

Futurescapes Navigator

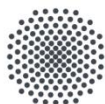
A scenario game for exploring futures*

* Based on Cross-Impact Balance analysis CIB (Weimer-Jehle 2006, 2023)

II. For facilitators



Partners of the ZuWaKo project



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Seit 1765.

Futurescapes Navigator Game Manual - Demo Matrix Water

Instructions for Game Facilitators

Access to the web application:

<https://scenariowizard.org/FuturescapesNavigator/login/FN.php>

Background information:

www.zuwako.de

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This is the game manual for people who want to run the simulation games developed in the ZuWaKo project (www.zuwako.de) with the Futurescapes Navigator web application (Part A) and/or create their own simulation games (Part B).

Please first read the guide for players (Game Manual I) in order to become familiar with the basic logic of the game and the players' perspective. Both are not repeated here.

We hope that the Futurescapes Navigator is useful to you and wish you an enjoyable time playing. We look forward to your feedback:

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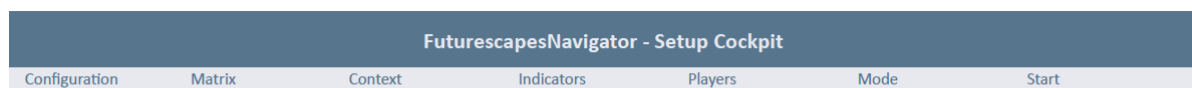
PART A: Running and adapting existing games as a game facilitator.

What does the game facilitator do in the Futurescapes Navigator? As a game facilitator, you have various tasks: you provide the game for the players, you accompany the game, and, if necessary, you also facilitate the exchange among the players.

1. Before the game

Please create your own account for the Futurescapes Navigator at <https://scenariowizard.org/FuturescapesNavigator/login/FN.php>, if you have not already done so. You will then be redirected to the setup cockpit for the game facilitator.

After logging in, you arrive in the setup cockpit with the menus Configuration, Matrix, Context Conditions, Indicators, Players, Game Mode, and Start.



Futurescapes Navigator Cockpit

The cockpit is used to define the conflict-interdependence matrix to be played, to assign roles to the players, and to start, monitor and end the game.

Please use the menu bar below the page title.

If you start with *Matrix load*, you will be guided through the necessary configuration steps.

You can find a guide for game masters [here](#). You can find a guide for players [here](#).

The Futurescapes Navigator web application was developed as part of the ZuWaKo project *Future Water Conflicts in Germany*. The project was funded by the Daimler and Benz Foundation as a Ladenburger Kolleg from 2022 to 2026.

Figure 1: The Futurescapes Navigator cockpit before the game

1.1 Configuration

Under **Configuration**, predefined game settings can be saved, loaded, deleted, or displayed. The configuration may contain one, several, or all settings for the matrix used, players (number, names, role assignment, and email addresses), context conditions, indicators, and game mode.

The scale ranges for synergy and indicators are not saved in the configuration. If

needed, these should be set in the relevant menus after loading the configuration (see Chapter 1.3.4).

The menu item Upload game description can also be used to upload a .pdf with information about the current game. It can then be accessed via the *Game* menu on the players' pages.

1.2 Matrix

The *Matrix* menu provides functions for loading, uploading, editing, saving, and deleting CIB matrices (.scw). These contain all information relevant to the game, such as contexts, decision tasks, action alternatives, indicators, as well as their interactions and the explanations for them. Matrices from the ZuWaKo project have already been saved. If you start with *Load matrix*, you will automatically be guided through all further configuration steps needed to configure the game sufficiently: context conditions, indicators, and players. The game mode is set to *continuous* by default, so it does not necessarily have to be configured separately.

Via the Matrix Upload submenu, you can upload additional CIB matrices in the file format to your account's matrix library (see also PART B). To use them, they must be selected via *Load matrix* after the *matrix upload*.

The *edit matrix* submenu allows you to modify a loaded matrix. Interactions and the corresponding explanations can be changed; to do so, click the sector of the matrix that you want to modify, and an editing form will open below the matrix.

