

HISTORY OF FORESIGHT TECHNIQUES FOR CREATIVITY AND INNOVATION

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Contents

1. Introduction
2. What is Foresight?
 - 2.1. Technology Foresight
 - 2.2. Creative Disruption
 - 2.3. Forecasting versus Foresight
 - 2.4. Corporate Foresight
3. A History of Foresight for Creativity and Innovation
 - 3.1. Science Fiction: Utopian and Dystopian Futures
 - 3.2. Formal Future Studies
 - 3.3. La Prospective
 - 3.4. RAND Corporation and Shell
 - 3.5. Daniel Bell's post-industrial society
 - 3.6. Journals and Societies
 - 3.7. Further Developments
4. The Epistemology of Foresight
 - 4.1. Social construction and the grounds of knowledge
 - 4.2. Simulation and the validity of knowledge claims
5. Foresight in Context
 - 5.1. Foresight definitions in a historical context
 - 5.2. Dialectic of futures perspectives
 - 5.3. La prospective
6. Methodology and Techniques
 - 6.1. Spotlight on popular Foresight Tools
 - 6.2. Stakeholder participation
 - 6.3. Resources and toolkits
7. Foresight as a Process
 - 7.1. Learning as part of the process
 - 7.2. Phases in the Foresight process
 - 7.3. Dissemination

7.4. Evaluation and Impact

7.5. Foresight Objectives

7.6. Process Dynamics

8. Emerging Rationales for Foresight

8.1. Generations of Foresight

8.2. A Case Study in Education

8.3. Private sector foresight initiatives

9. The role of Foresight in National Innovation Programs

9.1. Knowledge nodes or Creative cities

10. Conclusion

Glossary

Bibliography

Biographical Sketches

Summary

This chapter discusses the history of foresight with a specific focus on the manner in which foresight techniques and methodologies are related to (and give rise to) creativity and innovation. Foresight is an old practice and a more recently developed science. It involves both linear (analytical or logical) and non-linear (creative, lateral, fuzzy logic, chaos theory) ways of thinking about the future in an attempt to design possible scenarios or visions to strategically plan for action towards a desirable future or to mitigate unpleasant circumstances. As a practice, foresight is based on a number of theoretical underpinnings and on what are generally considered to be 'foresight cycles', or stages in the development of foresight techniques, which build on previous experience.

Following a review of some definitions of foresight from which epistemological issues emerge, the knowledge claims of this relatively new discipline are explored. This gives rise to the question, 'why foresight?' The rationale of foresight practice will be debated, drawing on claims for its relevance concerning the predictive power of social, economical and technological planning. The role of foresight in innovation policy and its relationship to national systems of innovation is then addressed. The chapter concludes with reflection on the future challenges which this fledgling discipline is expected to face in the future.

1. Introduction

It is not the strongest of the species who survive, nor the most intelligent; rather it is those most responsive to change. (Charles Darwin)

As the arrow of time progresses, change occurs exponentially. Looking back at the past fifty years or so it is possible to identify a number of significant social (e.g. civil partnerships, decreased birth rates, recent demographic shifts towards a more elderly population), economic (e.g. new revenue models, network dynamics and effects) and technological (e.g. e-government, instant and constant connectivity, nanotechnology, biotechnology) changes.

Is it possible to look ahead to identify future visions or possible scenarios? Would it be possible to design a strategy to steer a path towards a desirable future? How would this affect the manner in which the social, economic and technological spheres evolve? How relevant is this in times of upheaval and constant change? What links and interrelationships emerge between the concepts of foresight, creativity and innovation?

Foresight combines both linear (analytical or logical) and non-linear (creative, lateral, fuzzy logic, chaos theory) ways of thinking about the future in an effort to design possible scenarios or visions to strategically plan for action towards a desirable future or to mitigate unpleasant circumstances. As a practice, foresight is based on a number of theoretical underpinnings and on what are generally considered to be 'foresight cycles', or stages in the development of foresight techniques, which build on previous experience.

Foresight is even more crucial and relevant in times of upheaval and change since it would be considered detrimental for organizations, public institutions or strategy consultants to simply drift with the tide. The creation of a vision or of a number of possible scenarios provides a potential opportunity for those who do not wish to sway like reeds in the wind with no control on their future. Utilizing foresight methodologies allows for creative possibilities and innovative solutions. Foresight facilitates the process of designing a strategy, a journey or a roadmap towards a future which is desirable, feasible and viable.

