~30 years from now

What will you be doing?

Slides courtesy of Bridgette Engeler, Swinburne University

What were you doing in 1988?

Slides courtesy of Bridgette Engeler, Swinburne University

What were you doing in ~1988?

- George HW Bush beat Michael Dukakis to be POTUSA.
- Floppy disks were a thing (a few years on from Windows 1.0).
- The Netherlands became the second country connected to the internet. (Australia still had a year to go.)
- Table tennis became an Olympic sport.
- Stephen Hawking released *A Brief History of Time.*
- Photoshop shipped (and I mean shipped) its first software.
- First World AIDS Day was held.
- NASA climate scientist James Hansen used the term 'global warming' in testimony to the United States Congress.
- The Morris worm was released, affecting about 10% of computers. It was the first worm to spread over the internet, and its author was the first convicted malware writer in history.
- World Expo 88 in Brisbane.
- In the US, CDs outsold vinyl records for the first time.
- World Population was ~ 5,070,000,000 (~9 billion in 2048).

Slides courtesy of Bridgette Engeler, Swinburne University

And in 2058?

- Poverty and hunger
- Global crises
- Technology
- Health and disease
- Planet, climate and environment
- Research and exploration
- Entertainment
- Geopolitics
- Human security

Slides courtesy of Bridgette Engeler, Swinburne University

And in 2058?

- How old will you be?
- Where will you live?
- Who is your family? Your community?
- Will you be working? What is work 30 years from now?
- What does life look like?
- What will you need?
- What do you use as transport? What do you eat? Wear? Use?
- How do you communicate?
- Do we travel? Where?
- How do we power our worlds?

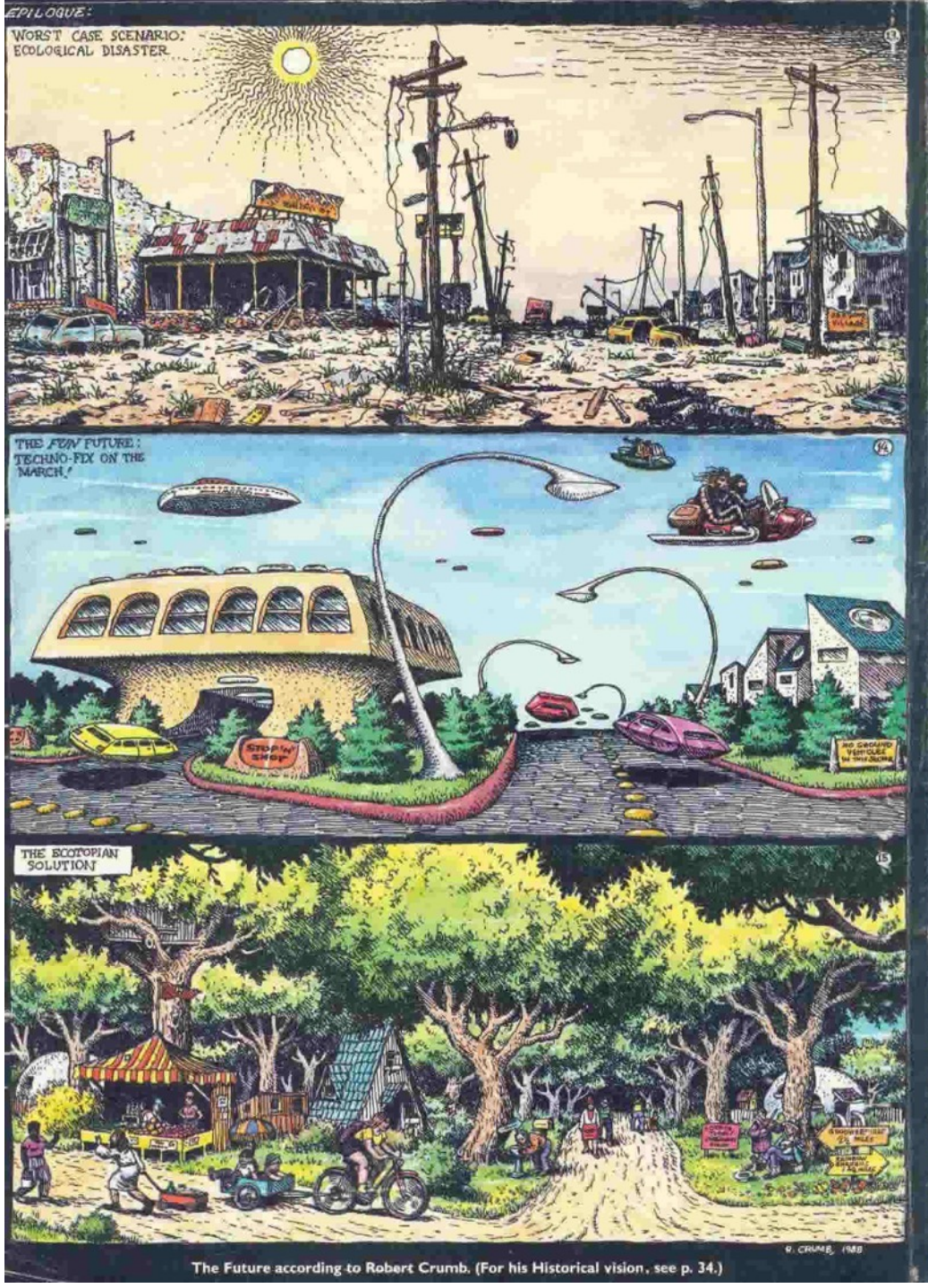
Slides courtesy of Bridgette Engeler, Swinburne University

