

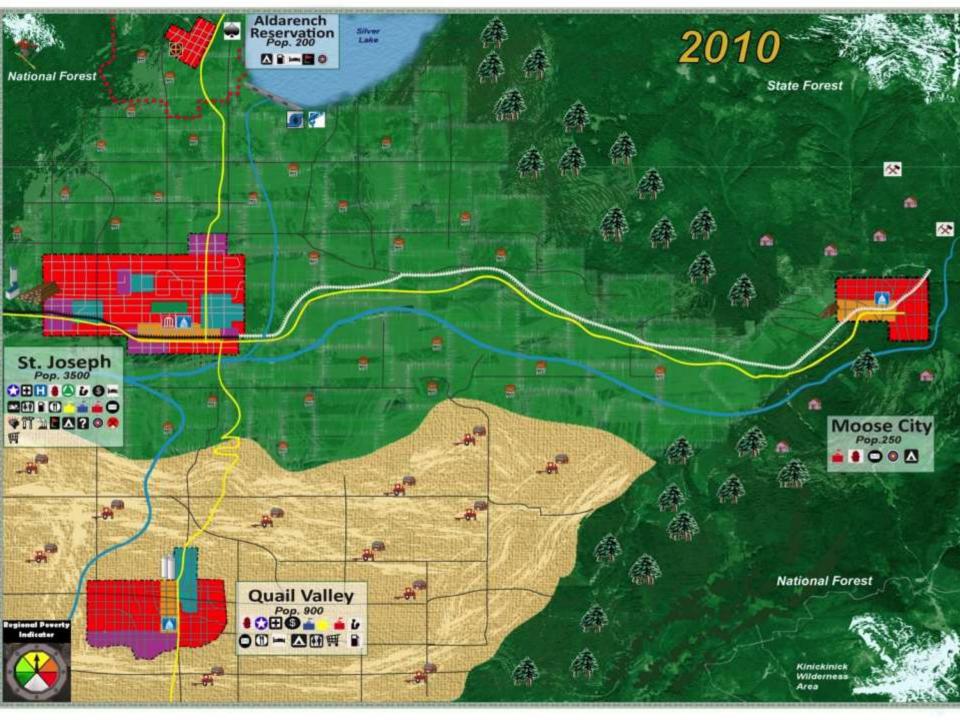
Playing the Futures Game

Future Game for the Pacific Northwest, USA



Futures Game – Simulation tool





Pacific Northwest USA Scenario Planning

Land Use Wilderness Downtown Symbols Residential **Protection Zone** Revitalization Zone **Government Services** Business **Business Facilities** Service **Eco-housing** Community-owned Park Private Timber Restoration Zone **Extension Offfice** Motel Company Land Industrial Golf Course **Gas Station** Airport Bank Labels Bioindustry Community Cultural Tourist Information Center Center 0 Restaurant **Wheat Farm** Sustainable Energy Library 四 Luxury / Retail Research Center Second Homes Skiing **Forestry Office** ➌ Post Office Wildfire Resort/Condo Recreation Education Development Hydroelectric Turbine **Technical College** Sport/Swimming Winery **Eco-Resort** Complex Fish Hatchery **Technical College-RV Park Area Branch Campus Biofuels Plant** Entrepreneurial 4 **Highway Rest Area** Silver Mine Incubator **High School Golf Course** Recycling Middle School Regional Jail/ Timber Mill Center **Juvenile Center Tourist Attraction Elementary School** Grain Handling Casino or 'Green' City Museum Facility Casino Government **Essential Services Advanced Wood** Police/Sheriff Retirement Housing Commerce **Products Plant County Seat Light Industry** Fire Station Wood Products **Private Medical** Plant Tribal Center Heavy Industry Ŧ Pharmacy Government Pivot Irrigation Regional Sporting Hospital Complex Community Co-operative 8 Ranching/ Lines Community Health Highway Hayground Center River Farmers' Market City Limit Regional Cultural Wind Farm Railroad Wilderness Area Center Brewpub Abandoned **Ecotourism** City Street Railroad **Ecotourism Center** Food Bank County Road Commuter Bus Clear Cut Community Farm Forest Land Reservation Cheesemaking Walking or Shop Organic Farm Community Biking Path **ATV Trails** Long House

