

Wisconsin Future Problem Solving
Affiliate of Future Problem Solving Program International

Scenario Performance

Basics for Coaches
2022-2023



Entries due February 10, 2023
Entry fee \$25

Wisconsin Future Problem Solving Scenario Performance Competition 2022-2023



What is Scenario Performance?

Scenario Performance is a relatively new Future Problem Solving component, with the inaugural competition at the 2015 International Conference. In Scenario Performance, students choose from four annual topics that interest them as they project twenty years into the future and create a futuristic story related to the topic. This story is not written out in full, as it is going to be “told” and should be more “natural” and “spontaneous” in nature. Up to 10 cue cards may be used in the presentation.

Why Scenario Performance?

Scenario Performance (ScP) was designed by FPSP Australia to develop and sustain the oral tradition of storytelling. Essentially, ScP is for students who enjoy storytelling. This option is ideally suited to students who show thinking abilities in different ways - particularly for those whose cultural heritage and/or learning styles prefer oral communication. It is also ideal for developing thinking skills. A rubric-based authentic evaluation is provided for competitors, giving students tools for continuous growth.

Who can participate in Scenario Performance?

Students may participate in Scenario Performance in three divisions: Junior (grades 4-6 or the equivalent), Middle (grades 7-9), and Senior (grades 10-12). For students who participate in the Global Issues Problem Solving and/or Scenario Writing components of FPSPI, Scenario Performance can serve as an excellent complement to their work on any of the topics used in Global Issues Problem Solving or Scenario Writing. Scenario Performance is also an excellent offering for students who do not participate in other components of FPSPI; the creative storytelling may appeal to students who are not drawn to the writing and/or the team orientation of the other components. Scenario Performance can be used as a stand-alone activity by an FPS coach, a drama/debate teacher, a parent, or any instructor with students who are interested in creative storytelling.

Scenario Performance Topics 2022-23

- E-Waste
- Digital Realities
- Robotic Workforce
- Throw Away Society

Note: Topic for live competition
at the International Conference
will be announced March 1

Do students need to know the creative problem solving process for Scenario Performance?

The creative problem solving process is used in the Global Issues and Community Problem Solving components. Although knowing the process can help students to think about the future, it is not a prerequisite for Scenario Performance. However, students should do some reading about the topic they select for their story.

How can I get started with my students?

The best way to become acquainted with Scenario Performance is to view and listen to sample performances and storytelling presentations. A winning Scenario Performance video example is found at www.fpspi.org (About Us: Competitive Components: Scenario Performance).

How much help should I give?

The student's story must be original. As coach, you may listen to the student practice, ask questions that occur to you as a listener, and make general suggestions for improvement in storytelling techniques. Cue cards, if used, must be created by the student.

How is Scenario Performance evaluated?

Scenario Performances submitted to Wisconsin FPS via video are scored by evaluators who consider these elements: storytelling techniques, audience awareness, use of voice, development of story, characterization, creative thinking, connection to topic, and futuristic thinking. Evaluation and feedback is provided via a rubric-based score sheet.

How do I enter student work for Scenario Performance?

Follow the requirements for submitting entries as outlined in this document. Entry forms can be found at wisfps.org. Click on Registration and Fees.

What is the timeline for Wisconsin performances?

Scenario Performance video entries are due in early February. Evaluation takes place in February, and results are announced in late February or early March. There will be three winners in each division.

What happens at State Bowl?

The winning storytellers will be invited to attend the opening activities on Thursday evening at State Bowl to receive their awards. Other activities for Scenario Performers will be announced with State Bowl materials.

What happens at the International Conference?

High quality first place Wisconsin Scenario Performers are eligible to participate in a live competition at the International Conference. **NOTE:** For the International Conference competition, Scenario Performers will create a new scenario based on the IC topic.



Scenario Performance Requirements 2022-2023

Please distribute to students who are preparing performances for competition.

STORY CONTENT

At least 20 years in the future	A Scenario Performance is the TELLING of a story that might take place as a logical outgrowth of actions or events that took place earlier. It must be presented <i>as though the future were the present</i> . Futuristic concepts and trends are incorporated into the story, but a specific date is not required.
Related to one of the four FPSPI topics	The scenario must have a recognizable relationship to one of the topics for the year. It should be obvious which topic you are using when listening to the performance. You can find descriptors for the topics in this document. Chapters of article summaries on the topics (<i>Readings, Research, and Resources</i> books) can be purchased at fspimart.org .



VIDEO PERFORMANCE DETAILS – Coaches review before submitting!