This chapter discusses the manner in which foresight may be utilized, with particular emphasis on the relationship between foresight, creativity and innovation and the exciting dynamics which are emerging at the interface. Thinking about the future requires an element of imagination and a positive attitude towards change and all that it brings in its wake. Creativity involves the generation of ideas without censure, where thinking 'out-of-the-box' is encouraged, at times on a more radical level than others, depending on circumstances and context. Once ideas have been generated, they are generally communicated and evaluated, with only a select few making it through to the next stage and to implementation. This requires reaching out towards an uncertain future, either in the short or long term. Creative ideas feed the innovation process particularly when there is space and freedom to consider more long-term time horizons. The very existence of innovation requires creativity, that is, the prior generation, communication and evaluation of original ideas.

The success of innovation is more pronounced when the process is strategically managed. Innovation management facilitates the creation of a strategy for the implementation of creative ideas that are considered to be feasible and which add value to a product, a process or a service. Foresight may feed into the innovation process at various levels, from the top where strategic decisions on innovation policy are taken, through to the bottom of the governance pyramid where the innovation players (firms, consumers, researchers and technology brokers) create and satisfy the demand for innovation.

Foresight plays an important role from the top to the bottom of the governance pyramid, in helping to define long-term visions. Attention to the selection of key areas towards

which funding for research and innovation should be allocated is often a main focus, particularly where budgets for issues related to innovative aspects of science and technology are concerned. A number of foresight methods are available and these are applied mainly in the areas of policy making (ICT, science and technology, environment and energy), in the economic sphere (budget considerations and allocation of resources) and in private organizations (corporate foresight). The design of future scenarios draws on the imagination and on the skills of creativity as it involves the generation of novel ideas and possibilities.

An issue which deserves to be addressed is the transdisciplinary nature of foresight, creativity and innovation. All three topics have been applied to numerous issues which relate to, amongst others, the social, political, environmental, economical, technological and scientific fields.

The motivation to be open minded and to view issues in a holistic manner, paying particular attention to linkages that may not always be evident to those who are locked into one particular perspective or system, is important for both learning and success. Emphasis on the transdisciplinarity of those involved with the future is key as:

The best futures scholars strive to be transdisciplinary systems theorists. It helps to be open to learning the unique dynamics of all physical systems around us, not just to visualize within the domain we find most comfortable. 'Seeking multidisciplinary is a never ending, lifelong process of balanced inquiry, and a very rewarding journey' (Acceleration Watch).

This chapter discusses the history of foresight with a specific focus on the manner in which foresight techniques and methodologies are related to (and give rise to) creativity and innovation. Following a review of some definitions of foresight from which epistemological issues emerge, the knowledge claims of this relatively new discipline will be explored. This gives rise to the question, 'why foresight?' The rationale of foresight practice will be debated, analyzing the basic claims for its relevance in terms of the predictive power of social, economical and technological planning.

An in-depth account of the history of foresight needs to take account of the processes and mechanisms whereby foresight may give rise to creative and innovative outcomes through a consideration of foresight methodologies. The role of foresight in innovation policy and its relationship to national systems of innovation is then addressed.

The chapter concludes with reflection on the future challenges which this fledgling discipline is expected to face in the future.

2. What is Foresight?

Foresight, viewed as a practice, has often been linked to attempts to improve both policy and decision making. As Miles *et al.* (2008) claim, 'In recent years, the term 'foresight' has become widely used to describe a range of approaches to improving decision making. As the term implies, these approaches involve thinking about emerging opportunities and challenges, trends and breaks in trends, and the like' (2008: 11). It is

evident that creativity, which involves the generation of ideas and out of the box thinking, is a necessary prerequisite for the identification of emerging opportunities and challenges.

Successful foresight activities require linear, logical and analytical thinking *together with* imaginative creative (and therefore ‘non-linear’ and at times, apparently ‘non-rational’) thinking. An often quoted definition states that ‘Foresight is a systematic, participatory, future intelligence gathering and medium-to-long-term vision-building process aimed at present-day decisions and mobilizing joint actions’ (FOREN, 2001). Both analytical and creative thinking are implied in this definition: systematic intelligence gathering is likely to require logical methods, while medium-to-long-term vision-building requires the use of the imagination, creative thinking and may, moreover, require the use of additional tools which facilitate out of the box thinking. Foresight is a participatory process which explores possible future scenarios and which aims to be action oriented.

Martin (1995) emphasizes the ‘long-term future’ as he lists the areas where foresight is more likely to be applied. He defines foresight as ‘the process involved in systematically attempting to look into the longer term future of science, technology, the economy, and society with the aim of identifying areas of strategic research and the emerging generic technologies likely to yield the greatest economic and social benefits’ (Martin, 1995). It is interesting to note that this definition is similar to Irvine and Martin’s (1984) definition of technology foresight, which is ‘a process which seeks to look into the longer term future of science, technology, the economy and society with the aim of identifying the areas of strategic research and the emerging generic technologies likely to yield the greatest economic and social benefit’ (Irvine and Martin, 1984).

