

# Process Comparative Analysis Project

## **Team 1**

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# Search Conference

## Problem: Customer Satisfaction

Driving Forces

Status Quo Line

Restraining Forces

Exceeding visitor expectations



Achieving our Mission



Attract more visitors



Unsustainable spending



Dumbing down content



Money to Market the Museum



## Problem: Sustainability

Driving Forces

Status Quo Line

Restraining Forces

Entrusted to last forever



Demanded by donors



Reflect culture's ideals



No risk, no creativity



Never enough staff



Bleeding Money for Marketing



## Problem: Donor Satisfaction

Driving Forces

Status Quo Line

Restraining Forces

Vital source of revenue

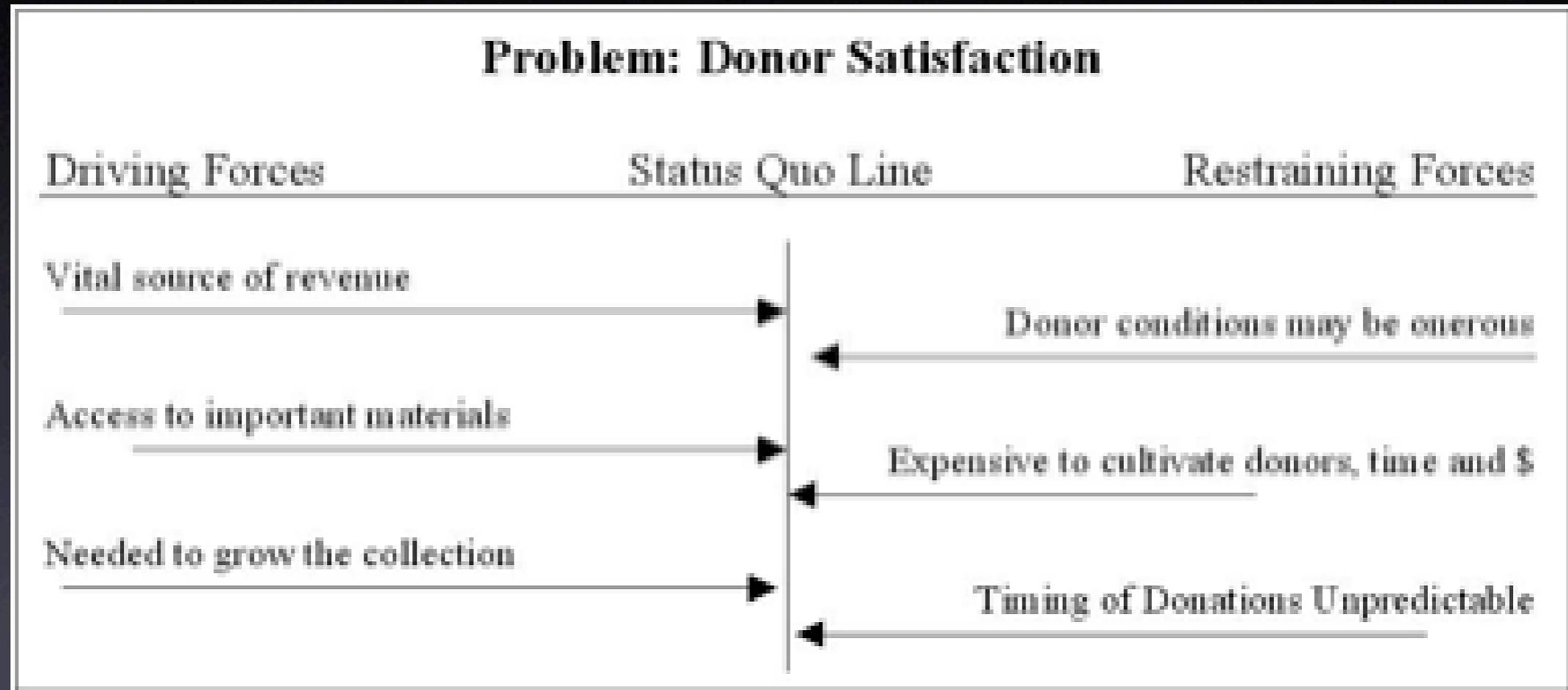
Access to important materials

Needed to grow the collection

Donor conditions may be onerous

Expensive to cultivate donors, time and \$

Timing of Donations Unpredictable



## Problem: Reputation

Driving Forces

Status Quo Line

Restraining Forces

Attracts more visitors

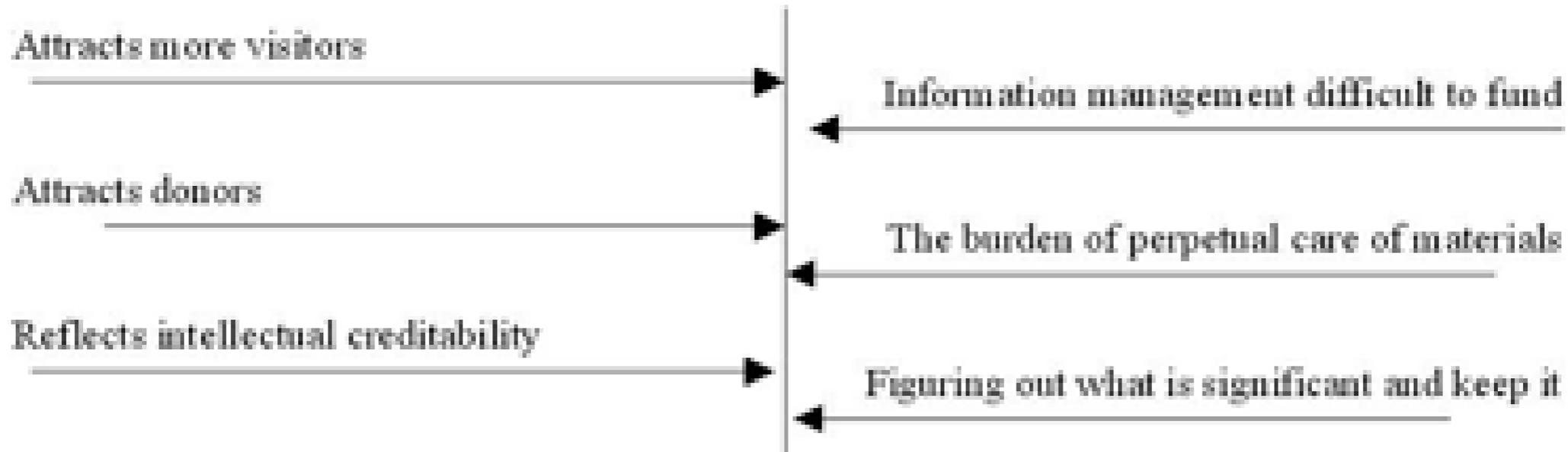
Attracts donors

Reflects intellectual creditability

Information management difficult to fund

The burden of perpetual care of materials

Figuring out what is significant and keep it



## Problem: Risk Taking

Driving Forces

Status Quo Line

Restraining Forces

*Attracts new audiences*



*Encourages repeat visitation*



*May advance the museum field*



*Risk financial losses*



*Offensive to some audiences*



*Dimish Museum's reputation*



# Scenario Planning

**System to explore:**

Post-graduate Futures

**Current Trends:**

systems influence on culture