Max time 5 minutes	The presentation may not exceed 5 minutes. Minutes and seconds of the video submitted must be indicated on the entry sheet. A presentation that is too short may not adequately convey a fully developed story.
Max of 10 cue cards	Cue cards are not required, but students may use up to 10 cards no larger than 4x6 inches that are created by the student. The cards are for quick reference; they should contain only brief notes or outline phrases, not sentences. Each card is limited to 20 words. If used, submit one pdf with scans or photos of the cards.
Continuous video	The recording must be continuous, with no cuts, edits, or movements of the camera location. The story must be TOLD , not READ .
Single camera focus	The focus must remain constant with the camera focusing on the head and shoulders of the performer OR a full body shot, sitting or standing. The location of the video may not “contribute” to the story.
Limited movement	The performer may use gestures and facial expressions, and may sit or stand in one place. Moving around to “act out” the story is not allowed.

ENTRY SUBMISSION – All parts of the entry must be submitted by the COACH.

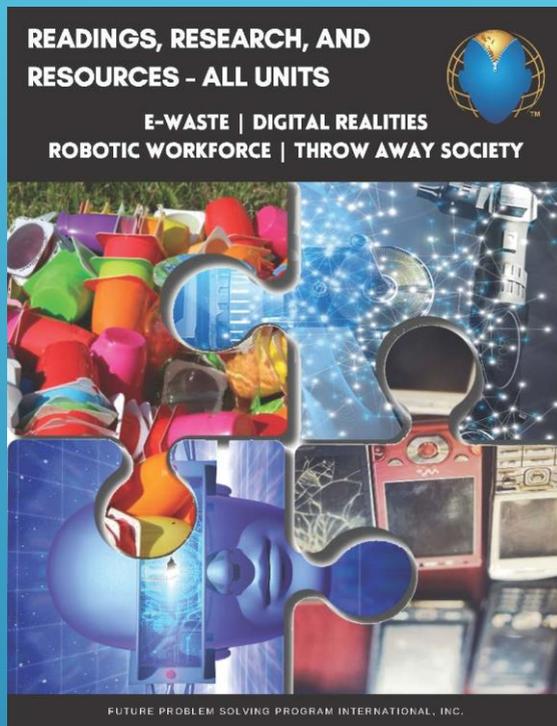
Document	Format	Label file	Submit
Scenario Video	Digital video file	Junior Smith SP Video Middle Jones SP Video Senior Anderson SP Video	Via Dropbox or other large file transfer method
Scenario Performance Entry Form	Microsoft WORD only	Junior Smith SP Entry Middle Jones SP Entry Senior Anderson SP Entry	By e-mail to lynn.wisfps@gmail.com
Publication Release & Cue Card images	PDFs	Junior Smith SP Release (stud) Junior Smith SP Cards (if used)	
Fees	\$25 per entry. Check or cash mailed, POs mailed or e-mailed		Wisconsin FPS 3318 Conservancy Lane Middleton, WI 53562

All parts of the entry must be submitted, e-mailed, or mailed by February 10, 2023

Scenario Performance Essential Offerings

Available for purchase at www.fpspimart.org

Readings, Research, and Resources

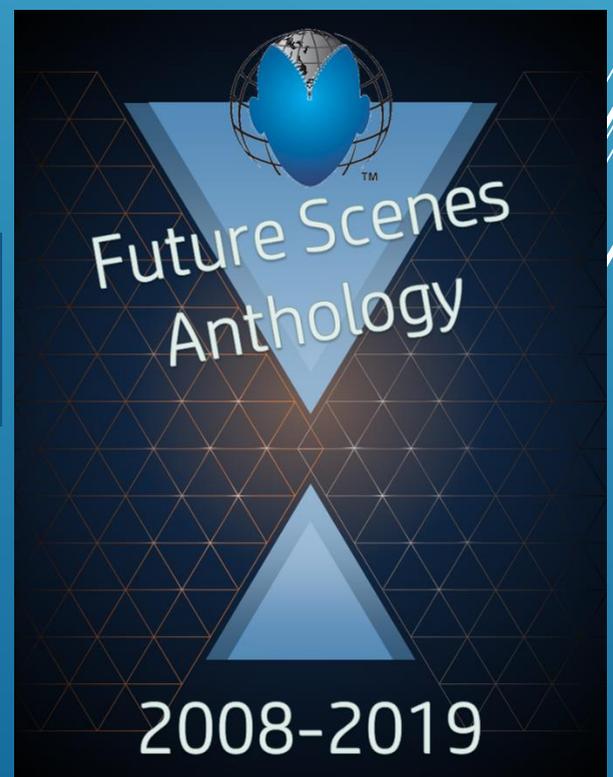


Provides essential background information on the topics for scenario writers and performers.

