



FLASH FORESIGHT TECHNOLOGY

UNICON 2019 Directors Conference

April 25, 2019

Future?



Foresight!



Rapid Foresight

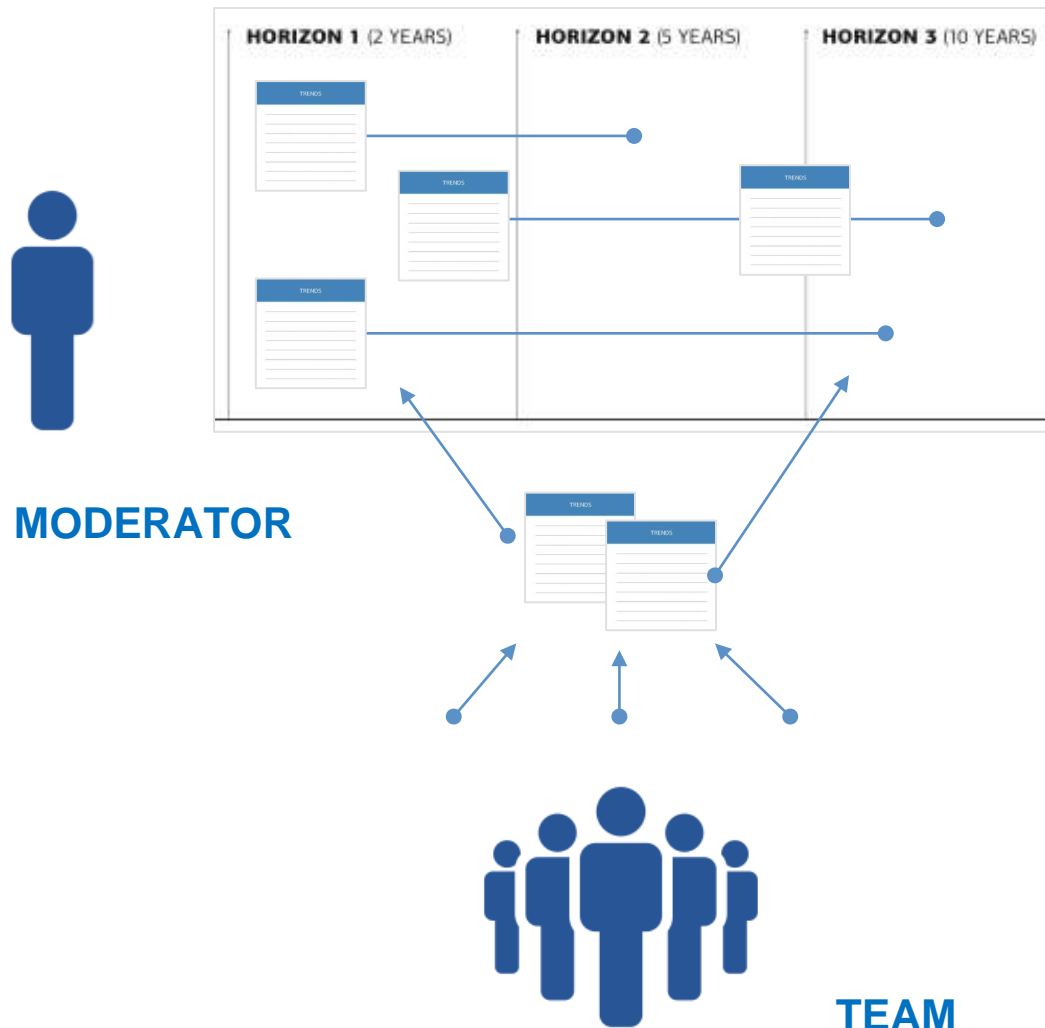


In 2010, the Russian team developed and tested an effective method of teamwork with the future Rapid Foresight. Since then it spread to more than 20 countries of the world.

Principles:

- The future depends on our actions
- The future is determined not only by the past, but also by the will and determination of people setting goals
- The future can not be predicted, but you can prepare for it
- Participants are top experts

Rapid Foresight Methodology



Foresight is a social technology and a communication format allowing participants to create the consensual image of the future and - based on this defined desirable image - to agree on interaction within context.

Methodically the essence of the foresight is about widening of the participants' awareness of accessible strategic opportunities of industry.

Working with the map

The diagram illustrates the 'TIME MAP' tool, which is used for foresight sessions. It consists of three vertical horizons: HORIZON 1 (2 YEARS), HORIZON 2 (5 YEARS), and HORIZON 3 (10 YEARS). A blue 'TRENDS' card is positioned in front of the first two horizons, and a grey 'CHALLENGE' card is positioned in front of the second and third horizons. Both cards have horizontal lines for text entry.

The main tool for the foresight-session is the "TIME MAP" which is work area with horizontal axis representing time boundaries and vertical axis representing trends.

With the moderator's support participants fill in the map with different objects represented by cards.

I.e. **TREND CARD** represents objective process that take place and affects the whole sector.

CHALLENGE is impact of this process for specific stakeholders.

Working in 3 groups (check your bracelet)



SINGAPORE auditorium



MOSCOW auditorium



AFRICA cluster

Canvas

The image shows a 'Canvas' form titled 'FUTURE OF EXECUTIVE EDUCATION'. The form is divided into several sections with blue headers and horizontal lines for text entry. The sections are: 'CHALLENGE' (top left), 'TEAM' (top right), 'DESCRIPTION OF THE CHALLENGE' (middle left), 'EXECUTIVE EDUCATION' (middle left, below description), 'REACTIVE MEASURES' (bottom left), 'PROACTIVE MEASURES' (bottom right), and 'KEY COMPETENCIES' (bottom left, below reactive measures). Blue arrows point from the text labels on the right to specific sections of the form.

Name of the challenge

Team (max 10 ppl)

Description of the challenge

How can we react to challenge

How can we proact and change the game

What competencies we should develop

Top-8 Challenges (according to survey)

1. **Speed to develop current educational content.** Educators have to keep pace with new technologies and markets 56%
2. **How to innovate and create eco-system driven learning.** Business schools have to learn to create eco-systems driven knowledge and learning 44%
3. **Scalability of personalization for learners** (Business models for personalization across the board are not there) 29%
4. **Transforming business school from education to problem-solving unit** 27%
5. **Adaptation of the content to learners at different life stages and career stages** 25%
6. **Working in a networked world of ecosystems.** Individuals have to learn, how to get things done in an ecosystem-based world 24%
7. **BS are not agile** (BS are not fit to work in agile methods) 19%
8. **Learning as a service for individuals** (There is a need for learning at all time) 19%