### TSC Category
Design

### TSC
Imagination and Exploration

### TSC Description
Utilise imagination and design exploration techniques across multiple disciplines to envision better outcomes and develop possible and relevant solutions

<table>
<thead>
<tr>
<th>TSC Proficiency Description</th>
<th>Level 1</th>
<th>Level 2</th>
<th>Level 3</th>
<th>Level 4</th>
<th>Level 5</th>
<th>Level 6</th>
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<tbody>
<tr>
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<td>LNS-ACE-3015-1.1</td>
<td>LNS-ACE-4015-1.1</td>
<td>LNS-ACE-5015-1.1</td>
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<td>Develop strategies and techniques to nurture the creative and imaginative capabilities of stakeholders</td>
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<td>Create an imagined future and possible alternative worlds by challenging one’s world view assumptions and developing varied iterations of possible solutions</td>
<td>Proliferate creative imagination techniques and embed reflection time into work processes to enable stakeholders to envision new solutions</td>
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### Knowledge
- Exercises for developing imagination
- Problem solving frameworks
- Creative imagination development techniques
- Divergent exploration techniques
- Innovative storytelling techniques
- Trend extrapolation techniques
- Concept of cognitive biases
- Visualisation techniques
- Theories of problem solving frameworks
- Principles of convergent and divergent thinking
- Role of creativity in strategic leadership
- Role of futurist thinking and its relation to strategic leadership
- Types of cognitive biases
- Principles of innovation management
- Art and science of persuasion

### Abilities
- Generate future-oriented thoughts and solutions by forecasting oneself or others into temporally, spatially and emotionally different contexts and situations
- Develop iterative explorations of solutions for design fine-tuning and selection
- Reflect on one’s hopes and dreams of near and further future
- Create an imagined future that takes into consideration the perspectives of other individuals and cultures to understand the values of others
- Build reflection time into work activities to enable stakeholders to synthesise information
- Synthesise information with personally meaningful content and existing knowledge schemas to draw conclusions
- Construct new strategies to attain desirable possible futures for the organisation
- Combine unrelated ideas or concepts to generate new solutions for the organisation
- Relate creative approaches to real-world challenges and issues
- Guide stakeholders to generate new “out-of-the-box” ideas
- Paint vivid stories to describe emerging possibilities
<table>
<thead>
<tr>
<th>Consideration future behaviour shifts</th>
<th>Connections to real-world issues</th>
<th>Challenges for the organisation</th>
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<tbody>
<tr>
<td>Utilise visualisation exercises to generate visual imagery and recreate visual perception</td>
<td>Translate ones' hopes and dreams into strategies for future success</td>
<td>Develop techniques to adapt strategies and goals in line with organisational and sectoral changes</td>
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<td>Create and communicate narratives of how the future would look like to stakeholders</td>
<td>Create mental pictures of how design concepts will look, feel and function</td>
<td>Persuade and influence key decision makers to support new strategies for future success</td>
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<td>Explore possible new products, services, designs and styles</td>
<td>Lead stakeholders to mentally visualise the look, feel and function of new design concepts and how they impact users and organisation</td>
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<td>Finalise design concepts through an iterative process of using creative exploration techniques and subsequently refining the concepts</td>
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