- Terms and Definitions
- Topic Overview
- Q&A
 - Includes narrative writing questions
- Article Summaries
- Digital Resources

Future Scenes Anthology

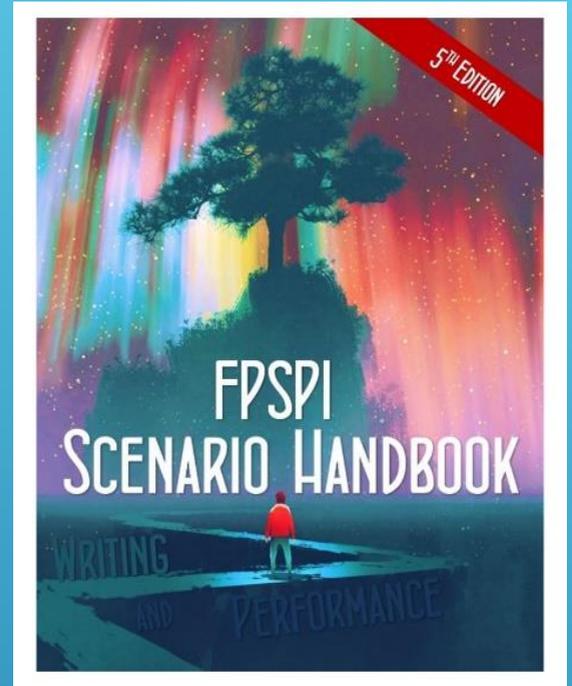
With Future Scenes from 2008-2019, Scenario Performers can find inspiration in these stories and topics!



Scenario Handbook

Designed to help teachers effectively guide students in Scenario Writing and Scenario Performance. This handbook was updated in 2018 to include new activities and information.

- Explanations of scenario development
- Classroom activities
- Award-winning student work



Available at www.fpspimart.org

Scenario Performance Topics 2022-23

Click [HERE](#) for a video introducing the 2022-23 topics.
The links to Suggested Readings for each topic are found [HERE](#).

E-Waste (Practice Problem 1, 2022-23)

Electronic devices are often replaced with the latest version at an alarmingly fast pace. These constant upgrades add to e-waste, significantly impacting the environment and reducing natural resources while consumer demand is being met. Tens of millions of tons of such materials are discarded every year worldwide. Electronic products are full of hazardous substances such as toxic materials and heavy metals that can threaten humans, plants, and animals. One method of disposal often employed by developed states is to offload e-waste to low-income countries for resale or demolition. This offloading places developing nations at greater risk of exposure to toxic chemicals and materials. Meanwhile the high rate of device upgrades in developed countries has significant consequences for both people and the environment.



What impact does planned disposal have on the amount of e-waste? What incentives can be developed to promote software upgrades for existing devices? As the appetite for ever-increasing technological devices continues, what are the implications for how we dispose of these devices? How can more effective and ethical responses to recycling and disposal policies be encouraged to protect human life and the global environment in the future?

Digital Realities (Practice Problem 2, 2022-23)



Technologically, virtual reality is widespread and expanding its application through augmented, enhanced, mixed, and other forms of digital realities. The options and opportunities for its application appear boundless through the integration of 3-D images, gaming, computer-assisted instruction, equipment simulators, and entertainment platforms. The imposition of holographic images over real-world views have applications ranging from education, archaeology, and engineering, to sports training, video games, and artistic expression. The utilization of augmented reality technology is already making significant changes to the manufacturing industry.

What other industries will it revolutionize? The inclusion of haptic, visual, and auditory overlays can be both constructive and destructive to users. New opportunities are provided to individuals with disabilities. New treatments are made available to the ill. How will enhanced reality impact human interactions? Digital reality is constantly evolving with advantages for all fields. How will we deal with the fiscal, educational, and psycho-social issues that might arise?

Robotic Workforce (Qualifying Problem, 2022-23)

Machines were developed to assist with dangerous and difficult jobs. At present, unskilled human labor is being replaced with robotics more quickly than at any time in history. Advancements of such machines move technology closer and closer to lights-out manufacturing. In countries with robust national safety nets, these changes are viewed as inevitable, and they have begun to explore new human employment concepts. Robotic workers often provide for human safety as in the case of bomb disposal. Laborers are fearful of how these looming employment changes and uncertain of how their work life will proceed. A robotic workforce's effects go beyond manufacturing as university-trained individuals such as lawyers and accountants are already being impacted by automation.



What will the human workforce of the future look like? Will specialized training and education be needed for a combined human and robotic workforce? What will our future work force look like? How will our future economy be impacted by robotics in the workforce?