Artisan Bakery

Value Adding

Grain Facility

Organic Dairy

Scenic Byway

Hiking Trails



Steps in playing the game

- Forward from 2010 to 2030
- Four game steps (2010, 2012, 2015, 2020, then 2030)
- At each step you will.....
 - Get map, decision sheet and big event card
 - Discuss and debate decision (about 8-10 minutes)
 - Choose 1 of the 2 options
 - Record on decision sheet
 - Hand in decision sheet receive next one

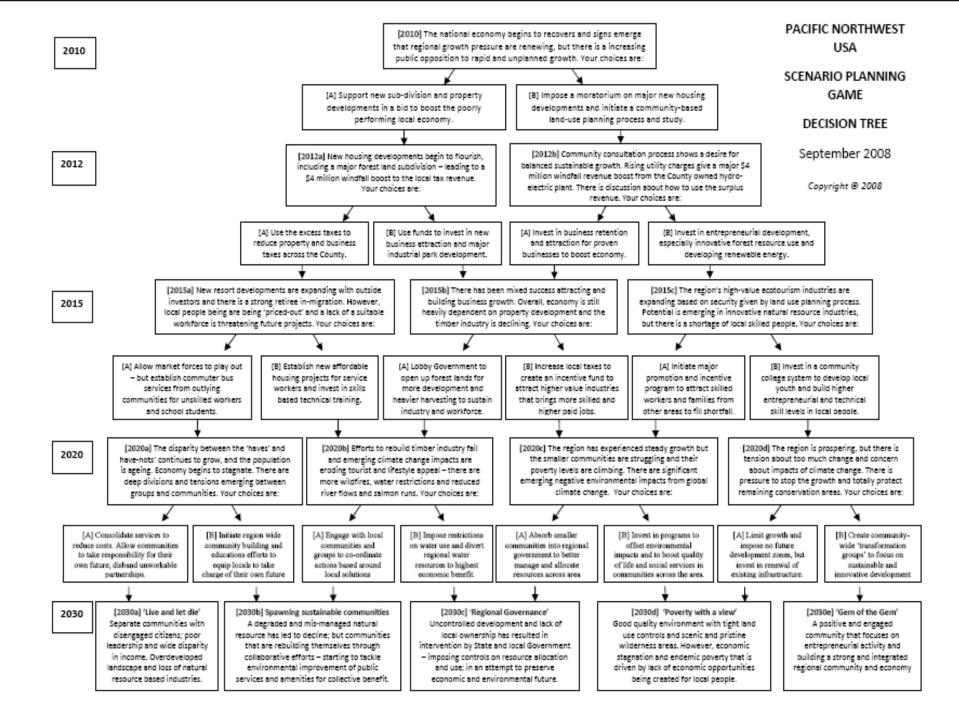


Into the future...