I1 Protection against conflicts	
I2 Total water availability	

Editing form

A What measure do you take as a paper mill?			
A1 Expansion of production with increasing water consumption			
		A2 Investment in water efficiency	
		A3 Production and water consumption unchanged	
E How do you decide as the water authority?			
E1 Restrictions on agricultural abstraction	0 ▾	0 ▾	0 ▾
E2 Ban on garden irrigation and private pools	0 ▾	0 ▾	0 ▾
E3 Restrictions on industrial abstraction	-3 ▾	+2 ▾	-1 ▾

Explanations:

Only direct interventions in industry affect its behaviour. They prevent growth-oriented strategies, promote efficiency measures and relocation. Interventions in other sectors have hardly any influence on industry.

Figure 2: Editing form for the Cross-Impact Matrix

Changes made here are initially saved for the current game via the Submit button. If you want to use the modified .scw file beyond the current game, you can then save the changes in your account under the same or a new file name using Save matrix.

You can delete .scw files from your account via the Delete matrix submenu.

1.3 Context conditions and indicators

1.3.1 What is understood as context in the game?

Under Context Conditions, you can select whether and which game elements should be understood as external context conditions in your game. These are presented to the players as autonomous, fixed variables and cannot be changed by the players themselves. Selecting context conditions is optional; in other words, you do not have to select any context conditions.

Then click **Next**.

- ⇒ In the example, K1 changes in precipitation and K2 water awareness in society were selected as context conditions.

Futurescapes Navigator - Setup Cockpit

Configuration Matrix Context Indicators Players Game mode Start

Select context descriptors

Continue without making a selection if no context descriptors are to be defined

K1 Changes in precipitation	☒
K2 Water awareness in society	☒
A What measure do you take as a paper mill?	☐
B How do you behave as a household?	☐
C How do you decide as an agricultural business?	☐
D How do you act as a nature conservation organisation?	☐
E How do you decide as the water authority?	☐
I1 Protection against conflicts	☐
I2 Total water availability	☐

Continue

Figure 3: Selection of context conditions

1.3.2 Which context variant is played first?

If you have selected context variables, you can now set them. This means determining the variant of these context conditions under which the game is to be played.

- ⇒ In the example, K1.1 decrease in precipitation and K2.2 medium water awareness in society were selected.

Futurescapes Navigator - Setup Cockpit

Configuration Matrix Context Indicators Players Game mode Start

Set context descriptors

K1 Changes in precipitation	
K1.1 Decrease	☒
K1.2 Shift to winter	☐
K1.3 Alternating dry and wet years	☐
K2 Water awareness in society	
K2.1 High	☒
K2.2 Medium	☐
K2.3 Low	☐

Continue

Figure 4: Setting the active variant of the context conditions

Then click Next. The selected context conditions are displayed to you again. Click Next again.

1.3.3 What are indicators in the game?

You can now select whether and which variables you want to define as indicators. Indicators are variables that provide information about the overall state of the system. These passive variables are not played, but calculated by the system, since they result from the state of all other variables. Selecting indicators is also optional. Then click Next.

- ⇒ In the example, the two variables I1 overall conflict potential and I2 overall water availability were selected as indicators.

Futurescapes Navigator - Setup Cockpit

Configuration Matrix Context Indicators Players Game mode Start

Select indicators

Continue without making a selection if no indicators are to be defined

A What measure do you take as a paper mill?	☐
B How do you behave as a household?	☐
C How do you decide as an agricultural business?	☐
D How do you act as a nature conservation organisation?	☐
E How do you decide as the water authority?	☐
I1 Protection against conflicts	☒
I2 Total water availability	☒

Continue

Figure 5: Selection of indicators

1.3.4 The scale range of the indicators

If these are quantitative indicators (which have only one variant), you can specify the numerical range that the indicators can take (minimum and maximum).

If no entry is made, the maximum achievable scale range of all combinatorially possible scenarios is automatically assumed, including inconsistent ones.

For quantitative indicators with different polarity (e.g., indicator 1: a high value means a good system state; indicator 2: a high value means a poor system state), you can standardize the display in the game by swapping the descriptor's minimum and maximum values.

Futurescapes Navigator - Setup Cockpit

Configuration	Matrix	Context	Indicators	Players	Game mode	Start
---------------	--------	---------	------------	---------	-----------	-------

Edit minimum and maximum values of quantitative Indicators

The default settings are the absolute minimum and maximum values for all scenarios – including the inconsistent ones.

