#### What is it?

A tool designed to make users think and speak about the future workplace, away from the constraints and suppositions of the current environment. In addition, the tool provides future-oriented workplace visions and user needs in two hours.



#### A tool for visioning

when used with the leadership team of a company



## A tool for mapping potential future user needs

when used with lead user employees of a company

The tool comprises six boards or stops. Participants answer workplace-related questions on the first five boards guided by different activities and triggers. The last board is a ranking exercise that brings participants from the future back to the present.

The boards were designed in an online collaborative platform (Miro), but they can also be printed for offline workshops.



### The theory behind the tool

Two theoretical frameworks support this tool:

**Futures studies** refer to the systemic exploration of probable, possible, and preferable futures (Bell, 1996; Inayatullah, 2013).

**Co-design** integrates designers, users, researchers, and other stakeholders in the different phases of the design process (Chun et al., 2015; Sanders & Stappers, 2018; van Boeijen et al., 2020).

**Five principles** are derived from this tool and the theory behind it. These principles can be applied to other domains where triggering people to think and speak about the future is required:

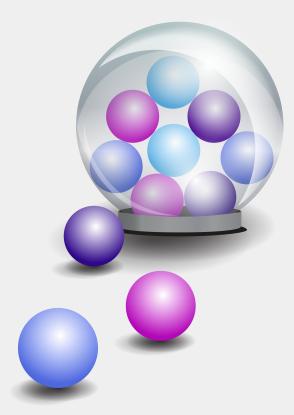
- 1 Start with a multiperspective trend analysis on the specific topic.
- 2 Organize the information into timelines and dimensions.
- 3 Include random future predictions.
- 4 Enable open conversations in a workshop setting.
- **5** Keep the outcome strategic and tangible.

#### **Find more**

Access the TuDelft education repository (https://repository.tudelft.nl/) and look for: Future Workspace Envisioner by Andrés Restrepo Duque

# WORKSPACE ENVISIONER

A visioning and research tool to trigger people to think and speak about the future workplace



Andrés Restrepo Duque MSc Strategic Product Design Delft University of Technology

#### **How it works?**

1 Kick-off: Revisiting the company and explaining the rules (15 minutes)



## Board 1: Discussing the future work model

(15 minutes)

What activities will require an office and what will be the working model in 2032?



# Board 2: Discussing the future workplace location

(15 minutes)

What type of office and location will be more relevant in 2032?



# Board 3: Discussing the future workplace interior

(15 minutes)

What will be the most relevant interior elements and spaces in the future workplace in 2032?





# Board 4: Discussing the future workplace amenities

(15 minutes)

What amenities do you expect to have inside or nearby the future workplace in 2032?





# Board 5: Discussing the future workplace technology

(15 minutes)

What technology features will be the most necessary in the future workplace in 2032?





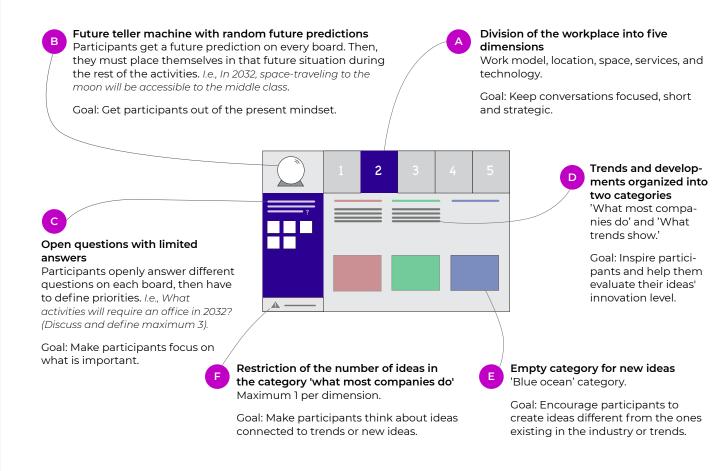
# Board 6: Summary and definition of 3 future insignias

(15 minutes)

8 Closure and reflection (15 minutes)

### What triggers people to think and speak about the future?

Seven elements were methodologically designed in the different boards to trigger people to think and speak about the future workplace. Follow these steps in order when using the tool boards.





**Future insignias:** An activity to make sense of the results and land from the future to the present.

Goal: Make the result of the workshop tangible for participants, clients, and designers.