

PRIZM “Quest Development Template

The first step in the PRIZM game process is the development of the “Quest”. A quest is all about seeking something important, and it involves a journey, sometimes with a great, but attainable distance. For example, you would travel the world in a quest for gold. You would not travel to the front of the school lunchroom in a quest for a peanut butter and jelly sandwich.

There can be a mysterious and holistic connection to an inner world beyond everyday physical reality. A conceptual pathway where anything can be possible. It is used to gain clarity, define, find and explore patterns through a process of simplification which can create a sense of wonder and connection opening your mind.

A PRIZM Quest is an adventure with a mission containing details about the context and the background. To create a Quest you must envision a “Journey” to a place, destination, situation or thing that does not currently exist. It must be narrow enough for you to have some level of control over it and it should represent an ideal final result. You should visualize an ideal solution that leverages advantages of the current system while disregarding any deficiencies. To accomplish this requires you to compose what the best possible solution to a problem, situation or contradiction is, regardless of the resources or constraints of the original problem.

It is a positive mental “Journey” towards the discovery of a desired goal identifying the key resources or characteristics associated with its function, performance or operation in a perfect world. As a minimum it should contain a brief description of the who, what, where, when and why composition of a perfect scenario allowing us to live life more genuinely and courageously. This pathway feels right and is used to gain clarity to overcome the psychological law of inertia creating what is called a PRIZM “Quest”.

Sample “Quest”

“To create an international open source system of water governance that is comprehensive and health promoting for all life, useable for all water requirements and integrated from consumption to re-use”.

Quest “Title” development – We want to have a small description of the “Quest” used as the title for the game we want to play. The title should include enough information for the participant to understand and visualize the direction we want to pursue. Try not to use acronyms unless everyone understands what they mean. Try to make the words easy enough for a 10 year old to be able to contribute – simplify where necessary but do keep any critical language that is necessary to clearly describe the situation, problem, deficiency or issue.

The following items are a suggested listing of background information to fill out to create a strong “Quest” – the more relevant information you have about a problem, product deficiency, process issue or concern the easier it will be to create truly impactful solutions and new unique idea stories. Create about 2-3 paragraphs of description minimum for each area and spiral up and down to create a systems perspective or point of view for the “system”...down for the sub-system(s) [micro view] and then out for the super-system(s) [macro] view of the quest. Anyone or anything that is connected, interconnected, influenced or impacted by the quest should be identified. It would be similar to a newspaper or magazine article where you can pull or glean the following background information:

- Title – a short description of what the Quest should be called.
- Who – Who is impacted or involved in any way to the area we want to make a change to, this includes all stakeholders in the existing systems and adjacent systems that are connected by an interface.
- What – What is the performance characteristic...what does it do...or not do.
- Where – Where does this system perform such as the geographical location, inside of another system, a piece of a widget or any information on its position in a space domain.
- When – When is the system working, or not working in a time domain (can be minutes, days, months or nested inside other events or phases of a process)
- Why – Why is the system there, what function or service does it perform.
- How – How does the existing system work and what is missing from the functionality or performance.

Once you have this background information you should provide it to the PRIZM participant members for review to see if there is any additional relevant information from others point of views that should be included. Add any of this to the list (it is not uncommon to have 10-20 pages of background information, facts, pictures, illustrations or documentation depending on the type of Quest to be pursued.