- Opportunities vary by scenario – images of different futures
- Depiction not prediction
- There is no ‘one’ defined future.
- The craziest ideas of the future are often the most useful.
- Use different – longer – time horizons

https://www.youtube.com/watch?v=31fEmEEQmn8

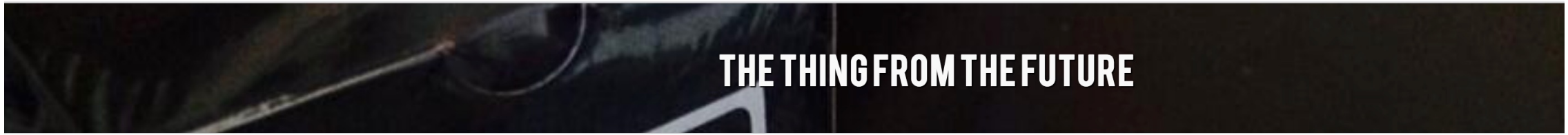
Slides courtesy of Bridgette Engeler, Swinburne University

Let’s Play with Futures…



The Future according to Robert Crumb. (For his Historical vision, see p. 34.)

SITUATION LAB



The Thing From The Future is an award-winning imagination game that challenges players to collaboratively and competitively describe objects from a range of alternative futures.

We are currently **sold out** of this edition of The Thing From The Future. Stay tuned for more updates about future releases. In the meantime, check out the free, downloadable Print-and-Play edition.

GAMEPLAY OVERVIEW

The object of the game is to come up with the most entertaining and thought-provoking descriptions of hypothetical objects from different near-, medium-, and long-term futures. Each round, players collectively generate a creative prompt by playing a card game. This prompt outlines the kind of future that the thing-to-be-imagined comes from, specifies what part of society or culture it belongs to, describes the type of object that it is, and suggests an

