FLASH FORESIGHT TECHNOLOGY

UNICON 2019 Directors Conference
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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.
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. TRENDS 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

- 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-system 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%