2.1. Technology Foresight

Georghiou claims that technology foresight is ‘a systematic means of assessing those scientific and technological developments which could have a strong impact on industrial competitiveness, wealth creation and quality of life’ (Georghiou, 1996). In a similar vein, Constanzo views technology foresight as ‘a systematic means of assessing scientific and technological developments, which could have a strong impact on industrial competitiveness, wealth creation and quality of life’ (Constanzo, 2004).

Technology foresight has evolved over time, developing from a tool used to depict critical technologies, into an encompassing and often institutionalized mechanism which may be applied to identify long term trends which affect societies. Although there does not appear to be much space for creativity in the definitions provided by Georghiou and Constanzo, it is relevant to note that innovation is a key element where technology foresight is concerned. Innovation, as stated in the Introduction (See Section 1), is to be distinguished from creativity since it involves the implementation of creative ideas related either to concepts, products, processes or services, in a strategic manner, with the intention of a successful outcome. This is similar to Constanzo’s implied consequence for technological foresight in the foregoing quotation, that is, ‘a strong

impact on industrial competitiveness, wealth creation and quality of life', all of which are possible through a combination of both foresight and innovation practices.

2.2. Creative Disruption

Outcomes related to both foresight and to innovation may proceed either in a linear (or incremental) manner, or in a manner which totally disrupts, displaces or changes that which went before. Radical innovation and radical foresight outcomes would require a change in attitudes and in mind sets (possibly also a paradigm shift) as they involve the implementation of new products, services or processes, often involving the introduction of new technology.

The Hegelian concept of the dialectic (see Section 5.2 for further details) and Schumpeter's (1942) concept of 'creative destruction' could be applied to describe the process that comes about through radical innovation. Could foresight exercises be viewed as a new type of 'creative destruction'? Schumpeter relates this concept to capitalist market structures as he describes the term:

The opening up of new markets, foreign or domestic, and the organizational development from the craft shop to such concerns as U.S. Steel illustrate the same process of industrial mutation — if I may use that biological term — that incessantly revolutionizes the economic structure from within, incessantly destroying the old one, incessantly creating a new one. This process of Creative Destruction is the essential fact about capitalism (Schumpeter, 1942: 83).

Schumpeter's concept of 'creative destruction' is clearly visible in the emergence, proliferation and diffusion of new services and products which 'revolutionize' current structures and destroy old ones. New technologies, such as email, for example, disrupt previously established technologies such as fax machines and snail mail; personal computers and laptops disrupted the previous use of electronic typewriters which, in turn, had previously disrupted the use of manual typewriters. The Hegelian dialectic, which involves two opposing forces, a thesis and antithesis, later developing into a synthesis, is apparent when two technologies emerge which are in competition with each other, with a third and often improved technology emerging as a result. Some examples of this are different types of floppy disks for PCs, now replaced by memory sticks, and VHS and Beta cassettes for video machines, replaced by online download processes.

Incremental models of innovation or foresight, on the other hand, generally exploit the potential of existing forms of products, services or products, making use of existing (as opposed to radically new) technologies. Global Positioning Satellites and their widespread application for military and civilian purposes are one example of an incremental innovation process. This technology was first utilized for navigation at sea and later applied to travel over land, and the technology is now installed in numerous vehicles. On the other hand, digital technology utilized for cameras displaced (and took over) from the previous technology which utilized chemically coated film. Small hand-held e-readers appear to be displacing book publishing technology just as e-journals and e-newspapers appear to be displacing hard copies (print) journals and newspapers, with

new challenges and opportunities emerging such as on-line peer reviews and on-line forums (see Smecher, 2008).

The subsequent effects of such shifts in established ways of doing things may easily result in the dissolution of one or more organizations, or it may instigate action to explore possibilities and to move in innovative directions. The decline in business for travel agents due to increased online reservation systems has, for example, led to attempts towards increased specialization and personalized service.

2.3. Forecasting versus Foresight

The terms forecasting and foresight are often used interchangeably and certain features are shared in terms of rationale and approaches, often leading to confusion over targeted and expected outcomes. It is therefore important to clarify the extent to which applied foresight is similar to the efforts of futurists or forecasters and what if any distinctions need to be drawn.

Forecasting is generally considered to rely on quantitative tools, predictions are based on existing conditions and trends, and the focus is on incremental as opposed to long term change. Futurists, on the other hand, create alternative scenarios and they may use both (or either) qualitative and quantitative tools. As one description states, 'Since long-term predictive forecasts are rarely correct, futurists describe alternative plausible and preferable futures, in addition to the expected future' (The University of Houston, 2011).

