

Innovative Approaches at the Narxoz Business School

Dr. Jaya Pillai
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**DESIGN
YOUR
FUTURE**

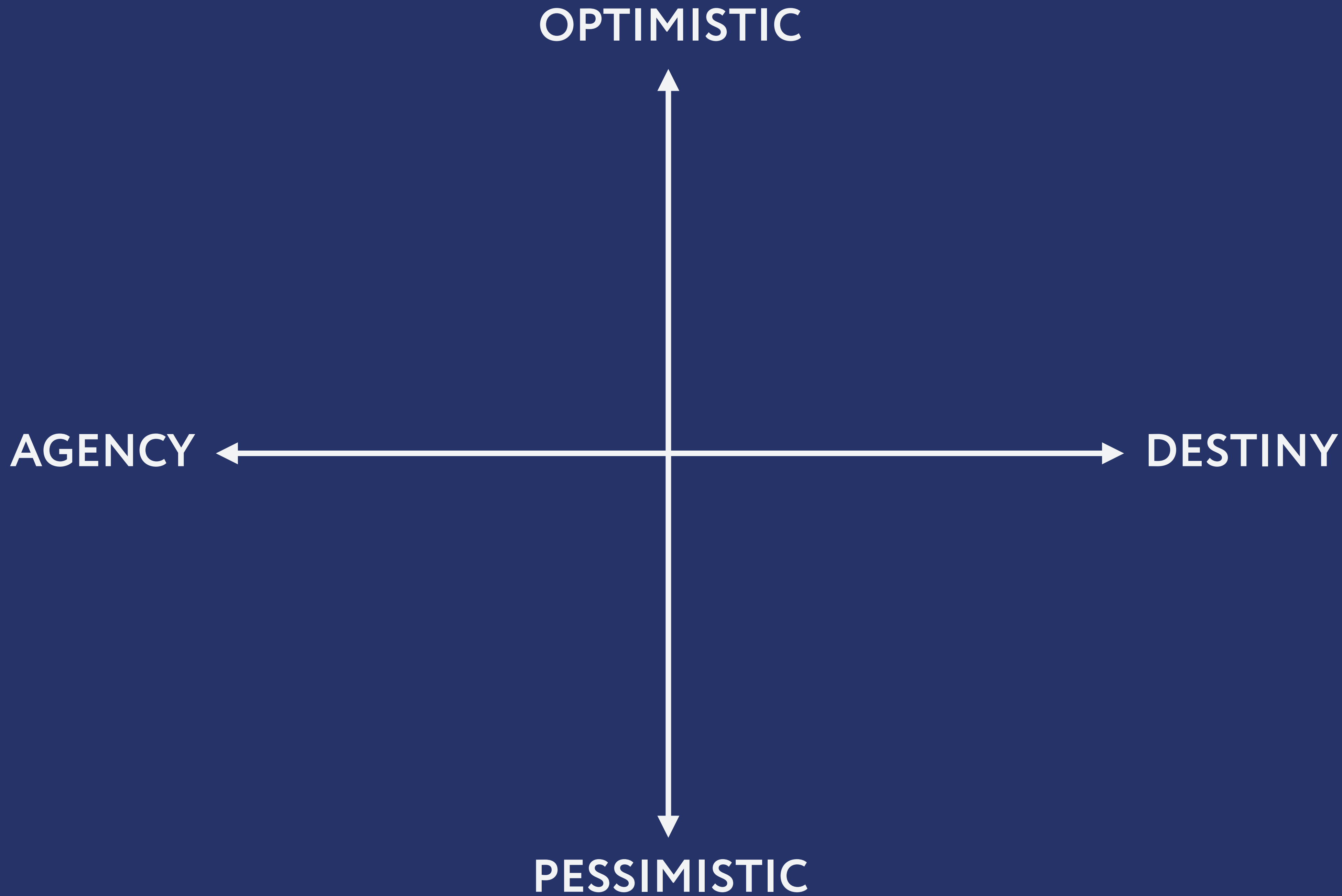
POLLAK

GAME

OPTIMISTIC



PESSIMISTIC



**AGENCY
OPTIMISTIC**

**DESTINY
OPTIMISTIC**

**AGENCY
PESSIMISTIC**

**DESTINY
PESSIMISTIC**



.....that man forms and holds images of ourselves and others, of our own group and of other groups; and that public images of the future can be changed and re-constructed for a preferred-larger social and cultural processes.

