

FELT FUTURES

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Barcelona, Catalunya
July 2nd, 02018

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“For me, futures studies are basically a game of dissenting visions. They are an attempt to widen human choices, by reconceptualising political, social and cultural ends; by identifying emerging or previously ignored social pathologies that have to be understood, contained or transcended; by linking up the fates of different polities and societies through envisioning their common fears and hopes.”

Ashis Nandy, ‘Bearing Witness to the Future’

The inner game of dissenting visions

Three Acts:

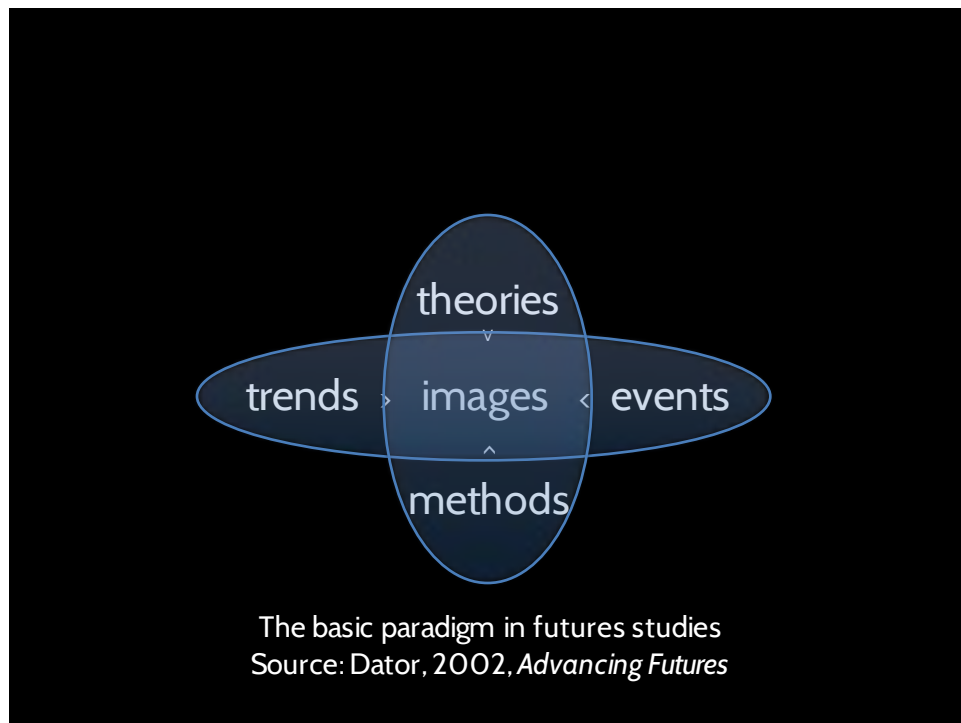
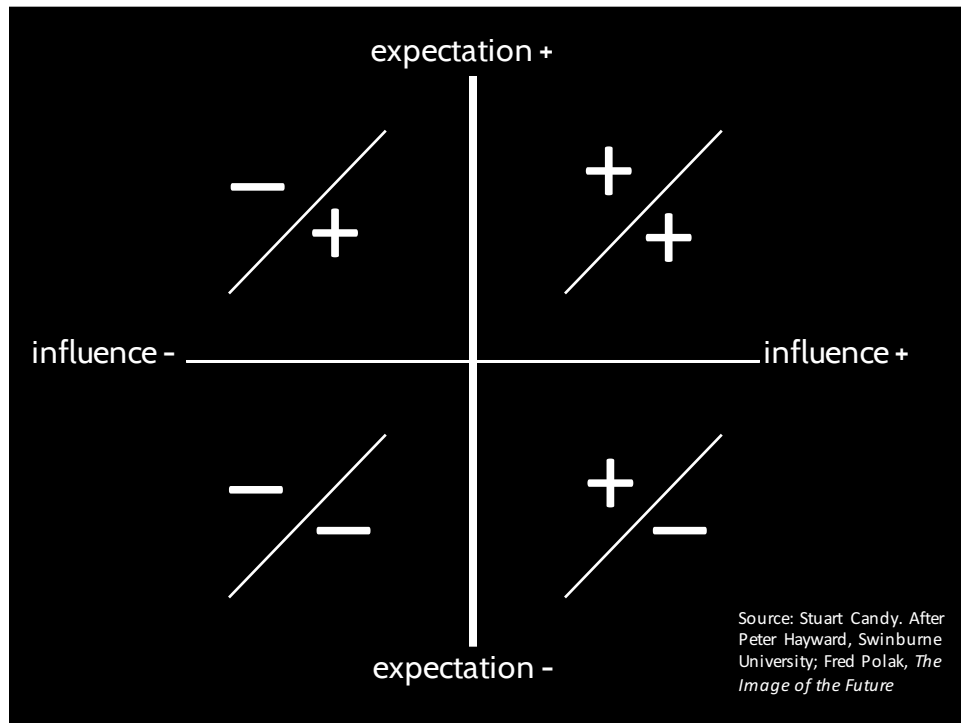
1. Where Do You Stand?
2. Three Dimensions of Foresight
3. The Thing From The Future

Act 1

Where Do You Stand?

A physical game to highlight
our images of the future: The Polak
Game, aka Where Do You Stand?

More info: Hayward & Candy 2017, https://www.researchgate.net/publication/322144099_The_Polak_Game_or_Where_do_you_stand

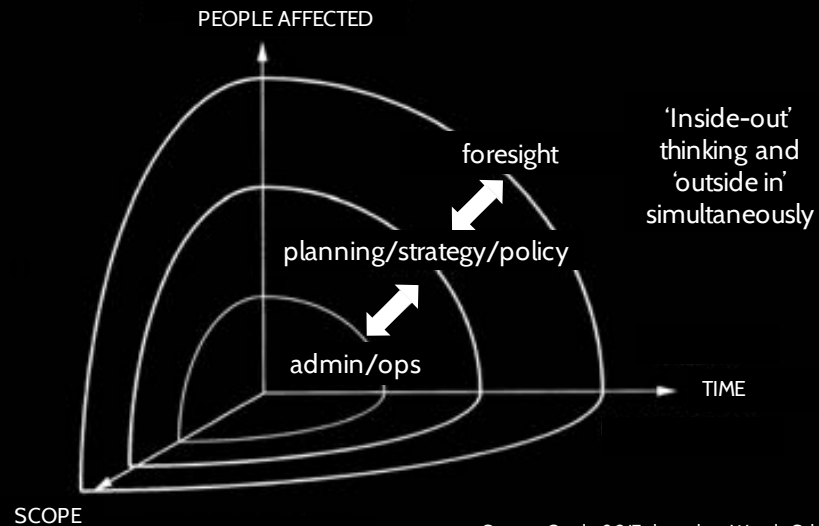




Act 2

Three Dimensions of Foresight

How this should probably look in practice: A dialogue of layers



Source: Candy 2017, based on Wendy Schultz
Hawaii Research Center for Futures Studies 199

Taking the future context into account properly requires grappling with three dimensions of foresight

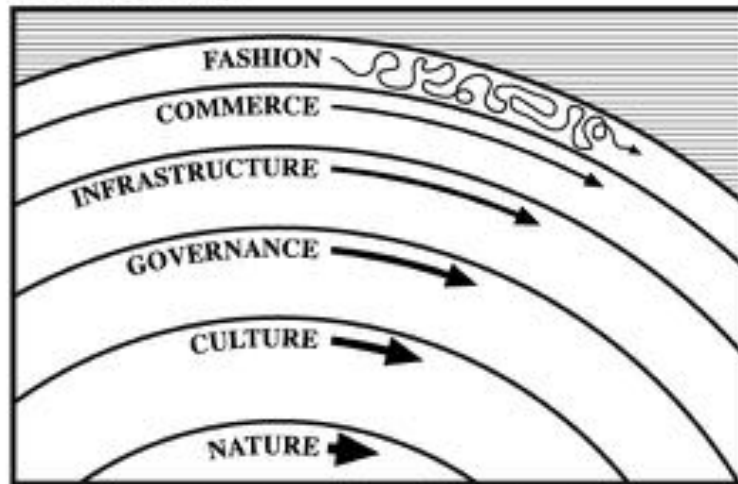
Three Dimensions of Foresight

1. Difference



The first dimension is addressing
that the future context is not the
same as the present context.

