

## Open Future Design

**Context** People need to coordinate, plan, and maintain cohesion.  
**If** a culture can develop based on shared learning BUT there is no reliable oracle that can tell us what to expect;  
**Then** use design pattern methods to articulate multiple futures. This work can be guided by further patterns, e.g., to develop languages of:

- *future scenarios* → PARTICIPATORY SCENARIO PLANNING  
cf. DÉRIVE COMICS, MEANING MAP, REINFUSE EXPERTISE
- *roles* → PLAY TO ANTICIPATE THE FUTURE  
cf. KAIJU COMMUNICATOR, HISTORIAN, ANALYST, DESIGNER
- *projects* → ROADMAP  
cf. PROJECT ACTION REVIEW

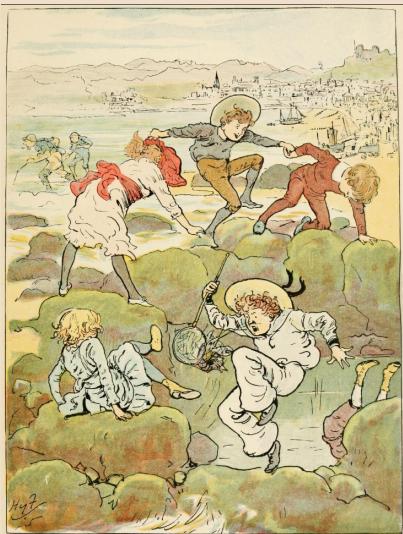
Image credit: Howard Perlman, USGS. Public domain.  
 Source: <https://www.usgs.gov/media/images/water-cycle-natural-water-cycle>



## Participatory Scenario Planning

**Context** you want to plan for possible future scenarios.  
**If** you have an interested group BUT no “expert” has all the answers;  
**Then** pool the collected expertise of the affected communities.

*Image:* The tall ship *Irving Johnson* lies hard aground, only yards from shore, near the entrance to Channel Islands Harbor, Oxnard, California, March 2005. US Coast Guard, public domain via Wikimedia commons.  
<https://commons.wikimedia.org/wiki/File:IrvingJohnsonAground.jpg>



## Play to Anticipate the Future

**Context** you want to have fun with friends, colleagues or acquaintances.  
**If** you want to explore possible futures BUT time travel does not exist and you don't know what to expect;  
**Then** play a game that lets you experience a plausible future scenario together.

Image: illustration from *Romps* by Harry Furniss, published by Routledge and Sons in 1886 (public domain via Archive.org).  
<https://archive.org/details/romps00furn/page/22/mode/2up>



## Roadmap

**Context** a group needs to coordinate its activities over a period of time.  
**If** the landscape is complex and not completely knowable BUT adjustment to action based on feedback is possible;  
**Then** use an explicit mechanism to share information about goals, obstacles, methods, and resources.

Image: Maritess Sulcer, CC0, via Wikimedia Commons  
[https://commons.wikimedia.org/wiki/File:Trees\\_and\\_bridge\\_and\\_stream\\_and\\_clouds.\\_--\\_25\\_of\\_33.jpg](https://commons.wikimedia.org/wiki/File:Trees_and_bridge_and_stream_and_clouds._--_25_of_33.jpg)



## Kaijū Communicator

**Context** When developing a vision of the future.

**If** people start to agree BUT no one challenges what's going on, solutions become brittle;  
**Then** use words like "*however*" to challenge proposals and highlight conflicts.

Don Haultman, U.S. Fish and Wildlife Service. *Hyalophora cecropia* moth. Public domain, via Wikimedia Commons.  
[https://commons.wikimedia.org/wiki/File:Butterfly\\_close\\_up.jpg](https://commons.wikimedia.org/wiki/File:Butterfly_close_up.jpg)



## Historian

**Context** When developing a vision of the future.

**If** people start to agree BUT no one connects it with local history and concrete actions, then work bogs down;  
**Then** use words like "*specifically*" to connect abstract problems and solutions to specific actions.

2005 October 12, river damage seen during hike south of Taipei by user Syced. Public domain, via Wikimedia Commons.  
[https://commons.wikimedia.org/wiki/File:2005\\_October\\_12,\\_river\\_damage\\_seen\\_during\\_hike\\_south\\_of\\_Taipei\\_11.jpg](https://commons.wikimedia.org/wiki/File:2005_October_12,_river_damage_seen_during_hike_south_of_Taipei_11.jpg)



## Analyst

**Context** When developing a vision of the future.

**If** people start to form a solution BUT no one connects it with the complex reasons why that solution is likely to work, then it's likely to be fragile;  
**Then** use words like "*because*" to describe the complex reasons that the solution is likely to work.

