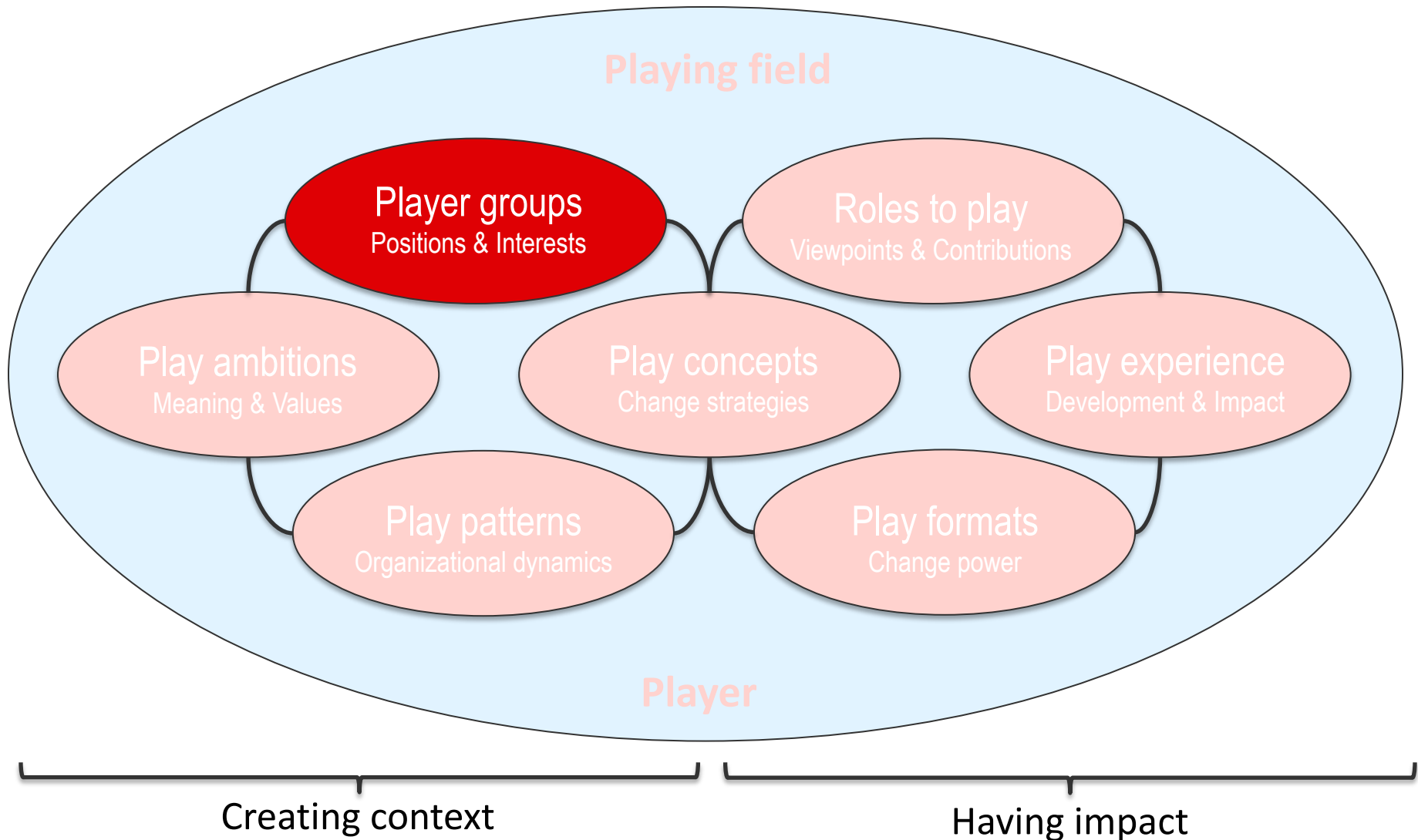# Identifying player groups
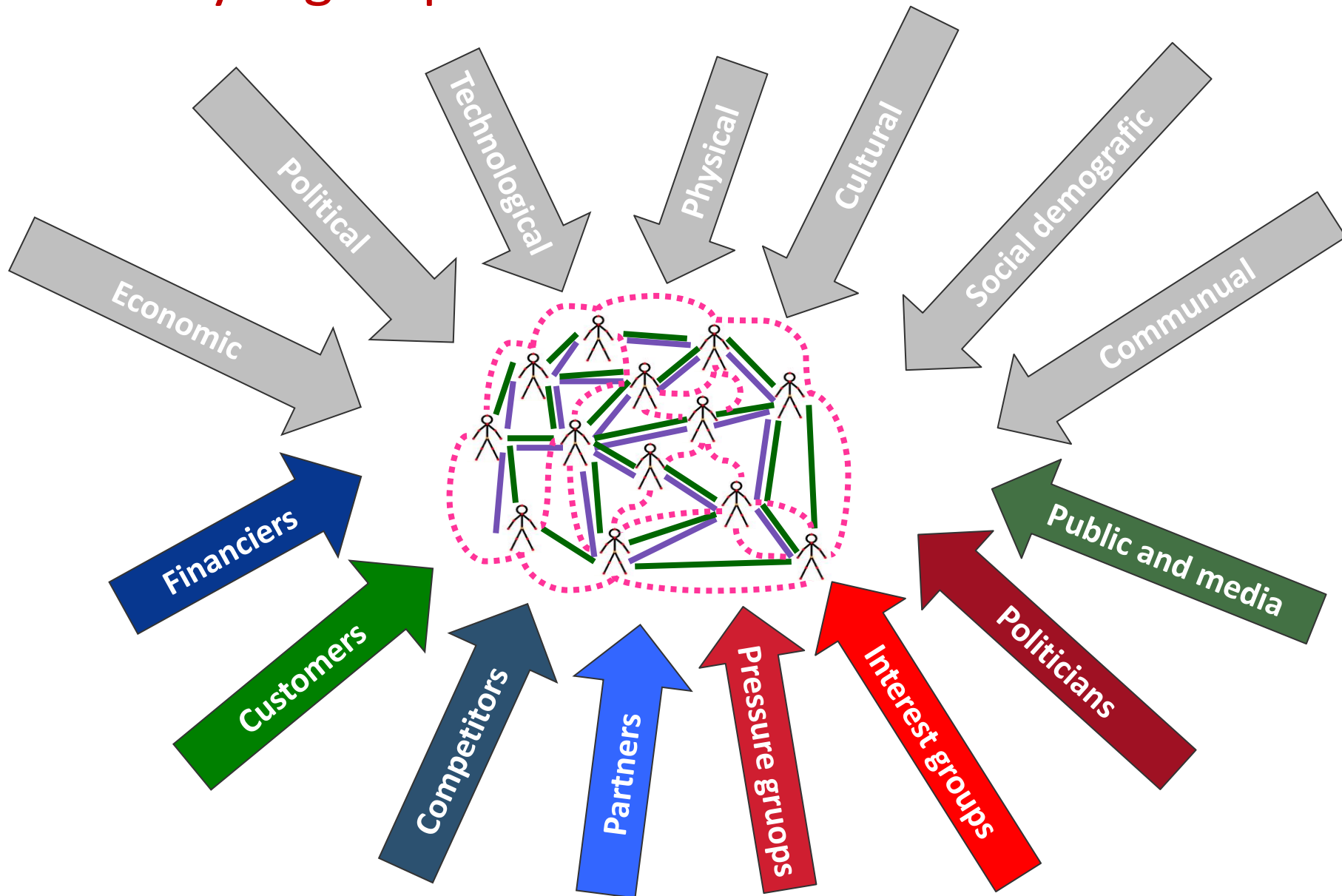
Identifying player groups