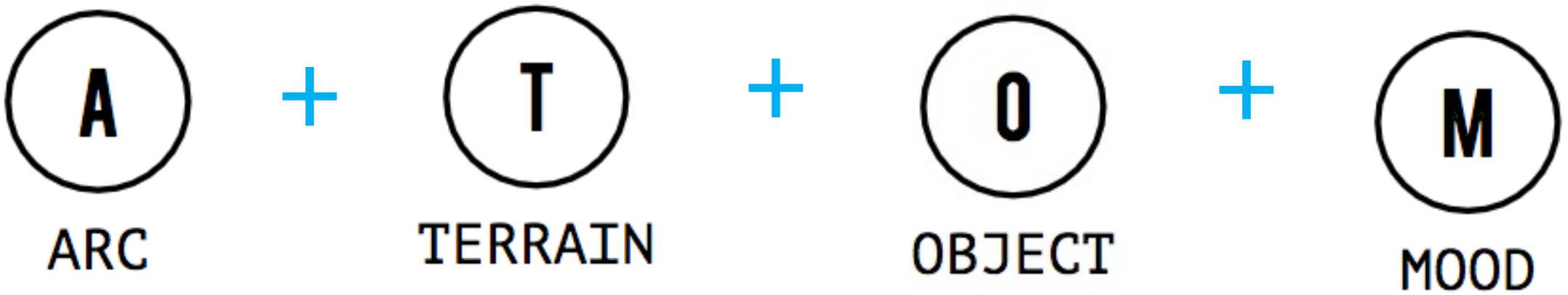
RULES OF THE GAME

SETUP

Gather game cards, blank index cards, and pens. Shuffle the cards and deal out 12 to each player. Set the deck aside. Before the first card is played, the dealer should state how long players will have to generate ideas for this round (usually 2-5 minutes). If players are new to the game, the dealer may wish to allow slightly more time for the first round or two.

Situation Lab, The Thing From The Future. Situation Lab (n.d.). https://situationlab.org/project/the-thing-from-the-future/

Choose your cards



Situation Lab, The Thing From The Future. Situation Lab (n.d.). https://situationlab.org/project/the-thing-from-the-future/

The Plot

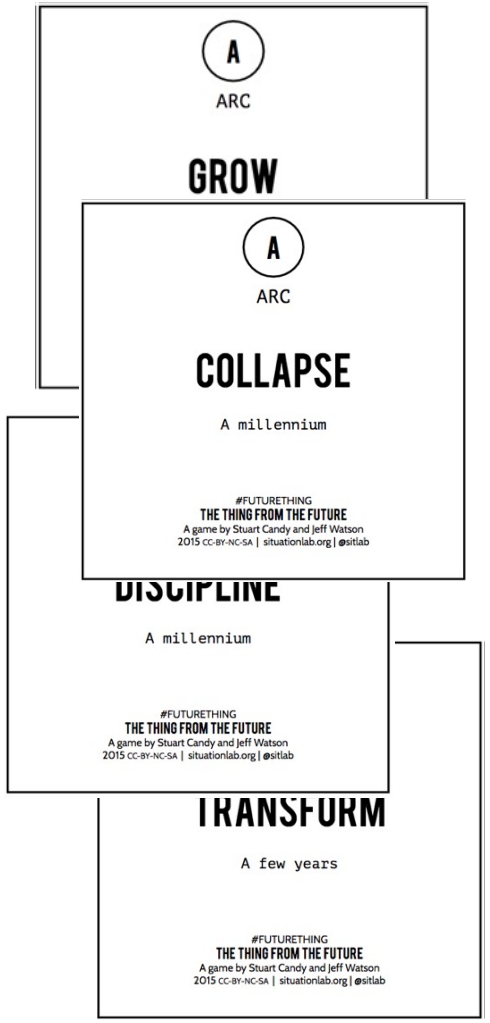
Grow is a kind of future in which everything and everyone keeps climbing: population, production, consumption…

Collapse is a kind of future in which life as we know it has fallen – or is falling – apart.

Discipline is a kind of future in which things are carefully managed by concerted coordination, perhaps top-down or perhaps collaboratively.

Transform is a kind of future in which a profound historical transition has occurred, whether spiritual or technological in nature.

Situation Lab, The Thing From The Future. Situation Lab (n.d.). https://situationlab.org/project/the-thing-from-the-future/