Throw Away Society (Affiliate Bowl, 2022-23)



Consumerism has promoted a 'throw-away' society – one in which people do not keep things for very long, preferring single-use and disposable items. This societal approach leads to overconsumption of short term items instead of durable goods that can be repaired. Widespread social influencing often encourages people to focus on the consumption, ownership, and display of material possessions to mark an individual's social status, identity, and standing. This impacts the environment, lifestyles, and distribution of wealth. Consumerism stretches the world's limited natural resources. Production is dictated by consumer demand, and businesses try to provide consumers with a growing number of options, including branded goods, to stay afloat. Many products are often fads or are adapted and modified regularly to entice consumers to buy the upgrades despite already having durable ones. Constant upgrades are sought in an effort to achieve greater social standing through material possession instead of meaningful acts.

How can societies value all of their members while allowing for - and encouraging - individual perspectives and desires? What are the appropriate balances between local values and global aspirations for consumers?



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Tips for Scenario Performance Coaches

General

- A great place to start is to review the evaluation criteria with students; then listen to several scenario performances, discussing them in light of the criteria.
- When submitting a video for the competitive round, follow the Scenario Performance Requirements carefully.

Topics: Review each of the four topics with students.

- Which topic interests them the most?
- Read the topic overviews from the *Readings, Research, and Resources* publication for basic information.
- Generate imagined futures for the topics.

Research: Once a topic is selected, students should read as much material on their chosen topic as they need to understand its various facets.

- The appropriate chapters from the *Readings, Research and Resources* publication and other information that students find online or in the library are useful materials for understanding the topic.
- As students read, have them take notes on facts that may be useful in their story, as well as impressions, emotional reactions, or ideas they have while reading the materials.

Characterization: Scenario performers should develop a central, identifiable, sustained character(s) -- animate or inanimate.

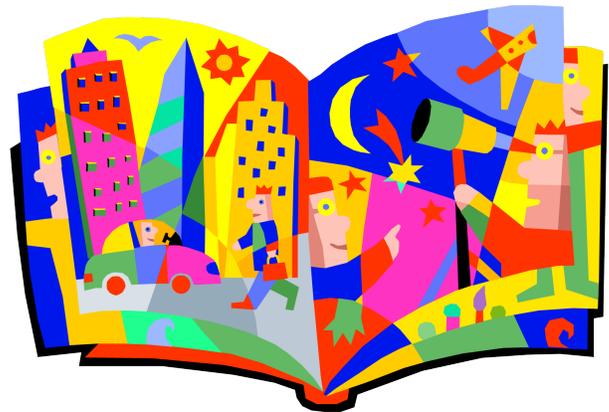
- 1-2 main characters are usually enough for a story of this length.
- Character development should take place throughout the events of the scenario.

Futuristic Elements: Scenarios should be **TOLD** as though the future is the present.

- A strong portrayal of futuristic trends and predictions should be evident.
- Lengthy explanations and descriptions of technology devices and social trends can interfere with the flow of the story.

Help with storytelling techniques: All authors may have adult help to learn and practice skills for good storytelling.

Practice: Provide opportunities for performers to present their stories to a variety of audiences to gain confidence and to receive feedback and ideas for improvement.



(Tips for Scenario Performance Coaches continued)

Be an Active Scenario Performance Coach!!

The student's work must be original. However, before submission each student's story should be heard by one or more adults who will discuss the presentation with the student and provide feedback. Drama and forensics coaches may be especially helpful with this. Listeners may want to use the evaluation criteria to guide their feedback.

Feedback: Legitimate assistance provides feedback and food for thought but does not make decisions for students about the story or the performance.

- Point out strengths
 - (Good word choice here. Dramatic use of voice in a section. Etc.)
- Ask questions that occur to you as a listener
 - (Why did the spaceship land in the middle of the city? What happened to the rest of the travelers, who only showed up at the beginning? Etc.)
- Make general suggestions for improvement
 - (More variety in intonation might make it more engaging. More description might give us a clearer image. You might want to let us know more about the thinking of the main character. More futuristic details might be good. Etc.)

Author Decisions: It should be up to the student author to determine what revisions to make in response to the questions and suggestions.



Tips for Scenario Performers

General

- This is **STORY TELLING**, not **STORY READING**!
- Creative ideas *and* good vocal technique are both important!
- Identify a target audience for your story, and construct the plot for that group.
- When submitting your entry, follow the instructions carefully. See Scenario Performance Requirements for more information.



Pre-Storytelling

- Read and gather information in *Readings, Research and Resources; Omni; Futurist; Discover, etc.*
- Write an outline or rough plan of the main events in the story.
- Use key words or phrases to indicate the selected topic and the time period in which your story is set.