Forecasting is often considered to be a predecessor to foresight and '[it] used to be considered as *the* approach to envisage the future. It is by definition normative and aims at predicting (technological) developments on the basis of the extrapolation of perceptible trends' (FORLEARN Guide). Although forecasting 'may involve the use of time-series data from the past to extrapolate the likely path of future trends or the possible occurrence of future events', yet, today, 'it is increasingly considered as one input in the foresight process among others, rather than a 'stand alone' method' (FORLEARN Guide).

Three characteristics that distinguish foresight from forecasting are, according to de Lattre-Gasquet (2009):

1. It uses a pluridisciplinary approach of systemic inspiration, based on the principle that the problems we face cannot be correctly understood if reduced to one dimension and divided into several parts.
2. It integrates the long-term dimension, past and future. It looks at past tendencies (retrospective) to better envisage the future. It considers that some variables have a relatively profound inertia (i.e. demography, ecosystems) whereas others have shorter timescales (i.e. technological innovation, foreign exchanges).
3. It integrates breakthroughs, whether technological, social (i.e. human desire to change the rules of the game), or economic (i.e. market saturation) (de Lattre-Gasquet, 2009).

The practice of foresight has developed in such a manner so as to provide tools and methods which may be applied to a number of areas, although the practice of informing policy making, particularly where decision making related to science and technology are concerned, appears to be one of the main motives for conducting foresight activities.

2.4. Corporate Foresight

The potential for foresight in the corporate context is growing and gradually being recognized, however it is still under utilized. Shell was one of the first private organizations to use foresight tools in the late 1960s (see Section 3 on the History of Foresight). Some resistance has been reported (see, for example, Graves, 2007) as foresight, in a similar manner to innovation, involves change which, in turn, may bring about an uncomfortable feeling of uncertainty and lack of security, together with the necessity to change habitual and established ways of doing things.

The manner in which foresight tools and practices are utilized by organizations is similar to road-mapping where a strategy is created in an attempt to formulate scenarios and to design a plan for action towards desirable outcomes in the future and to mitigate unwanted effects or consequences.

Particular difficulties may arise when introducing foresight practice into an organization as:

Corporate foresight often faces difficulties in bringing its operational and strategic management on board and also positioning itself within the main stream of corporate strategic thinking. Foresight involves providing a form of intelligence that tends to be unfamiliar to operational management. Although it deals with technology and its impacts, frequently, it is not carried out by technologists. Its focus is on society's response to technology and its preferences. Because of companies' priorities and business imperatives, corporate Foresight exercises and projects tend to have short time scales. (FOR-LEARN guide)

Similar difficulties may emerge related to the introduction of both idea generating methods (creativity) and innovation management in organizations. Barriers may include aversion to change or to risk taking, resistance to changing attitudes such as lock-in or more conservative mind-sets which may not be accustomed to sharing ideas. Excessive bureaucracy and issues related to lateral and horizontal communication may also create barriers.

Corporate foresight activities may target any number of areas which including technological, social, environmental, economical, ecological or political topics, and foresight related processes or methods, such as trends (social, political, economical or technological), weak signals, horizon scanning, demographics, consumption patterns, value systems and innovative emerging market opportunities may be incorporated into such activities.

3. A History of Foresight for Creativity and Innovation

Human beings have always been fascinated with predictions of future events and curiosity about the future has spawned countless initiatives over the centuries. Most cultures in pre-history and in antiquity had some form of divination which promised to foretell the future. Some of the prehistoric temples in Malta, for example, which date back to 3,800 BC, possess what archaeologists consider to be 'oracles'. These generally consist of oval shaped holes, carved out of stone, one of which, located at the Hypogeum, an underground 'temple' and burial place, emits an eerie rebounding voice when a deep male voice speaks into it.

The Delphi Oracle is the most important oracle in the classical Greek world according to Greek mythology. This Oracle, located on a sacred temple site, is said to have predicted future events. It advised rulers and other people on their fate and on the implications of their choices. Though very successful, the Oracle probably did nothing more than modern day astrologers and fortune tellers do, simply providing sufficiently vague statements into which people could read whatever they wished. Delphi is today the name given to one of the most renowned foresight tools (see Section 6.1)

The Enlightenment, in the eighteenth century, was an optimistic time with a strong focus on rationality and science following Newton's discovery of the laws of motion. Enlightenment thinkers believed that the laws of society would be revealed to them and that they could be used to improve society. Freedom, democracy and reason were the Enlightenment values that replaced dogma, ignorance and superstition.