Everything that exists once did not.
Everything that currently exists one
day will no longer.



Source: Stewart Brand, 1999, *The Clock of the Long Now*, p. 37

Horizon scanning / Environmental scanning

Example: Spreading org-wide Arup Drivers of Change 2006-present



STEEP

Social
Technological
Economic
Environmental
Political

Example: Dipping a toe in
UK OST Pilot Horizon Scan A
2004/05

Cf. 'Horizon
Scanning'



OST Centre of Excellence in Horizon Scanning
Horizon Scanning Pilot A
Broad STEEP Scan and
Detailed Descriptions of 100 Trends
Final Report

10th January 2005

Fast Future Ventures, Ltd.
19 Lyndale Avenue
London NW2 2QB

OST Centre of Excellence Horizon Scanning Study - Pilot A - 100 Key Trends - 100105
1 of 217

“A broad (STEEP) horizon scan
and application of that scan
to key infrastructure
including communications,
transport and utilities.”

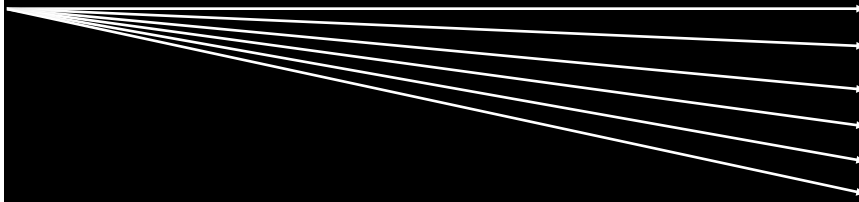
Scanning (which has different forms) is a family of ways of dealing with dimension one: Difference

Scanning is also of course not an end in itself, but part of a broader foresight process

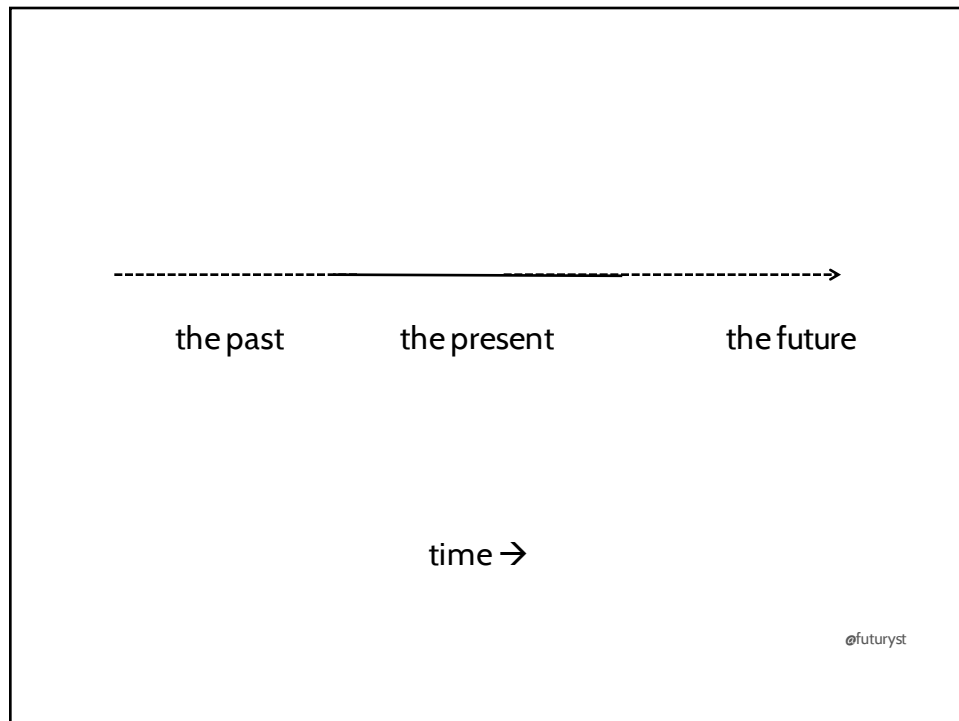
First dimension: Difference
the future is another place

Takeaway: It's important to ask how
the future context might be
different from the present, and to
make a habit of tracking change in
different aspects of the system

2. Diversity



Any single image of the future,
no matter how compelling,
is incomplete.

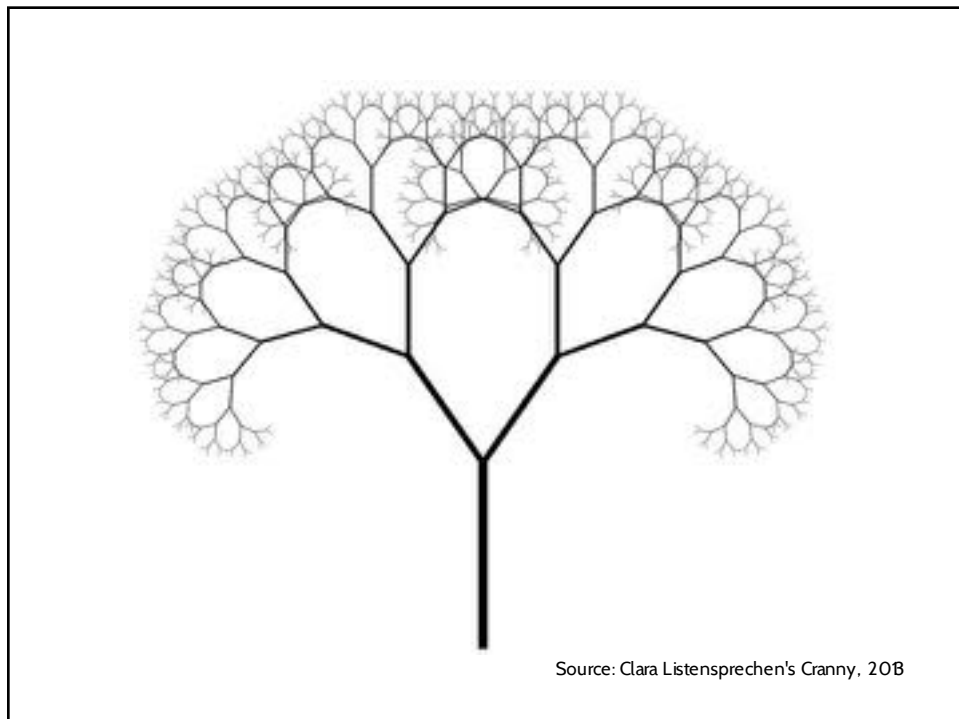


The linear conception of
the future is a trap.

1. A parade of mistaken predictions

“History is merely a list of
surprises. It can only prepare us to
be surprised yet again.”
- Kurt Vonnegut

2. The nature and shape of change over time itself



An exclusive focus on the
“probable” is virtually certain to
come to grief, especially over
longer timeframes

“The future” cannot be “studied”
because “the future” does not
exist.

