Thing from the Future

TOOL TYPE: FUTURING GAME
RUN TIME: 90 MINUTES; PREP TIME: 30 MINUTES

ACKNOWLEDGEMENTS

Created for Futures for Intergenerational Equity.

NUMBER OF PARTICIPANTS

2-8 people

WHAT YOU'LL NEED

- A place to play;
- A printed and assembled copy of the Open Access 'print and-play version;
- Pens and index cards for every player.

KNOWN APPLICATIONS

Futuring Experience;
Creative Thinking.

BRIEF DESCRIPTION

This card game combines futures thinking with **'forced combination' creativity** to help players **invent and imagine** 'things from the future'. Each player draws a set of four kinds of cards, Arc, Terrain, Object, and Mood, and then writes a description of a 'thing from the future' based on them. The descriptions are anonymously read outloud by the dealer and people vote for which one is most provocative. In this adaptation, the 'Terrain' card is stable throughout: Intergenerational Relations.

HOW IT SUPPORTS INTERGENERATIONAL EQUITY

Co-producing intergenerational equity can not solely rely on preparation and planning. Because of the game's focus on creativity, players tend to surprise each other with new ideas, which provides a chance to practice Appreciating Novelty. The Time Horizon card includes exceptionally far future ones, supporting Long-term Futuring. Framing the game's use as a futures tool for intergenerational equity invites consideration of the needs of future people and Temporal Empathy.

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CONCISE INSTRUCTIONS

- Invite colleagues to form a group of 2 to 5 (optionally, you can play in pairs).

- Prepare for the game by printing and assembling enough sets of cards (link to printable cards here)

- At the session, review the games official instructions.

- Play a round, invent objects, and then share what you created.

- Play more rounds until time runs out.

- Before closing the session, informally discuss how it went and what it felt like.

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Each turn, players draw four kinds of cards to make a creative prompt. In this adaptation, the Terrain Card is always Intergenerational Relations.

ARC
GROW
30 YEARS FROM NOW

TERRAIN
INTER-GENERATIONAL RELATIONS

OBJECT
POSTCARD

MOOD
EXCITEMENT
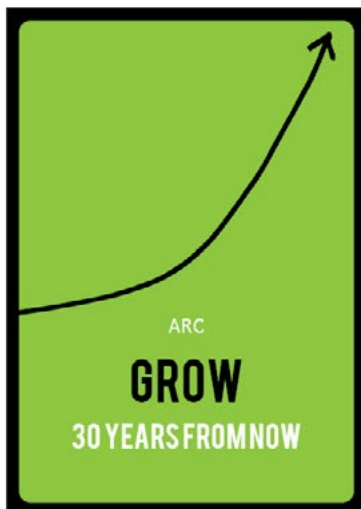
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PRINT THIS CARD AND USE IT AS TERRAIN WHEN YOU PLAY.

TERRAIN

INTER-GENERATIONAL RELATIONS

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EXPECTED OUTCOMES

- A fun tool sparking imagination for a variety of surprising futures.

- Encounter unexpected or unusual ideas about the future.

RESOURCES

- 'Thing from the future' webpage https://situationlab.org/project/the-thing-from-the-future/

FEEDBACK

Help grow this collection. Give us your feedback.