



IterEx

# ***Futurespectives - Influencing Your Future***

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# ***Futurespective Introduction***

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## ■ ***Aim***

- Influence your future (in a positive manner)
- Find missing or unexpected details
- Think outside of the box

## ■ ***History***

- Based on retrospectives (rè'te-spèk-tîv) -- a ritual held at the end of a project to learn from the experience and to plan changes for the next effort.
- Appreciative Enquiry, envisioning a positive future outcome
- Giving an "A" and Luke Hohmans "Back to the Future" exercise
- First Tried at the Retrospective Gathering 2005

## ■ ***Description***

- Imagine you have stepped into a time machine and have teleported to a time long after the completion of your project (which in reality is just starting). As the project was a success, its sponsors are keen to do a project retrospective (and so we are examining the future past).



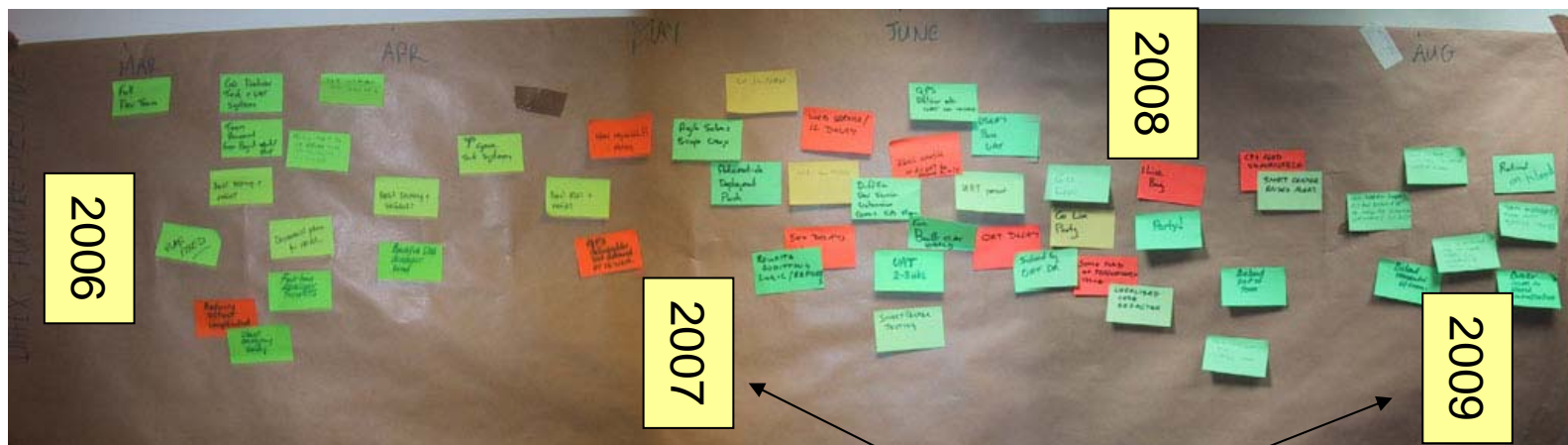
## ***Futurespective Getting Started***

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- It works best if you ask the audience to close their eyes and you describe possible future events, each moving further in the future (e.g. sports, movies etc) and then clap your hands when you arrive in the future
- A timeline paper positioned on the floor with large year markers really emphasizes the point
- It is good to ask everyone to concentrate on the furthest date in the future first. Collect information about its success, and record events with green post-its
- Get everyone to step back a year and then record events that led up to those later successes

# ***Futurespective Timeline***

- There may be some things that didn't go well (red post-its). As we know you managed to overcome any difficulties – these events should be followed by amazingly successful actions that overcame the difficulty (the timeline should reflect this with red post-its followed by green).



Put years on the floor to help people walk along the timeline

# ***Futurespective Exercise***

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## ■ **During The Exercise**

- When people are ready to put things on the timeline encourage them to start with positive green items at the future end date first.
- Allow some of the “not so well” items, but ensure that people counter these by amazing green events that overcome the problem
- Introduce the “Jacuzzi Card” – ask people to think of something on the verge of crazy that would influence their project (e.g. Office On a Cruise Liner)
- Pick several roles, and ask a representative of that role to walk the group through the project, telling a story about some of the items on the time line as they occurred.

## ***Futurespective Mining***

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- **Once the timeline is created, you then “mine” the information like a retrospective using exercises like:**
  1. **Well, Not so Well, Puzzles**
  2. **Voting on the top items**
  3. **Telling a story**
  4. **All of the above**

## *Mining with “Well, Not so Well, Puzzles”*

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- **Mining the timeline for captured information**
  - What did we do well?  
(that if we don't discuss we might forget)
  - What didn't we do well?  
(What should we do differently next time?)
  - What did we learn?
  - What still puzzles us?
  - What actions should we take for any upcoming projects.

## ***“Mining by Ranking”***

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- Give everyone “3” votes to vote on:
  - Realistically should happen (Pink)
  - Most unlikely to happen but should (Blue)
  
- Take Highest ranked items and look for potential actions
  
- Caution the team about having too many actions that they are unlikely to achieve

## ***Mining by “Creating A Story”***

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- Split into groups.
- Each group takes items from the board that they feel are important, fun, crazy
- Create a once-upon-a-time story about the project using these events
- Each group presents their story back to the team
- Try and incorporate an element of fun in your stories

## ***Tips #1***

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- Make Sure your room is appropriate (you need large floor space)
  - If not, hang on the wall or from the backs of chairs
  - Make sure you have all necessary supplies
    - Lots of coloured post-its, Markers, Blue tack
    - Masking tape (make sure it doesn't affect the walls)
    - Digital camera to record the results
- Tell Everyone that the exercises are optional
  - if you are stuck or don't know what to say, just say "Pass"
- Make sure that everyone uses the right coloured post-its, and black pens
  - Write examples on green and red post-its
  - Normal pens are hard to read, so hold up a black pen to show everyone

## ***Tips #2***

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- Post some “marker” years along the timeline
  - Get the group to call out some events like Valentines Day, Company BBQ, Spring Conference
  - Use Yellow stickies for these to avoid confusion
- Ensure everyone is engaged, it should be a fun event
- Encourage people to bundle up a few stickers and then run up to the timeline and stick them in place
- Don't worry about duplicates, just put them together
- For recurring events, just use multiple post its
- When presenting material, ask someone to volunteer to go first vs. directly naming someone

## ***Example Futurespective Outputs***

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- From their timeline, one team noted the following actions based on a study of “What went well”, “What could be improved”:
  - OAT Test run before system actually finished (check admin passwords etc.)
  - Engage SOX consultants as soon as auditing card is complete
  - Use VM-Ware to hammer OAT scripts
  - Automate deployment to reduce OAT docs
  - Plan for decommission the ABC application
  - Before OAT – test support failure signalling
  - Book ongoing support resources during UAT so they can react
  - Define acceptance tests for externally commissioned components