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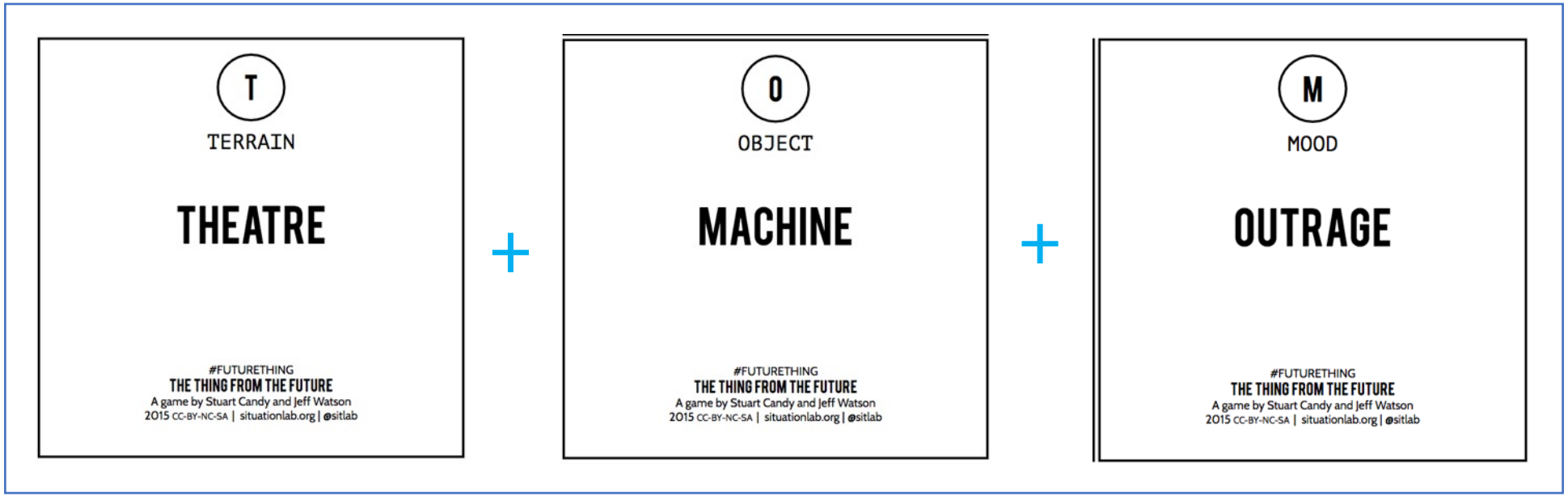


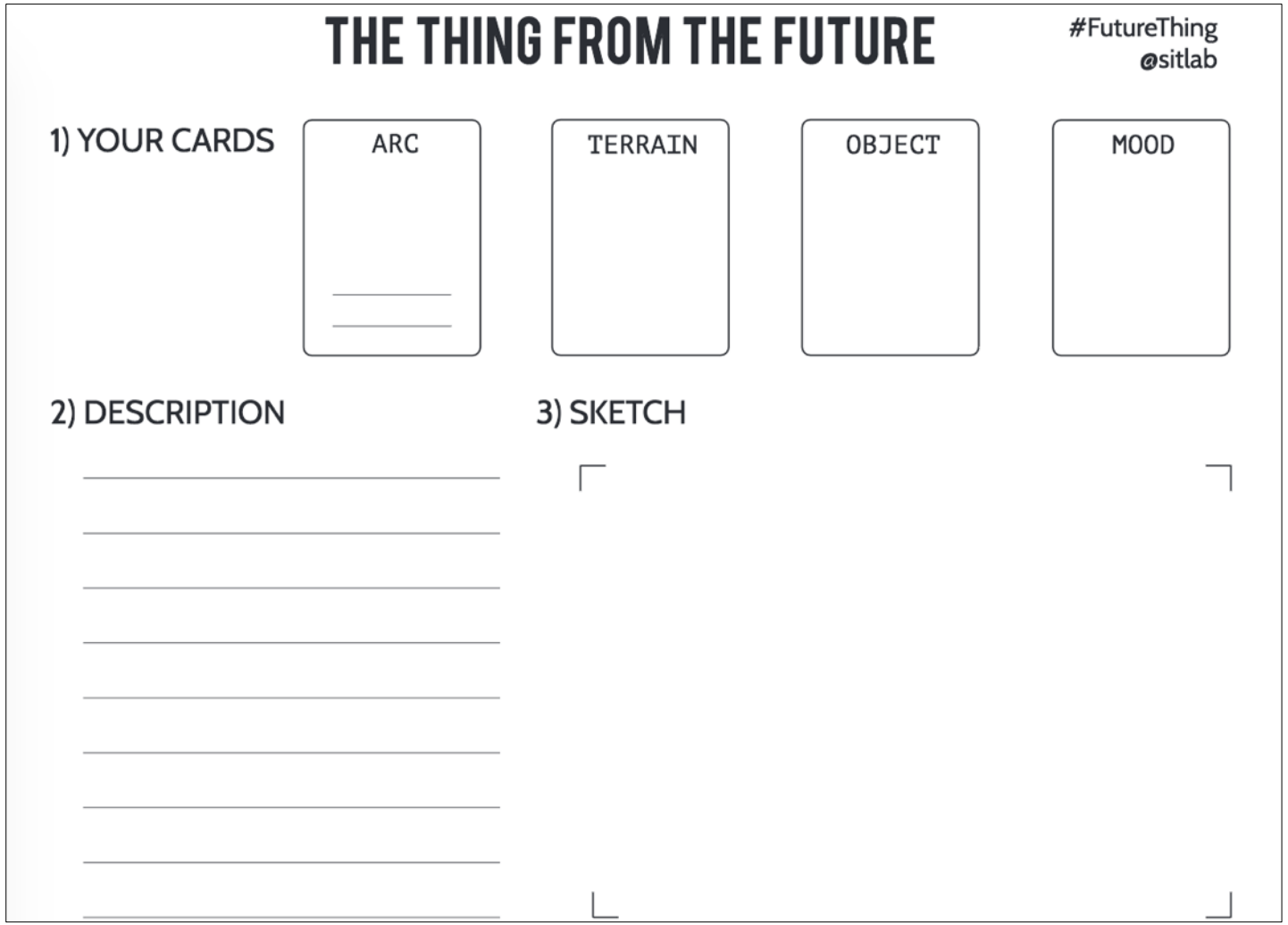
TERRAIN cards describe *contexts*, *places*, and *topic areas*. In a completed prompt, the terrain card describes where – physically or conceptually – the thing from the future might be found.