- Dator's first law

Future (singular)
→ FutureS (plural)

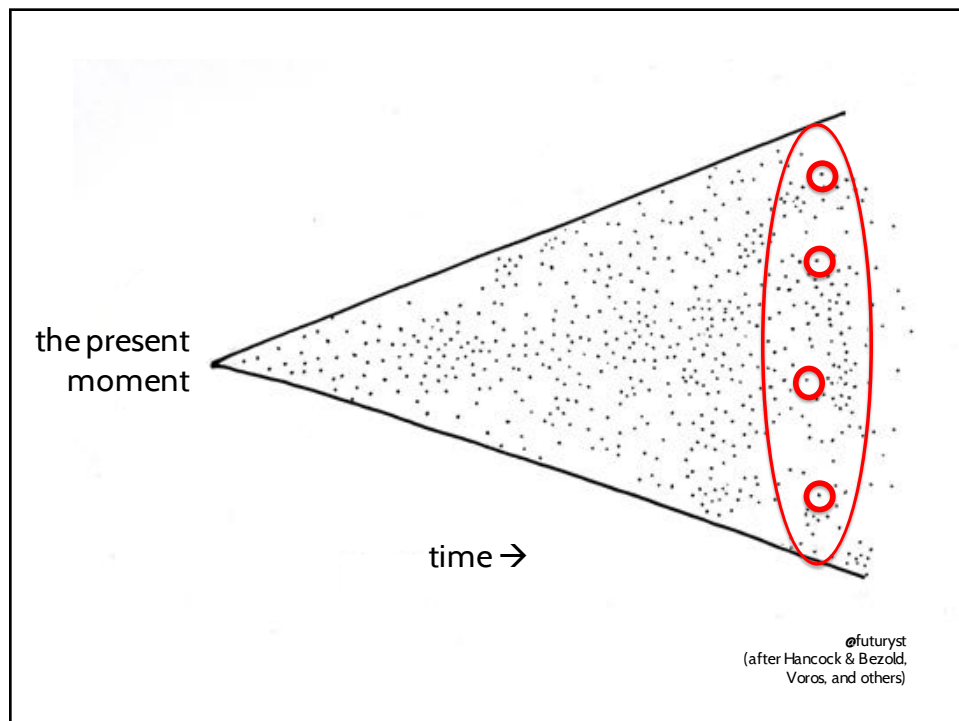
How do we get from this
to something concrete enough
to be useful for our work?

A scenario *set* is a sort of sample or tour of possibility space (a selection of alternative futures).

Different scenario generation techniques have different strengths and weaknesses.

Some scenario generation techniques:

- Generic images of the future
 - Branch analysis
 - Critical uncertainties / 2x2
 - Morphological analysis
 - Causal Layered Analysis
- (And so on.)



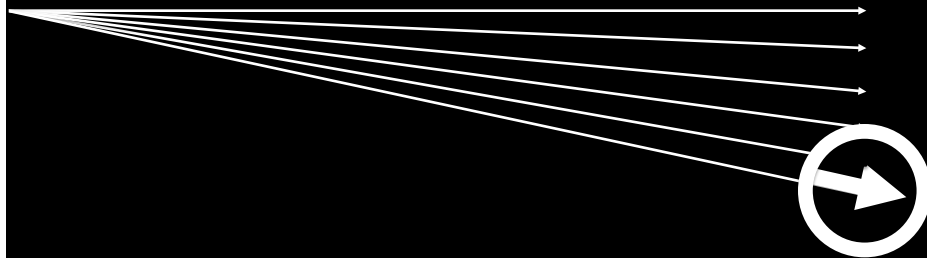
However they may be generated, all scenarios are a strategy for dealing with uncertainty, based on stories making explicit assumptions about various ways change could unfold

Second dimension: Diversity
The future is always multiple potentials, not just one

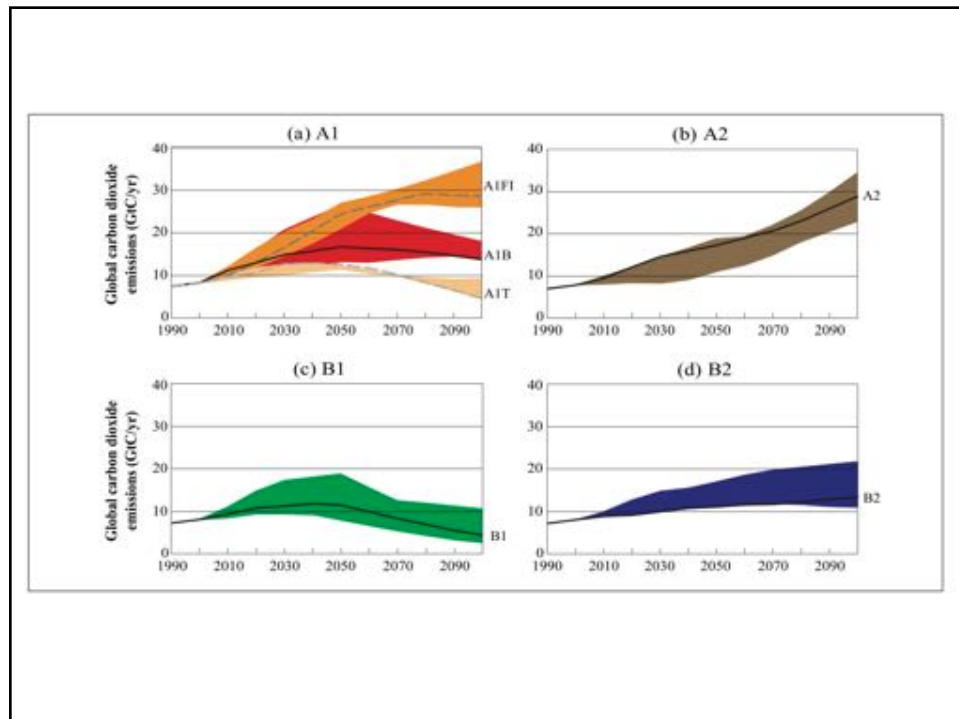
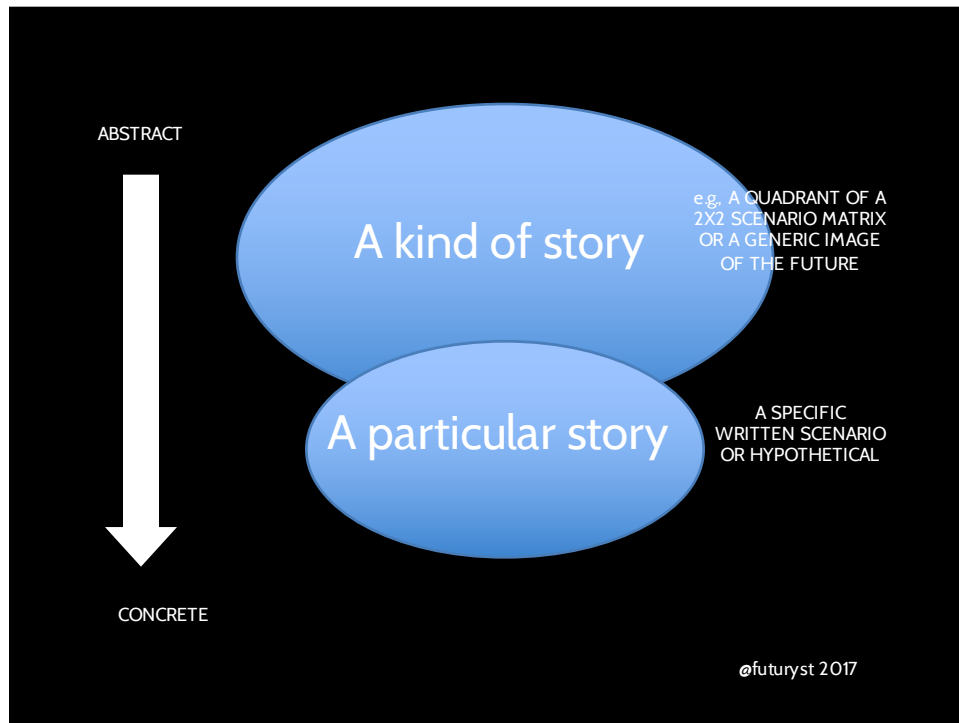
Takeaway: It is important for resilient organizations to map a range of futures, on an ongoing basis, to keep up with change

But simply raising the possibilities is not sufficient.

3. Depth



Scenarios are artificially specific stories about how *the context in which you are operating* could change.



THE EMISSION SCENARIOS OF THE IPCC SPECIAL REPORT ON EMISSION SCENARIOS (SRES)¹⁷

A1. The A1 storyline and scenario family describes a future world of very rapid economic growth, global population that peaks in mid-century and declines thereafter, and the rapid introduction of new and more efficient technologies. Major underlying themes are convergence among regions, capacity building and increased cultural and social interactions, with a substantial reduction in regional differences in per capita income. The A1 scenario family develops into three groups that describe alternative directions of technological change in the energy system. The three A1 groups are distinguished by their technological emphasis: fossil-intensive (A1FI), non-fossil energy sources (A1T) or a balance across all sources (A1B) (where balanced is defined as not relying too heavily on one particular energy source, on the assumption that similar improvement rates apply to all energy supply and end use technologies).