I1 Protection against conflicts	Minimum: -14	Maximum: 13
I2 Total water availability	Minimum: -7	Maximum: 6

Continue

Figure 6: Editing the scale range of the indicators

After the scale ranges of the indicators, you are forwarded to the setting for the scale range of synergy. Because calculating the preset synergy values is relatively computationally intensive, there is a short waiting period here.

1.3.5 The scale range of synergy

Synergy (see Game Manual for Players, 4.1) is calculated using the so-called Total Impact Score (TIS) of Cross-Impact Balance Analysis (CIB). However, only the TIS of those descriptors that are neither context assumptions nor indicators is calculated here; in the case of the demo game and the water games, this means the TIS between the selected measures. The influence of the context conditions (and, where applicable, the indicators) is excluded at this point, but is shown further down in the results (see Game Manual for Players, 4.5). The preset range is the range of all scenarios, including inconsistent ones.

Futurescapes Navigator - Setup Cockpit

Configuration Matrix Context Indicators Players Game mode Start

Edit minimum and maximum values of the synergy of the policy mix

Continue without making a selection if you do not wish to define your own values

Range of the synergy of the policy mix

Minimum:

Maximum:

Figure 7: Editing the scale range of synergy

1.3 Players

In the Players tab, the number of players can first be selected; the names of the players or their roles can then be entered. In addition, there is also the option to enter the participants' email addresses in order to automatically forward a personal invitation link to them. The personal links are shown again to the game facilitator when the game is started and can also be sent to the players manually by email, chat, etc. Finally, the players can be assigned responsibilities for the listed actors or decision tasks. Not every measure selection has to be made by a human player; it is also possible for the selection to be made randomly or automatically.

1.4.1 Random

If the "Random" option is set for a decision task, this means that the game makes a random selection that is independent of all others; each alternative is equally likely. This option can lead to inconsistent scenarios and is recommended for games in which an unpredictable factor is intended to play a role. For most games, the "Auto" option is therefore recommended.

1.4.2 Auto

With this option, the program can automatically make a decision for the respective decision task. In contrast to the random principle, the program checks which option is most plausible in the respective scenario. This is therefore an optimized selection of options.

Futurescapes Navigator - Setup Cockpit

Configuration Matrix Context Indicators Players Game mode Start

Assignment of decision-making tasks

Goal	Responsible player
A What measure do you take as a paper mill?	Game role 1 ▾
B How do you behave as a household?	Game role 2 ▾
C How do you decide as an agricultural business?	Auto ▾
D How do you act as a nature conservation organisation?	Auto ▾
E How do you decide as the water authority?	Auto ▾

Auto: The variant that is most strongly supported by the other descriptors is selected.
Random: One of the variants of the descriptor is selected at random. All variants are equally likely.

Figure 8: Assignment of decision tasks

1.5 Game mode

Before the game starts, the mode can be changed in the Game Mode tab. The continuous game mode is set by default. In this mode, the players' responses are passed directly to the game, and the new results are displayed immediately. Players can continuously change their responses and immediately observe the resulting changes for the overall system.

There is also the round-based game mode. Here, the result is only displayed once all participants have selected a response. If you change your decision, you have to wait for the decisions of all other players before the new result is displayed. If the game mode is to be changed to round-based, this can be done via the Game Mode menu.

Futurescapes Navigator - Setup Cockpit

Configuration	Matrix	Context	Indicators	Players	Mode	Start
---------------	--------	---------	------------	---------	------	-------

Game mode selection

☒ Continuous Mode
☐ Round-based Mode

In the **continuous game mode**, the interactions are recalculated after *every* decision.
 In the **round-based game mode**, the interactions are recalculated once *all* decisions have been made.

Figure 9: Selection of game mode

1.6 Start

Finally, the game can be started. Here, all settings are displayed once again on one page. When the game is started, a new window opens with the personalized links for the players as well as the link to the control cockpit for the game facilitator.