3.1. Science Fiction: Utopian and Dystopian Futures

The utopian futuristic hopes of the Enlightenment are evident in Louis-Sebastian Mercier's book *L'Ann 2440*, first published in 1770 (translated into English as *Memoirs of the Year Two Thousand Five Hundred*). This publication involves a thought experiment where a man falls asleep following an argument with a philosopher about the current injustices in Paris and, subsequently, finds himself in a utopian Paris in the year 2440. Religion and superstition have been totally eradicated, as have other seemingly unjust systems such as taxes, armies and slavery. Although both wealth and poverty still existed in Mercier's vision of the future, his work embodies the values and aspirations of the Enlightenment and its hope for progress through reason and science.

Numerous publications are available on utopias and dystopias. As Lynman Tower Sargent, writing in 1976, said: 'I have recently "completed" reading every utopia (utopia, dystopia, and utopian satire) published in English from 1516 to 1975 and still extant'. There are about 1500 such works.' (1976) The 'inventor' of the genre is said to be Thomas More, an English Catholic, who published *Utopia* in 1516 (originally in Latin, with a subsequent English edition published in 1551).

Another influential utopian was Edward Bellamy (1850 – 1898), an American author who, in 1888, published *Looking Backward from 2000 to 1887*, set in the year 2000. Bellamy's positive image of the future was so strong and influential that various types of clubs were set up to discuss and to implement his ideas.

Jules Verne (1828 – 1905) and H.G. Wells (1866 – 1946) are considered pioneers of the genre of science fiction. Verne's three most renowned books, *Twenty Thousand Leagues Under the Sea* (1870), *A Journey to the Center of the Earth* (1864) and *Around the World in Eighty Days* (1873) incorporated ideas related to underwater and air travel before submarines or airplanes were invented.

Verne's creative imagination and his skill for predicting the future is evident in *Paris in the 20th Century*, a dystopian fictional novel, written in 1863, but which was only published posthumously when it was re-discovered in 1994. The main character in the book, Michel Dufrénoy, lives in Paris in 1960, a city with high rise buildings, a fast train network, cars, calculators and a 'telegraphic' communications network which sounds very similar to today's internet.

Other dystopian images of the future appeared in H.G. Well's *The Time Machine* (1895), in George Orwell's *1984* (1949) and Aldous Huxley's *Brave New World* (1932). Science fiction had made the future visible in various forms – utopian and dystopian – in fictional works which created imaginative and at times amazingly accurate visions of the future.

It is interesting to note the impact which H.G. Wells' *The War of the Worlds* (1898) had when it was adapted to radio by Orson Welles in 1938. As the radio adaptation took on the style of a news bulletin, the futuristic scenario of Martians invading the world sounded so convincing to listeners that it created widespread panic amongst listeners who were convinced that an actual alien invasion was taking place.

The continued emergence of futuristic science fiction stories during the first half of the twentieth century and which included authors such as Isaac Asimov (1920 – 1992) and Arthur C. Clarke (1917 – 2008) inspired young people to look to the future and triggered the public's imagination to explore future possibilities, thus setting the scene and laying the foundations for a more formal academic field of foresight and futures studies. Neal Stephenson (b.1959), a more recent science fiction author, provided interesting examples of the repercussions of cyber-culture in his publication *Snow Crash* (1992), which vividly depicts scenes from virtual worlds, and later with *Anathem* (2008), which draws upon philosophical and metaphysical concepts, on quantum physics and on multiple worlds in an impressively imaginative manner.

Some of these themes have been popularized through movies which include *The Matrix Trilogy*, written and directed by the Wachowski brothers, James Cameron's *Avatar* and Christopher Nolan's *Inception*. Well known television series include *Star Wars*, *Star Trek* and *Doctor Who*. The latter is reputedly the longest running science fiction television series, originally having successfully been broadcast between 1963 and 1989 and re-launched in 2005 by BBC in England.

There is no doubt that science fiction utilizes the creative imagination to depict future scenarios in an innovative manner. It draws on the imagination and curiosity of human beings to depict and experience future visions and scenarios. Science fiction is but one way of depicting humanity's fascination with the future which is as yet unknown and it plays upon both hopes and fears, often utilizing specific personal 'stories' which may be

very effective in communicating certain future possibilities. It may, moreover, inspire or influence future events, one example being *Metropolis*, the 1927 German silent movie by Fritz Lang, which depicted a dystopian scenario where workers are treated like mechanical instruments (or cogs in the wheel) for the benefit of the higher management class of owners in a parody of the downside of an industrialized capitalistic society.

3.2. Formal Future Studies

The formal study of the future began under the direction of William F. Ogburn, director of President Hoover's Committee on U.S. Social Trends from 1930 to 1933. Ogburn developed the first catalogue of trends for the U.S.A. (*Recent Social Trends*, published in 1933). The innovative feature of this publication, which identified trends including widespread immigration and the rise of divorce, was the extrapolation of sociological trends and their application to the future.

