TIE
A Thinking Big at Historic Sites Futures Scenarios Game

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Futurist
Cone of Plausibility

Based on Bishop and Hines “Teaching the Future,” page 50; Charles Taylor, Army War College
Futurist Methods

- Framing
- Scanning
- Trend Analysis
- Trend Monitoring
- Trend Projection
- Acting
- Polling
- Planning

- Brainstorming
- Modeling
- Gaming
- Historical Analysis
- Visioning
- Forecasting
- Scenarios

Cornish “Futuring: The Exploration of the Future,” page 78-79;
Bishop and Hines “Teaching the Future,” page 55
Futurist Methods

- STEEP – far, long, and wide
  - Science
  - Technology
  - Economic
  - Environmental
  - Political
Scenarios: What

- Future development of a trend, strategy, event
- Described in story or outline form
- Typically many and part of a set
- Developed to inform decision makers

Cornish “Futuring: The Exploration of the Future,” page 79
Scenarios: How

• Study the facts of a situation
• Select what might happen
• Imagine how what might happen will play out and the sequence of events that may occur
Traditional
Innovative
Everyday
Traditional
Innovative
Everyday
Traditional

Costumed Interpreter
Innovative

Crowd Funding
Everyday Family Structure
What would a CRAZY BIG IDEA that ties these three together look like?

Costumed Interpreter

Talk Back Wall

Family Structure
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