

# Using scenarios for EU policy making

## A REAL LIFE EXPERIENCE

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### SCENARIO 2015

Improving Scenario Methodology:  
Theory and Practice  
Coventry, 14-15/12/2015

*JRC*  
*Serving society*  
*Stimulating innovation*  
*Supporting legislation*



## Scenario building: our experience

- Many perspectives, e.g.:
  - EU transition towards a sustainable future
  - Food safety and nutrition...
- To formulate policy/research recommendations
- Helps develop systemic thinking
- A mind opener for participants

## BUT...

- Recommendations are very general
- Can be time/resource intensive
- Requires mental "space"
- Difficult to involve decision-makers
  - "No time"
  - Perceived as not serious (not quantitative...)
  - They want forecasts

## Challenges: How to...

- Extend the benefits of collective intelligence?
- Make scenarios operational?
- "Future-proof" existing EU policies?

## Examples of EU policy demands

- Future research needs?
- European Commission REFIT programme
- How innovation-friendly is food safety policy?
- "*Circular*" economy, "*sharing*" economy
- And lots more...

# What is needed to make change happen...

- Required change often **systemic**
- Must generate **hope, positive energy...**
- ...and mobilise people's **imagination...**
- ...to generate **concrete ideas**

# Challenges

**Systemic = Complex**

**Hope, imagination → Need for vision**

**Concrete = Realistic, believable**

# This means...

**Translating principles  
and general discussions  
into specific cases**



## To help actors on the ground, we must...

- Put them in real life conditions
- Help them imagine what this means for themselves
- Make them believe in a future for themselves
- Create ownership and conviction about this future

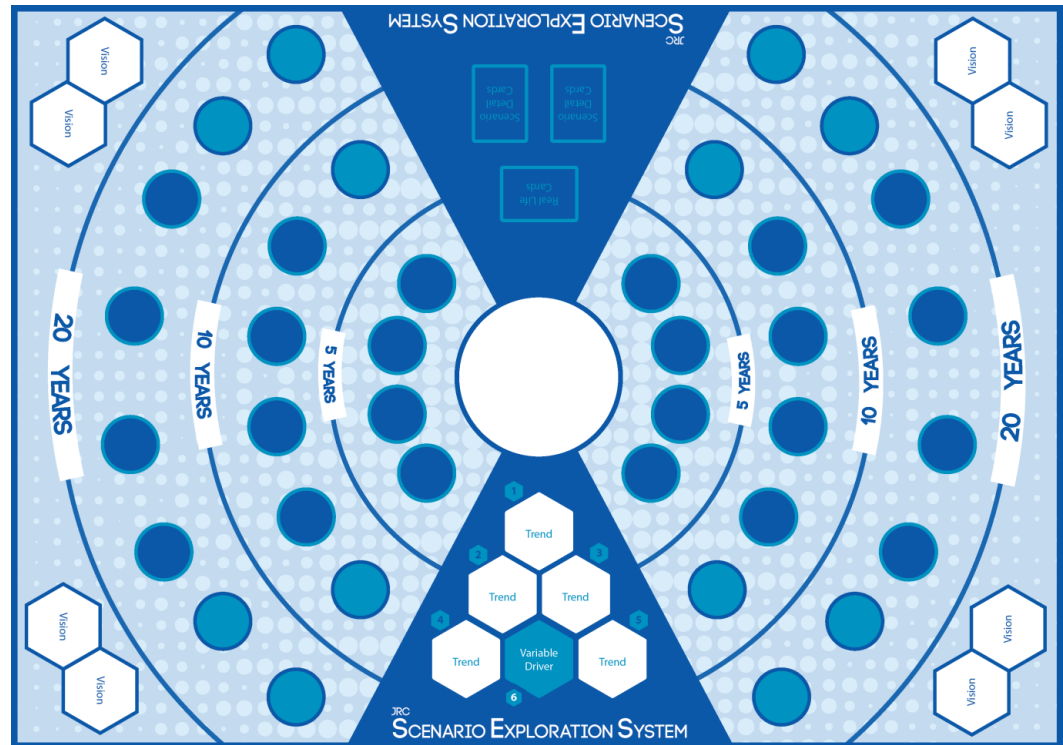
## Our solution...