Futurescapes Navigator - Setup Cockpit																						
Configuration	Matrix	Context	Indicators	Players	Game mode	Start																
Game configuration overview																						
<table border="1"> <thead> <tr> <th colspan="2">Matrix</th> </tr> </thead> <tbody> <tr> <td colspan="2">DemoMatrixWasserEN.scw</td> </tr> </tbody> </table>							Matrix		DemoMatrixWasserEN.scw													
Matrix																						
DemoMatrixWasserEN.scw																						
<table border="1"> <thead> <tr> <th colspan="2">Context (optional)</th> </tr> </thead> <tbody> <tr> <td>K1 Changes in precipitation:</td> <td>K1.1 Decrease</td> </tr> <tr> <td>K2 Water awareness in society:</td> <td>K2.1 High</td> </tr> </tbody> </table>							Context (optional)		K1 Changes in precipitation:	K1.1 Decrease	K2 Water awareness in society:	K2.1 High										
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I2 Total water availability:																						
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E How do you decide as the water authority?:	Auto																					
I1 Protection against conflicts:	Auto																					
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<table border="1"> <thead> <tr> <th>Spielmodus</th> </tr> </thead> <tbody> <tr> <td>Continuous</td> </tr> </tbody> </table>							Spielmodus	Continuous														
Spielmodus																						
Continuous																						
The game is fully configured and ready to be started.																						

Figure 10: Overview of the game configuration

2. During the game

After opening the link, each player sees their personal game page. For details, see the Game Manual for Players.

After the game starts, the game facilitator is forwarded to the control cockpit via the "Continue to the Control Cockpit" button. The following information is provided there and can be shown or hidden by clicking ▶ .

