Biodiversity loss

Decline in the variety of life as species become extinct locally or globally.





Extreme weather events

Devastating weather such as floods, hurricanes and heatwaves, sometimes unexpected or unseasonal.





Hybrid warfare

The combination of conventional and non-conventional warfare, such as mixing military power, fake news and cyber attacks.





Democracy disillusionment

Loss of faith in democracy.





Mental health emergency

The apparent rise in mental health problems.





Food and water insecurity

Unstable or inconsistent supply of food and water.



Air pollution

Harmful substances in the air from sources such as vehicles' exhausts or factory smokestacks.





Africa's youth bulge

The consequences of Africa having so many young people, such as whether they can find work.





Polarisation

Societies becoming increasingly divided.





Ageing populations

The health, social and economic consequences of the population getting older.





Urbanisation

The growth of cities and what that means for the way we live.





Climate migration

People moving within or between countries in response to climate change.





Big tech oligopoly

The digital sector being dominated by a handful of companies.





Automation

The consequences for employment of more tasks being done by machines.





Post-growth economy

How to build an economy that doesn't grow yet fulfills the needs of citizens.





Data privacy

The need to keep data private when digital technologies can make it less so.





Pandemics

The worldwide spread of a dangerous infectious disease.





Misinformation

The dissemination of lies for malicious or chaotic ends.





Rising inequality

The growing difference between the wealth and incomes of the rich and poor.





Energy transition

Shifting the global energy system from fossil fuels to zero carbon through major changes in supply, markets, infrastructure and technology.





Antimicrobial resistance

New superbugs that have become resistant to existing medicines.





Surveillance society

Digital technologies allowing people to be watched by governments and corporations more than ever before.





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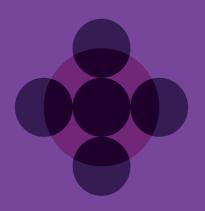




Holograms

Projected images that appear in three-dimensional space.

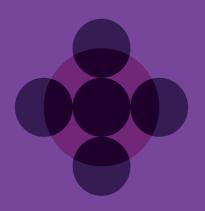




Smart tattoo

Tattoos with built in digital technologies for purposes like monitoring health or storing personal data.

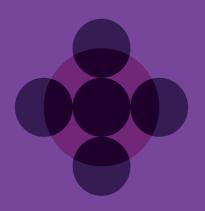




Gene editing

Editing DNA sequences, for example to eradicate diseases or enhance other characteristics.

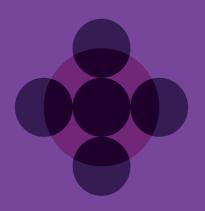




Behavioural biometrics

Identifying people by how they do things such as the way they walk.

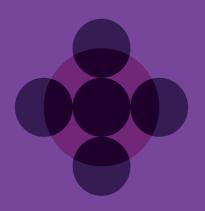




DNA bots

Living machines made of nanotechnology and frog DNA, designed for the highly targeted treatment of tumours.

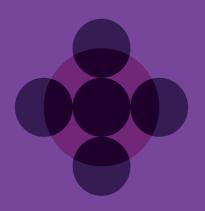




Face recognition

Digital technologies that recognise people's faces often using artificial intelligence.

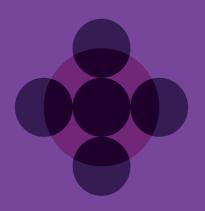




Artificial intelligence

Computers that perform cognitive tasks usually associated with human minds, particularly learning and problem solving.

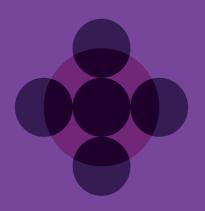




Drone swarms

Multiple unmanned drones capable of coordinating their actions to accomplish shared objectives.

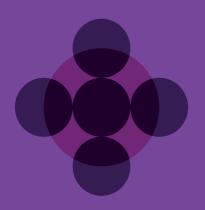




Mind-machine interfaces

Allowing people to communicate with machines by thought alone.

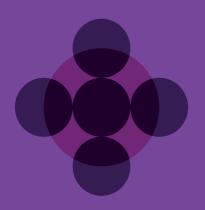




Digital twins

A virtual version of a living thing or object that might be used to understand how it works or to make predictions about its behaviour.

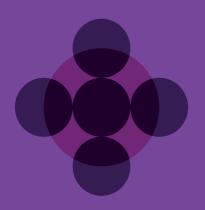




Privacy enhancing technologies

Technologies that can mitigate security and privacy risks.

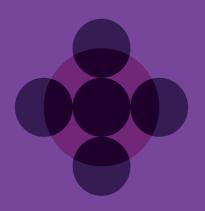




Lab grown food

Food grown in a laboratory rather than through traditional agriculture.

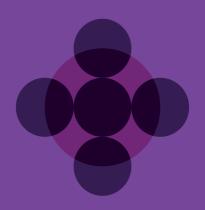




4D printing

3D printing with materials that can change their properties over time such as when exposed to heat or water.

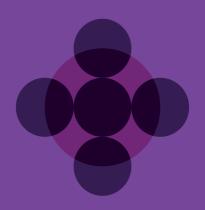




Digital assistants

A computer programme that helps people e.g. by answering questions or assisting with certain tasks.

