



Artist

INTEGRATED INTERDISCIPLINARY EDUCATION MODULE ON ART,
ENTREPRENEURSHIP, INNOVATION AND SCIENCE



Erasmus+

Action PI-FORWARD – Support for policy reform — Forward-Looking Cooperation Projects
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Artist Tool: SHARE A VISION: black & bright mirror scenarios

Artisttb019 / SHARE A VISION: black & bright mirror scenarios / CNAM

Title	SHARE A VISION: black & bright mirror scenarios
Purpose	THE GOAL is to ask participants to imagine or draw the worst possible scenario for their company regarding the chosen challenge, which would prevent the challenge from being achieved. Participants are invited to project themselves into the future: the project they are working on is a real failure to the point that it makes the front page of a magazine. This "front" must highlight the worst of projects with text, images and drawing. Each group then pitches its work to the rest of the participants who can interpret and comment. The + of the workshop: Decide together on the final proposal to be retained in plenary. Raise awareness of the collective decision and its impact.
Description	
STEM topics covered	Responsible innovation
Arts topics	Arts as a tool to increase the narration and to make perceive the sensitive of the shared vision. You can use a creative tool box. use paint, markers, colored pencils, magazines to make collage.
STEAM approach explained	Build a vision and mission on a collective project shared by all stakeholders and create a lasting commitment
Setting	Prepare the room with tables to distribute the teams. Prepare a Creative toolbox (paint, glue, chisel ...magazines...) 2 big paper which two different colors to distinguished the black and the bright mirror. Draft paper
Time frame	60 at least but 130 minutes to be really comfortable
Group size	Groupe size with 20-30 people maximum, which be divided into subgroups of 4 people or maximum 5 people.
Schedule and activities	SHARE VISION, COOPERATION
Age group / level of study	No importance
Preparation needed / pre-requirements	Presentation PPT in order to explain the objective.
Instructions for students	<u>BLACK MIRROR SCENARIO</u> STAGE 1 (30')- Choose a challenge and Imagine or draw the worst possible scenario for their company regarding the chosen challenge, which would prevent the challenge from being achieved. Make an inventory of the chosen challenge: What? When? Who? Where? Why? How?.

	<u>STAGE 2 (30')</u>- Generate disaster ideas: "Imagine a possible disaster that would prevent the challenge from being met." An idea that answers the question: "how to be sure to fail..." The "Brainstorm" is used to capture the words and expressions that feed the reflection especially at the beginning of the exercise. They will spend five to ten minutes putting their personal ideas on large format paper before working together to define a common story for the team. <u>THE BRIGHT MIRROR SCENARIO</u> <u>STAGE 3 (30')</u>- Then, each group retrieves a disaster scenario from another team and its "message-bearer/reporter" to transform it into a desirable future. In a "brain post-it" mode, generate ideas that meet the challenge. A disaster of the scenario, one after the other, is recovered, torn to "turn it in positive". <u>STAGE 4 (30')</u>- To conclude the animation, each group pitches its vision of the desirable future. 2 possibilities: • Either it gives rise to a new proposal decided in plenary (which I like, what scratches me in this proposal/I propose, improvement): the 2 become one; Either there is a vote for the favorite proposal according to fixed criteria (e.g. originality, priority, feasibility to CT and MT).
Instructions for facilitators	At the launch of the exercise, it is necessary to explain to the participants the objective and explain the different elements to be completed throughout the animation as below. It is really necessary to be present to guide teams every times, to questioned them, to coach them.
Lessons learned	INTENTION: This workshop allows you to gain height on a subject, and to create a link between people to project themselves and decide together the horizons of a common project. The different perceptions intersect to better converge the collective and anchor a visual identity to the subject.
Additional materials	-
Inspiration if any, sources	-
Show me more (button)	-
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