Content

- Player groups
- External players
- Internal players
- Positioning players
- Fragile communities
- Building relations
- Playing fields

Player groups

External players

- Customers, citizens and general public
- Competitors and new entrants
- Supply chain and network partners
- Financiers and shareholders
- Politicians and policy makers
- Formal and informal advisory boards
- Supervisors and inspectorates
- Sector organizations and associations
- Trade unions and employers' associations
- Interest and pressure groups
- Journalists and opinion leaders
- External consultants and accountants

Internal players

- Supervisory boards and regulators

- Client councils and residents' councils

- Directors and executives

- Managers and supervisors

- Professionals and personnel

- Staff officers and policy makers

- Support staff and service departments

- Works councils and personnel groups
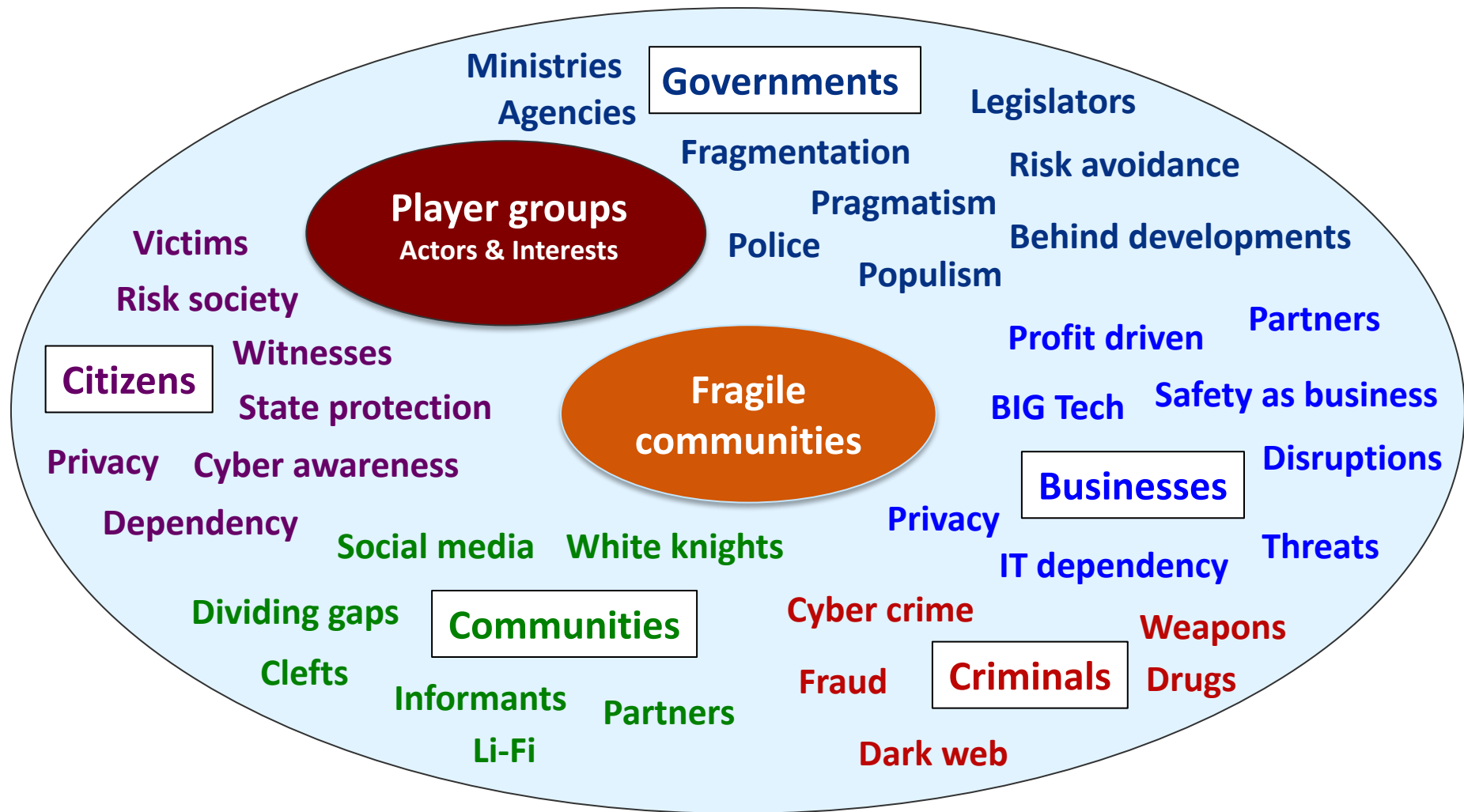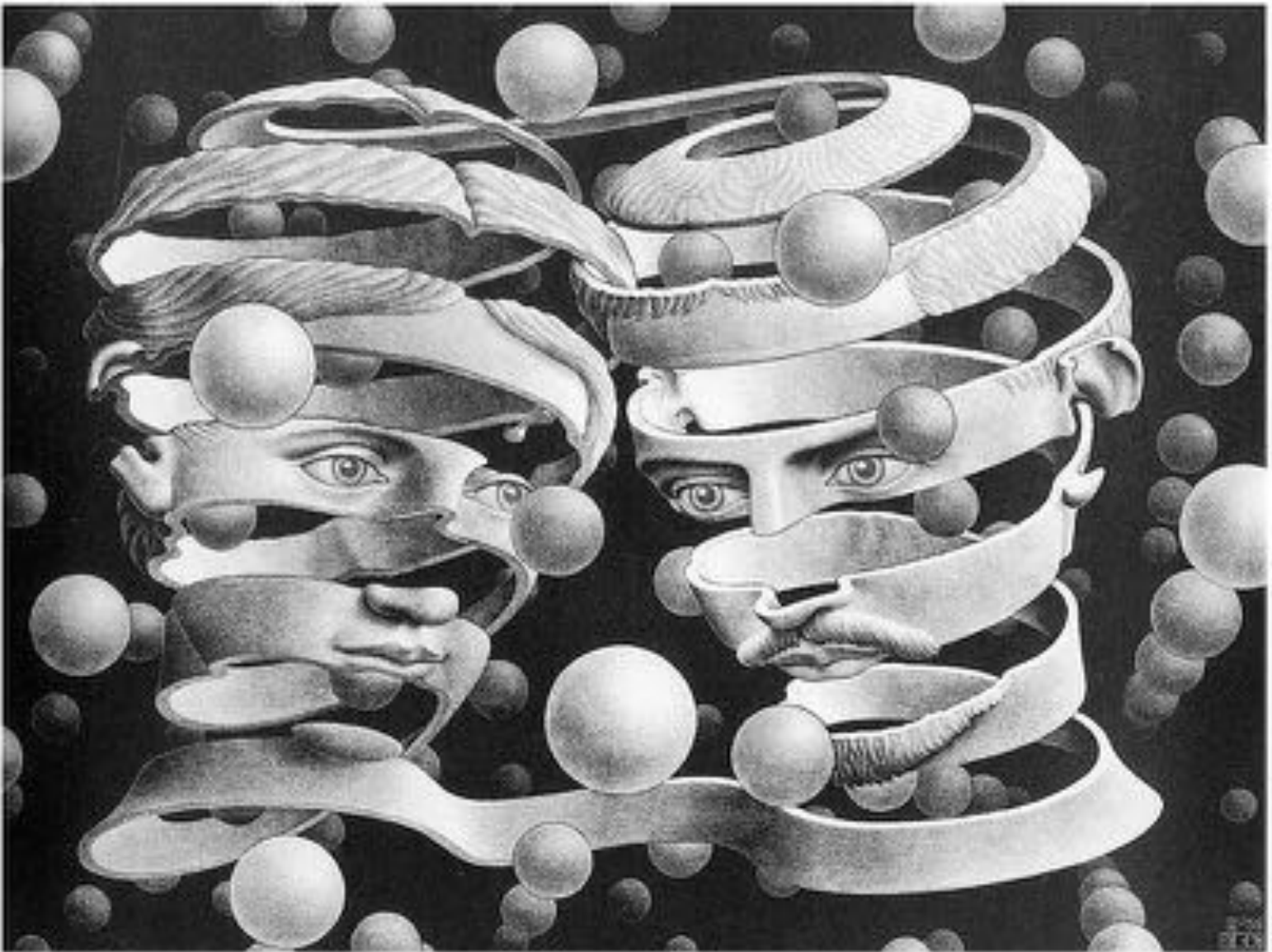
Positioning players in the field
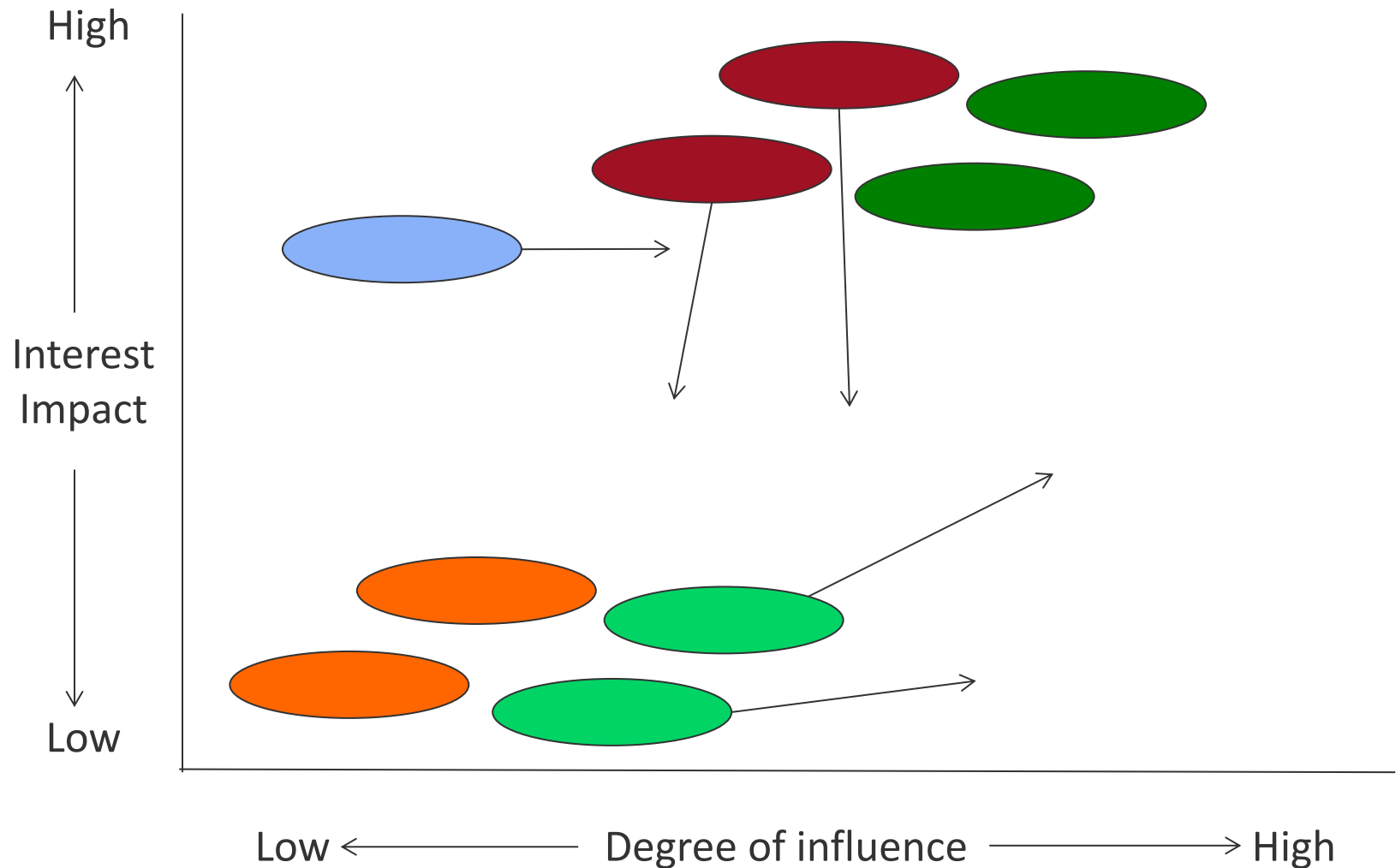
Fragile communities: Pearls in policing