A2. The A2 storyline and scenario family describes a very heterogeneous world. The underlying theme is self-reliance and preservation of local identities. Fertility patterns across regions converge very slowly, which results in continuously increasing population. Economic development is primarily regionally oriented and per capita economic growth and technological change more fragmented and slower than other storylines.

B1. The B1 storyline and scenario family describes a convergent world with the same global population, that peaks in mid-century and declines thereafter, as in the A1 storyline, but with rapid change in economic structures toward a service and information economy, with reductions in material intensity and the introduction of clean and resource-efficient technologies. The emphasis is on global solutions to economic, social and environmental sustainability, including improved equity, but without additional climate initiatives.

B2. The B2 storyline and scenario family describes a world in which the emphasis is on local solutions to economic, social and environmental sustainability. It is a world with continuously increasing global population, at a rate lower than A2, intermediate levels of economic development, and less rapid and more diverse technological change than in the B1 and A1 storylines. While the scenario is also oriented towards environmental protection and social equity, it focuses on local and regional levels.

An illustrative scenario was chosen for each of the six scenario groups A1B, A1FI, A1T, A2, B1 and B2. All should be considered equally sound.

The SRES scenarios do not include additional climate initiatives, which means that no scenarios are included that explicitly assume implementation of the United Nations Framework Convention on Climate Change or the emissions targets of the Kyoto Protocol.

¹⁷ Emission scenarios are not assessed in this Working Group I Report of the IPCC. This box summarizing the SRES scenarios is taken from the TAP and has been subject to prior line-by-line approval by the Panel.

While this is what's at stake...

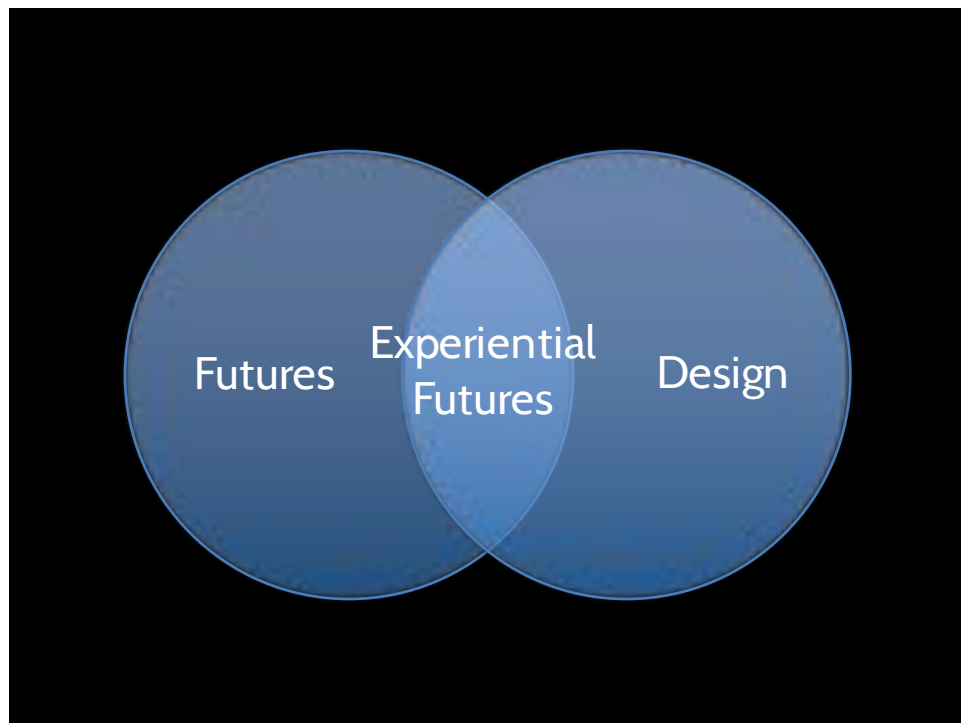


There is an 'experiential gulf'
between how we typically
represent/narrate futures for
serious purposes, and what
real situations feel like
on the ground

This experiential gulf is built in
to most traditional futures
methods and projects

“By encoding imagined scenarios into long-term memory, we can use our prior simulations at later time points so that they can substitute for real experiences.”

- Benoit, Szpunar and Schacter, 2014



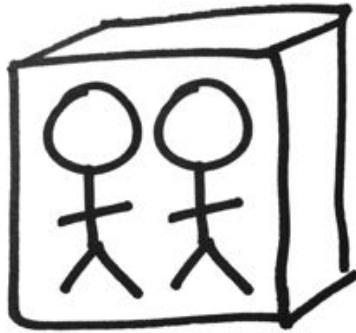
Experiential futures (XF): the design of situations and stuff from the future to catalyse insight and change.

Candy, 2015

XF “exploits the continuum of human experience to enable a different and deeper engagement than has traditionally been possible through textual and statistical means of representing scenarios”.

- Candy, 2010, *The Futures of Everyday Life*

Experiential futures



Immersive scenarios

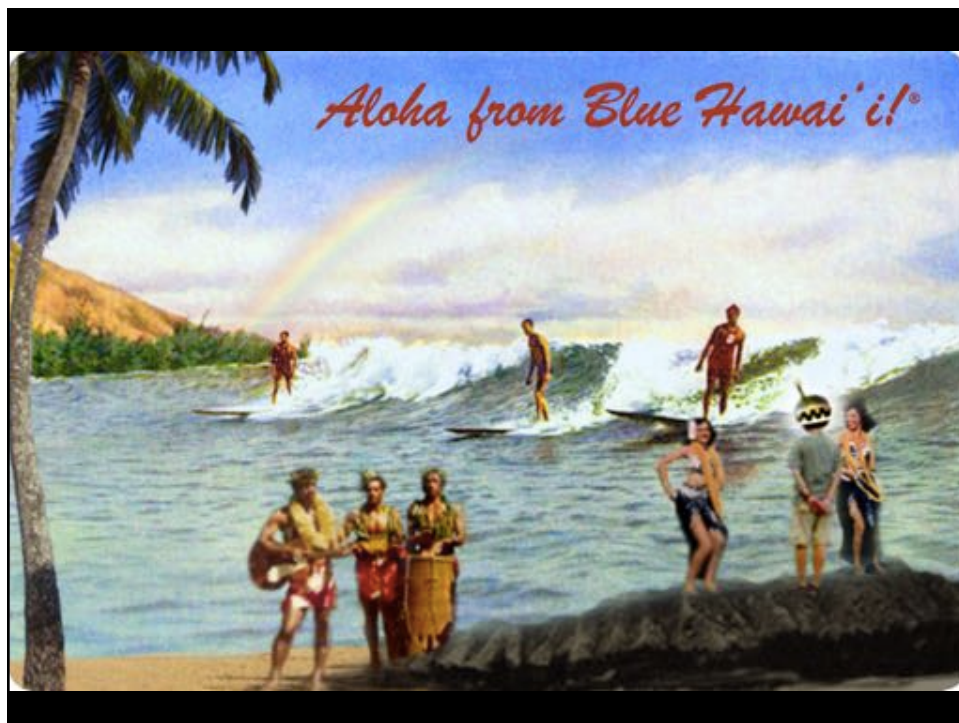


Future artifacts

@futuryst / thx @gregvan

XF purposes may include

- Entertainment
- Experimentation
- Exploration
- Education
- Evangelism
- Escapism









WELCOME. ADMIN X 364

HOW TO PLAY FORUM QUEUE TELL A FRIEND HOME

HOW TO PLAY

Gaming a pandemic for greater public vigilance

Coral Cross uses gaming techniques not because we take the possibility of a flu pandemic lightly — we use them because we take engagement seriously. There are two primary ways to play Coral Cross: as a community and as an individual. We hope you'll do both.

