

FACILITATING DISCUSSION: SIX ROLES FOR DISCUSSION

White Hat: is neutral & carries information; has to do with data and information.

- What information do we have here?
- What information is missing?
- What information would we like to have?
- How are we going to get the information?

Red Hat: gives people permission to put forward their feelings & intuitions without apology, without explanation, and without any need to justify them.

- Putting on my red hat, this is what I feel about the project.
- ...my gut-feeling is that it will not work.
- I don't like the way this is being done.
- My intuition tells me that prices will fall soon.
- It is sometimes valuable to get feelings out into the open.

Black Hat: judging.

- The "caution" hat
- The black hat prevents us from making mistakes, doing silly things, and doing things which might be illegal.
- The black hat is for critical judgment.
- The black hat points out why something cannot be done.
- The black hat points out why something will not be profitable.

Yellow Hat: is for optimism and the logical positive view of things.

- The yellow hat looks for feasibility and how something can be done.
- The yellow hat looks for benefits—but they must be logically based.

Green Hat: is for creative thinking.

- The green hat is for new ideas.
- The green hat is for additional alternatives.
- The green hat is for putting forward possibilities and hypotheses.
- The green hat is covers "provocation" and "movement"
- The green hat requests creative effort.

Blue Hat: an overview

- The blue hat is for process-control. The blue hat thinks about the thinking being used.
- The blue hat sets the agenda for thinking.
- The blue hat suggests the next step in the thinking.
- The blue hat can ask for other hats.
- The blue hat asks for summaries, conclusions, and decisions.
- The blue hat can comment on the thinking being used.

Extracted from: de Bono, Edward (1992), *Serious Creativity: Using the Power of Lateral Thinking to Create New Ideas*, London: Fontana, pp.77-81.

Methods to Educate and Involve the Public:

- Art workshop
- Award scheme
- Briefing workshop
- Choice catalogue
- Community profiling
- Design game
- Design workshop
- Electronic map
- Field workshop
- Gaming
- Ideas competition
- Interactive display
- Models
- Newspaper Supplement
- Photo survey
- Planning for real
- Street stall
- Urban design studio
- User Group