OBJECT cards describe the *basic form* of the thing from the future

MOOD cards describe *emotions* that the thing from the future might evoke in an observer from the present.

Situation Lab, The Thing From The Future. Situation Lab (n.d.). https://situationlab.org/project/the-thing-from-the-future/

Imagine a future…



Situation Lab, The Thing From The Future. Situation Lab (n.d.). https://situationlab.org/project/the-thing-from-the-future/

Reflect on the game

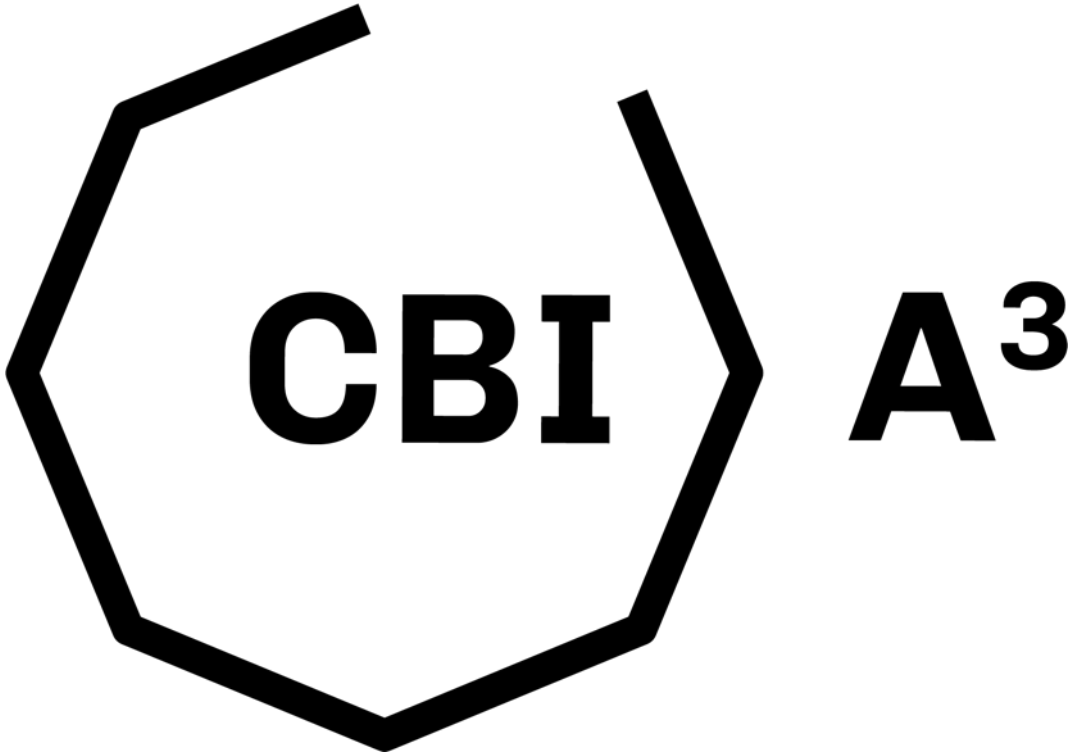
imagining futures. Daring

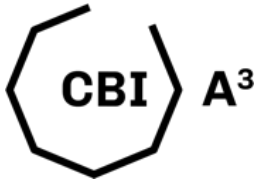
What did we do?