- Global conference top executives in law enforcement
- Focus on global challenges and emerging issues
- Participants contributing and exchanging together
- International action learning group of high potentials
- Working groups and academic forum

Player groups: fragile communities

Player groups
Actors & Interests

Fragile communities

Governments
Ministries
Agencies
Legislators
Fragmentation
Risk avoidance
Pragmatism
Police
Behind developments
Populism

Victims
Risk society
Citizens
Witnesses
State protection
Privacy
Cyber awareness
Dependency

Profit driven
Partners
BIG Tech
Safety as business
Businesses
Disruptions
Privacy
IT dependency
Threats

Social media
White knights
Dividing gaps
Communities
Clefts
Informants
Partners
Li-Fi

Cyber crime
Weapons
Fraud
Criminals
Drugs
Dark web

First Contacts

what is essential ?

What is Essential?

Playing fields

Adapting

Complex and foreseen	**Dynamic and unforeseen**
Simple and predictable	**Chaotic and farseeing**

Regulated worlds

Adaptive worlds

Stabilizing

Playing fields

Adapting

Regulated worlds

Adaptive worlds

Stabilizing

Simple and predictable

Known environments
Cause-effect relationships
Centralized and structured
"Best practices"

Analyzing – Categorizing – Reacting

Playing fields

Adapting

Regulated worlds

Stabilizing
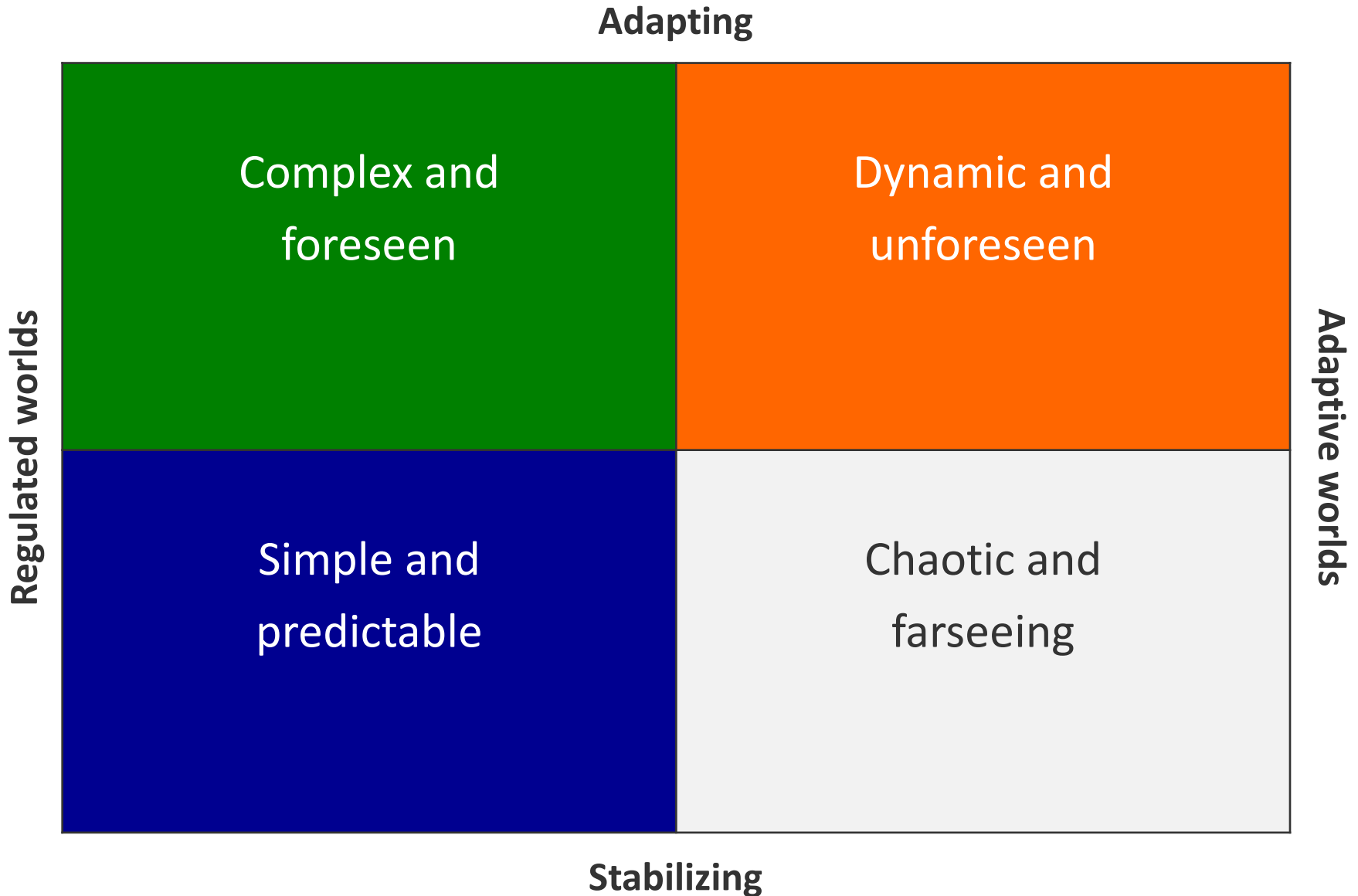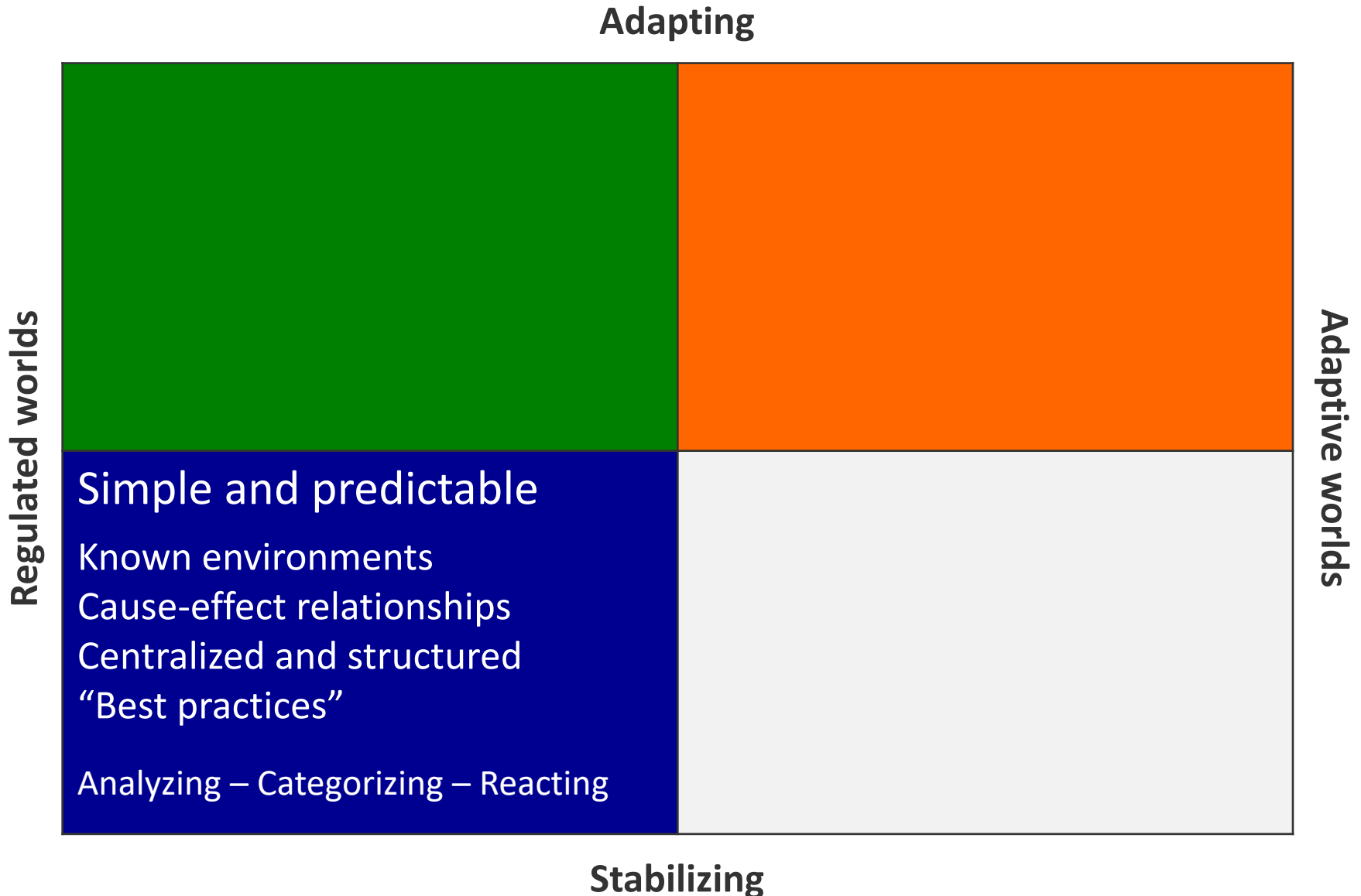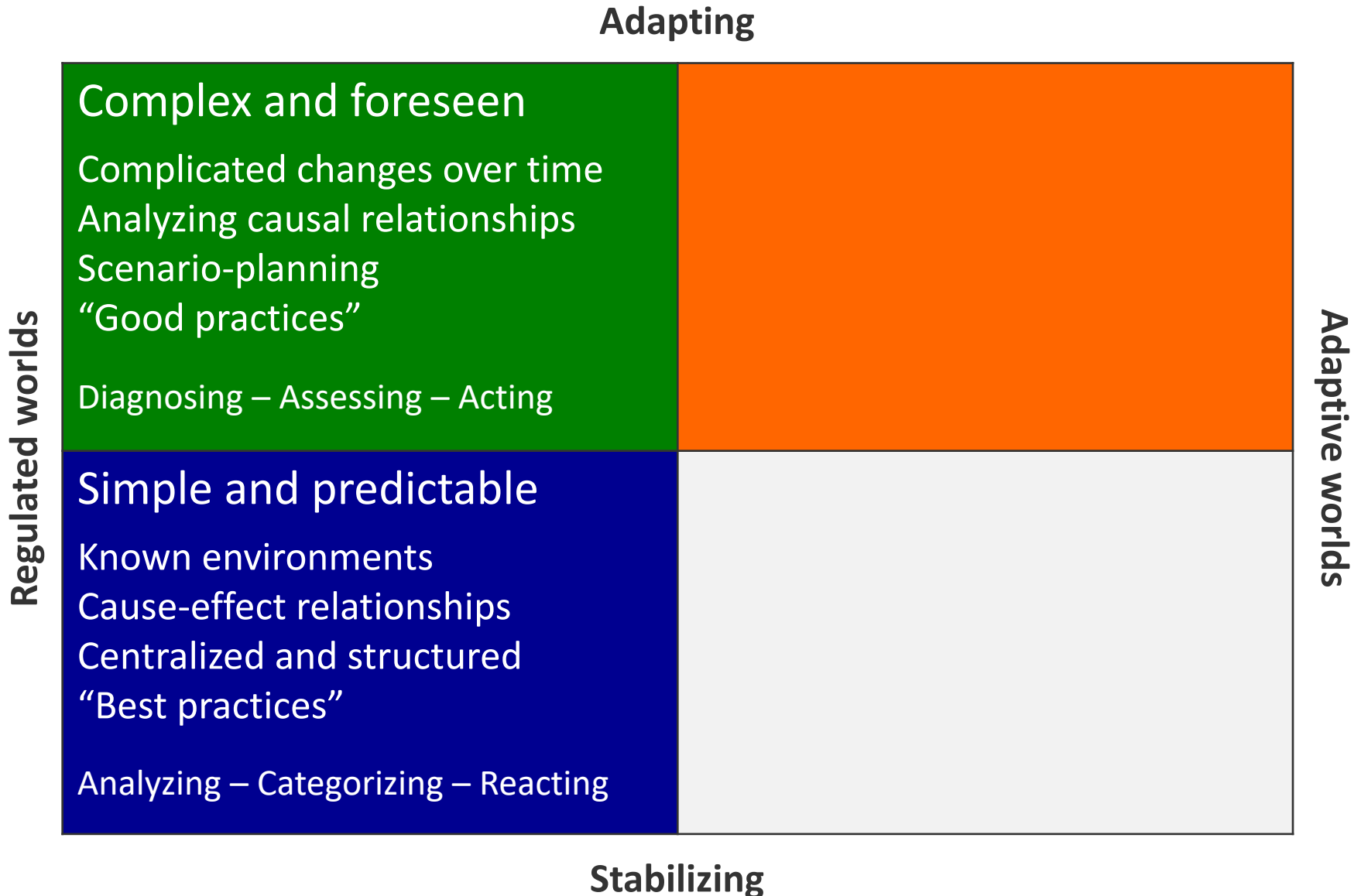
Adaptive worlds