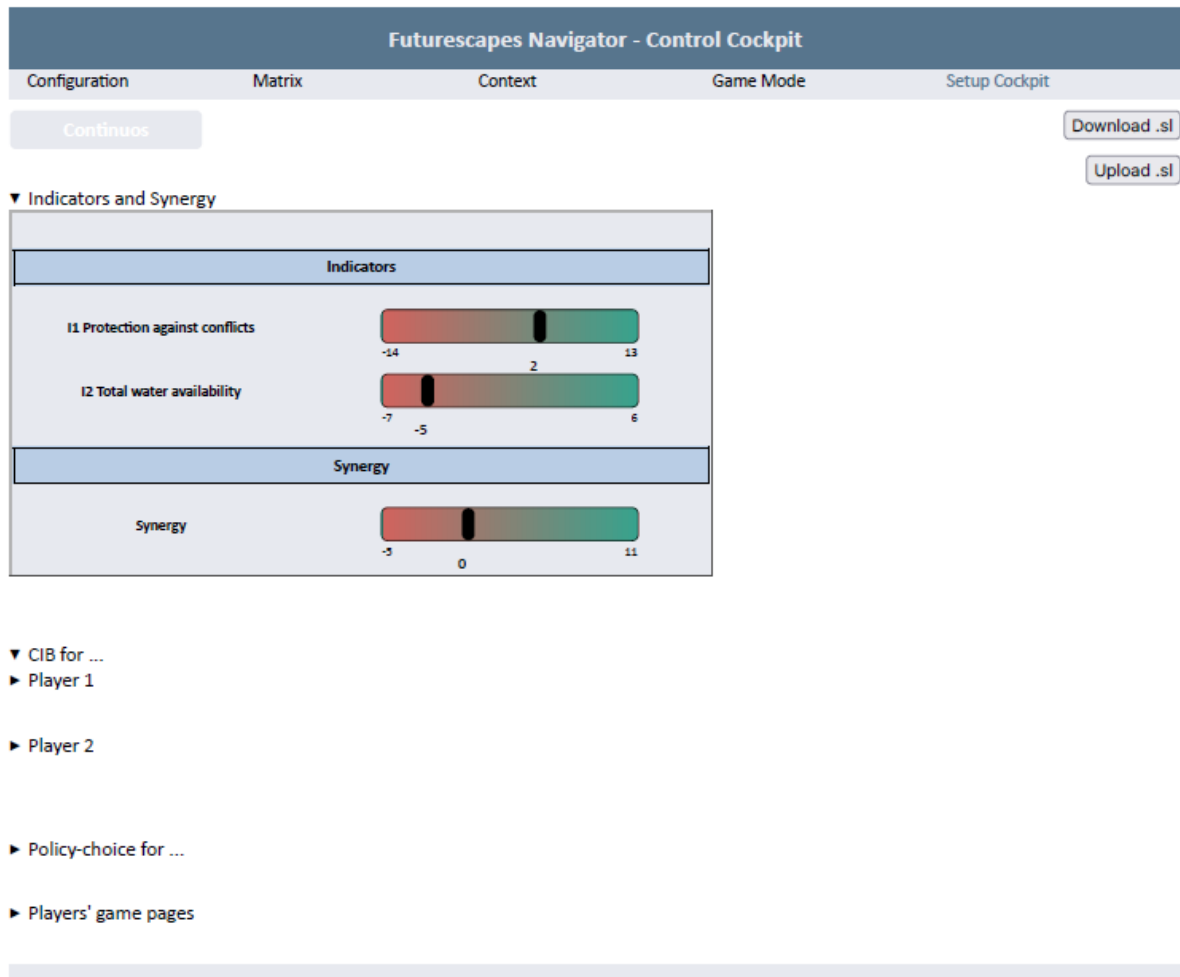


Figure 11: View of the control cockpit

2.1 Indicators and synergies

The current state of the indicators and the synergy of the current policy mix are displayed here. This display is identical on the players' pages.

2.2 CIB for ...

Here, the details of the interactions among all active players can be viewed. As on the players' pages, the explanations for the interactions can also be viewed by clicking.

2.3 Policy selection for ...

Especially in round-based mode, it is often helpful to know which player has not yet made a selection in the current round. It also lists how many rounds each player has already played; in continuous mode, the number of rounds may differ between players.

2.4 Game-page links

The start address of all players' pages is displayed here.

In addition, 5 menus are available in the control cockpit. Unlike in the setup cockpit, clicking here opens a new tab in which the following settings can be made:

Configuration

Opens a new tab in which the current configuration is listed.

Matrix

Opens a new tab in which the matrix can be edited while the game is running.

Context conditions

Opens a new tab in which the context conditions can be changed while the game is running.

Game mode

Opens a new tab in which the game mode can be changed while the game is running.

Download .sl

Downloads a log of the current game in which each round is documented. The log follows the .sl format and can be analyzed in ScenarioWizard, for example. In continuous mode, the decisions of the player who last posted their decision are recorded in the file's name field. In addition, the weighted average adjustment requirement of the policy-mix scenario is recorded in both continuous and round-based mode.

Upload .sl

Opens a new tab in which .sl files can be uploaded, selected, and deleted. If a solution list matching the matrix being played is uploaded, a scenario can be selected from it and loaded into the game. If a previously downloaded log is uploaded here, the constellation of each previously played round can be loaded into the game.

3. End of the game

Continue the game until you no longer achieve any improvement. Consider the jointly developed policy mix and discuss its possibilities (implementability, obstacles, etc.). You can also analyze the solution list of the rounds played.

3.1 Game variants

As the game facilitator, you can invite participants to play additional variants:

3.1.1 Role change (change of perspective)

You can play the game again with newly assigned roles in order to encourage players to change perspective.

3.1.2 Change of context conditions (robustness test)

Via the Context Conditions menu, you can change the current context conditions in order to see how robust the current policy mix is under different context conditions.

3.1.3 Exploration of scenarios

Via the Upload .sl menu, you can have the players view a predefined scenario, explore its interactions, and discuss it.

3.1.4 Single-player vs. multi-player vs. tandems

The openness of the application enables many game formats, including with regard to the number or grouping of players.

In single-player mode, the focus is on testing and exploring different scenarios as well as central interactions. The player can take on one or more decision tasks and thus exert varying degrees of influence themselves. The computer takes over the remaining decision tasks. Especially for complex matrices or simulation games designed for learning, single-player mode can be helpful.

In multi-player gameplay, several players play with one another at the same time. Each player has one or more decision tasks and, with the help of measure selection and joint exchange, tries to explore scenarios and move closer to a good solution for everyone. Usually, each participant takes on one role; however, experience has shown that assigning a role to a tandem can be beneficial, especially in complex games, because it creates discussion, allows decision options to be reflected on together, and enables people with different backgrounds to learn from one another.

In all cases, a game facilitator or a person who is generally familiar with the application is recommended.

3.1.5 Together in one room vs. fully online

The simulation game was designed as an online application to enable participants to use it both online and on site.

Because exchange among the players is a central element of the game, playing in a shared room is recommended. This makes interactions between participants easier and the support provided by facilitation more immediate. However, the online mode has also proven to be a good alternative, ideally using online meeting rooms with breakout rooms for subgroups such as player tandems to support discussions, and with two game facilitators because more effort is required for technical processes.