Any attempts in shaping those change, the images that already exist in the minds of the society must be examined to better understand the extent of possible influence on decisions; and if these influences were deemed less desirable, what needs to be done to re-direct them? (p. 14-15).

“Humans construct narratives from their own experience and sense of the world. You could say that we stand on our individual [story]. What the game can reveal to players is that we each need to meet others where they are, and listen to their [stories], before we have any chance of creating a shared one.”

The Polak Game, Or: Where Do You Stand?

Peter Hayward
Swinburne University of Technology
Australia

Stuart Candy
Carnegie Mellon University
USA

Abstract

This article describes the origins and uses of a classroom and workshop activity called “The Polak Game” or “Where do you Stand?”. Over a dozen years of use to date, the game has provided a user-friendly structure for facilitating quite far-reaching conversation among foresight students and clients. Duration is flexible, but typically runs 30-60 minutes. It represents an effective and accessible approach to introducing “images of the future” as a basic property of both cultures and individuals, and so to pave the way for more advanced tools and frameworks. The article is in two parts, covering the experiences of the two authors.

Keywords: Facilitation, Foresight Pedagogy, Futures Literacy, Game Design, Group Activities, Images of the Future, Embodiment.

PART I: Origin and Orientation (Peter Hayward)

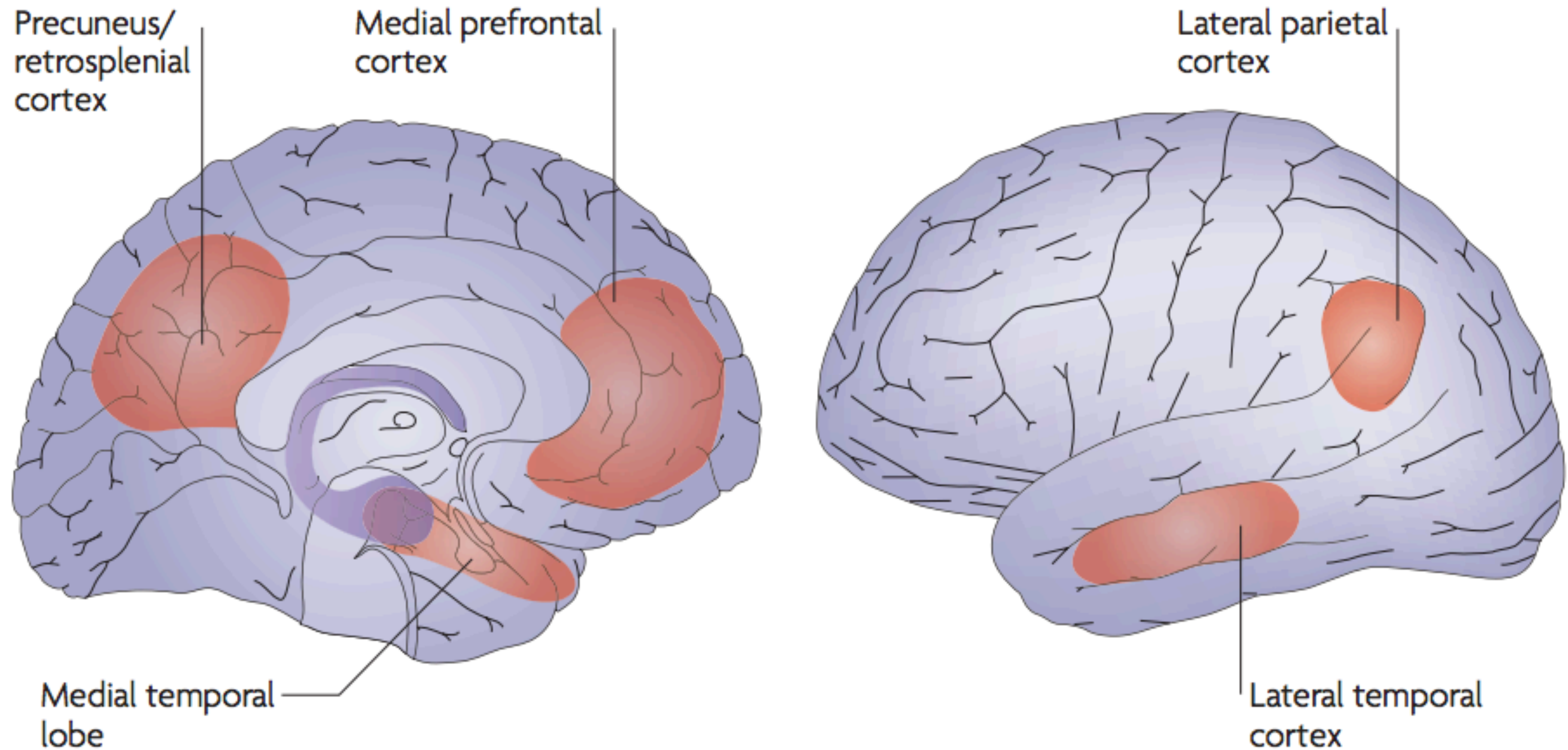
The Polak Game was a magical development arising from a surprising source.