**Make them do it by themselves  
through an open, forward looking  
simulator**

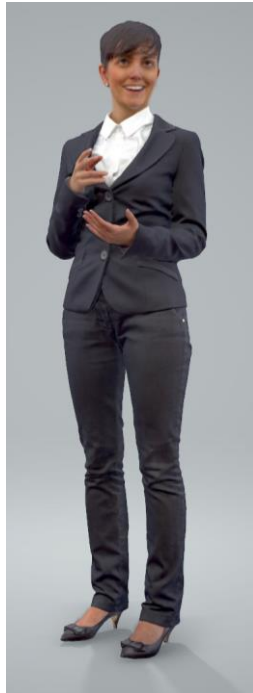
## How we use scenarios

### ➤ The JRC Scenario Exploration System

**A serious gaming  
platform**



# Three types of actors



**Business**



**Civil Society  
Organisation**



**Policy maker**

## What they do

- **Pursue their long-term objectives**
- **Interact with each other**
- **With their own scenario dependent resources**
- **Subjected to foreseen and unforeseen events**

## **Under the close watch of the public...**

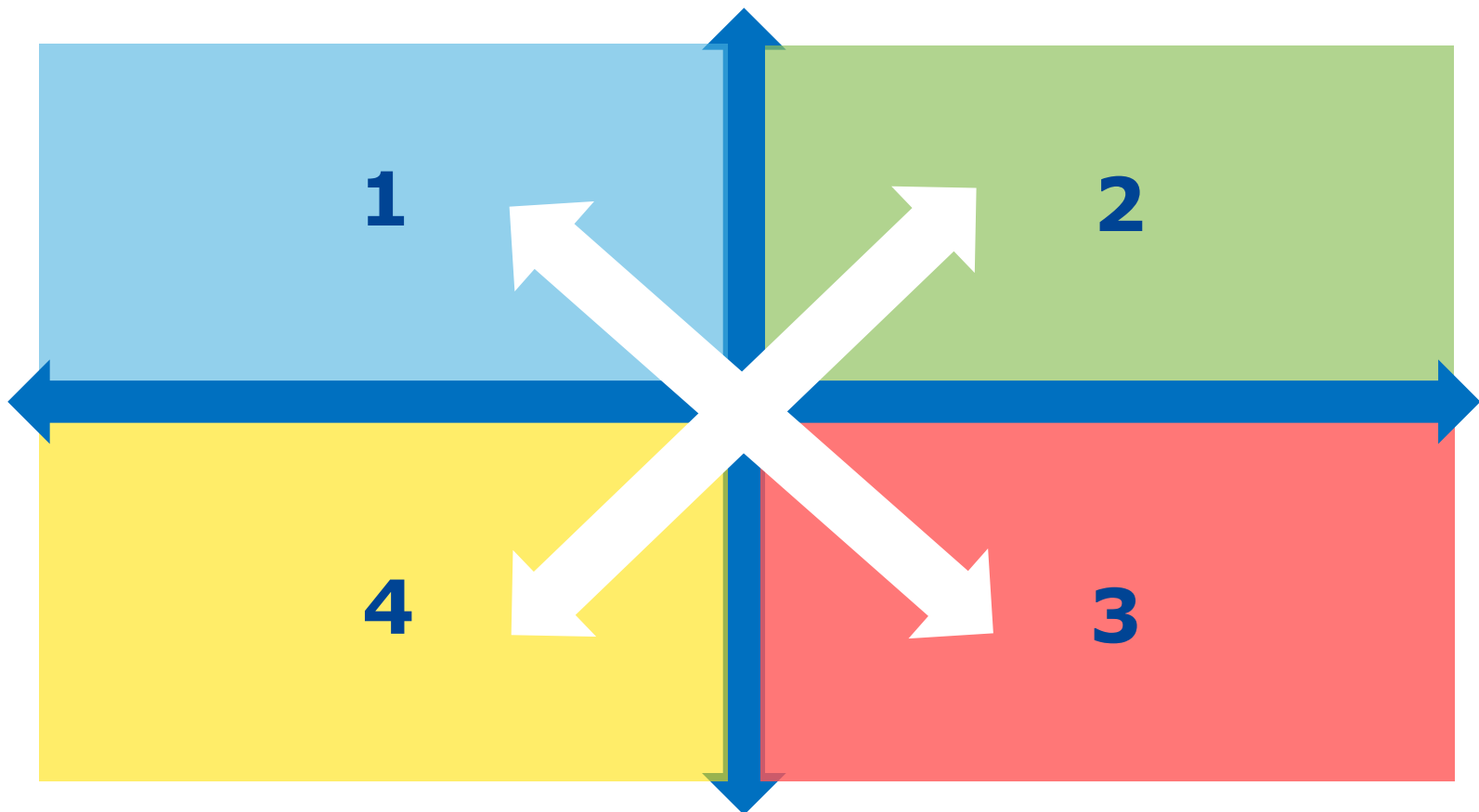
***A Public Voice vets the actions***

**→ Potential future impact of the actions**

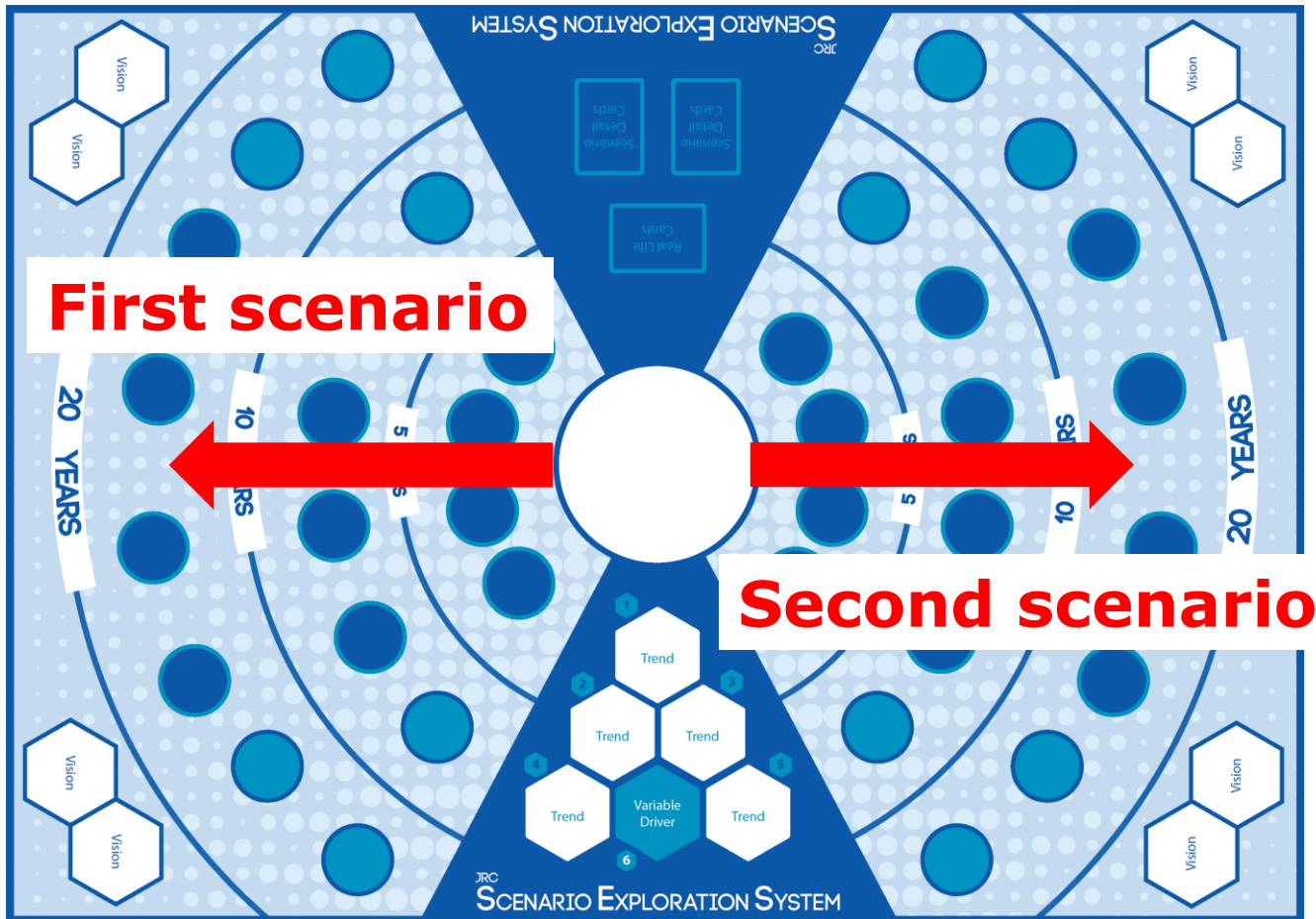
**→ It has its own, transparent bias**

***Real Life cards reduce its influence***

## In two contrasting scenarios



## On the JRC SES board







European  
Commission




## A versatile simulator: two game modes


- Scenario exploration
  - Help break mental barriers
  - Experience being another stakeholder
- Simulation
  - Yourself in the future
  - Get ready for the unexpected

# Harvesting

- **Player record sheets**
- **Feed-back forms**
- **Post-game discussion**
- Note takers
- Observers



## PLAYER RECORD SHEET



SCENARIO TITLE: \_\_\_\_\_

