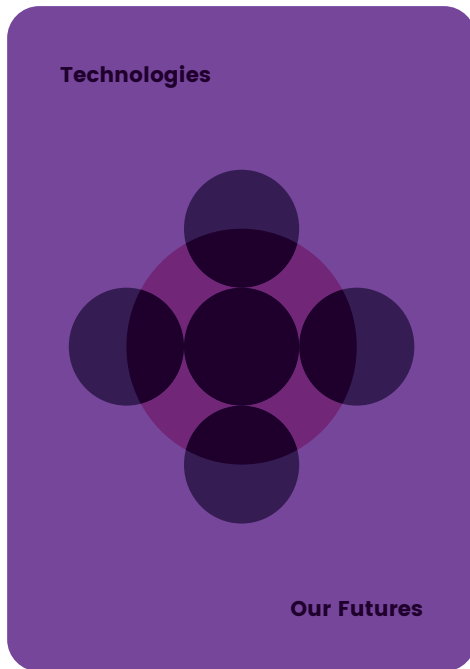
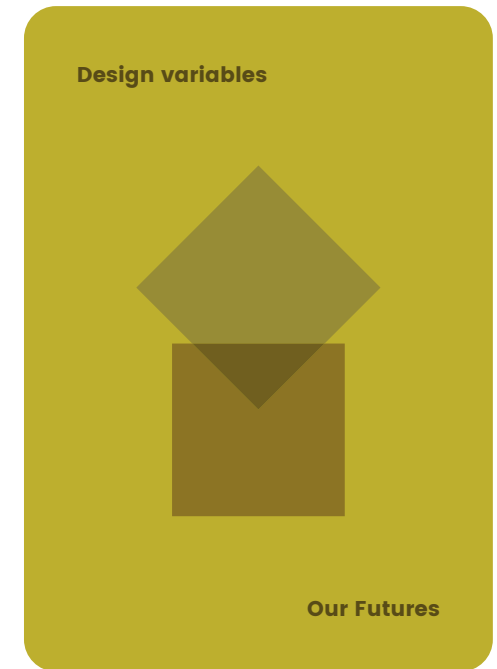
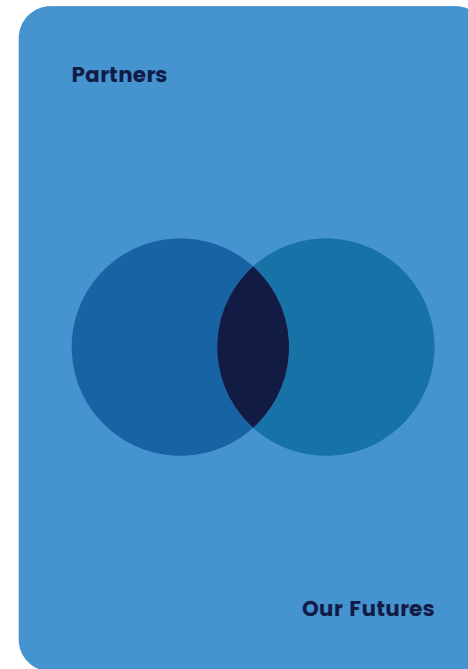


Use these cards for all gameplay models



Use these cards with gameplay models B and C only



Approaches – determined by the roll of a dice

1 – Create

Involves making and engaging with physical objects that represent the future, to challenge current mental models and open up thinking about new pathways. These techniques show rather than tell.

2 – Immerse

Different futures can be explored through immersive physical or virtual environments and experiences. This might involve techniques like digital simulations, interactive exhibitions or immersive theatre.

3 – Sense

This approach engages people through in-person gatherings and digital technologies at scale to scan, sense, explore and forecast the future. The “wisdom of the crowd” is called upon in these techniques.

4 – Deliberate

Digital technologies offer new ways of enabling diverse citizens to interact and inform as well as make decisions across large distances. The arts too can present novel means of conferring, such as moving beyond speech by using symbols, pictures and music.

5 – Play

The approach engages people with different futures by means of amusement or fun. Through games, participants can experiment, explore different futures and weigh the trade-offs of a decision in a safe, pressure-free environment.

6 – Adapt

You can select one of the other approaches, or, if you are feeling especially futuristic, you can mash-up more than one of the approaches. Just be sure to explain your choice as part of your design.