

FORESIGHT ENGINE

Institute for the Future, Palo Alto

How To Play

You play the game in four easy steps:

1

STEP 1. Watch the 3-minute video.

Watch the short welcome video to find out what is happening to community hospitals today. See what the drivers of change are. Imagine how people might get health care services if hospitals were no longer the obvious place. Consider what we win and lose by designing a health care service that doesn't put the hospital at the center. Reinvent the hospital.

[Get Started](#)

Breakthroughs to Cures

It's 2020, and the U.S. is facing an unprecedented spike in neurological disease. The President has created a powerful advisory board called Breakthroughs to Cures. YOU are on the board. Your goal: Reinvent the process of medical discovery and find ways to get new medicines to market faster.

The disease has an incubation period of seven to ten years.



What if you could...

- get any resource you needed?
- remove any obstacle?
- change any practice?
- collaborate across any boundary?

2

STEP 2. Play your cards.

You can play Positive Imagination and Critical Imagination cards. Positive Imagination cards describe new roles and opportunities for community hospitals. Critical Imagination cards highlight barriers that will restrict the ability for hospitals to reinvent themselves.

Each card is short and sweet—just 140 characters. You can play as many or as few cards as you like. The more you play, the more people you can engage around the world. And the more people you engage with your ideas, the more points you win.

How would you advise the President to reinvent the process of medical discovery?

Game site is still open for comments. SLIDE DETAILS PLAY CARD SLIDE Four

POSITIVE IMAGINATION **DARK IMAGINATION** **ALL BUILDS** **BUILDS ON MY CARDS**

Type	User	Card Text	Score
POSITIVE IMAGINATION	jbonnema	Industry could outsource more R&D directly from Universities, bringing both sides closer together. IP could revert to academia after a time.	0
POSITIVE IMAGINATION	timefarm	Consider value of cures - present value of x people times y years of avoided intervention, avoided SS disability, continued taxpaying, etc	0
DARK IMAGINATION	Aleksandra Weber	Incapability of sharing knowledge, experience and expertise	1
DARK IMAGINATION	Michael J Pannell	Ethics committees restricting research based on their moral values and not the overwhelming public need.	1
INVESTIGATION	IFTFjane	What are bacterial nanowires?	0
INVESTIGATION	Darren Brandt	A staggered exchange where academics overlap within comm and comm in academia. break this down further along pharma and biotech lines too.	0
No cards here, boss!			

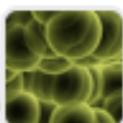
DARK IMAGINATION IN RESPONSE TO:

How would you advise the President to reinvent the process of medical discovery?

Incapability of sharing knowledge, experience and expertise

A game runner marked this card Common Knowledge.

played about 2 years ago by Aleksandra Weber



PLAY MOMENTUM

If that happens ...
What might happen
NEXT?

The trial is not open.

MOMENTUM CARDS

PLAY ANTAGONISM

Disagree? What might happen **INSTEAD?**

The trial is not open.

ANTAGONISM CARDS

PLAY ADAPTATION

How might this play out **DIFFERENTLY** in your field or part of the world?

The trial is not open.

ADAPTATION CARDS

PLAY INVESTIGATION

Curious? Ask or answer a **FOLLOW-UP QUESTION**

The trial is not open.

INVESTIGATION CARDS

So how do we change this?
How do we build these capacities in current stakeholders? How do we get them to start sharing?

vdistler

3

STEP 3. Build on others' cards.

This is where the fun starts—and the points add up. Once you play a card, others may respond with cards that take the idea to the next level. You can do the same. On any card, you can play four kinds of cards:

Building on cards is the best way to build points—and deepen the conversation about a new 21st century role for community hospitals! When someone builds on one of your cards, you automatically win points without doing anything. When you build on others' cards, you start a card chain and encourage others to build on your cards. The longer the chains, the more points you win! And the more you foster meaningful discussion about the role the hospital could play.

- **Momentum:** If hospitals were to reinvent themselves as ... what happens next?
- **Antagonism:** Disagree? What's wrong with this approach?
- **Adaptation:** Yes, and ... how might this approach play out differently in your community
- **Investigation:** Curious? Ask or answer a follow-up question.

MOST FORECASTING POINTS

	Mara208 San Francisco	1500+
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	Gardener Mountain View, CA	1500+
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	Adalene Detroit, MI	1500+
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	Burgundian Palo Alto	1500+
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	edudkin Prof of biology	1500+
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	kingjacob Houston	1500+
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	Isotope Chicago	1500+
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MOST FOLLOWED

	kate_e San Francisco, CA	3
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	kkahol Arizona	3
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	PaulT princeton, nj	1
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	lifecoach_mark Denver	1
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	Gardener Mountain View, CA	1
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	Rock Dallas, TX	1
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	Erlazerg Madrid, Spain	1
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MOST SUPER INTERESTING

	Gardener Mountain View, CA	7
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	Michael J Pannell UK	7
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	katie.odette Baltimore, MD	7
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	Adalene Detroit, MI	5
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	Callooh Irving, TX	4
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	dennisolden Columbia, MD	5
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	kate_e San Francisco, CA	4
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PLAYED FIRST CARDS