COMMUNITY GAME

GOAL: OUTPACE THE SPREAD OF H1N1

By its very nature, a virus spreads quickly and changes constantly. And though the destructive capabilities of H1N1 are yet unknown, its spread is no different. In Coral Cross, we're trying to do something revolutionary: map the spread of pandemic preparedness information against an unfolding pandemic. With the help of word-of-mouth and a vigilant public, we know it's possible.

How you can participate: You've already taken the first step by visiting and registering for Coral Cross. Now tell friends about Coral Cross. The more visitors we have, the more our momentum can overtake the spread of H1N1. Your friends will have access to important information that may keep them safe in a pandemic, and you'll earn big Vigilance bonuses for any who register (see below).

TELL A FRIEND

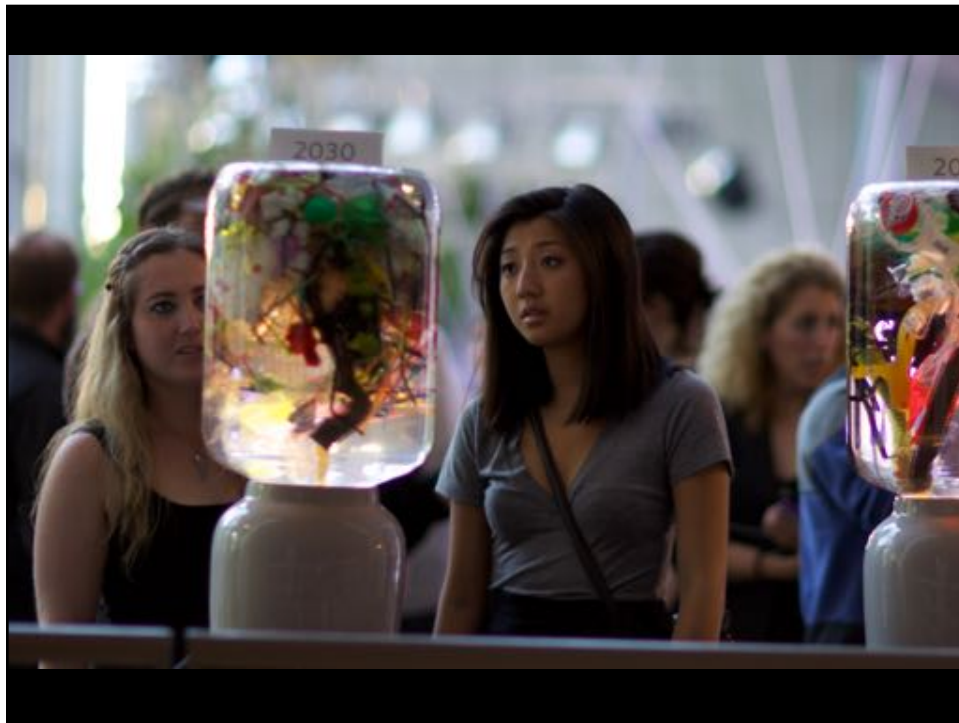
INDIVIDUAL GAME

GOAL: EARN VIGILANCE POINTS

In a pandemic, every day poses a new set of threats. And since no one may be immune to an emergent virus, everyday behavior is the only way to be sure to improve your chances of staying healthy. In Coral Cross, we're trying to serve that need for constant attention in

GAMEPLAY GLOSSARY

- Pandemic Awareness Test
- Tell A Friend
- Vaccine Queue Quiz
- Alternate Queue Values Exploration & Preference
- Forums and Comments
- Research Bonuses
- Other Vigilance Bonuses



<http://tinyurl.com/naturepod>

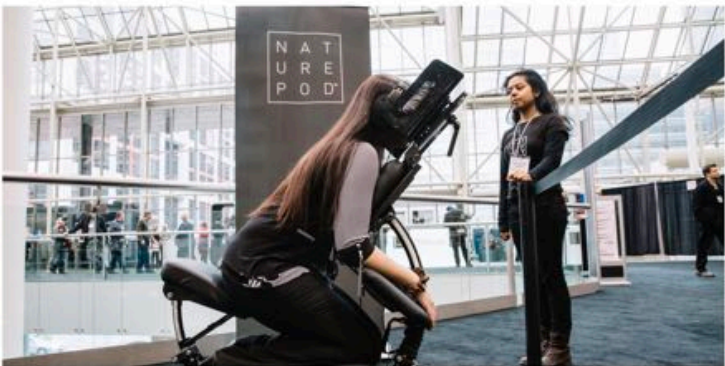
BUSINESS INSIDER

TECH FINANCE POLITICS STRATEGY LIFE ALL

A fake VR product made strung-out workers think they were in nature – and people wanted to buy it

Clinton Nguyen · May 16, 2016, 10:09 PM · 5,785

FACEBOOK IN LINKEDIN TWITTER EMAIL PRINT

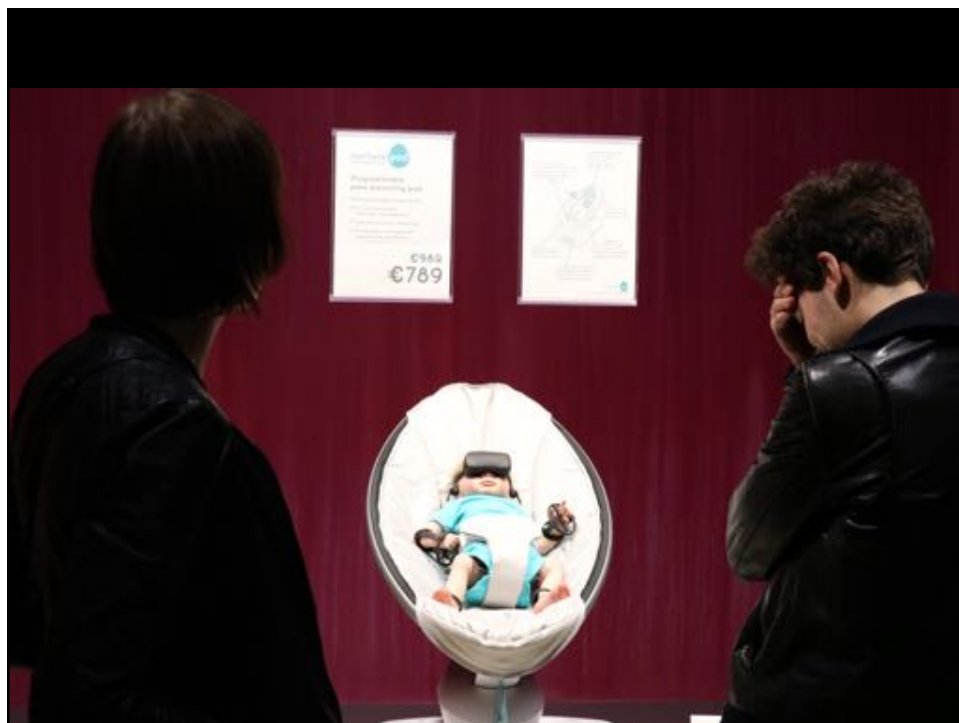
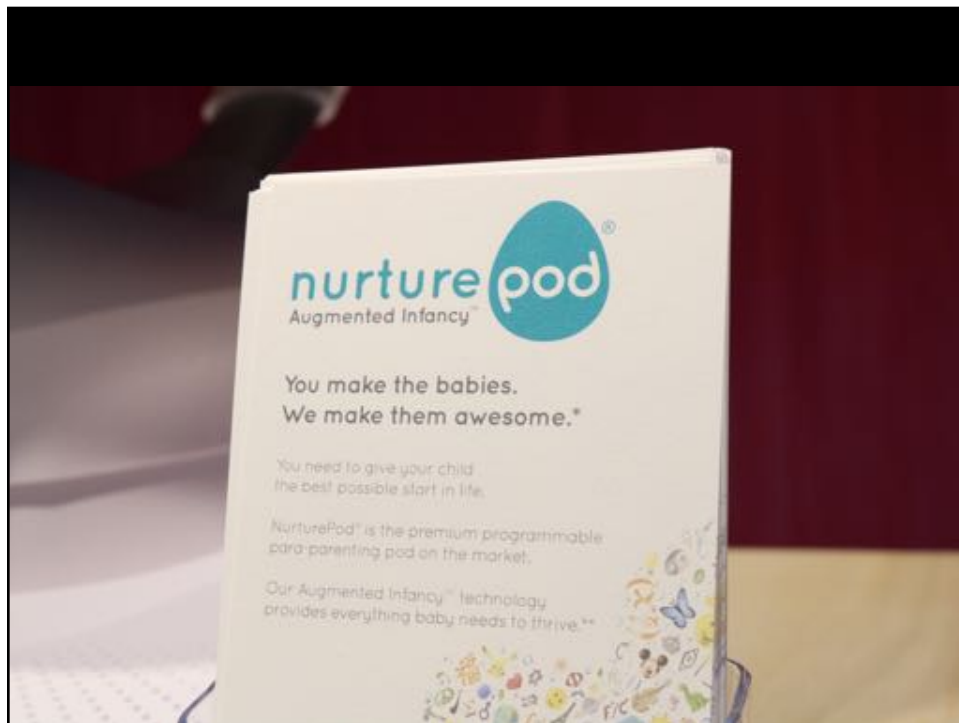