Character(s)

- Use a minimum number of characters, animate or inanimate (usually 1–2 protagonists).
- Introduce the main character(s) as soon as possible; place the lead character directly into the situation.
- Demonstrate how things have changed and how the main character is affected.
- If conflict is a central part of the story, lead to the point where the character(s) has a chance to “win, lose or draw.” This sets up a moment of suspense.

Idea Development

- Imagine ideas for a society that will exist more than 20 years from now. List a variety of possibilities.
- Involve the audience (listeners) immediately as your presentation begins.
- Use conflict, adventure, suspense, humor (satire, parody) in the development of the story.
- Develop the idea of the scenario to point out positive social and cultural aspects or the consequences of doing without them.
- Form the climax as a logical outgrowth of the story line or character development.
- Provide a resolution to any conflict developed in the scenario.
- Provide a conclusion. Be sure to end; don’t just stop without giving the listener something think about.

(Tips for Scenario Authors continued)

Technique

- Choose a story approach that suits your main idea and your strengths as a storyteller. This is a storytelling performance, not an “acting” performance. The telling of the story should show evidence of some spontaneous thought.
- Up to 10 cue cards may be used, with no more than 20 words per card. These are for reminders; do not READ them. Cue cards are optional.
- Use first or third person narrative. Incorporate dialogue, if appropriate.
- Demonstrate a suitable tone/voice throughout the performance.
- Vary the sentence structure. Use interesting vocabulary and appropriate grammar.
- Engage listeners by **TELLING** the story so as to elicit an emotional response.
- Exhibit the storyteller’s personal touch through vivid, colorful description that gives the story life and spirit. Show, don’t tell!
 - Telling: He got out of bed and sat at his desk to start the day.
 - Showing: Gradually, he rubbed the sleep from his eyes and shuffled out of bed, pulling on a worn corduroy robe before settling at his desk to start the day.
- Wrap up the performance with an appropriate ending.

Creative and Futuristic Thinking

- Incorporate creativity into your story ideas – use inventive, innovative, original, resourceful ideas.
- Incorporate futuristic thinking into your story – portray futuristic information and trends. It is fun to explain how inventions affect our future lives, but don’t “overgadgetize.”

Post-Performance

- Practice multiple times before recording, alone and with a live audience.
- Create a video and view to critique your performance!
- Listen for places to improve:
 - Is the story whole, unified, and on topic?
 - Is your vocal expression clear, coherent, and engaging?
 - Do you need to record the performance again? Remember, the recording must be continuous. No editing of any sort is allowed on the submitted video.
- Ask others to listen and to give you feedback based on the evaluation criteria.



Scenario Performance Evaluation Criteria

NOTE: If the story is READ instead of TOLD, it is **NOT** a scenario performance! Up to 10 cue cards may be used, with no more than 20 words per card.

Storytelling Techniques

Exemplary performances will exhibit clarity of the spoken voice, with effective pacing of the story performance and seamless transitions that enhance the flow of the story. The storytelling techniques will be easily understood by the audience. (Scored 1-5)

Audience Awareness

In exemplary performances, the storyteller establishes and maintains a strong awareness of and communication with the audience. The performance involves the listener, elicits emotional responses, and motivates the listener to consider consequences. (Scored 1-5)

Use of Voice

In exemplary performances, the storyteller shows a clear, distinctive personal touch and a contagious passion. Vivid descriptions and a variety of tone techniques make the story lively and engaging. Stylistic elements are uniquely mastered. (Scored 1-10)

Development of Story

Exemplary stories will include complex ideas supported by rich, engaging, and pertinent details, and will show strong evidence of analysis, reflection, and insight exploring different aspects of the topic. The plot is developed in depth and supported by elaborated details. (Scored 1-10)

Characterization

Exemplary stories will have authentic character(s) with dynamic nature enhancing the overall impact and effectiveness of the story. Characters will evoke an emotional response. The storyteller will achieve a sense of total involvement with the character(s). (Scored 1-5)

Creative Thinking

Exemplary stories will have a strong portrayal of innovative/ingenious/novel ideas with unusual/imaginative details and vocabulary that provide a unique and powerful experience for the listener. (Scored 1-5)

Connection to Topic

In exemplary stories, the storyteller maintains a strong connection to the topic that is artfully blended with the story line; the setting is clearly 20-30 years in the future. (Scored 1-5)

Futuristic Thinking

Exemplary stories will show a portrayal of futuristic trends that enhance the storyline, and will create a future society in language and ideas. (Scored 1-5)