The advantage of online mode is that people who are geographically distant from one another but could learn from one another can be brought together quickly and easily. In

both formats, but especially in the online format, it has become clear that a good introduction before gameplay begins is important.

3.1.6 Facilitation- previous experience

Facilitation plays a central role in this simulation game. It includes content-related competence in the game, time structuring, support with gameplay, and guiding the mutual exchange. Due to the high complexity of the games, participants may lose their way in the game without appropriate guidance. It is recommended, especially at the beginning, to specify a clear game sequence, i.e., how long and in what way the game is played, for example: everyone first plays three rounds and then there are discussions. With inexperienced players, sufficient time must be planned for reading and thinking through the material; a joint test round can be helpful here. Later, the players' wishes can increasingly be taken into account and the process adapted accordingly. In addition, the facilitator should know the game well enough to clarify any uncertainties if necessary.

PART B: Creating your own games

4. Basis: Cross-Impact Balance Analysis CIB and the ScenarioWizard

The Futurescapes Navigator is based on the same **CIB matrices** that are used for Cross-Impact Balance Analysis (CIB). CIB (Cross-Impact Balance Analysis) is a qualitative-quantitative form of system and scenario analysis. CIB matrices describe complex systems by means of descriptors, their variants, and the promoting and inhibiting interactions between the variants (Weimer-Jehle 2006, 2023). Your own CIB matrices can be created with the ScenarioWizard software developed by Wolfgang Weimer-Jehle. ScenarioWizard is freely available as a desktop version (for Windows) with a manual and as an online version with tutorials (platform-independent) at:

https://www.cross-impact.de/deutsch/CIB_d_ScW.htm

For the basics of CIB, the textbook (Weimer-Jehle 2023) is also recommended:

- Weimer-Jehle, W. (2023): Introduction to Cross-Impact Balance Analysis (CIB) - Pathways to Qualitative System and Scenario Analysis. Springer Gabler, Wiesbaden. doi:10.1007/978-3-658-41497-9.
- English edition: Weimer-Jehle W. (2023): Cross-Impact Balances (CIB) for Scenario Analysis - Fundamentals and Implementation. Springer Berlin, Heidelberg, New York. doi:10.1007/978-3-031-27230-1.

Notes:

- Exchanging CIB matrices (data type ".scw") and solution lists (".sl") between ScenarioWizard and the Futurescapes Navigator is possible and useful.
- Please note: the name of an ".scw" file must not contain any periods (e.g., "V1.4").

5. Types of matrices

In principle, it is possible to "play through" any CIB matrix in the Futurescapes Navigator. However, matrices that include different types of descriptors (system elements) are particularly suitable:

Table 1: External, internal, and passive descriptors

Type	Implementation in the ZuWaKo games and in the Futurescapes Navigator		Example from the demo game	
	Descriptors	Variants	Descriptor	Variants
External (autonomous)	Contexts/context conditions	Alternative future developments	K1 Changes in precipitation	K1.1. Decrease; K1.2 Winter shift K1.3 Alternating dry or wet years

Internal (interlinked)	Decision task	Alternative measures	D How do you act as a nature conservation organization?	D1 Pressure on industry or agriculture (lobbying and lawsuits) D2 Raising public awareness (education and public relations)
Passive (receives influences, but does not send any)	Indicators	- Nominal: red, green, yellow - Binary: e.g., increases/decreases - No variants (quantitative) impact judgments	I1 Protection against conflicts	For quantitative indicators, the indicator status is displayed numerically

6. Contexts

They denote the (changeable) context conditions and are used to represent uncertainty about the future. By changing the context conditions, either the robustness of policy mixes can be explored, or an ideal policy mix can be sought for each context condition.