Increase in pay; increase in marketability; increased whole

**Driving Force:**

politics

Economy (globalization, off-shoring, etc.); social systems;

**Probable Scenario:**

In 25 years, collectively we have achieved better economic situations and have more respective influences on social cultures.

**Improbable future:**

In 25 years, world-systems collapses/stagnates; rendering the graduate degrees collectively and individually meaningless.

**Metaphor:**

Improved economic situations become meaningless due to the collapsed/stagnated world-systems.

**Paradox:**

The more we achieve, the less it means

## **Plausible Scenarios to Validate Metaphor**

1. As post-graduate systems thinkers we collectively develop a system of exchange, goods and services, which decreases the global deficit.
2. Post-graduate WSD alum finds a way to control the global economy through collective consciousness manipulation.
3. Antioch alum develops a globally marketable, economically sound and environmentally supportive system of trade that freezes the world market trading system.
4. The more we achieve and learn in a higher educational setting, the less it means as globalization occurs and there is over-saturation of highly educated persons around the world.
5. The more we achieve and learn as post-graduates, the less it means in a global economy.
6. Post-graduate status is influential: Economic situations improve.
7. Post-graduate status is NOT influential: Economic situations collapse.
8. Post-graduate status is influential: Economic situations collapse.
9. Post-graduate status is NOT influential: Economic situations improve.

