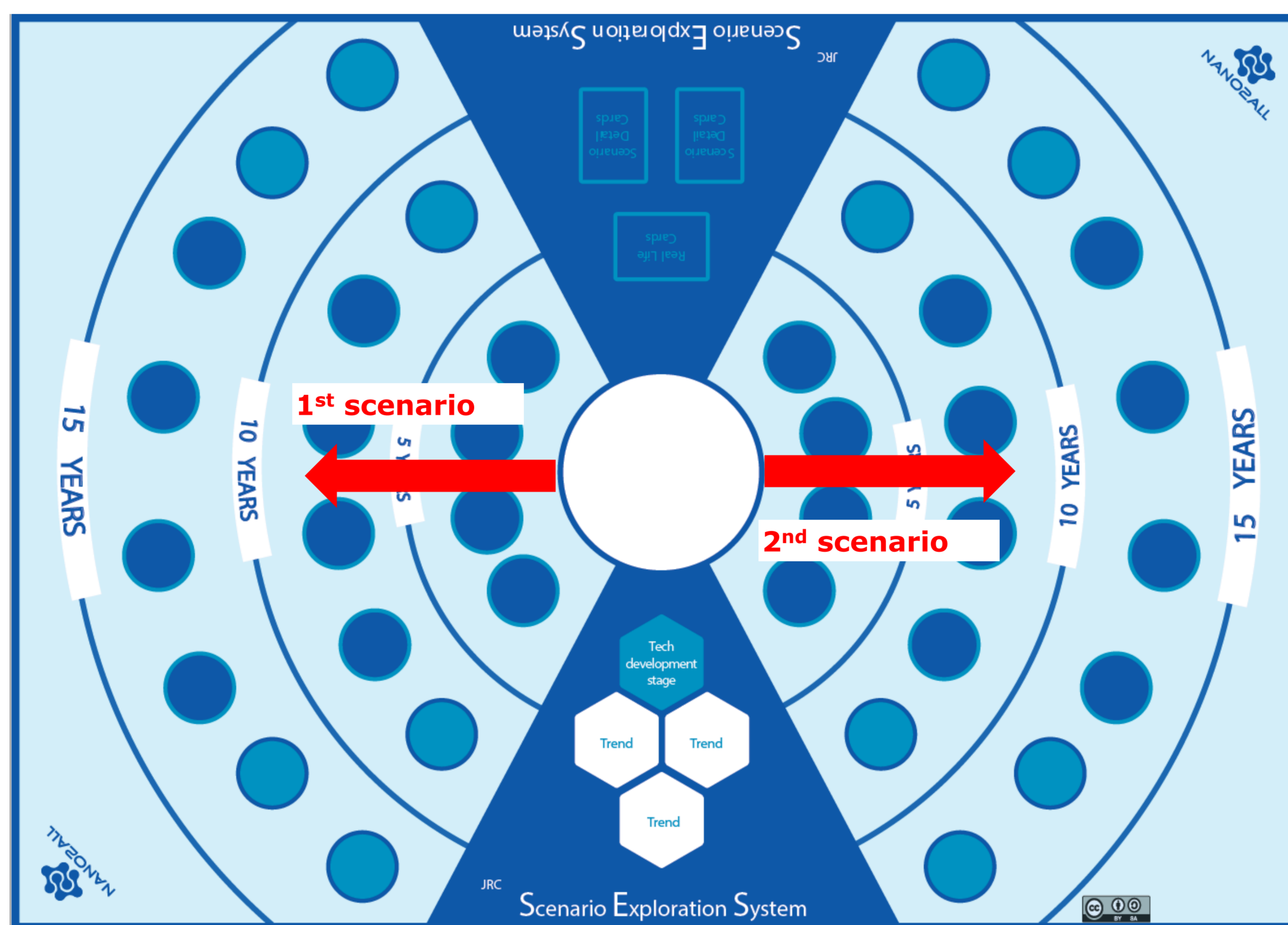
- Has its own bias
- Judges the actions of explorers

### Two scenarios



- Select and explore two contrasting scenarios
- Choose a relevant theme

### One scenario exploration board



### What happens in a scenario exploration

- Emotional engagement
- Safe communication and exchange
- Fill the space between pre-determined elements
- Articulation of issues in a complex setting
- Imagination, but realistic
- Feeling of system dynamics
- Discovery of the unexpected

### Facts and figures

- Hundreds of scenario explorations
- More than 10 editions of the SES
- Participants age 12 to 67
- Applied on three continents
- Powerful engagement tool with all profiles
- Fun factor at 8/10
- 80% agree that the SES helps take a strategic perspective
- "SES facilitates conversation on multiple global issues"
- Strong learning elements
- Compare and contrast

### Issues explored

- Sustainable transitions
- Applications of nanotechnologies
- Migration
- Renewable energies
- Food safety and nutrition, novel foods
- EU-China cooperation in research and innovation
- Recycling waste fishing nets
- Urban sustainability
- Future of health care
- Mobility
- Sharing economy
- Etc.

### Two scenario exploration modes

- Simulation**
  - Yourself in the future
  - Get ready for the unexpected
- Role play**
  - Experience being someone else
  - Help break mental barriers

### Make and use your own SES!

- Platform easy to customise**
  - Scenarios can be changed
  - Roles can be changed
  - Contextual elements easy to adapt
- SES easy to use**
  - Creative Commons licence
  - Detailed rules are available
  - Many language versions
  - Logical, step by step scenario exploration process
  - The JRC trains Scenario Exploration Masters

### Material

#### Scenario Cards

The scenario disks give an overview of the roles and their resources

Scenario details cards give a sequence of events at three time horizons leading to each scenario.

#### Action Cards

Role specific action cards are assigned to each explorer.

#### Real life Cards

Real life cards present real life events that can affect any action

#### Other SES Components

- One six sided dice
- Resource Tokens (colour coded to match the explorer roles, 25 per colour)
- 65 red Future Impact Tokens for the Public Voice

#### Record sheets

For Scenario Explorers, Public Voice and scoring to give an account of what happened in a session



### Award winning tool



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Join the Scenario Exploration System users group on LinkedIn