

## Jumping Board

Jumping boards boost imagination and will crucially determine the flavor of your co-speculation.

Prepare a couple of trigger scenarios based on signals and values or short story extracts that give a sense of your future direction.

A signal describes an observable item, a social media post, an article, an innovation that indicates a possible development in the future.

If you want to go for a serious scenario, you can work with a horizon scanning framework to make sense of your collection of signals.

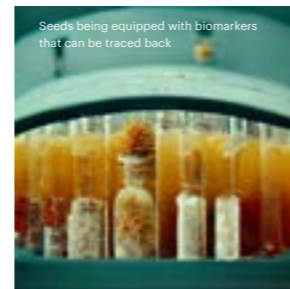
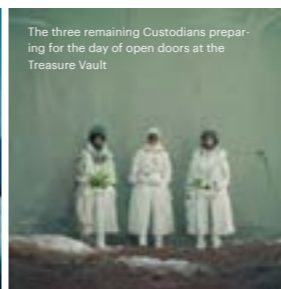
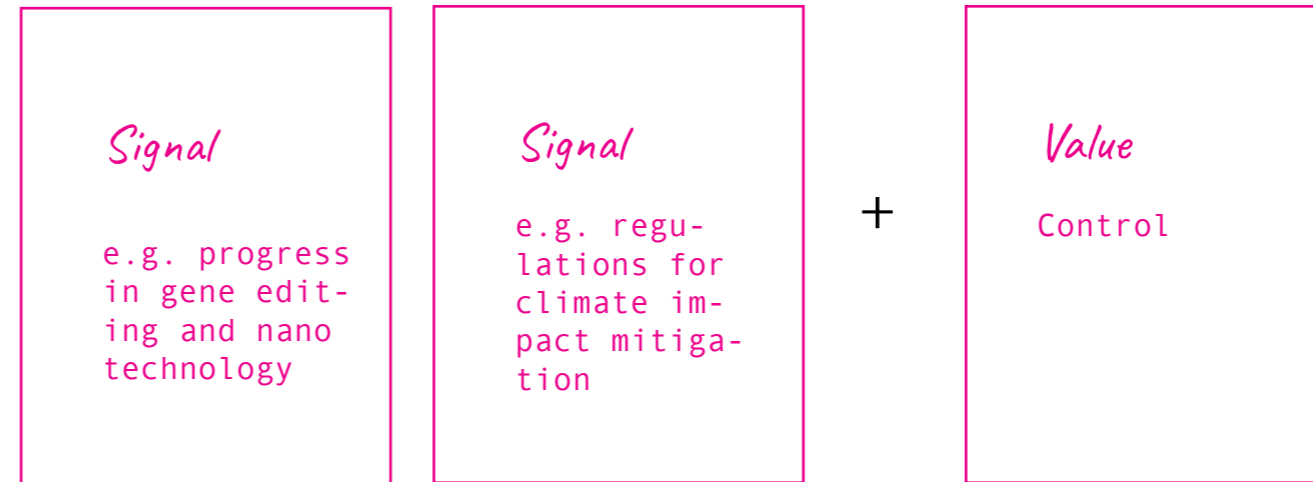
-> [www.foresightguide.com/horizon-scanning-frameworks/](http://www.foresightguide.com/horizon-scanning-frameworks/)

But there are jumping boards for your jumping board :) Check out these nice resources to speed up your scenario building:

1. [2050.earth](http://2050.earth)
2. [thefuturesschool.com/2018/01/creator-deck/](http://thefuturesschool.com/2018/01/creator-deck/)

But most importantly: go wild! Your trigger scenario doesn't have to be probable at all. Use your imagination to make it pop.

## Example (Storytelling approach)



### Crop Custodians

Strategy: Control and regulate

A group of scientists was shielded in the north – their current base: the global seed vault. Once built to collect and store the crops of the world, it became one of few remaining sources for diverse seeds – and the custodians were here to protect them. After the ice shield started to melt again, these seeds had become a precious good. The custodians developed a practice of propagating them – they had plenty of time to run plenty of experiments. Before the first planting season in years, they opened their treasure vault to trade some of the seeds and the plants they stored, grew, and nurtured. But they were custodians for a reason, and they were on a mission – no seed shall be wasted in degraded soils. Farmers requesting for pre-dragon crops needed to prove their worthiness by providing a proper soil sample and a convincing farming concept. The time of good old agribusiness was over.

