

Future Scenarios – Urban Edition 2008: Instructions & Tips for Successful Gaming

Minimum Number of Players: 8 (two groups of 4)

Preferably invite as many as 16–20 as this allows four groups of at least four people (one will cover each scenario) and also allows for last-minute absences. Much larger numbers could be involved if the space available suits, and if additional facilitators are available – one per 16 players.

Time Required: Approximately 3 hours plus tea/refreshment breaks.

Additional reflection and discussion time immediately and/or a few days afterwards is an advantage.

Space Required: Sufficient room for comfortable hearing within table groups during discussions.

Background construction/traffic noise or music should be avoided.

Seating Suggestions:

Random allocation to seats is best to maximise mixing of ideas. Discourage close friends/colleagues from being in the same group. Seating/group membership could be determined in advance depending on the composition of the participants. Try to have an equal number of each gender in each table group.

Equipment:

- Game materials - download these as PDF files:
 - Game Plan
 - Trend Picture Cards (4 per group, at random)
 - Change-Driver Example Cards (at least 3 per group, at random)
 - Scenario Cards (1 per group, and a duplicate useful if available)
 - Wildcards (at least 2 at random, per group, in different colours)
 - Central District Map (3 copies for each group)
Note: You could potentially substitute a mapped real area of your choice for game purposes, e.g. another district, city, or town in New Zealand
- Tables and reasonably comfortable chairs
- Flipchart or whiteboard and appropriate pens, for each pair of tables. (Beware damage from permanent marker pen ink on furnishings or decorations.)

Our **game plan** suggests timings and activity for each section, based on the trial runs held. Firm timekeeping by facilitator keeps the game running at a satisfying pace.

Tips for Facilitators:

- Start with introductions at the tables, rather than to the whole room.
- Ensure you are very familiar with the game plan in advance and note real timings alongside the suggested elapsed time, adding refreshment breaks.
- Occasional intervention may be required to reign in contributors who speak too long or too often for their table-mates. All should have the chance to take part!

- The facilitator's spoken instructions at the start of each game stage need to be clear, as participants will not be guided sufficiently by the content of game cards.
- Bring a device such as a bell, horn or whistle, to gain attention in a noisy room and help keep the game process on time by clearly signalling changes from one round to the next.
- Walk around the tables, ready to respond to questions.
- Have fun!

Feedback on the *Future Scenarios – Urban Edition* is welcomed, to improve the game content and process. Write to Daniel and Rhys at scenarios@landcareresearch.co.nz