

*A presentation for the
IFIP WG98.3 Task Force on Case studies of decisions making and decision support*

Action Learning within an Accelerated Solutions Environment

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Synopsis

This case study describes the development, design and operation of Action Research Event for a group of 50 LSE Masters Students, focusing on support for Decision-making. The decision-making case was the development of a new facility involving multidisciplinary collaboration at LSE, provisionally called Lse-lab. The event was mounted as a 4-hour workshop in the Accelerated Solutions Environment at Cap Gemini Ernst and Young's innovation Centre, in London.

The ASE is:

- A physical space as well as an intellectual and supportive environment; a production studio and a hub in a network;
- A unique combination of process, environment, methods and technologies designed to foster creative thinking and collaboration.
- A unique environment typically facilitating groups from 20 - 150 people from different backgrounds in pursuit of common goals, fostering rapid collaborative decision-making and leveraging best practice facilitation tools.

The ASE's unique combination of process, environment, methods and technologies is designed to foster creative thinking and collaboration, rapidly delivering implementable solutions and systemic learning .The ASE leverages collective knowledge and examines ideas from multiple vantage points to discover opportunities. The physical environment allows parallel and simultaneous processing of tasks to accelerate solution development, enabling groups to look into the future and simulate multiple scenarios and outcomes, using *extended language* to communication ideas in multimedia about *what is* and *what could be*

The presentation will examine and illustrate:

- What is the ASE
- Who were the students
- What were the objectives
- The objectives of this case study
- The process of decision support in an environment such as the ASE
- Problems of learning and teaching such a process
- Pathways of joining

We will explore

- Design issues
 - o Event
 - o Scoping
 - o Method
 - o Procedure
- The story of the event
 - o Link to the web-journal of the event: www.psych.lse.ac.uk/innovate
 - o Comments from students
- If one wants to go further...