Planning with a Black Mirror

Image created with DALL-E - March 2024

Instructions & Rules

"Planning with a black mirror" is all about engaging with the future while having fun in the process. This exercise is intended to be fun while providing a structured game to think about alternative futures, the role of technology within them, and how planning policy may or may not play a role to shape it. [Planning with foresight](#) "entails an approach that aims at making sense of the future, understanding drivers of change that are outside of one's control, and preparing for what may lead to success or failure in the future" (PAS Quicknotes 84, 2021). This exercise is about providing primers for discussion with different technology driven scenarios.

1. Form groups of 2-4 people. Identify who or how your group will present to all participants.
2. Draw 3 scenario cards.
3. Pick one scenario.
4. For each scenario identify:
   a. **Possible Drivers:** Identify drivers that may influence present or future outcomes.
   b. **Desirable outcomes:** Identify 1-3 desirable outcomes or end states.
   c. **Solutions:** Based on the outcomes and the drivers developed, identify possible solutions. See below for definitions of the types of solutions you may use.

Suggested Framing Definitions

The following are definitions to guide your thinking around addressing the "challenge" found on each card. Use these to inform your development of solutions in the "suggested framing."

Infrastructure solution: Involves physical structures and facilities that support the functioning and development of an area. This may include transportation, utilities, public amenities, etc. For example, the state is looking to develop high speed rail connecting multiple US regions.

Legal solution: Involves the application of laws and legal processes to enforce policies, resolve disputes, and protect rights. For example, a local government may use eminent domain to acquire private property for public use.

Outreach/Engagement solution: Involves strategies and methods to engage the community and stakeholders in the planning process. For example, a city may use a "black mirror" card game to initiate dialogue with community members around a development decision.

Policy solution: Involves broader strategies or principles that guide decision-making. For example, a city council may adopt an affordable housing policy that requires contributions to a central fund for affordable housing.

Programmatic solution: Involves the implementation of specific programs or initiatives designed to address particular challenges or goals. For example, a local government launches a tree planting program to increase urban greenery.

Regulatory solution: Involves specific rules and regulations that dictate how land can be used and developed. They are detailed and prescriptive, focusing on what can and cannot be done in specific areas or under specific conditions. For example, a city may implement a zoning ordinance that designs around a problem.

Scoring Rubric

Creativity	**10 points** Solution is creative and humorous with thorough innovation and originality.	**5 points** Solution is somewhat creative with some elements of innovation.	**0 points** Solution could benefit from more creative and original elements.
Clarity and Depth	**5 points** Solution is clear, and demonstrates an understanding of the problem.	**3 points** Solution is somewhat clear but lacks depth in certain areas.	**0 points** Solution would be improved with more clarity and detailed analysis.
Timeliness	**5 points** Solution is timely and demonstrates a proactive approach to addressing the problem.	**3 points** Solution is somewhat timely but could have been more proactive.	**0 points** Enhancing the timeliness of the solution would make it more relevant to addressing the problem.