The events experienced in WW II and during the Cold War gave rise to situations which required forecasting skills for both military and defense purposes. The need to design and produce state-of-the-art military technology which was not obsolete by the time it had gone through the production process, and which necessitated the anticipation of future technological capabilities and possibilities, gave rise to what later became known as technological forecasting.

War games which simulated combat were developed by the U.S. Department of Defense which collaborated with the RAND Corporation, the first U.S. government sponsored think-tank set up in 1946. War games allowed for the creation of possible future scenarios which, as Herman Kahn, a researcher at RAND claimed, allowed participants to 'think the unthinkable', particularly where nuclear warfare was concerned, through scenarios, in a context which allowed time for reflection, preparation and skill acquisition in problem solving and decision making.

3.3. La Prospective

Although efforts in the U.S.A. to harness methods such as trends, demographics and the extrapolation of data were the predecessors of what is today known as foresight, the French had successfully developed their own methods which were initially based on a review of the decision making process.

La Prospective, which implies the study of possible futures, is a method which was invented by Gaston Berger (1896-1960) and a forerunner of foresight. Berger's ideas on *prospective* played a key role in the history of foresight. His method is still very influential in France today. Durance (2010) describes the context which led to Berger establishing this method in France:

The 1950s remained tainted by the barbaric acts committed during World War II. While relations became more international and more complex, France entered a period of unheard-of growth. Berger's techniques shook up many approaches and, for many intellectuals of that time, scientific discoveries created just as many, if not more, problems than they solved. In these circumstances, time passing faster

became part of experience, the normal law of change in the world. In this respect, 'the Future is ahead of [its] ideas'. The situations in which Man finds himself thus seem to always be new. The consequences of decisions will be seen in a completely different world from the one in which those decisions were made (Durance, 2010).

Durance (2010) further describes the manner in which Berger, a philosopher, viewed history and his innovative manner of moving away from entrenched perspectives and attitudes to create future visions which are not necessarily or logically continuous with the past:

Gaston Berger, the philosopher, questioned neither the meaning nor value of history but rather its use in preparing to make decisions. Actually, history and *prospective* have a lot in common for they look at potential facts: the past is gone, the future is not yet. The past must serve to root out the unchangeable, heavy trends, which are useful in building hypotheses or operational rules, in other words, useful for action but not models whose simple application would substitute for analysis and focused thinking. These retrospective attitudes are no longer adapted. It is not possible to live off one's experiences (*aquis*). Anticipating using the past as a basis, even in its most scientific form (extrapolation) means determining what will happen if the studied event remains frozen in time thus timeless (Durance, 2010).

Berger's insights, which are still very valuable today, are impressive, as is his emphasis on practice and on specific applications as examples of how this new methodology could be applied, utilizing stakeholders. Moreover, it 'would serve to help human aspirations come to the fore', as Durance (2010) states, by both enlightening judgment and informing it, maintaining a normative stance.

Durance (2010) describes the 'six basic virtues' which Berger's 'position towards the future' relies upon. These virtues all have practical applications when related to creativity, innovation and foresight, as Durance states:

The first, being calm, which is necessary for one to step back and maintain self-control. Imagination, the second, opens the door to innovation and lends the innovator a different, original, way of looking at things. The third is a team spirit. Team spirit is indispensable if action is to be efficient just like enthusiasm, which propels that same action and makes people capable of creating. Courage is also essential in order to get off the beaten track, innovate, be entrepreneurial and accept the inherent risks. Lastly, some sensitivity; i.e., to be aware of mankind's future, a society must put man first. To do so, culture must play a key role. Culture allows us to grasp the thinking of the Other. It also provides the possibility for us to understand before judging. Through its different forms, culture shows how people can take charge of their own fate (Durance, 2010).

Adoption of these key values would lead to the development of a prospective attitude which opens up possibilities for future visions and scenarios. Berger's *prospective* does not advocate the elimination of short-term predictions. However, it ambitiously attempts

to move further ahead towards the identification of long-term scenarios, taking an imaginative leap into the future, in an effort to eliminate all present doubts or uncertainties and to rid the process from habitual or routine ways of doing things. The end result is an innovative course of thought and subsequent action, with flexibility and risk-taking built into the process. Moreover,

Given that the future belongs to what we call will or will power, *prospective* must have as its goal efficient action. ... The goal is not to observe the future based on the present but rather to observe the present based on the future. This twist requires us to choose a future from among the innumerable possibilities offered. It once again and thus puts forth the problem of action as goal. ... *Prospective* enables us to keep the ends, means and reality of current situations in a permanent state of confrontation. The need to connect the exploratory and normative is thus explicitly stated (Durance, 2010).