Complex and foreseen

Complicated changes over time
Analyzing causal relationships
Scenario-planning
"Good practices"

Diagnosing – Assessing – Acting

Simple and predictable

Known environments
Cause-effect relationships
Centralized and structured
"Best practices"

Analyzing – Categorizing – Reacting

inspiring
futures

Playing fields

Adapting

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Complex and foreseen

Complicated changes over time
Analyzing causal relationships
Scenario-planning
"Good practices"

Diagnosing – Assessing – Acting

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Dynamic and unforeseen

Perceived dynamic patterns
Building viable networks
Competing ideas and solutions
"Next practices"

Experimenting – Reflecting – Learning

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Simple and predictable

Known environments
Cause-effect relationships
Centralized and structured
"Best practices"

Analyzing – Categorizing – Reacting

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Regulated worlds

Adaptive worlds

Stabilizing

Playing fields

Adapting

Complex and foreseen Complicated changes over time Analyzing causal relationships Scenario-planning "Good practices" Diagnosing – Assessing – Acting	**Dynamic and unforeseen** Perceived dynamic patterns Building viable networks Competing ideas and solutions "Next practices" Experimenting – Reflecting – Learning
Simple and predictable Known environments Cause-effect relationships Centralized and structured "Best practices" Analyzing – Categorizing – Reacting	**Chaotic and farseeing** Unknown environments Sensemaking and acting Trial and error "New practices" Stabilizing – Coping - Surviving

Regulated worlds

Adaptive worlds

Stabilizing