2005 October 12, river damage seen during hike south of Taipei by user Syced. Public domain, via Wikimedia Commons.  
[https://commons.wikimedia.org/wiki/File:2005\\_October\\_12,\\_river\\_damage\\_seen\\_during\\_hike\\_south\\_of\\_Taipei\\_11.jpg](https://commons.wikimedia.org/wiki/File:2005_October_12,_river_damage_seen_during_hike_south_of_Taipei_11.jpg)



## Designer

**Context** When developing a vision of the future.

**If** people start to form a solution BUT we don't connect it with our existing knowledge, then it's likely to be fragile;  
**Then** use words like "*therefore*" to describe the solution in terms of other known solutions.

Town by a Large Body of Water, drawing, Abraham Rademaker (MET, 1975.131.160). Public domain, via Wikimedia Commons.  
[https://commons.wikimedia.org/wiki/File:Town\\_by\\_a\\_Large\\_Body\\_of\\_Water\\_MET\\_DP800608.jpg](https://commons.wikimedia.org/wiki/File:Town_by_a_Large_Body_of_Water_MET_DP800608.jpg)



## Dérive Comix

**Context** you want to develop some future scenarios to explore with a group;  
If you have a group BUT everyone has their own experiences;  
**Then** Go for a walk or just look out the window wherever you, and document what you see. Follow up by preparing your materials to share in a succinct fashion, e.g., as photos, a screenshot, slides, sketches, a zine, a map, or some PostIt® notes.

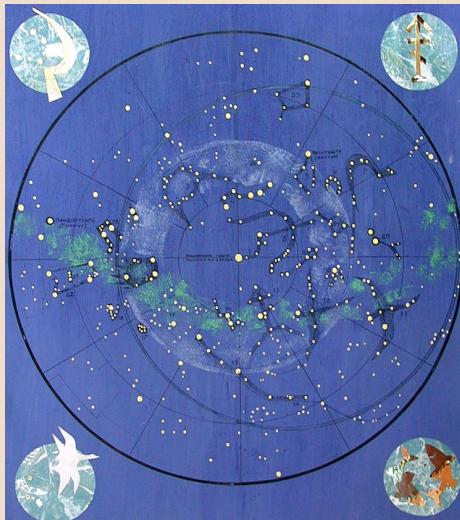
Image: Black and white shot of man from behind standing near a window covered in water, Melbourne. Photograph by Sam Austin. Public domain via Wikimedia commons.  
[https://commons.wikimedia.org/wiki/File:Window\\_with\\_water\\_and\\_man\\_\(Unsplash\).jpg](https://commons.wikimedia.org/wiki/File:Window_with_water_and_man_(Unsplash).jpg)



## Meaning Map

**Context** We have collected images describing people's worlds (see DÉRIVE COMICS).  
If you want to distill shared meaning BUT everyone has their own experience;  
**Then** talk together about the problems and opportunities that everyone sees. Maybe some of these will cluster together, or maybe everyone will have their own different perspective: that's OK. You can use these different viewpoints to get everyone on the same map.

Image: Sai Gon Water Bus - Line 1 map in the Binh An station. Public domain via Wikimedia Commons.  
[https://commons.wikimedia.org/wiki/File:Sai\\_Gon\\_Water\\_Bus\\_-\\_Line\\_1\\_map\\_in\\_the\\_Binh\\_An\\_station.jpg](https://commons.wikimedia.org/wiki/File:Sai_Gon_Water_Bus_-_Line_1_map_in_the_Binh_An_station.jpg)



## Reinfuse Expertise

**Context** a group wants to build a MEANING MAP.  
If everyone has expertise as a citizen BUT they also have expertise;  
**Then** begin by removing expertise to get everyone on the same page, and subsequently reinfuse expertise to enable richer and more complex thinking.

Image: Old Moksha Star Map used by travellers and navigators in Middle ages. Public domain via Wikimedia Commons.  
[https://commons.wikimedia.org/wiki/File:Medieval\\_Moksha\\_Star\\_Chart.jpg](https://commons.wikimedia.org/wiki/File:Medieval_Moksha_Star_Chart.jpg)



## Project Action Review

**Context** Work in progress.  
If we are working on something together BUT we might lose momentum;  
**Then** use a review template to think about our progress. Questions like the following can be asked at any point in a project, and provide a momentary record of perspectives which can be analysed later.

1. *Review the intention: what do we (did we) expect to learn or make together?*
2. *Establish what is happening: what and how are we learning?*
3. *What are some different perspectives on what's happening?*
4. *What did we learn or change?*
5. *What else should we change going forward?*

Image: Knoestige bomen aan het water (Gnarled trees by the water). Public Domain via Wikimedia Commons.  
[https://commons.wikimedia.org/wiki/File:Knoestige\\_bomen\\_aan\\_het\\_water\\_Knoestige\\_bomen\\_bij\\_het\\_water\\_en\\_jagers,\\_RP-T-1975-46.jpg](https://commons.wikimedia.org/wiki/File:Knoestige_bomen_aan_het_water_Knoestige_bomen_bij_het_water_en_jagers,_RP-T-1975-46.jpg)