PLAYER ROLE:    **EU Policy Maker**    **Other Policy Maker**    **Business**    **Civil Society Organisation**

NAME OF ORGANISATION: \_\_\_\_\_

DESCRIPTION OF THE ACTIVITY: \_\_\_\_\_

LONG-TERM VISION: \_\_\_\_\_

### ROUND 1

VARIABLE DRIVER IN THIS ROUND: \_\_\_\_\_

ACTION: \_\_\_\_\_

SCORE = RESOURCES TOKENS SPENT x FUTURE IMPACT TOKENS RECEIVED: \_\_\_\_\_

### ROUND 2

VARIABLE DRIVER IN THIS ROUND: \_\_\_\_\_

ACTION: \_\_\_\_\_


SCORE from own action: \_\_\_\_\_ + SCORE from collaborations: \_\_\_\_\_ = \_\_\_\_\_

### ROUND 3

VARIABLE DRIVER IN THIS ROUND: \_\_\_\_\_

ACTION: \_\_\_\_\_

SCORE from own action: \_\_\_\_\_ + SCORE from collaborations: \_\_\_\_\_ = \_\_\_\_\_



## JRC SCENARIO EXPLORATION SYSTEM

## Facts and figures

- About 26 games/130 players since March
- Tested on all types of participants:
  - 17-65 years old, M/F
  - All professional/educational backgrounds
- Already adapted to various scenarios
- Many stories recorded

## Player feedback

- Typical 'fun' score 7-8/10
- *"Game acts as 'big tent' to facilitate conversation on multiple interesting global issues"*
- 80% of players agree that the game helped them take a strategic perspective
- *"Fun to hear other people that are very knowledgeable"*
- Strong surprise/learning elements

## Policy feedback

### **Mail from Director Policy, Science and R&D of a major EU industry association:**

*"...this event was the most forward looking..."*

### **Response from EC policy colleague:**

*"This is to a large extent thanks to the [foresight/gaming] contribution of JRC... Not only have we recognised the challenges, but were we able to consider how we can deal with them as regulator, taking into account the point of view of all stakeholders including consumers and governmental experts. Many thanks for your support."*

## Conclusions on scenarios

- *Scenario building provides a structure favourable to the **creation of systemic visions***
- *Scenario building helps **expand the mental space** for reflection*
- *The participatory approach allows to **build depth and ownership** in the systemic thinking*

## Conclusions on serious gaming

- Allows to **reach people** who did not participate in building the scenarios
- **Empowers players** to create and shape a future they are interested in, possibly their own!
- Creates a realistic, **believable experience**



***THANK YOU FOR YOUR ATTENTION!***

***Want to know more?***

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