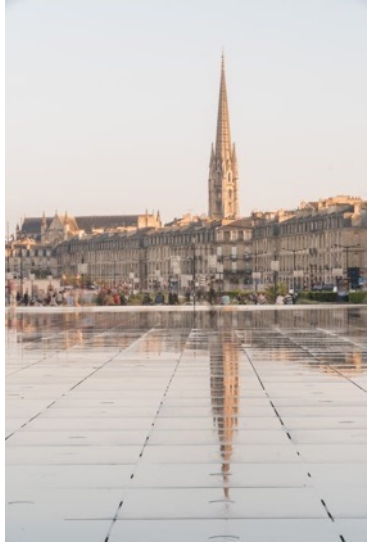
Uptopia and dystopian co-exist.

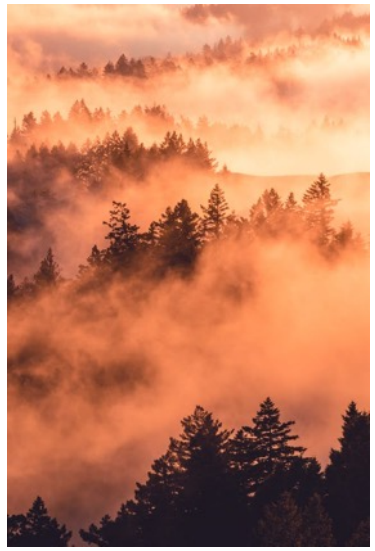
Useful framing
Can you imagine?
... a world where...
... what if...