Imagine during work, when you're feeling the walls are caving in on you, that you can just run to the woods. No parking, no cars, no bosses. Just five minutes on the clock to walk up a mountain and hear the wind against the trees.

Somewhere, a disembodied voice asks you if you feel a connection to the nature around you.

At Toronto's IIDEX, a design and architecture conference, futurist Stuart Candy let crowds demo the NaturePod, a mock (read: not a real product) virtual reality program that lets strung-out workers take a simulated walk in the woods.

It's so close to being believable that people actually bought into it. And that was the point.



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Notable Interaction Award

Core77 Design Awards 2017

C77 D A

Notable Interaction Award

Results Announced for Community Choice Prize

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Museum of the Future: Machinic Life

The Museum of the Future: Machinic Life was an exhibition at the World Government Summit in Dubai exploring the future impact of current advancements in robotics and artificial intelligence on society. In partnership with the Future Museum's Office of the UAE, Tel Aviv for Future research, strategic design, design, and production for this major strategic endeavor. The exhibition showcased how service machines could evolve to enhance our bodies and minds, restructure our social and family lives, and manage complex social and economic systems. This museum will present exciting opportunities and challenges for society for the coming years. The exhibition aimed to educate the world's leaders and general public who attended the exhibition: 'What does Machinic Life mean for society, for governments, and for our families? What conversations should we be having today to prepare for a better tomorrow?'

The annual World Government Summit in 2016 awarded the first-time the public along with national leaders, and inspired the exhibition during the three-day conference. Innovation was able to experience Personal Augmentation, Caring Machines, and Algorithmic Management innovations in the exhibition space Tel Aviv designed and created.

WINNER

Tel Aviv

CLIENT

Prime Minister's Office, UAE

PROJECT TEAM

Wardrobeless Lumo Inc.
SCF Studio
Ami and Ming
Gali
Orly
Blue Star Architecture
Farnham
Bibi Prodan
Noreen Muller
PulsedLive
Walt Davis (Design)
Wood (Landscape)
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NEWS

9:15 AM, 10/18

Beyond Survival Kits: Humanitarian Aid Is Going Wireless, Communal, And Autonomous

Citizenship kits, floating cities, and AI disaster response: The International Federation of Red Cross and Red Crescent Societies reimagines how it responds to those in need.

[Photo: BBC]

BY ARABATHI KRISHNAN

6 MINUTE READ

2017 set the record for costly devastation brought about by natural disasters globally. While our discussions about such events often concentrate on the pain and destruction they bring, we also see that these

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THE RECOMMENDER

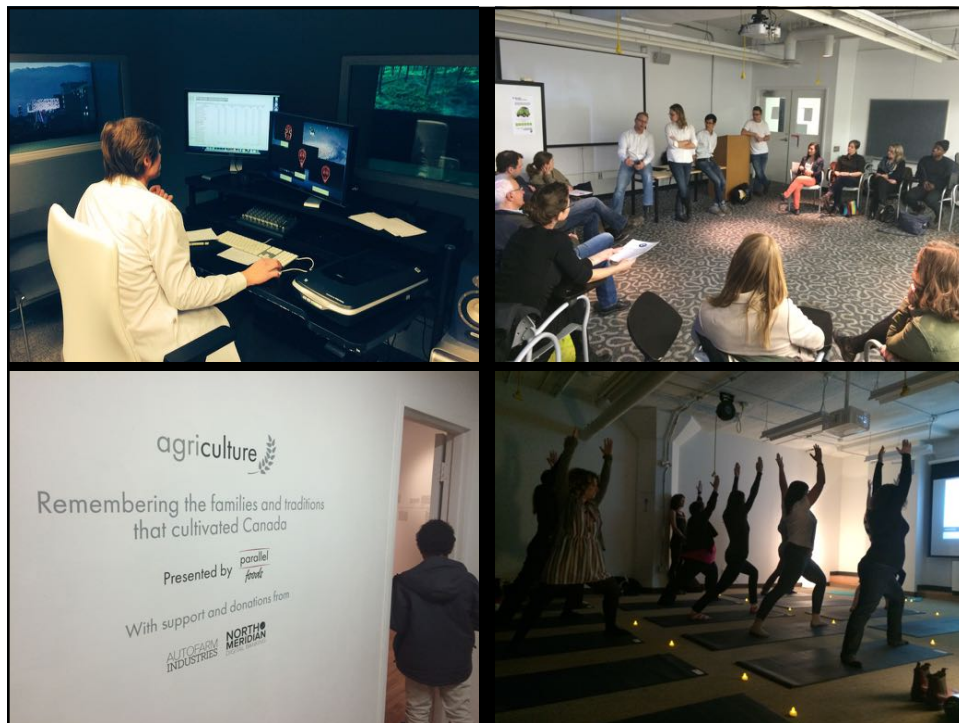
Barking Up The Wrong Tree
 \$19.95

Deep Learning
 \$31.00

The Rise and Fall of American Growth
 \$19.97

The New Urban Crisis
 \$19.94

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Experiential futures
Show and tell
 Stuart Candy TORONTO
 Fly me to tomorrow

Within a generation, those unable to afford time outside Toronto's dense urban environment will resort to Nature Deficit Disorder Clinics, where they will get essential dietary supplements along with simulated rainforests and birdsong.

In Singapore, a popular museum exhibition will chart the startling social transformations over the previous few decades in romance, sex and marriage, including the introduction of state-subsidised love robots to maintain well-being across the population.

Mexico City will be subject to severe flooding, and a peer-to-peer emergency service called Operación Axolotl will emerge as citizens help meet each other's basic needs.

By 2044, young people in North Carolina will face a critical choice at the age of 18: whether to let life's slings and arrows take their natural course, or to accept the wonders of modern medical technology and become, in effect, immortal.

How can anyone possibly claim to predict all this,

We can design situations that help us better understand possible futures by visiting them

you may ask? Actually I'm not predicting that these things will happen—even though I witnessed them all first-hand.

As an experiential futurist my job is to create, and to help others create, transmedia situations where such possibilities can be thought, felt and used to make better decisions. In this practice, all media are fair game for bringing futures to life, from interactive performances to physical artifacts, from video to food: whatever enlivens a future scenario as a potential reality-in-waiting.

If Andy Clark, a cognitive scientist at the University of Edinburgh, is right, thought isn't confined to the boundaries of our skulls. We think with our environments. The map or smartphone in your pocket is a deliberate extension of your thought processes.

