

CARDS FOR THE FUTURE

PRINT AND PLAY

This pack contains:

1. Game instructions
2. Cut-out vision, object and topic cards
3. Cut-out index cards
4. Game board

DISCLAIMER

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Designed by Codrina Cretu, Matt Stokes and Tom Symons at Nesta and based on 'The Thing From the Future,' by Situation Lab, an award-winning imagination game that challenges players to collaboratively and competitively describe objects from a range of alternative futures. 'Cards for the future' is licenced under a *Creative Commons Attribution-NonCommercial-Sharealike 2.0 license* (<https://creativecommons.org/licenses/by-nc-sa/2.0/>) and is attributed to Situation Lab. The original version of the game can be found at: <http://situationlab.org>.

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Game instructions

The objective of the game is to imagine inspiring, positive ideas for objects and concepts from the future. These are inspired by a scenario, which is shaped collectively through 'prompt cards'.

The prompt cards outline the kind of future that the thing-to-be-imagined comes from, what it is, and what it is related to. Players then imagine and write about their idea inspired by the scenario. The individual ideas are then read aloud, and players vote for the idea they find the most inspiring. The creator of the winning idea receives a token, and the person with the most tokens at the end is the overall winner.

Number of players

4 to 6 players

What do you need?

There are three types of prompt cards in this game:

- **Vision cards** describe the type of future in which the scenario takes place.
- **Object cards** describe the main 'thing' that needs to be imagined.
- **Topic cards** describe the topic areas, context or theme for the idea.
- *If a player has an **object or topic wildcard**, they must choose their own object or topic for that round.*

Alongside this, the group needs:

- **Pawns:** one per person
- **Counters:** one for each round to be played
- **Index cards:** one for each person for each round to be played
- **Central board**
- **Pens:** one per person



Rules

1. Deal each player one pawn, one index card, and two cards from each of the three categories. Set the decks aside.
2. The three players to the left of the dealer must, in turn, place one card each from one of the categories into the corresponding place on the main board, facing upwards. Players may choose any card of a category different from those already in play. After playing a card, the player must draw a fresh card of the same category from the deck. At the end of this stage there should be one Vision card, one Object card and one Topic card on the main board.
3. Once the cards are in place, the facilitators start a **3-minute** timer. On the index cards, each player must write a brief and positive idea inspired by the cards on the table and give their idea a title. Players are free to write whatever they want, and should be as inventive and creative as they like.
4. When the time is up, the dealer collects the index cards from the players, shuffles them, and reads them aloud without attribution before placing them in the middle of the table, so that the players can continue to refer to them.
5. Players must now decide which of the ideas they find most inspiring (*not* most realistic). They then vote at the same time by placing their pawn on the index card they have chosen. The player with the highest number of pawns on their index card wins and receives one token. If two or more players have the same number of pawns on their index card, they receive one token each.
6. The cards used must now be discarded.
7. Begin the next round by rotating the dealer role to the left.

Ending the game

Once players have exhausted the deck or time for the session is up, the game is over. The winner is the player with the most victory tokens at the end of the game.