Everything is open to question and both the imagination (which takes the place of logic) and flexibility (to adapt to circumstances) are key elements in Berger's *prospective* where strategic action which leads to desirable goals is imperative.

Foresight in the form of *la prospective* has flourished in France, thanks to Berger's initial efforts. The French Government set up Datar, an organization for regional development (where *prospective* played a major role and was further developed), in 1963. Datar organized the first international conference on *prospective* and on regional development in 1968.

Bertrand de Jouvenel, a French futurist, wrote the first theoretical study of the future in *The Art of Conjecture* published in 1964. Jouvenel's claim was that, since there were no future facts, therefore non-traditional methods of inference were necessary. Jouvenel, who was involved in the 'art of political conjecture' (as opposed to a forecasting method), avoided using the word '*prospective*', preferring to speak of conjecture or *futurible* which, he claimed, designates 'the different possible futures according to different ways of acting'.

Prospective greatly influenced the economic, scientific, political and cultural activities in France as it was linked to planning and widely adopted. In an attempt to disseminate the ideas outside France, particularly in the U.S.A. where *prospective* was not yet well known, André F. Cournand, a Nobel-prize winner (medicine) and professor at Columbia University, joined forces with Maurice Levy, a professor at the Sorbonne and a colleague of Berger, to publish an English translation of *Shaping the Future* (1973). Cournand and Levy felt that *prospective* could contribute towards a number of issues related to decision making in the U.S.A. These included a combination of both philosophical reflection and a practical methodology to create future visions. As a 'missionary' for *prospective* in the U.S.A., Cournand was involved in a colloquium on *prospective* held at the Institute for Advanced Studies at Princeton in 1963 which was influential in introducing Berger's ideas into the States.

3.4. RAND Corporation and Shell

In 1964, Olaf Helmer and Ted Gordon, under the auspices of the RAND Corporation, conducted an extensive survey on new technologies which would occur in the next 100 years. Six topics were covered and the Delphi method was used. Experts first gave their responses to a list of set questions, these were then collated and re-distributed for further comments and discussion. Differences in the final responses were then discussed and new estimates provided.

Shell, the well known oil corporation, became involved in foresight in 1965 when it set up a system which was called UPM (Unified Planning Machinery). The initial methods they used were criticized for being too mechanical and were later replaced with scenario planning which yielded four explanatory scenarios and a change in the views of the managers.

Pierre Wack, who played a role in Shell's initiative, identified two basic features of scenarios which are valuable for organizations. The first involves the identification of predetermined elements (events which have already occurred and events which are very likely to occur). The second involves the attitudes of the managers who participated in the exercise and the manner in which scenarios impact on an organization. Shifts or changes in the world views of managers were visible as they re-worked their perceptions of reality.

Wack's insight reveals the importance of one of the learning outcomes of foresight activities. Although the goal of foresight is generally the identification of a vision or of various possible scenarios towards which strategic planning may be directed, the shift in attitudes and mindsets of those participating (the stakeholders and experts for example) cannot be denied. A more flexible outlook, together with the realization that it is better to strive towards a desirable future rather than to be 'stuck' in a status quo or simply to react to events as they occur, often instigates participants to move towards increased 'ownership' of the tools, methods and processes which they have learnt, with the result that additional foresight activities may be pursued.

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Borch, K., Dingli, S.M., Jørgensen, M.S. (Eds.) (2012) (in press) *Exploring the Future: The Role of Interaction in Foresight*, UK: Edward Elgar. [This publication, which includes chapters written by experts, practitioners and academics in the field of foresight, provides theoretical analysis and case studies related to dialogue, learning, participation, dissemination, implementation, scenarios and visions, all of which are related to European Foresight experiences]

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FOR-LEARN, JRC European Commission, The FOR-LEARN Online Foresight Guide. http://forlearn.jrc.ec.europa.eu/guide/0_home/index.htm accessed 04.04.11. [This attractive and informative website provides an excellent and comprehensive guide for novices as it outlines the various steps related to foresight activities in simple language and provides a number of definitions of key terms, including a useful glossary]

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Godet, M. (2010) 'Future Memories' in *Technological Forecasting & Social Change*, 77, 1457-1463. [Godet draws on his vast experience to emphasize the importance of participation, reflection, collective learning, action, simplicity, rigor and proactivity in the application of *la prospective*, which is understood as the construction of 'desirable futures']

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four quadrants that incorporate objective (outer world) and subjective (inner world) awareness and understanding, leading to increased depth where environmental scanning is concerned]

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Toffler, A. (1970) *Future Shock*, New York: Bantam Books. [Toffler, a futurist, deals with the accelerated rate of change and with human being's ability to deal with it. Sudden change or 'future shock' may give rise to social problems as it tends to overwhelm individuals and societies, leading to disorientation, alienation, stress and breakdown as a result of failure to adapt]

