Connecting ephemeral and sustainable futures in scenario design:

Theoretical issues and lessons from the defence field

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1. Introduction

Connecting scenarios, sustainability and ephemerality Theoretical background

Scenarios, foresight and...

Ever moving rules (Berger, 1957, Marchais-Roubelat and Roubelat, 2015))

Pushing the boundaries of plausibility (Kahn, 1966, Sardar and Sweenay, 2016)

Enhancing scenario thinking to include stakeholders in scenario design (Wright and Cairns, 2011, Cairns, Wright and Fairbrother, 2016)

Introducing sustainability in futures thinking (Crivits et al., 2010, Vergragt and Quist, 2011)

Probing ephemeral futures (Roubelat, Brasset, McLean, Hoffmann, Kera, 2015)

2.Methodological proposals

Ruling scenarios: stakeholders in motion

What?

Designing scenarios from action

- ACTION RULE
- Looking for stakeholders' acts
 - and unsunstainable ones

Why?

Framing scenarios from values

- INSTUTIONAL RULE
- Justifying stakeholders' behavior
 - and what opposes the action

How?

Organizing scenarios in action

- OPERATIONS RULE
- Uncovering the constrains of the action
 - And what organizes the action

What's next?

Challenging scenarios

- STEERING RULE
- Assessing scenario sustainability
- Finding out *ephemeral* distortions

3 Lessons from a case study: Defence Strategic action-based scenarios The context of the case: connecting geostrategic and operations foresight

Defence foresight types	Action process scope	Sustainability issues
Geostrategic foresight	Anticipating geopolitical changes, new crises and threats	Sustainability of new technological powers and stakeholders, sustainability of the continuum between security and military technologies, duration of new technological threats (biotechnology, information technology)
Operations foresight	Anticipating new strategic and operations theatres	Sustainability of new technologies (remote control weapons, cyber warfare, human augmentation), diffusion of technologies among defence and security actors, military use of non-military technologies

3. Results. Lessons from the Defence field. Questioning « shattered bricks » scenario On the sustainability of stakeholders' acts

Rule	Stakeholders' movements	Sustainability/ ephemerality issues
Action rule Successively combating several military powers using armed force	What stakeholders are acting on Regular war between coalitions organised around shattered BRIC countries What stakeholders are not acting on — Unsunstainable acts Avoiding strikes (ephemeral acts) on economic capacities and infrastructures, nuclear facilities, natural areas and agricultural land	Level of use by most of shattered BRICS of nuclear and technological capabilities (namely drones, combat robots, satellites, cyber technologies)
Institutional rule Designating one or several enemies in response to military actions	What opposes the action Shattered BRICs use conventional capabilities, as well as nuclear detterrence What justifies the action One of the shattered nations from the BRICs requests the assistance against one or several of its neighbours	Economic and environmental consequences of the use of nuclear and conventional weapons

3. Results. Lessons from the Defence field

Managing in time stakeholders' capabilities

Rule	Stakeholders' movements	Sustainability/ ephemerality issues
Operations rule Managing the variability of the alliances on scattered theatres	Constraints: Varying conflict scales depending on the belligerent nations on variable theatres Intermittent combats over several years High intensity combats with substantial losses, both human and material Organization: Regeneration by new alliances, reorganization or by momentarily exiting the conflict	Regeneration of capabilities Ephemeral exit of the conflicts

3. Results. Lessons from the Defence field

Towards a moving end-state

Rule	Stakeholders' movements	Sustainability/ ephemerality issues
Steering rule Designing changing military end states	Transfer: reconstitution of a BRIC, extension of the conflict, durable defeat in one of the theatres, refusal to designate the enemy Stalemate: the scenarios lasts from several	Unsunstainable stakeholder behavior Long-duration use of capabilities
	years: constant combat Oscillation: The conflicts cease for several years then start again with the same actors: successive combat becomes alternative combat	Short-term regeneration of capabilities
	Phase lag: increased variability of the alliances or incapacity to disengage theatres in time either through a lack of capacities or because the enemy's capacities have been strengthened	Unaccepted decrease of capabilities by some stakeholders

4. Discussion. Epistemological and methodological consequences

Tracking sustainability, uncovering ephemerality

Designing iterative sustainable scenarios

Challenging paradigm shifts and paradigm dead-ends

Navigating across scenarios

Futurizing parallel scenarios

Designing pop-up scenarios

Acting unacceptable and unlikely acts, behaviors or constraints Playing with gaps, rhythms, paces beyond scenario plausibility

Questioning scenario sustainability and ephemerality

Designing scenarios from action: crisis management scenarios, emergency scenarios, strategic action scenarios

Designing experience scenarios from stakeholders' acts: user scenarios, normative scenarios

5. Conclusion and further research
A fine moving disregard
...Ariadne's thread beyond sustainable endstates

Thinking sustainability and ephemerality in moving scenarios

Designing iterative sustainable and ephemeral scenarios Experiencing ephemeral stakeholders' transformations Exploring interstitial spaces and actions Assessing ephemeral dominance in scenario design



6. References

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