Background to Game



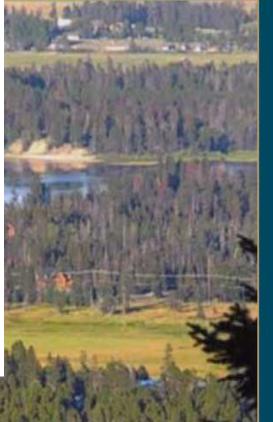






reduce poverty

University of Idaho



Taking the Long View in Northern Idaho

Creating the Scenarios

13.1%

Child poverty, 2005

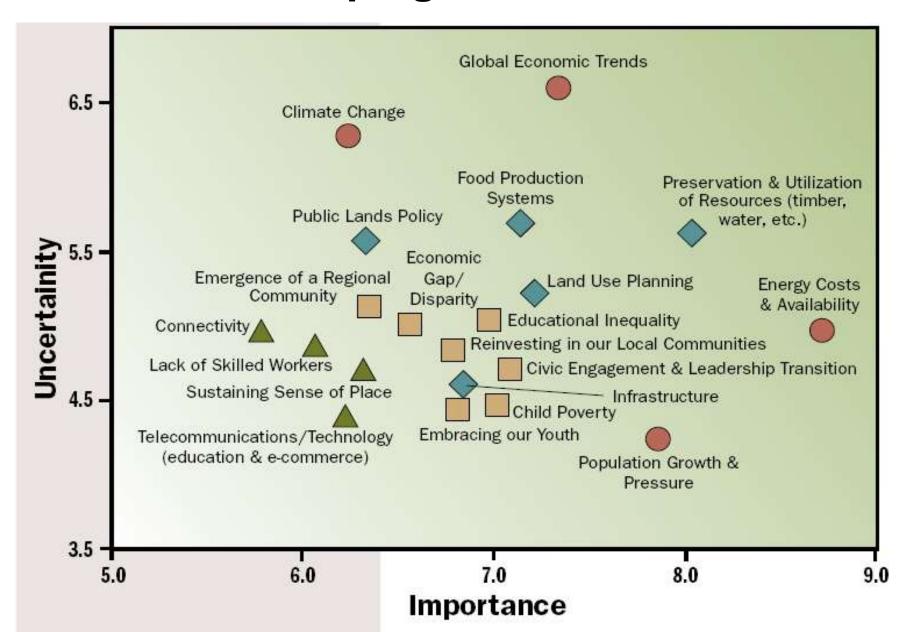
Over 20 percent of the region's children we in poverty, compared to 13 percent Idaho as a whole. Rural areas tend to we higher poverty rates.

Key forces/drivers shaping the future of the region

- Population Growth and Pressure (Demographic Trends/Flight from Coastal Areas)
- Energy Cost/Availability
- Resource Management water, timber, preservation/utilization
- Land Use Planning
- Economic Gaps/Disparity
- Educational Inequality
- Lack of skilled workers
- Telecommunication/Technology
 Education e-commerce

- Public Lands Policy
- Infrastructure
- Embracing our youth
- Food Production Systems
- Global Economic Trends
- Emergence of Regional Community
- Reinvesting in Local Communities
- Connectivity
- Civic Engagement
- Child Poverty
- Climate Change
- Sustaining Sense of Place

Scenario Shaping Clusters of Drivers



Regional scenario shaping clusters of drivers

Stewarding the Place

- Food production systems
- Land use planning
- Preservation and utilization of resources (timber /water)
- Infrastructure (housing / sewer / roads)
- Public Lands Policy

Investing in people

- Civic engagement and leadership transition
- Educational inequalities
- Reinvestment in communities
- Child poverty
- Embracing our youth
- Emergence of regional community
- Economic gap /disparity

Increase Gem of the **Poverty with** Stewarding the Place Gem a View Investing in People Live and **Spawning Let Die Sustainable Clusters** Decrease

