

## FORESIGHT & VISUALIZATION

Use the game to create new sustainable business ideas.

### PART ONE: FORESIGHT

*Foresight* is an idea-generating game played by 4-6 players divided into two teams.

#### EQUIPMENT

1 game board *Foresight*, 3 types of question cards, 1 one-minute timer, 2 playing tokens (e.g., coins or the like), multiple sticky notes, 1 pen for each player.

#### PREPARATION

Divide equally into two teams of 2-3 players. Provide each player with a pen and a stack of sticky notes and each team with a playing token. Place the two tokens above status quo.

The team with the highest number of green(ish) colored clothes items will start the game. If the two teams tie in number of green clothes, add up the age of the players the 'oldest' team starts.

#### HOW TO PLAY

The starting team picks an ACTIONS! card and reads it out loud.

Each player on both teams writes down as many ideas as possible in 1 minute. One idea pr. sticky note.

In case of a draw in number of ideas, pick a new ACTIONS! card and read it out loud.

Three types of squares / question cards:

#### - ACTIONS!

Read the card out loud. Start the timer for 1 minute. Everyone from both teams writes as many ideas as possible. Add up each teams' number of ideas and place them in two separate piles of ideas (without reading or evaluating them). The team with most ideas wins the round, advances its playing token to an optional square in the next line and reads a corresponding question card.

#### - CHANCE!

Read the card out loud. Follow the instruction on the card.

#### - INSPIRATION!

Read the card out loud and pass the card around to show the small icons for inspiration. Start the timer for 1 minute. The person reading the card completes the sentence on the card. Clockwise, all players expand on that line of thinking with a new idea starting with a "yes, and..." The team of the player expanding on the idea when the time is up loses. The other team advances its token to an optional square in the next line and reads a corresponding question card.

#### Example:

Player 1: Inspired by XXX we/I could XXX

Player 2: Yes, and we could...

Player 3: Yes, and we could...

After 1 minute: the team of the player in the process of expanding on the concept loses

#### HOW TO WIN PART ONE

The first team to reach *Foresight* is the winner.

#### HOW STRICT?

One idea pr. sticky note.

Ideas can be very vague, but most consist of at least three words or a drawing.

There is room for creativity. Make your own rules or tweak the rules to suit you as you play.

## PART TWO :VISUALIZATION

*Visualization* is an idea-evaluating game played as a continuation of *Foresight*.

#### EQUIPMENT

2 game boards *Visualization*, the 2 piles of ideas created in the first part of the game, extra sticky notes, pen for each player, an impartial judge (if possible), the game's end time.

#### PREPARATION

Each team places a game board *Visualization* and their stack of ideas from Part One - *Foresight* in front of them. A time is chosen for the presentation of the idea and the end of the game.

#### HOW TO PLAY

##### PART A

Each team goes through its pile of ideas from part one of the

game and sorts the ideas on the scale in the matrix on the Part Two - *Visualization* game board.

The four quadrants in the matrix:

1) Not enough and not yet feasible: Ideas that are not relevant, as they are not feasible and do not create enough sustainable change.

2) Enough and not yet feasible: A happy alien as it is ideas that would create a sustainable change but are not yet feasible.

3) Not enough and feasible: A global material footprint as it is feasible ideas that would not lead to any sustainable change.

4) Enough and feasible: These are the Sustainable Development Goal infinity ideas! That is ideas that creates a sustainable change and are feasible.

Use the matrix to deselect the most boring (closest to global material footprint) and the most unrealistic (closest to the happy alien) and find or combine the ideas into the four best ideas.

When half of the allotted time before idea presentation is up, proceed to Part B

#### PART B

Score the four ideas on a scale from 1-5 (5 being the best) on the game board's scoreboard. Score after the following criteria:

Innovative: How innovative/visionary is the idea?

Far-reaching: How geographical far-reaching is the idea?

Sustainable impact: How high is the sustainable impact of the idea?

Popularity: How positive would the idea be received?

Add up each idea's score and present the idea with the highest score to the other team or to an impartial judge.

#### HOW TO WIN

Pitch the best idea!

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