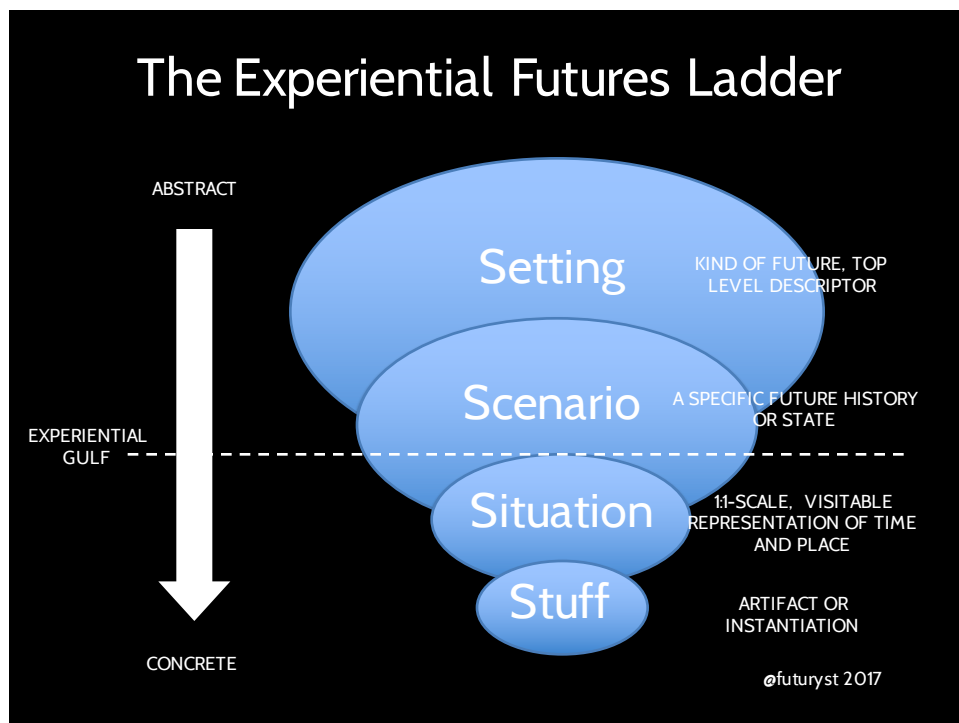
We can design situations that help us understand possible futures by visiting them. How much more powerful this is than the white papers and slideshows that are the typical focus of future-gazing in boardrooms and at UN summits.

Driven by the irrepressible human urge to bring our inner worlds to life, the culture of public imagination is set to make a leap: in coming years we can expect to see more and more companies, governments, advocacy organisations and communities creating and sharing experiential futures. The sooner we learn to use and democratise collective imagination to dramatise our alternatives, the more powerful will be our capacity to shape change towards just and worthwhile ends. ■

Stuart Candy, director of the Situation Lab and assistant professor of strategic foresight and innovation at OCAD University in Toronto, and fellow of the Long Now Foundation



The OpenLab 2016



All this work comes from a
simple recognition that
bridging the experiential
gulf means moving from
abstract to concrete

The reason to get concrete is to help
make the abstract future(s) ideas
cognitively, psychologically,
organisationally, culturally tractable.

Third dimension: Depth
Any future that we get
will be as real and complex
as the present is.

Takeaway: We must try to not just
think, but also feel, our way into
these future conditions if we are
to grapple with them effectively

Futures imagined with
Difference, Diversity, & Depth...

All of which enables the 4th 'D'...

Design.

Wiser choices between vividly and
rigorously imagined alternatives.

The risks of not having these
competencies built in are
becoming increasingly serious,
and obvious.

Act 3

The Thing From The Future

Any scenario can be rendered
experiential through countless
situations and endless stuff

We were looking for a more
systematic way to parse / investigate
the possibility space



The Thing From The Future is
an award-winning imagination game for
making concrete thinking about possible
futures more fun and approachable.

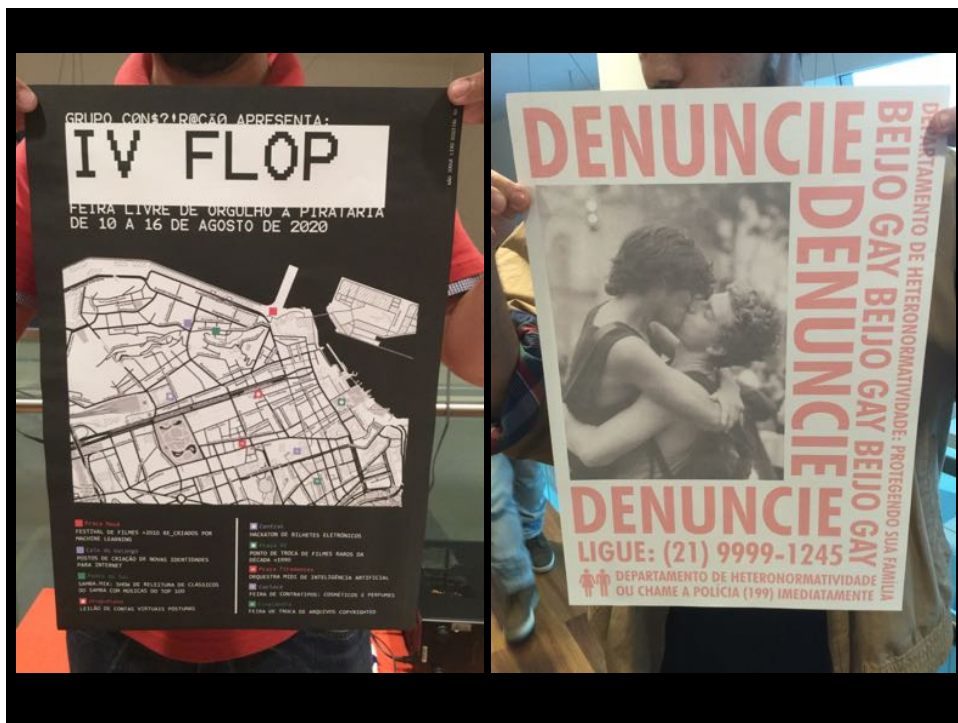
An experiential futures method,
in the form of a card game