Poverty with a View

Society: Disengaged community

Economy: Stagnant and impoverished

Environment: Highly protected

Investing the Place

Increase

Decrease

Live and Let Die

Society: Apathetic and disengaged

communities

Economy: Outside investment and

local poverty

Environment: Degraded and declining

Gem of the Gem

Society: Engaged and empowered

citizens

Economy: Diverse with skilled workers

Environment: Balance between production

and protection

in People

Spawning Sustainable Clusters

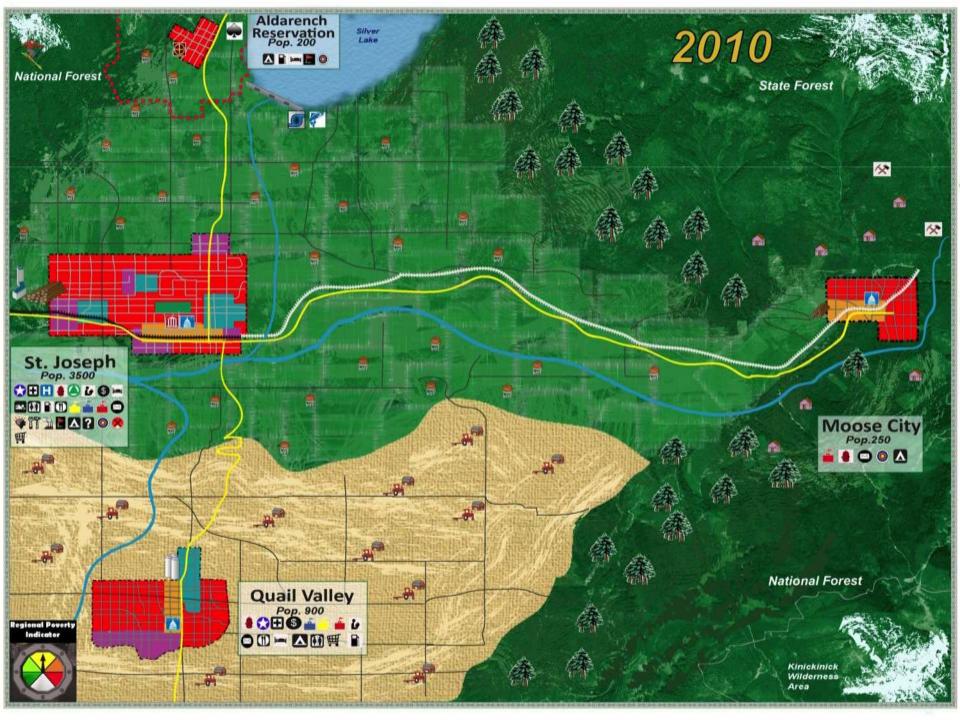
Society: Focus on quality of life

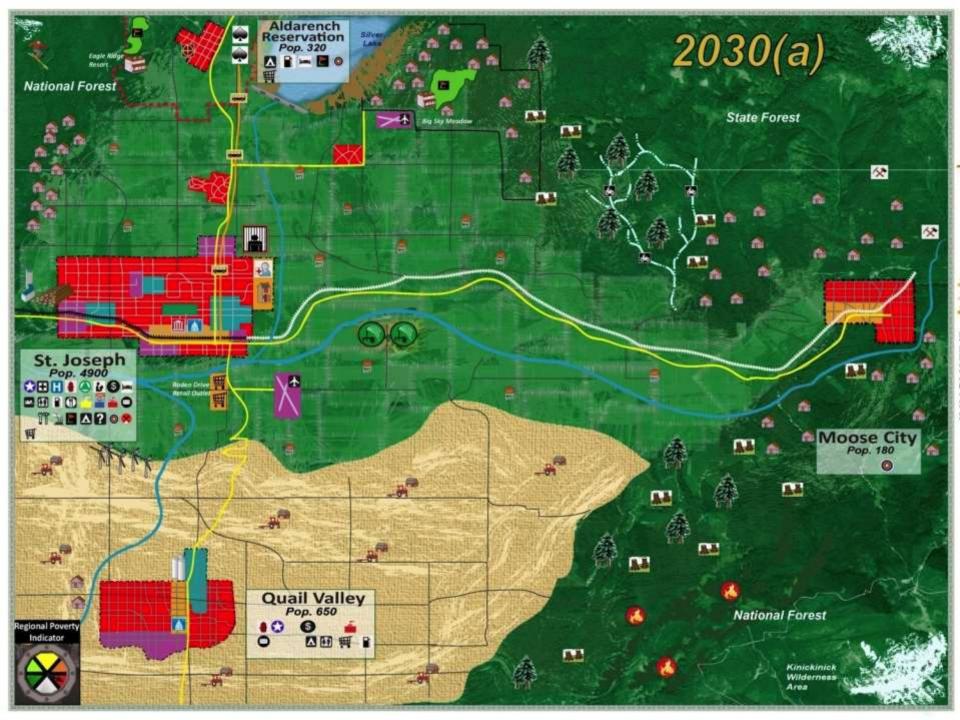
Economy: Moves from private to public

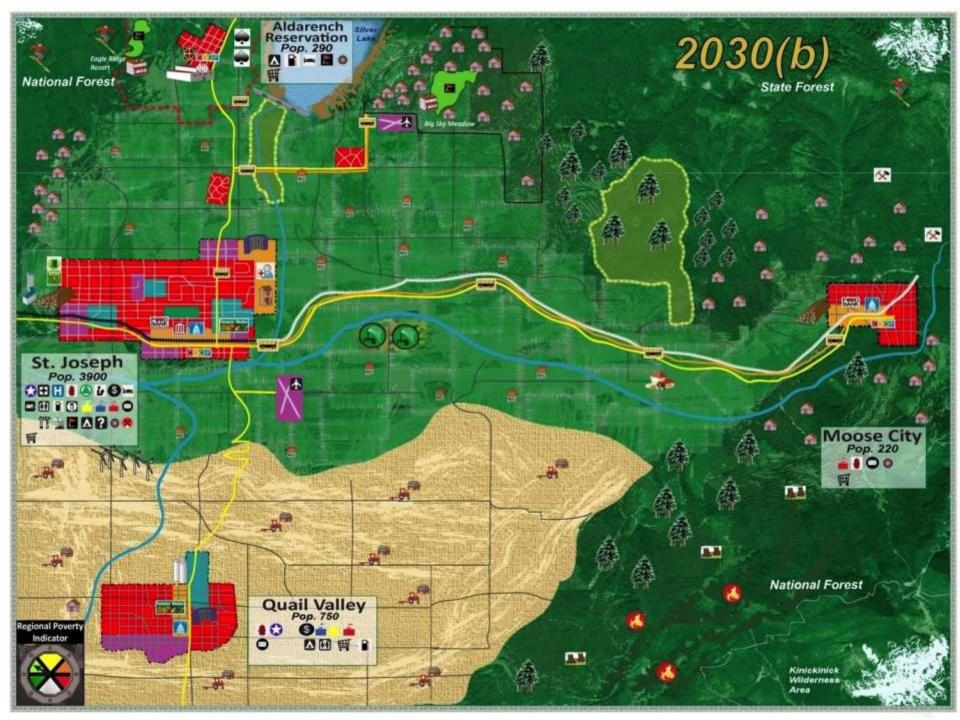
