

Future Box Tourism



Method I develop scenarios

Basics

Objectives	Participants are able to develop and assess possible future scenarios using cards which describe different categories and characteristics of each category (trends of the respective categories). They discuss them and are able to define wish and nightmare scenarios and derive opportunities as well as challenges from them.
Competencies	The participants strengthen their competence to <ul style="list-style-type: none">● communicate● imagine and assess different futures● to think critically● ...
Material	trend cards (Extension possible with further cards of the Future Box Tourism - see A3 instructions)
Form of social interaction	Teams of 5 (-6) people
Duration	a minimum of 50 minutes

Brief Description

Participants create scenarios in teams using trend cards for five to six categories and assess them according to various criteria. Trend cards are available for the following categories:

- Category Destination: Where will we travel to in the future?
- Category Motivation: What will be our travel motives in the future?
- Category Mobility: What will be the means of transport of the future?
- Category Role of the local population: What role will they play in tourism in the future?
- Category Work in tourism: Who will work in tourism in the future?
- Category Food: What will we eat on holiday in the future?
- Category Business: How will businesses be organised and managed in the future?

Preparation

For this method, prepare enough category and trend cards. They can be downloaded from the websites of the project partners, printed out on both sides, and cut to size.



Implementation

1. Organise in teams according to the facilitator's instructions.
2. Draw a category card and take it together with the four trend cards (same colour). Read them through in silence.
3. Take turns explaining the key statements of your category to each other. Put the category card on the table one below the other as soon as you have finished explaining.
4. Now, in four rounds, explain to each other the trends (characteristics) in each category and in turn. Put the trend card you have explained next to the category card/trend card of the category.
5. Now look at the - randomly - created scenarios and discuss in the team:
 - Which scenarios are realistic? Which are not? Why?
 - Which scenarios are desirable? Which are not?
6. Now create a wishful scenario / nightmare scenario in the team (and optionally: present it in plenary afterwards).

Variation/Alternatives

The Tourism Future Box contains suggestions for deepening the scenario technique. In addition, lecturers and students can define their own categories and work out trend cards for them.

Good to know

Although forecasts can be made for the future, it is not possible to predict it exactly. A future scenario therefore always describes a possible future, which can be realistic - unrealistic, desired - undesired unrealistic, desired - undesired The trends described must therefore not become reality, or not to the extent described. In the context of the Bootcamp, they serve as inspiration for the development of a vision of the tourism of the future, which is presented in the form of a video from the future - see the corresponding method description.

Follow Up / Securing results

The scenarios (randomly set, wish scenario and nightmare scenario) can be documented in the form of photos. The method can be reflected with the participants along guiding questions such as the following:

- How was the work with the trend cards?
- What other categories could be possible? → Invitation to develop these
- What could be done with the scenarios? See instructions for the scenario method (with suggestions for deepening the method)
- ...