The Image of the Future is a famous text in the history of futures studies, written by the Dutch sociologist Frederik Lodewijk Polak (1961). The author, who was Jewish, survived the Holocaust hiding out in German-occupied Netherlands, and went on to write this magnum opus about how various human cultures have shaped their own destinies through their collective images of the future (van der Helm, 2005).¹

It is a book of its time in which Polak takes a swing at some big post-WW2 themes, including Christianity, Marxism, Utopia, and Culture, to name a few. It’s a ripping read.

In such a far-reaching work—over 800 pages in the original two volumes, though less than half that in the abridged edition²—I became fascinated by a particular passage explaining the role played by Optimism and Pessimism in the power of the image of the future. I have reread this single paragraph many times.

It will be helpful to make distinctions between optimism and pessimism along the lines of the concepts of Seinmüssen, “what must be,” and Seinsollen “what ought to be.” It would then be possible

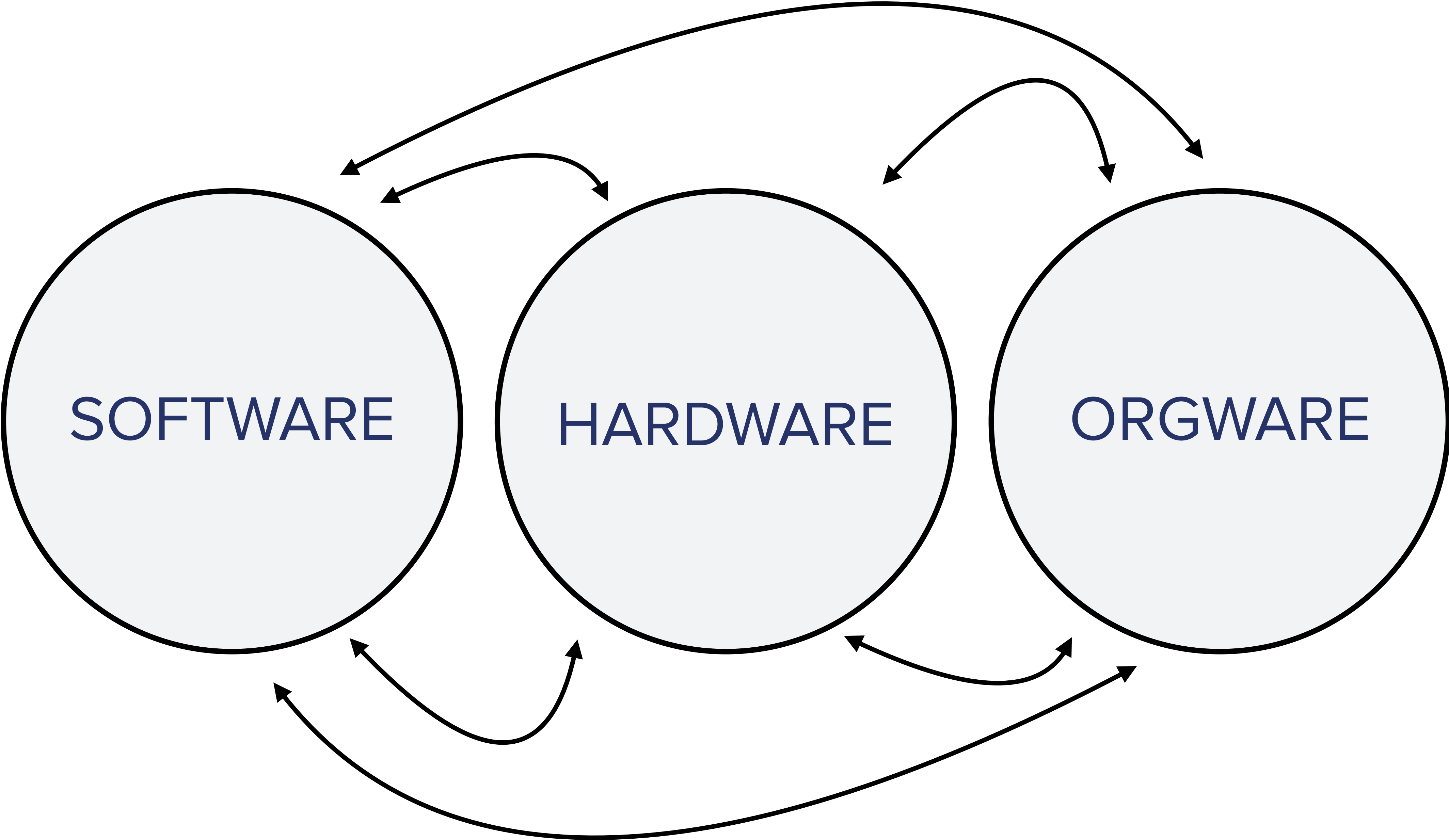


“We suggest that this core brain system functions adaptively to integrate information about relationships and associations from past experiences, in order to construct mental simulations about possible future events” (Schacter 2007).

WE WALK
BACKWARDS
INTO
THE FUTURE

FOURTH INDUSTRIAL REVOLUTION





HOW CAN WE
PREPARE AND
PLAN FOR AN
UNCERTAIN
FUTURE?

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QAZAQ RESEARCH INSTITUTE
FOR FUTURES STUDIES



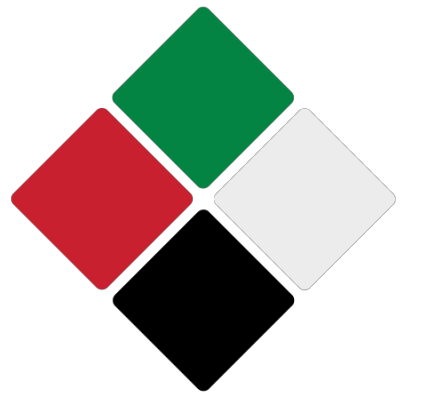
QRIFS is driven by curiosity, commensality, and contextuality. We operate as a research-based and practice-driven learning lab designed to further futures studies and strategic foresight across Qazaqstan, Central Asia, and beyond. Our work comes to fruition through participatory approaches and partnership-driven projects aimed at fostering inclusive and imaginative spaces of pure possibility.