control

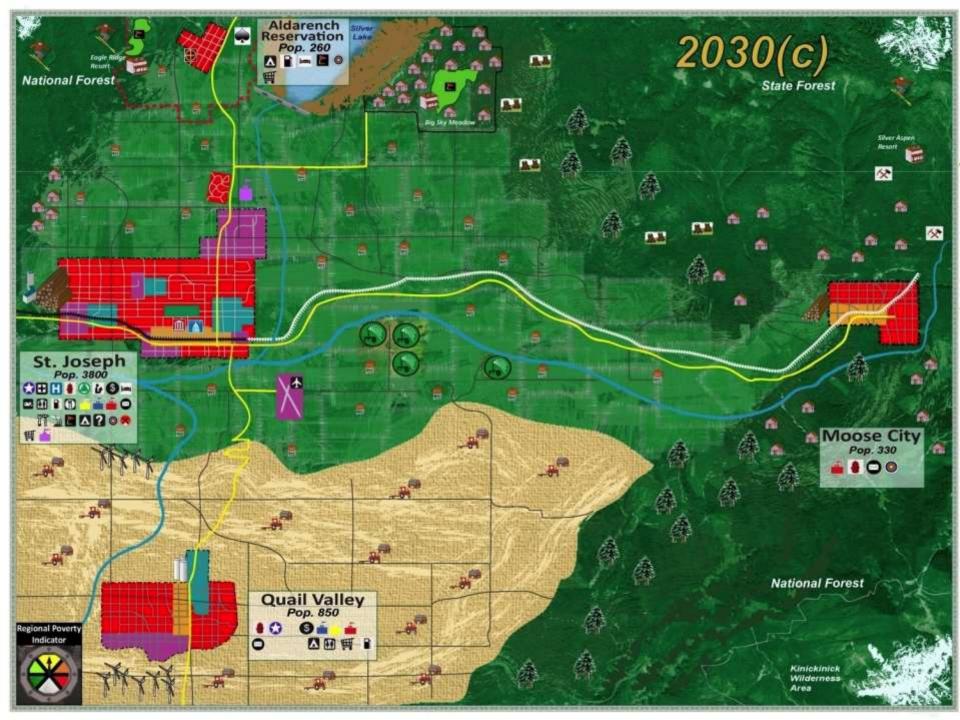
Environment: Over-development followed

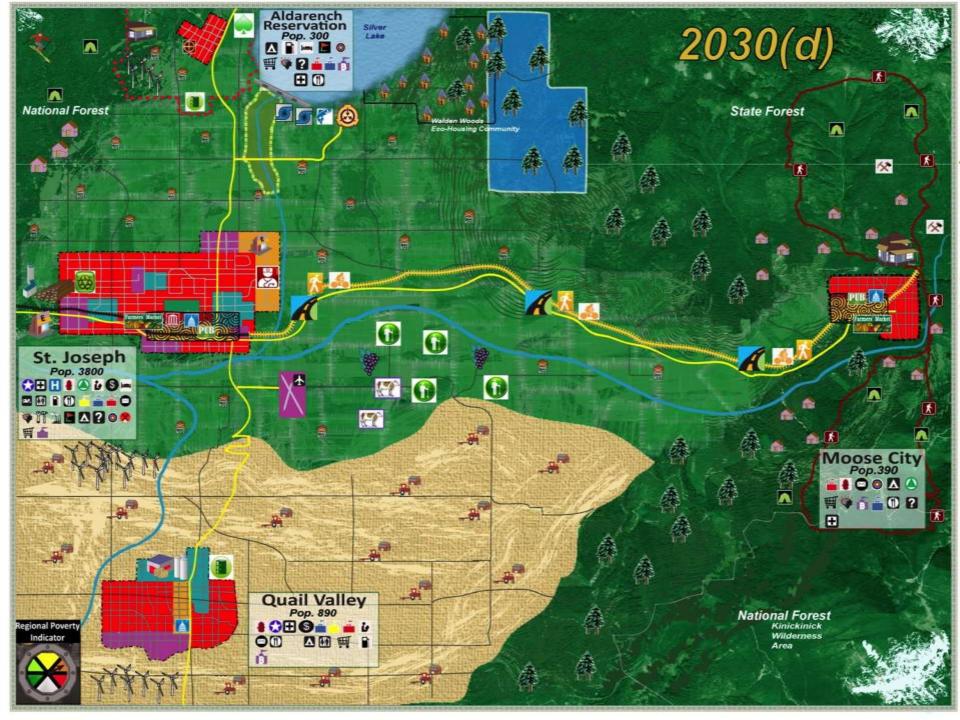
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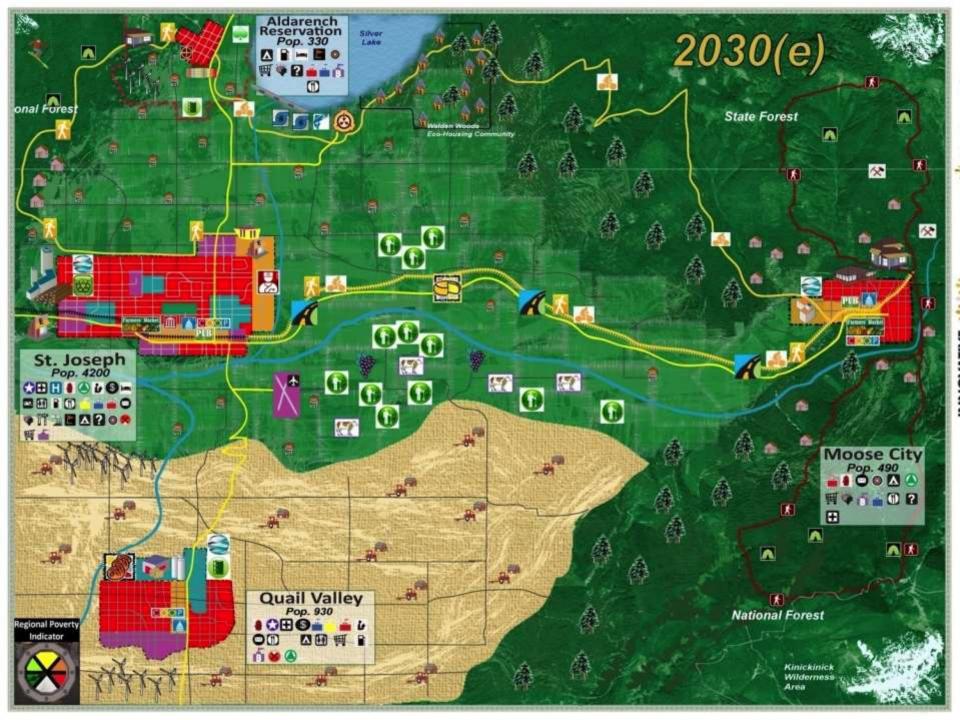














Debrief discussion

 Lesson from the game for Polk County



Evaluations



Drivers to action – making it simple!