VISION

RADICAL

VISION

UNEXPECTED

VISION

SUSTAINABLE

VISION

EMPATHIC

VISION

CREATIVE

VISION

SOCIAL

VISION

PROSPEROUS

VISION

EQUAL

VISION

FREE

VISION

THRILLING

VISION

INDIVIDUALIST

VISION

PEACEFUL

VISION

COOPERATIVE

VISION

CARING

VISION

CONNECTED

VISION

OPTIMISED

VISION

HOPEFUL

VISION

JUST

VISION

DIGITAL

VISION

HOPEFUL

OBJECT

HEADSET

OBJECT

SCHOOL

OBJECT

WEARABLE

OBJECT

VEHICLE

OBJECT

PLATFORM

OBJECT

PERSON

OBJECT

EVENT

OBJECT

ALGORITHM

OBJECT

PLOT OF LAND

OBJECT

APP

OBJECT

COMPANY

OBJECT

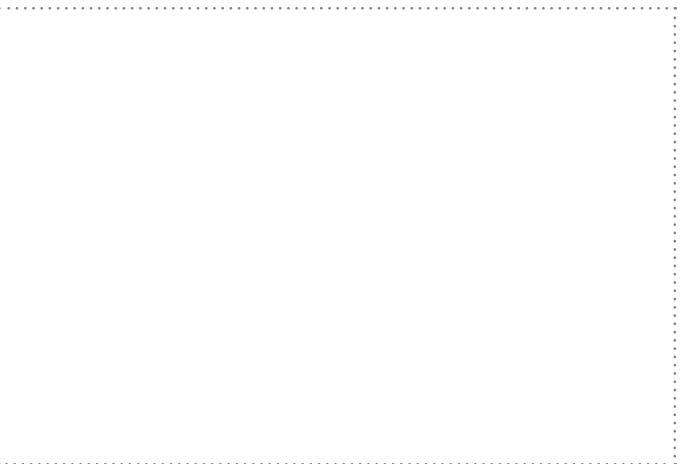
BUILDING

OBJECT

TOOL

OBJECT

COMMUNITY



OBJECT

SCREEN

OBJECT

DECISION

OBJECT

BUILDING

OBJECT

ROBOT

OBJECT

MACHINE

OBJECT

ROOM

OBJECT

PERSON

OBJECT

DEVICE

OBJECT

TECHNOLOGY

OBJECT

PUBLIC SERVICE

OBJECT

DOCUMENT

OBJECT

HOUSE

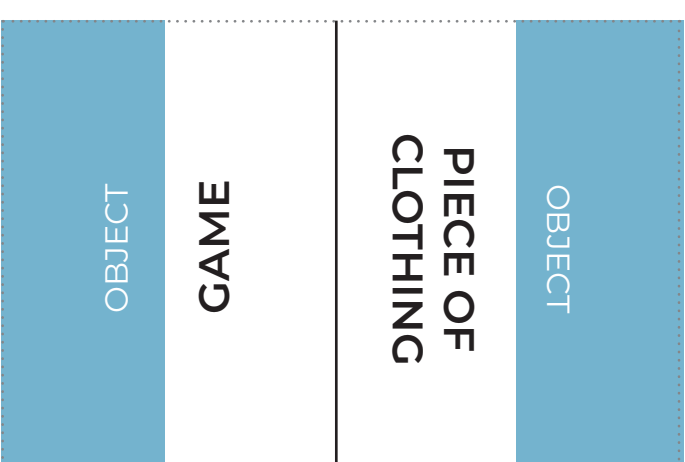
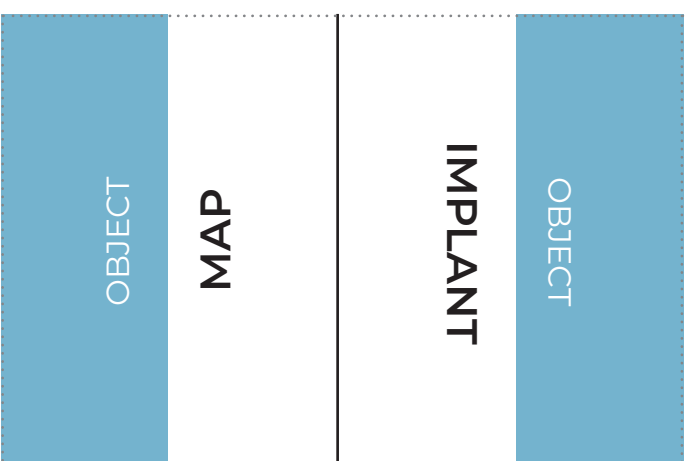
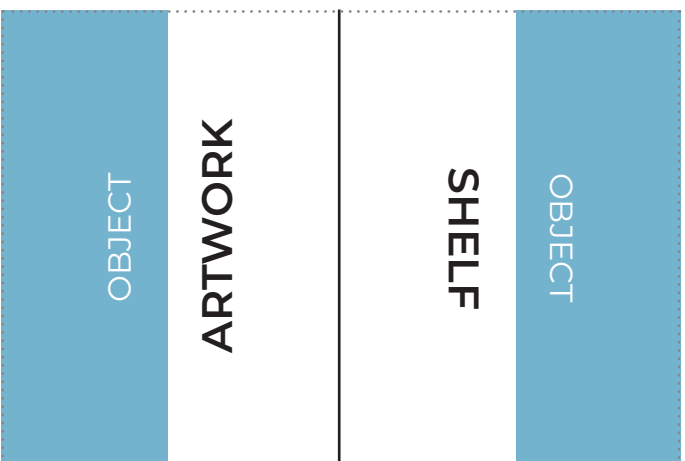
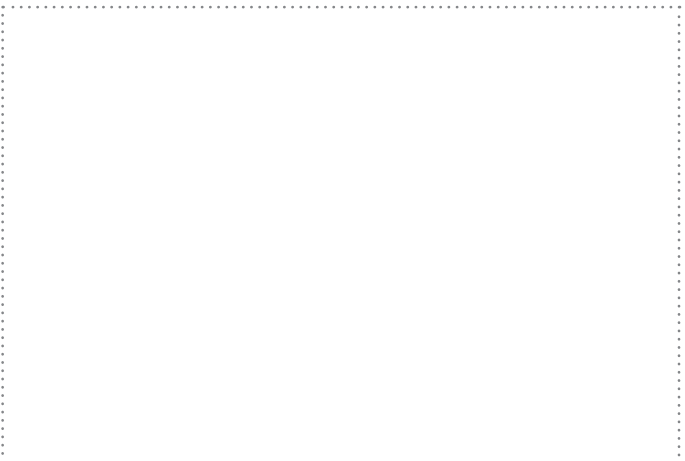
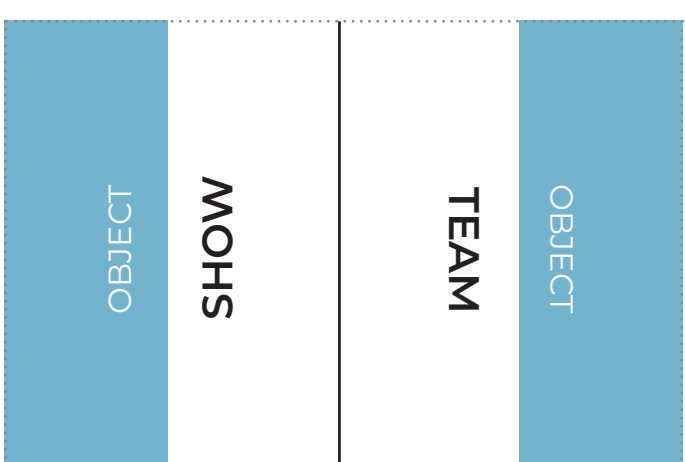
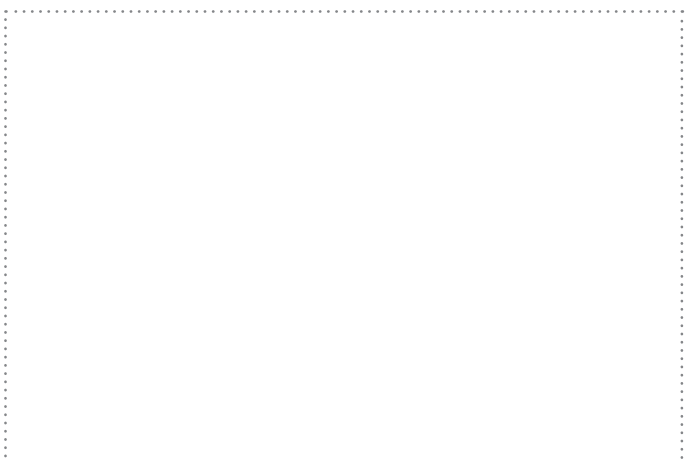
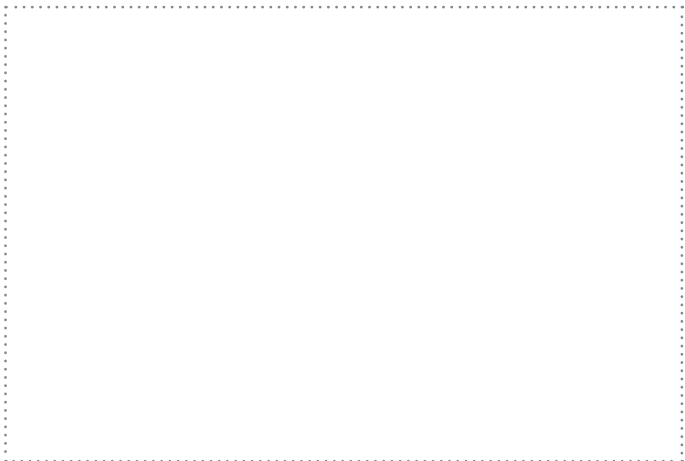
OBJECT