## **Plausible Narratives to Reconcile Paradox**

### **Polarity:**

In 25 years, our collective post-graduate status will be highly influential.

In 25 years, our collective post-graduate status will be meaningless.

### **Paradox:**

The more we achieve post-graduation, the less it will all mean.

Post-graduate status is influential – Post-graduate status is NOT influential

## Plausible Narratives:

Higher education has become the trend, leaving trade schools empty and industries without skilled labor; leading to the increased need to outsource skilled labor to other countries.

○

Increased competition in entrepreneurial endeavors by post-graduates decreases the grooming of skilled business leaders and destabilizes the US business futures; strengthening the global business futures.

○

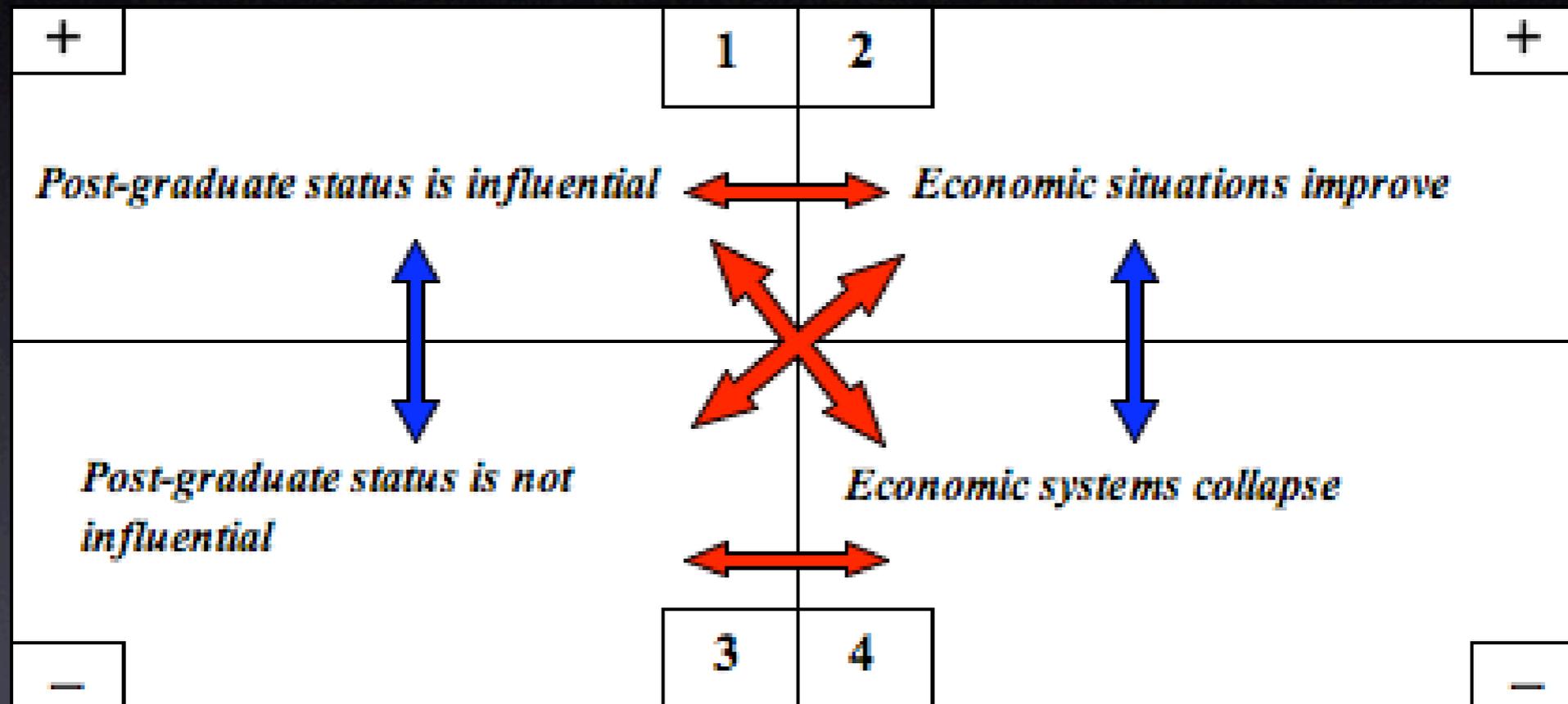
Stabilized global futures evens the playing field worldwide, taking away the need for competition; changing the social construct and changing the societal needs hierarchy.