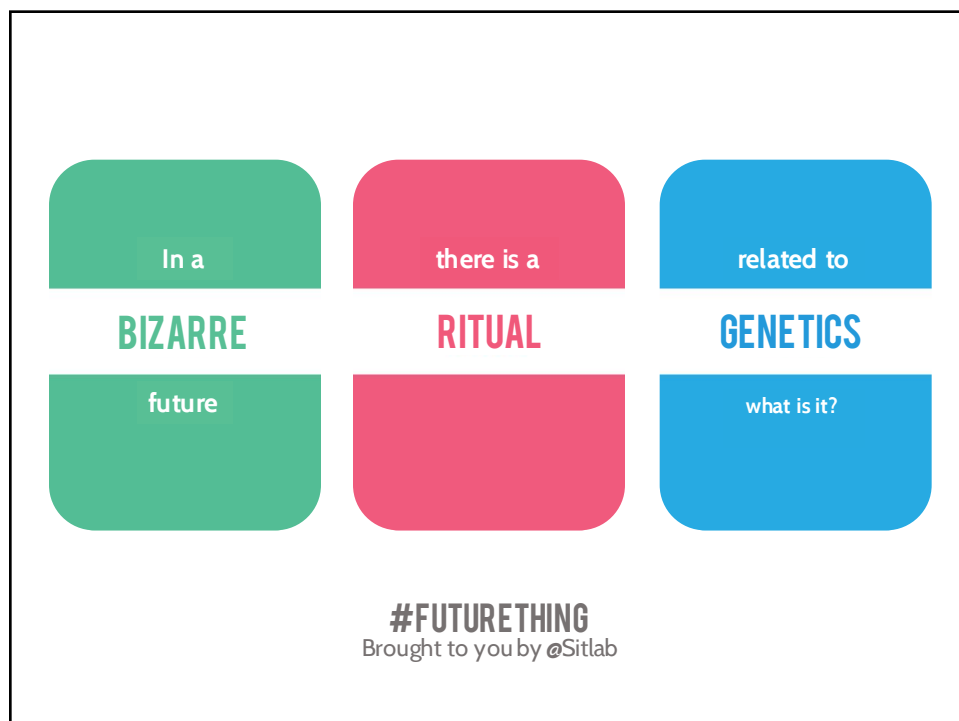
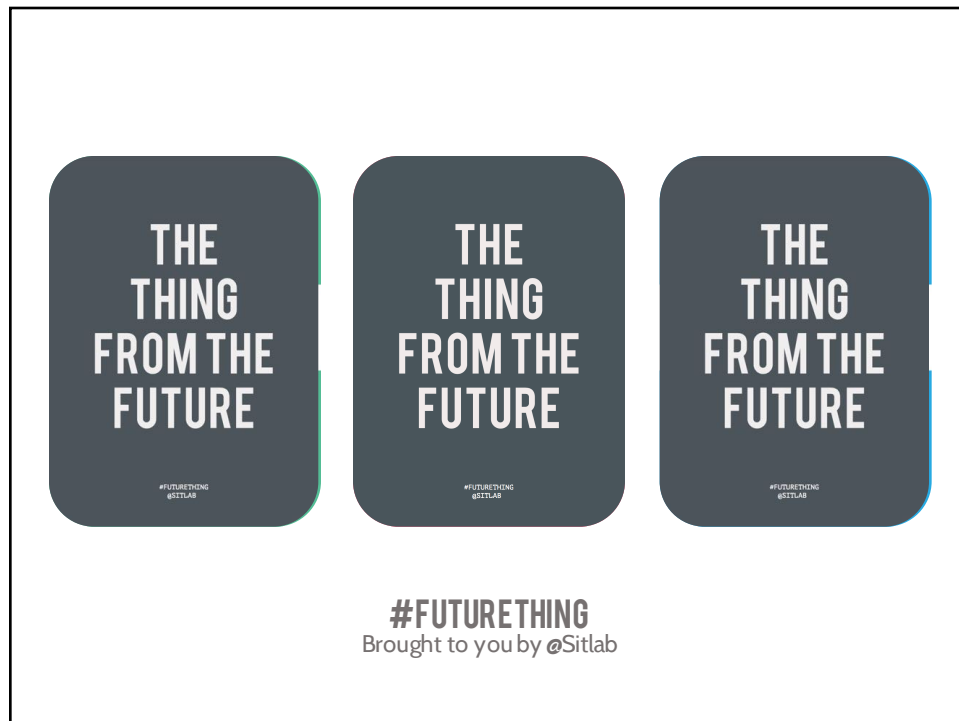


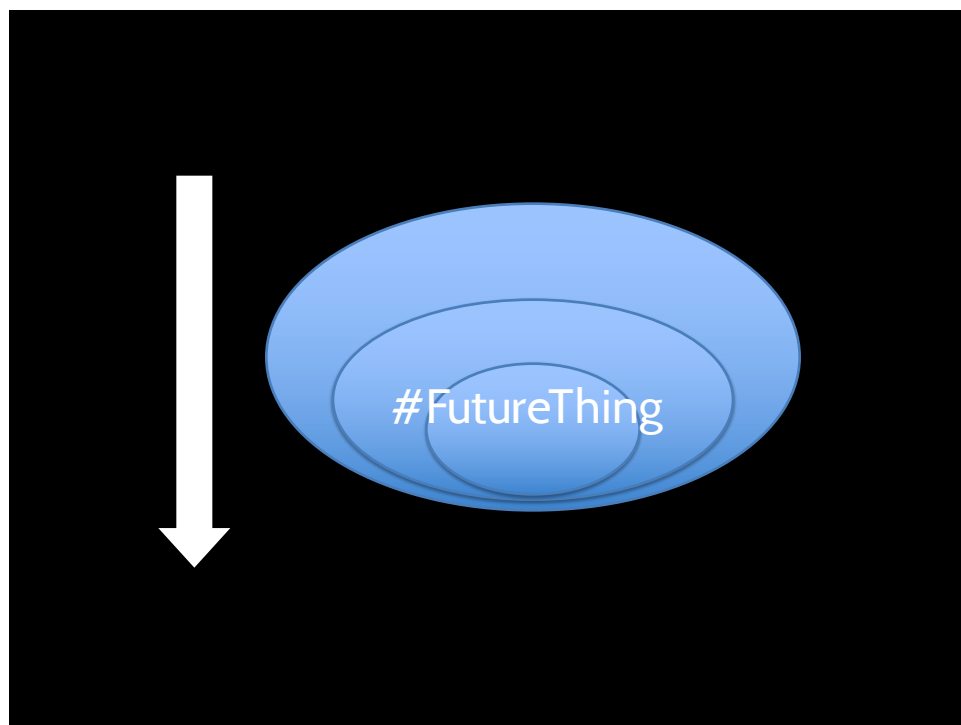
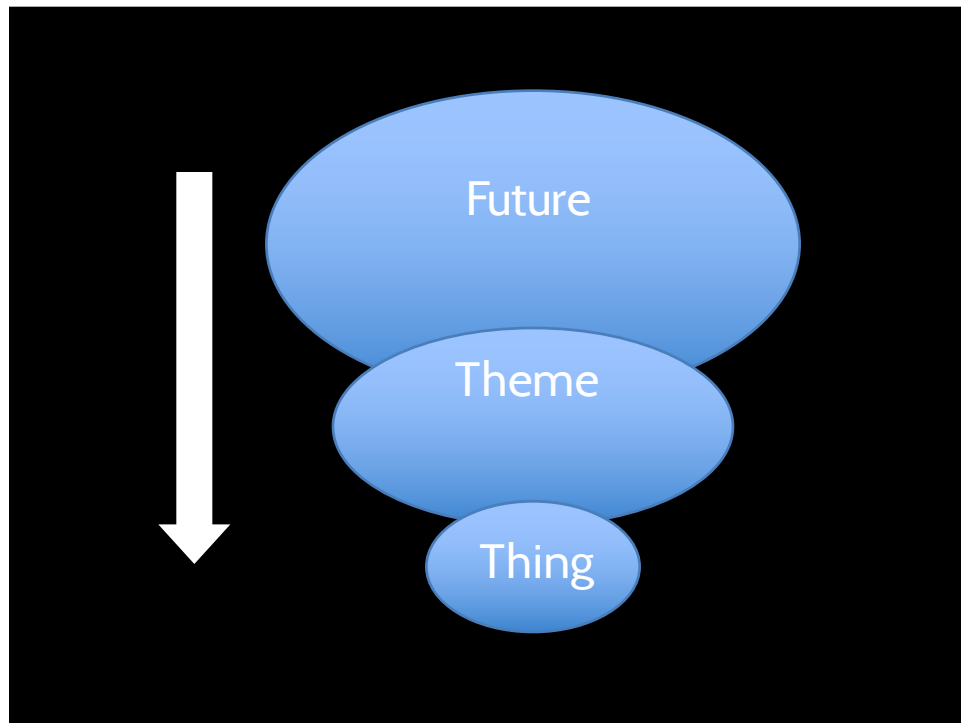






Second Edition (2018):
108 Cards
3 Suits (Future + Thing + Theme)
~40,000 Prompts





A few places The Thing From The Future has appeared...

- MIT Media Lab, Cambridge MA
- Stanford d.School, Palo Alto CA
- United Nations Development Programme, New York
- UNESCO World Youth Forum, Paris
- Lee Kuan Yew School of Public Policy, Singapore
- FutureFest (Nesta), London
- Museum of Tomorrow, Rio de Janeiro
- INK Conference, Mumbai
- Asia Pacific Foresight Network Conference, Taipei
- World Future Society Conference, San Francisco
- Amplify Innovation Festival, Sydney
- 5D Institute Transmedia Conference, Los Angeles
- Maker Festival, Toronto
- Centro de Estudios Superiores de Diseño de Monterrey (CEDIM), Mexico City
- European Commission Joint Research Centre, Brussels
- United States Conference of Mayors, Boston



The Thing From The Future: Cities Edition created to introduce futures thinking to Mayors from across the United States



Thank you for playing!

Thanks
谢谢
Terima kasih
ارکشد
Gracias
ありがとう
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@futuryst @sitlab