PRODUCT

OBJECT

LIBRARY





TOPIC

**MACHINE
LEARNING**

IDENTITY

TOPIC

TOPIC

BIG DATA

WEALTH

TOPIC

TOPIC

CITIES

**ARTIFICIAL
INTELLIGENCE**

TOPIC

TOPIC

MIGRATION

POLITICS

TOPIC

TOPIC

JUSTICE

FAMILY

TOPIC

TOPIC

DISEASE

WOMEN

TOPIC

TOPIC

HEALTH

EDUCATION

TOPIC



TOPIC

WELLBEING

ELECTIONS

TOPIC

TOPIC

HAPPINESS

WORK

TOPIC

TOPIC

COMMUNITY

CRYPTOCURRENCY

TOPIC

TOPIC

RULE OF LAW

SUSTAINABILITY

TOPIC

TOPIC

DATA PRIVACY

COMMUNICATION

TOPIC

TOPIC

MISINFORMATION

GENETICS

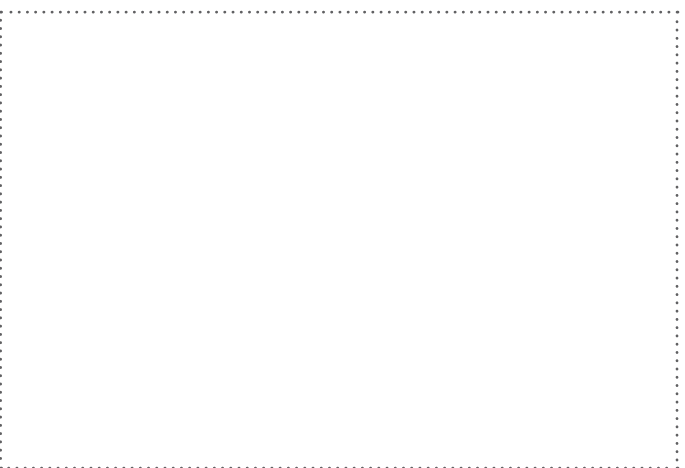
TOPIC

TOPIC

AUTOMATION

MEMORY

TOPIC



TOPIC

GOVERNANCE

EQUALITY

TOPIC

TOPIC

OIL

HUMAN RIGHTS

TOPIC

TOPIC

ENERGY

ACTIVISM

TOPIC

TOPIC

PLANET

MOBILITY

TOPIC

TOPIC

WILDCARD



TOPIC

ENERGY

ACTIVISM

TOPIC

TOPIC

WILDCARD



TOPIC

ENERGY

ACTIVISM

TOPIC

TOPIC

WILDCARD



TOPIC

ENERGY

ACTIVISM

TOPIC

TOPIC

WILDCARD



Vision

Object

Topic

Title:

Describe the thing...

Vision

Object

Topic

Title:

Describe the thing...

Vision

Object

Topic

Title:

Describe the thing...

Vision

Object

Topic

Title:

Describe the thing...

IN A FUTURE
THAT IS



THERE IS
A



RELATED
TO



WHAT IS IT?