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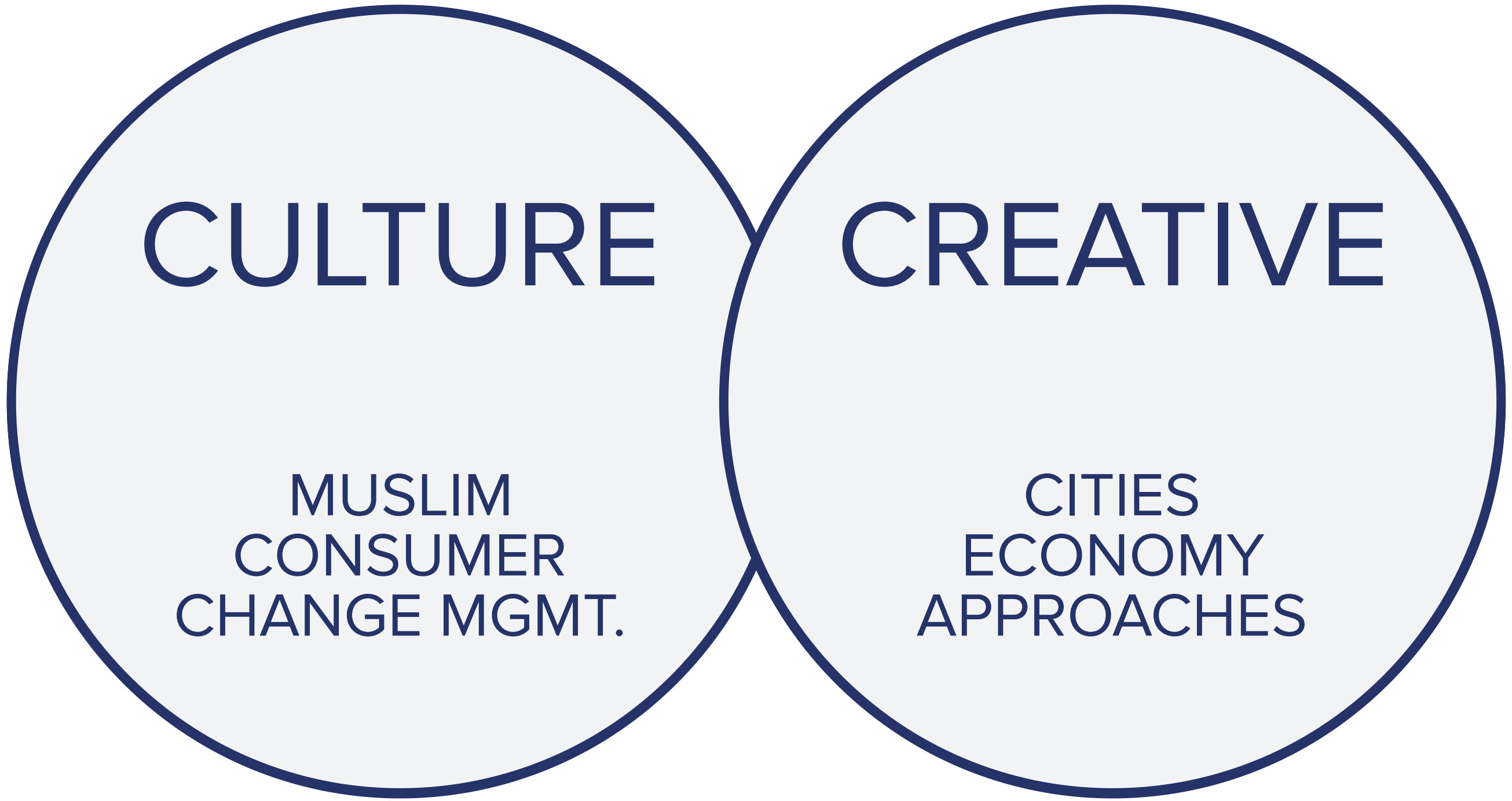


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GAMES AND SIMULATIONS



CREATIVE

CITIES

PILLAR

Creative Cities (CC) was established to offer new perspectives on urban / city development . Key drivers for initiatives are engineered around innovative approaches for sustainable and inclusive development. CC aims to bring together various fields of studies, experts, and citizens for research, collaboration, and training toward the development and realization of a smart city vision.

- **Creative Economy benchmarking (Almaty)**
- **Digital Economy and Digital Innovation**
- **Systems Approach to Technology Management**
- **Creative City Collaborations – ‘blue-printing’ the best in the Asia**
- **Regional Conference on Creative Economy**



A man in a dark suit, white shirt, and red bow tie is shown from the chest up. He is wearing glasses and has his hands raised in a gesture of surprise or emphasis. Behind him is a large, semi-transparent globe of the Earth. The background is a bright, slightly hazy outdoor setting.

“We are called to be architects of the future, not its victims.”

WHAT'S THE
FUTURE OF
GLOBAL
BUSINESS
EDUCATION?

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спасибо
thanks
obrigado



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