	Jbonnema San Francisco, CA	1
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	suzie Australia	1
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	Deanna California	1
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	Korine Canada	1
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	Lynn Michigan	1
--	------------------	---

	Fusion	1
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	CoH Unknown	1
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YOUR POSITION

122	juliemon1	11
123	Valerie2481	11
124	Digger83_A	11
125	trippyd	11
126	suzie	11
127	arieljake	10
128	yogodoshi	10
129	BeyArea	10
130	Paul_S	10
131	NYbrownie	10
132	KD	10

TRENDING #TAGS

#innovation
#transparency
#collaboration
#mashup

[VIEW ALL](#)

TOP KEYWORDS

research
data



4. Watch the game live on the Dashboard!
Get a bird's-eye view of the game unfolding on the Dashboard. Follow trending topics, and see which ideas are gaining momentum. Track your favorite ideas and players in the game. And keep an eye on the Leaderboard to see where you stand!

HOW CAN I WIN

Pathfinding Points

The more you inspire others and provoke conversation, the more points you'll earn.

You earn 1 point whenever another player builds on your forecast—and 20 points when your card is marked as "Super Interesting" by a game guide.

(You don't earn any points for a card unless someone else builds on it, or a game guide is surprised by it. So don't be boring!)

Levels

The more idea points you earn, the faster you'll level up.

<i>Level</i>	<i>Forecasting Points Required</i>
Novice	0
Keen	1-4
Inspired	5-19
Brilliant	20-42
Luminous	43-79
Genius	80-179
Extreme Genius	180-299

Awards

Game guides will be watching the gameplay. They will give out awards to highlight players who are stepping up to win a mission by solving particular problems or making extraordinary contributions. Here are some of the awards you can win:

Care Delivery Revolutionist:	Most creative idea for reinventing care delivery
Patient Advocate Warrior:	Most creative idea for reinventing patient experience
R&D Innovator:	Most creative idea for reinventing R&D practices
Community Health Catalyst:	Most creative idea for reinventing emergency departments and population health management
Hospitalist Hero:	Most creative idea for reinventing work and responsibilities for hospital employees

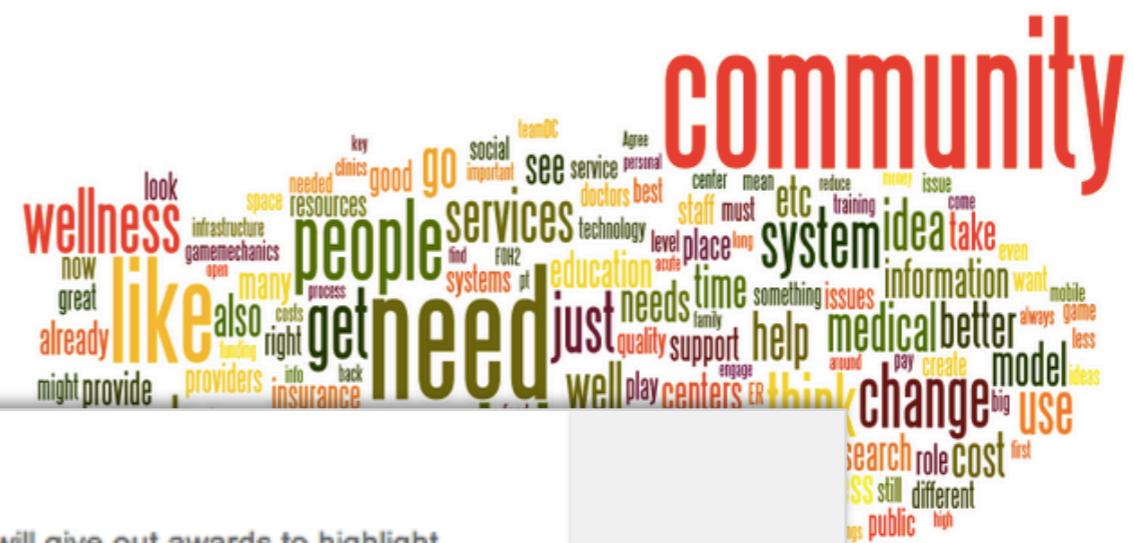
HOW MUCH TIME DO I NEED TO PLAY THE GAME?

You can make a winning contribution to the game in just five minutes. But if you're like many players, you may find yourself following the idea streams for hours at a time. Whether you play in a few short bursts or spend time developing long card chains with other players, you can win awards, build your points, and help the world reimagine the future of development.

Word Frequency Heading Into Final Push!

Posted on January 9, 2013 by Rachel Hatch

20 minutes left of game play! There is still some jockeying on the leaderboard and great microforecasts are being played. Here is an at-a-glance overview of what's surfacing:



About the Foresight Engine

Who We Are

The Foresight Engine is developed and directed by the [Institute for the Future](#), a non-profit futures-research group based in Palo Alto, California.

How it works

IFTF's Foresight Engine drives **engaged forecasting**. It creates a fast flow of **micro-forecasts** from hundreds or thousands of participants in just a day or two. It's all about focused insights and innovation—the discovery of **social wisdom** and **outlier ideas**.