○

After a significant world-system failure, the specific information we have retained from higher education is no longer applicable, but the need for creative thinking during a systemic crisis is increased. What we know is useless, but our abilities to think and organize become indispensable survival and reconstruction skills.

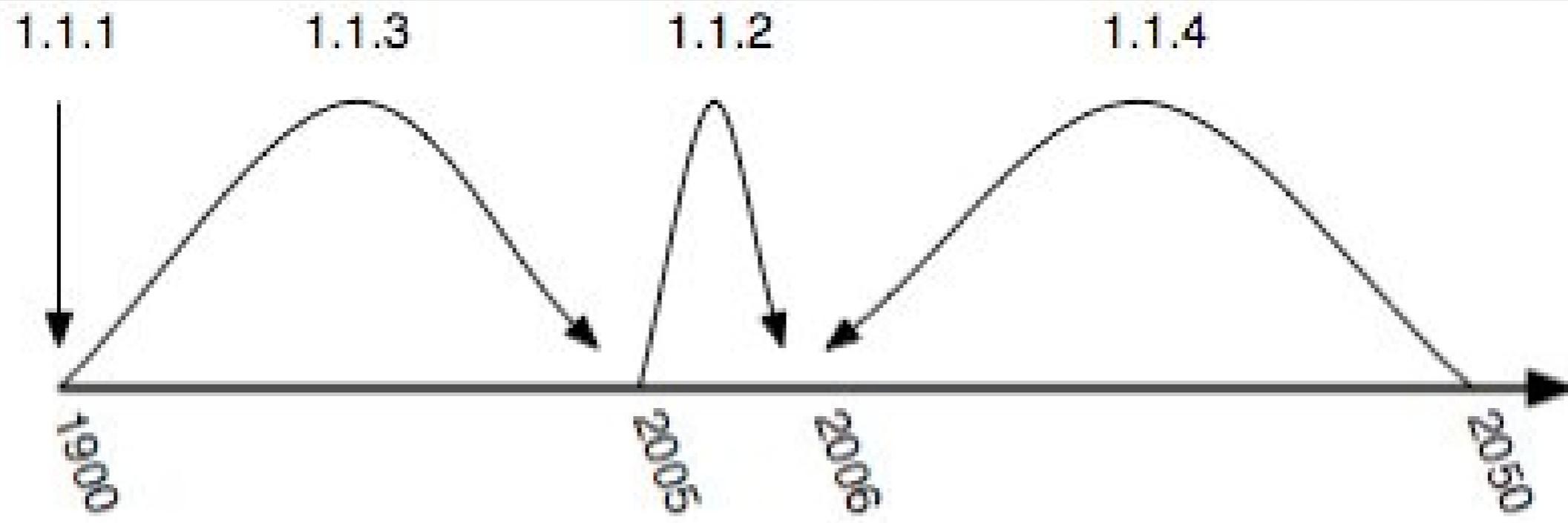
○

After a world-system failure, we are able to take a significant role in rebuilding the entire global society that would have been impossible if the collapse of the old world-system had not taken place.



# Mapping the Emerging Future

- 1.1 individually visioning past & future
  - 1.1.1 grounding in the state of healthcare in 1900
  - 1.1.2 what is the near-term future of healthcare in 2006?
  - 1.1.3 transported from 1900 to the present, what exists in present, undreamt of in 1900
  - 1.1.4 transported from the present to 2050, what in the present objects and ideas are antiquated
- 1.2 share these visions online
- 1.3 reflect online, collectively on visions
- 2.1 individually determine trends from shared vision and reflection
- 2.2 share identified trends online
- 2.3 reflect online, collectively on trends
- 3 combine shared visions, trends based on group reflections as part 4.1 of the paper
- 4.1 individually reflect on the process and outcome
- 4.2 share these reflections online
- 4.3 combine these reflections as part 4.2 of the paper outline



KEY:      PERSPECTIVE      →      OBJECT OF VISION

Arrow direction indicates direction of perspective