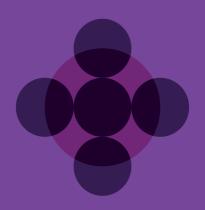




Ubiquitous computing

The wireless communication and networking technologies behind Smart Homes and the Internet of Things.

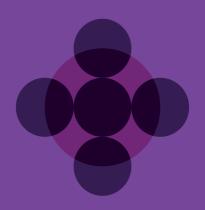




Wearable devices

Wearable tech like smartwatches and activity trackers.

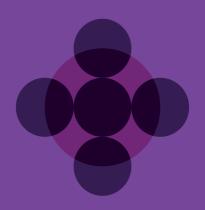




Internet of Things

An interconnected online network of machines, devices and appliances with built-in computers.

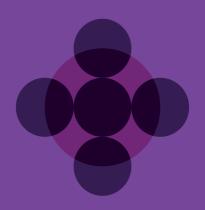




Mixed reality

The merging of real and virtual worlds to produce new environments.

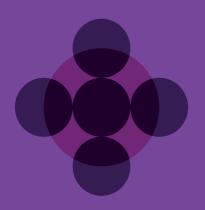




360 degree video

Immersive or "spherical" videos that allow the viewer to look in all directions when watching them.

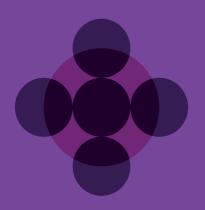




Multi-agent systems

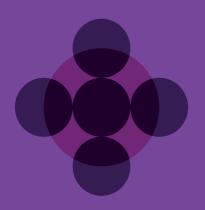
A computer system composed of many interacting intelligent agents that can solve problems other sorts of computers cannot.





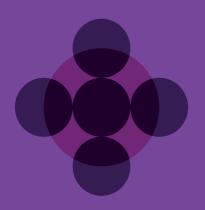
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"Live for the day"

Thinking about the present rather than the future.





"Slow and steady wins the race"

Consistency might be slower than haste but is more effective.





"We can move mountains"

We can make big changes if we wish.





"Not in my backyard"

When people don't want something that might benefit everyone located near them.





"Resistance is futile"

Refusing to accept what is happening is pointless.





"It takes a village"

An entire community is needed to do something.





"Glass is half full"

Looking at things in a positive way.





"Glass is half empty"

Looking at things in a negative way.





"Out of my cold dead hands"

I will never concede.





"The end is nigh"

A sense of apocalypse or doom.





"Turkeys voting for Christmas"

People supporting something that is not in their best interests.





"Jumping the shark"

When something that was once popular seeks publicity that only demonstrates its irrelevance





"All hands on deck"

When all members of a team need to get involved.





"Over egg the pudding"

Going too far when doing a task.





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Individual impact

Where the primary impact is on the thought or action of individual people.





Community impact

Where the primary impact should be felt across a particular community.





Organisational impact

Where the primary impact is on the actions of an organisation.





In-person engagement

Engagement face to face.





Online engagement

Engagement using digital technologies.





Hybrid engagement

Engagement using a combination of digital technologies and face to face interactions.





Near-term focus

In the next 5-10 years.





Medium-term focus

In the next 10-30 years.





Long-term focus

In the next 30 years plus.





Explicit image of the future

The future is clearly outlined such as a scenario of a possible future.





Implicit image of the future

The future is implied but few specific details given e.g. a world dealing with climate change.





Curated participation

In the activity participants do not interact with each other and the experience is fixed.





Contributory participation

In the activity, participants contribute ideas, but the experience is fixed and they do not interact with each other.





Interactive participation

In the activity, participants can make contributions and interact with others.





Facilitated participation

In the activity, participants can contribute and interact substantially, even altering the course of the engagement.





Constitutive participation

In the activity, participants initiate and run the engagement in the way they want.





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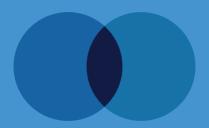
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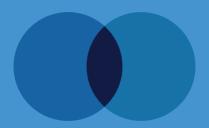
International charity





Prime Minister's Office





City government





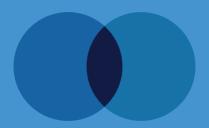
Reddit trolls





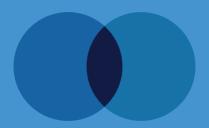
Conservative seniors





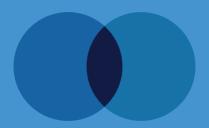
Indigenous communities





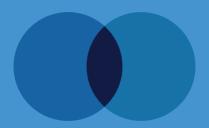
Artist collective





Primary school children





Tech billionaires





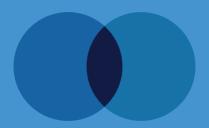
Migrant workers





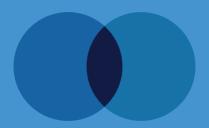
Sci-fi writers





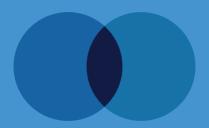
International space station crew





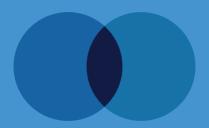
Youth leaders





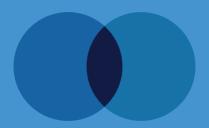
Rural community council





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