More complex combinations of context conditions that are themselves based on specific configurations of a Cross-Impact Matrix can also be aggregated into a single "scenario descriptor" for this purpose. For Water Games A, B, and C, for example, the four consistent solutions of the Cross-Impact Matrix "ZuWaKo_Rahmenszenarien.scw" (Kosow et al. 2024) (1) Climate, environment and society in crisis, 2) Economy and agriculture in crisis, 3) Growth through adaptation to climate change, and 4) Sustainable transformation) were aggregated in the descriptor Context. The individual contexts and their interactions can be traced in the matrix "ZuWaKo_Rahmenszenarien.scw" and can also be taken from there for your own matrices. A solution list containing these four scenarios is also stored in your account (ZuWaKo_Rahmenszenarien.sl).¹

7. Measures

Measures are means used by an actor to achieve a goal. In a Cross-Impact Matrix, they can be represented in different ways:

¹ <https://doaj.org/article/d3a6610d2ca44f43b01204cddc7bb051>

7.1 As alternative measures

If several measures are available for achieving a goal and they are mutually exclusive, they are best represented by a single descriptor that can take on different variants. In the demo game, all decision tasks are designed as alternative measures. Alternative measures are also suitable when the selection of possible measures is very large and, for the purpose of interpreting the interactions, the focus is not exclusively but mainly on one particular measure.

7.2 As "on/off" measures

If several measures are available for achieving a goal and can be applied simultaneously, it is advisable to create a separate descriptor for each measure; as variants, it includes once the use of the measure ("on") and once the decision not to use this measure ("off"). In Water Game C, most measures are designed according to this pattern.

8. Indicators

Indicators show the system state with regard to particularly important variables that are designed as passive. They can be modeled either quantitatively or qualitatively.

8.1 Quantitative indicators

Quantitative indicators have no alternatives; instead, they show the state only via a numerical value. In the Cross-Impact Matrix, the strength and direction of effect of each descriptor variant on the indicator is recorded for this purpose.

8.2 Qualitative indicators

Qualitative indicators have several alternative states. The state that the indicator assumes is likewise recorded in the Cross-Impact Matrix. In contrast to quantitative indicators, however, the Cross-Impact Balance is used here to determine which indicator state is most plausible.

9. Supplementary descriptor types

Additional descriptor types can be used in game matrices as needed. The following table shows which supplementary types were used in ZuWaKo Games A-C and for which descriptors.

Table 2: Different descriptor types and their use in the ZuWaKo games

Type	Used in ...			Example
	Game A	Game B	Game C	
Local contexts: Are influenced by global contexts and modulate their effect for a specific local situation	X (K1 & K2)	X (K1-K6)	X (KF1-KF3)	K3 Urban drainage and service-water use; K6 Availability of natural springs;

Output or direct effects of decisions/instruments, which in turn have effects on, for example, passive indicators (outcome or impact, see above)	X (I_IND, I_HAU, I_LAN)			I_IND Burdens incurred by industry; I_HAU Costs incurred by households; I_LAN Burdens incurred by agriculture;
Auxiliary variables: The joint presence of two specific instruments triggers additional effects on the system	X (e.g., I1, I4, I5)		X (H1-H2)	H1 Elbe water transfer + water storage; I1 Actor behavior in water consumption;
Wildcard: An event with low probability but high damage potential affects the system	X (K2)			K2 Extreme event;

Glossary

CIB

Cross-Impact Balance Analysis, Weimer-Jehle 2006 and 2023.²³

Total Impact Score (TIS)

The Total Impact Score (TIS for short) is the sum of the interactions of all active descriptor variants in a Cross-Impact Matrix. It is a measure of the overall internal strength of the scenario logic, while the consistency value measures the logical strength of the scenario at its weakest point.

Policy mix

A policy mix is the combination of all measures selected by the players. It stands for the joint package of actions that actors in the game would implement together.

Indicators

Indicators are metrics that show how the policy mix affects the overall system. They make complex system effects visible and comparable.

Robustness

Robustness refers to the stability of a policy mix across different future scenarios. A robust mix therefore works well not only in one possible future context, but in several.

Qualitative explanation / quantitative assessment

The qualitative assessment explains substantively and argumentatively why and how one measure influences another. The quantitative assessment shows, using a numerical value, how strong the influence is and in which direction it acts.

Inconsistency values

Inconsistency values measure how contradictory a combination of measures is. High values indicate that decisions strongly impede each other or do not fit together from a system-logic perspective.

Context

In this case, a context describes the external conditions under which decisions are made (e.g., economic situation, climate conditions).

² [doi:10.1016/j.techfore.2005.06.005](https://doi.org/10.1016/j.techfore.2005.06.005) - Cross-Impact

³ [doi:10.1007/978-3-658-41497-9](https://doi.org/10.1007/978-3-658-41497-9)