At the start of an engagement, forecasters from around the world get a quick **video briefing on a future scenario**. Then they play cards: Twitter-length forecasts (140 characters or less) that represent their best thinking. They can start a chain of cards or they can build on cards that others play. It's just what you'd expect from a Foresight Engine: rapid conversion of potential energy into ideas that can drive decisions.

Participants can track their favorite forecasters, watch the evolution of their ideas as others build on them, and monitor their standing in the leaderboard. They can create tags and follow forecasts that use those tags. In short, they can create their own **personalized view** on a fast-paced forecasting event.

Fun unlocks creativity – and that's why **game mechanics** are also an important part of the Foresight Engine experience. Participants earn forecasting points for ideas that inspire conversation, and bonuses for moving the conversation in unexpected directions. Meanwhile, they unlock personal achievement badges, as they level up their own skills at future forecasting.

How will YOU use the Foresight Engine? You can use it to **jump-start strategy**, to find the brightest **thought-leaders** in your organization, to tap a **worldwide audience** and build a new **global perspective**. You can use IFTF's Foresight Engine inside your organization for a strictly private affair or as a public platform for a wide-reaching, even global event. Whichever way you choose to use it, it can deliver all the benefits of engaged forecasting, bringing many voices to bear on your future.

Partnering with us

We partner with organizations and groups of all kinds to create custom Foresight engagements on our Foresight Engine platform. We develop both internal, private engagements as well as public engagements. If you are interested in planning your own Foresight engagement with us, please contact us at info@iftf.org.

Credits

The Foresight Engine was developed by the Game Research & Development team at the Institute for the Future in collaboration with [Natron Baxter Applied Gaming](#).

Collaborative Forecasting Games: a crowd's view of the future

Collaborative forecasting games engage a large and diverse group of people—potentially from around the world—to imagine futures that might go unnoticed by a team of experts. These crowds may include the general public, a targeted sector of the public, or the entire staff of a private organization. And the games themselves can range from futures brainstorming to virtual innovation gameboards and even rich narrative platforms for telling important stories about the future.

Foresight Engine

IFTF has a collaborative forecasting platform called Foresight Engine that makes it easy to set up games without a lot of investment in game design. In the tradition of brainstorming, the platform invites people to play positive or critical ideas about the future and then to build on these ideas to form chains of discussion—complete with points, awards, and achievements for winning ideas. While the focus of the platform is on Twitter-length ideas of 140 characters or less, a Foresight Engine game does much more than harvest innovative ideas. It builds a literacy among players about the future issues addressed by the game, and it also provides a window on the crowd's level of understanding of complex futures—laying the foundation for future literacy building. It shows who inspires the greatest following and often surfaces potential thought leaders.

Examples

- [Catalysts for Change Foresight Engine](#)
- [Magnetic South Foresight Engine](#)

[More about Foresight Engine >>](#)

MMOWGLI

IFTF has recently worked with the Office of Naval Research to develop an open-source version of the Foresight Engine platform called MMOWGLI. It takes the game to the next level by turning the tweet-like ideas into action plans that players can collaborate on to win points and prizes. With immersive video foresight, player's strategic insight, and collaborative action plans, it completes the Foresight-Insight-Action cycle that underlies much of IFTF's work.

About MMOWGLI

From rogue pirates to shipping companies to foreign natives and International Institutions, the diversity of interests and perspectives in the coming years will confound simple solutions to the dangerous piracy going on, military or otherwise. With these complex issues in mind, IFTF partnered with the Naval Postgraduate School (NPS) and the Office of Naval Research (ONR) on a project called MMOWGLI. This experimental platform builds on IFTF's earlier successes with "massively multiplayer forecasting" platforms like [Scientific Lab](#) and [Foresight Engine](#).

MMOWGLI goes a step further than IFTF's earlier platforms that focused more on rapid-fire ideation by hundreds and even thousands of players. The first MMOWGLI pilot launched in May 2011 with a research scenario of Somali piracy. This pilot tested the potential to turn complex chains of crowdsourced ideas into more robust plans of action, to support self-organizing strategic teams—and even networks, to expand the traditional mandate of the wargame to include diverse participants from beyond the military, and to consider responses to the Somali pirate situation that go beyond the kinetic solutions at sea.

In the partnership with NPS and ONR, IFTF laid out a vision and plan for a new kind of game that spans hierarchical ranks, crosses organizational divides, and harnesses diverse expertise. Led by Research Director of Human-Future Interaction [Jason Tester](#), the IFTF team worked closely to consult with ONR and NPS, to translate this vision into designs for a gaming platform and an immersive gameplay experience. While NPS took the lead in applying an innovative software development environment to this already complex task, IFTF was committed to helping them design a game environment that tests not only the limits of the software but also the basic premise of the crowdsourced strategy.



The promise of crowdsourced innovation is a greater diversity of ideas as well as an expanded circle of people with a deeper understanding of complex problems. IFTF hope is that this promise can continue to be extended to include the formation of new strategic networks that can think together quickly, but deeply, and leverage multimedia to share their insights with people who ordinarily would not participate in these important deliberations.