This year's day of open doors went very well – not many humans appeared and applied for seeds – one Norwegian indoor farmer – to be precise. Custodian 1 was very happy with the result: the less trouble and attention – the better. C2 + 3 seemed a bit disappointed – they were looking forward to interacting with applicants, even if this meant refusing their pledges. C1 could feel 2s resentment – but how could he possibly lean into the idea of opening up to a bigger audience. Humans messed the whole planet up, why would they deserve the treasures so they could just fuck it up again? He was already picturing a new era of muddy agrilogistics – a Mesopotamia 2.0 and this thought tasted bitter. [2] But he still felt a bit bad for 2, and proposed to vote on how to move forward: A) for keeping it small and protecting the treasures and B) for opening up and going out to the world.

C2 could already guess where that vote was going, so he raised his hand floppily for option B – unsurprisingly he was the only one. The odds always stucked together. It was not easy to spend years in a remote fortress with thousands of seeds, plants and 2 odds.

It was time to feed the birds – a flock of snow buntings was approaching the archipelago and the team had already prepared the snacks. In a recent effort to identify regenerated, inhabitable and fertile land, the custodians prepared bird confects containing seeds with biomarkers, that could be tracked and traced over long distance. So, they could monitor the flock's movement and see where it settled – in the hope it told them something about the world out of their horizon. Most of the prepared seeds were just pooped into the ocean but they had a couple of leads that indicated promising areas, where vegetation started to thrive again.

This was C1s mission, and he was very serious about it.

**Keywords:** #control #restriction #preserve #track & trace #biotechnology #regenerate #incentives #collectivism

### *Immerse and reflect*

After the participants have read and digested your trigger scenarios, give them time to immerse themselves into the future.

A meditation or speculative ethnography is a nice addition to this exercise.

## How is life different from today?

*What words come to your mind when you think about this world?*

*How would you feel in this world?*

*What are the values in this world?*

*What role could you play in this future?  
Imagine your future self.*

*Make a sketch of your future self.*

*Describe a typical day in your fictional life*

### Co-writing

Use a rotation principle to co-write a crazy story.

Imagine you have a group of 5 people.

Each of them gets a template and fills the section for the main character (transcript from exercise 2) + the set-up of the story. Then every individual passes the template to her left neighbor.

This left neighbor has a look at the set-up and fills section 2, the rising and passes the template to her left neighbor.

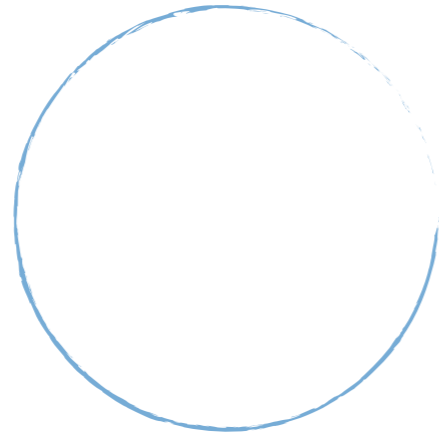
And so on, and so on until the story is finished.

At the end you have 5 collective stories.

## Story Caroussell

### a) Your main character

Portrait



Who is your future self?

Describe them! What are their behaviours, attitudes and experiences.

What could be a key moment in their daily life?

### b) Let's co-write a daily life story

Setup

Fill the first column by describing the setup. Where could your story start? Describe a typical situation for your character

Rising

Pass the work sheet to your left neighbour and let them fill the "rising" section: A conflict, tension or confrontation arises

Climax

Pass it on to your left neighbour and let them fill the "climax" section. Your character has to face a situation or an opponent

Falling

Pass it on to your left neighbour and let them fill the "falling" section. After the conflict or confrontation - what happens?

Ending

Pass it on to your left neighbour and let them fill the End. How does the story end? Has the character or someone else learned something?

### World building

After the group has decided on one favorite story, they have a look at the broader societal dimension.

They collectively fill this template and discuss by doing so.

It is recommended to have some prototyping and playful activities after this to make the world tangible.

## World Building

*Who is your future self?  
What is your role in this world?*

*What are 3 key moments  
in your future daily life?*

*Now, let's translate your story to the broader context. What might be rules and conventions in this world? (e.g. how do you treat animals, environment, other humans? How do you live together?)*

*How does economy look  
like? What is your currency?*

*What are the bright sides  
of this world?*

*What are the dark sides  
of this world?*

*Who is your nemesis?*

*Describe a typical conflict in  
this world.*

*How does society or nature react  
or cope with these types of conflicts?*

*Make a sketch, build a  
model or make a roleplay*

## *Backcasting + evidence*

Now it's time to get back to reality/present. The group discusses and fills the template.

Final share back in the plenary.

### Backcasting and evidence

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*Does your scenario describe a world, where you would like to live in?  
And what makes it likeable or avoidable?*

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*Depending on your previous answer, what can we do today  
to achieve or prevent your scenario?*

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*What signals and trends can you identify today  
that indicate at your scenario?*