Toffler, A. (1980) *The Third Wave*, New York: Bantam Books. [Toffler's influential publication, which includes a number of future predictions, describes the three 'waves' of society, transitioning from an agrarian society to a standardized and organized industrial society and on to a post-industrial or information age 'third wave' society]

Wells, H.G. (1898) *The War of the Worlds*, United Kingdom: William Heinemann. [In this science fiction novel, Wells, who was influenced by Huxley and by Darwin's ideas on the survival of the fittest, presents a brutal battle for supremacy between humans and Martians who are invading England]

Wells, H.G. (1895) *The Time Machine*, United Kingdom: William Heinemann. [Wells provides an interesting, innovative and imaginative narrative on time travel (he is likely to have been the first author of science fiction to deal with the concept of time travel). Future humans are depicted as having evolved into two species, the Eloi and the Morlocks. Future progress is depicted as destructive for both humans and for the planet]

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Biographical Sketches

Dr. Sandra M. Dingli is the Director of The Edward de Bono Institute for the Design and Development of Thinking at the University of Malta (<http://www.um.edu.mt/create>). As a Senior Lecturer she delivers lectures on creativity, innovation, foresight and new digital technology to undergraduate and postgraduate students. The Institute was initially set up in collaboration with Professor Edward de Bono, the inventor of lateral thinking, in October 1992. In 2004 Sandra designed and launched a new postgraduate degree, a Master of Arts in Creativity and Innovation, which attracts international postgraduate students to the University of Malta. In 2009 she successfully launched an international joint MSc in Strategic Innovation and Future Creation which is delivered together with three other EU Universities mainly by e-learning. Sandra has published extensively in the UK and in Malta. She is regularly invited to deliver presentations and workshops at local and international conferences, mainly on topics related to creativity, innovation management and foresight. Her training experience includes workshops she has conducted in Australia, New Zealand, Canada, USA, India, Singapore, Malaysia, Finland, Czech Republic, England, Italy and Scotland. Sandra has also participated in a number of European funded projects, one of which she has coordinated and where she plays a very active role. Sandra obtained her MA from the University of Malta and her PhD from the University of Durham in the UK. She visited the University of Manchester's Institute of Innovation Research as a visiting researcher. She is regularly invited to evaluate projects by various European research institutes. Sandra's research interests are mainly in the areas of innovation management, foresight, new digital technology, e-learning, philosophy of mind, artificial intelligence and innovation policy. Although she now dedicates most of her time to research and lecturing, her extensive work experience includes participation in the sectors of art and culture, tourism, human resources development and television production.

Jennifer is an experienced R&I policy and foresight practitioner with an in-depth knowledge of EU R&I policy and an academic background as well as experience of working with policy makers at high level. She is the Director of Policy, Strategy, FP7 and International within the Malta Council for Science and Technology with core responsibility for the National Research and Innovation Strategy and Foresight and links with the European Union. She represents Malta at European Union level in the Competitiveness Council and CREST/ERAC at DG level. She has served two terms as a member of the JRC Board of Governors. She has been active on nine EU DG Research High Level Expert Groups as rapporteur and she was a member of the JRC Future-oriented technology Analysis Conference Committee in 2007, 2009, 2011. She has coordinated national foresight projects and three iterations of national R&I Strategic Plan including FP participation since FP4. Dr Harper is active in numerous EU projects and studies – she is currently coordinating an FP7 OMCNET project ERA-PRISM and has been active in a number of EU Framework Programme foresight projects, including eFORESEE, ForSociety, INNFORMED, FUTURREG, FARHORIZON and SESTI. She is a graduate of Keele University, and the London School of Economics. Her doctoral research, which focused on the internationalization of S&T Policy, was carried out at the University of Malta and Sussex University (SPRU). She lectures in foresight within the University of Malta's Masters Programme in Innovation and Creativity. Her research interests include International Level Foresight and STI Policy with particular emphasis on transition economies. She has published a number of articles and papers in international publications, namely *Innovation Policies in Europe and the US* (Ashgate, 2003) and has recently co-edited *The Handbook on Technology Foresight* (Elgar 2009). She has been a member of invited international panels and is a member of advisory board for the Russian Higher Institute of Economics. She was a member of the EU JRC IPTS Enlargement Futures Committee and is MCST's contact within the JRC's European Techno-Economic Policy Support Network. She is also active as an evaluator, rapporteur, project reviewer and independent observer of the evaluation process within the EU's Framework Programme. In Malta, she is a member of the National Commission for Higher Education, the National Data Protection Tribunal and Young Enterprise Malta Board of Directors.