Drawing Inspiration from Futures

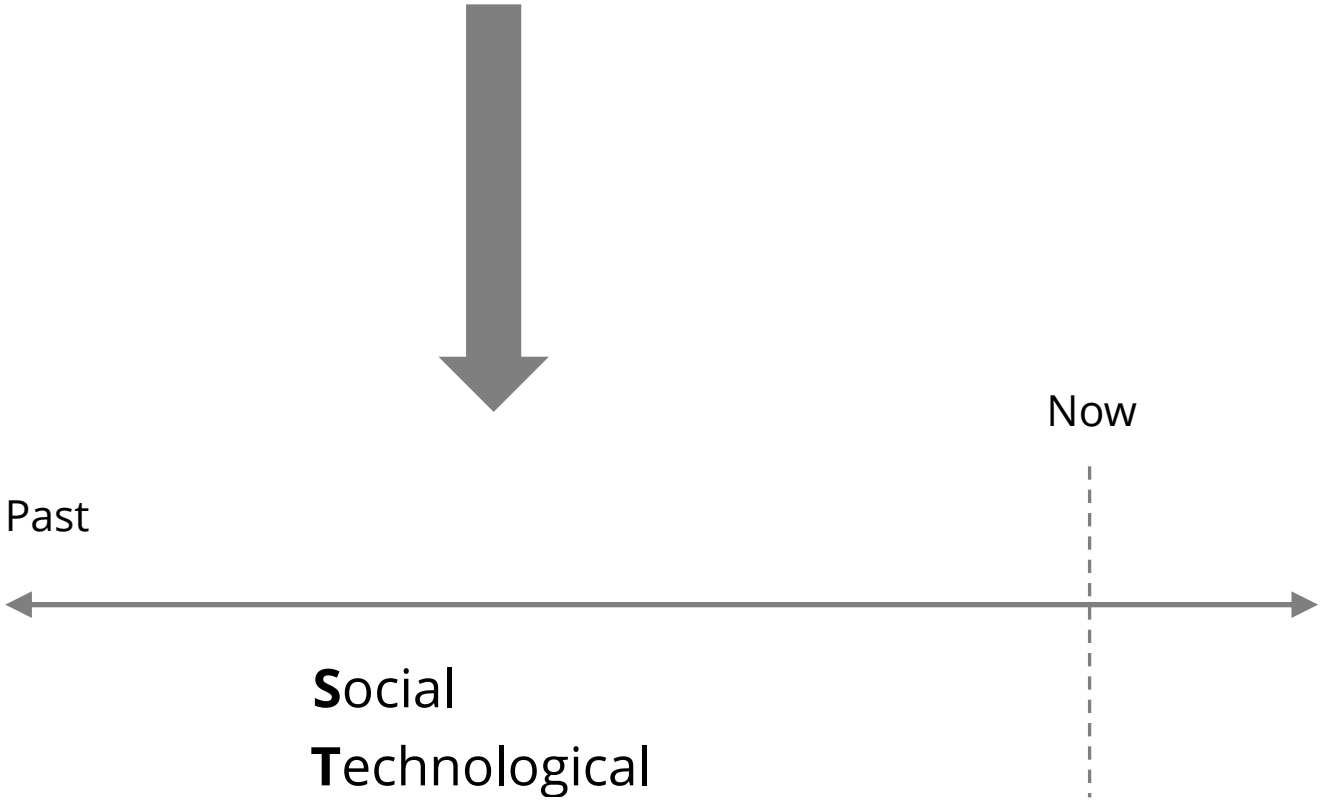








Scan for trends + signals



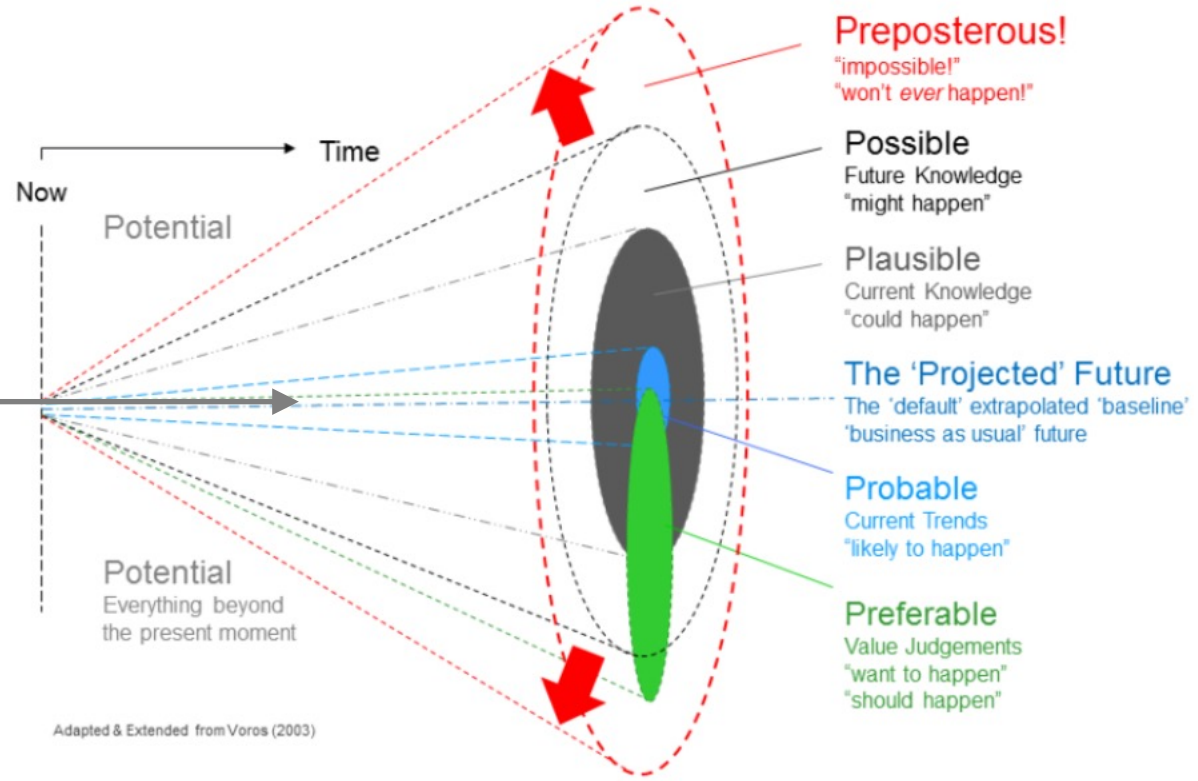
Social
Technological
Economic
Environmental
Political
Legal
Ethical

Multiple potential future scenarios

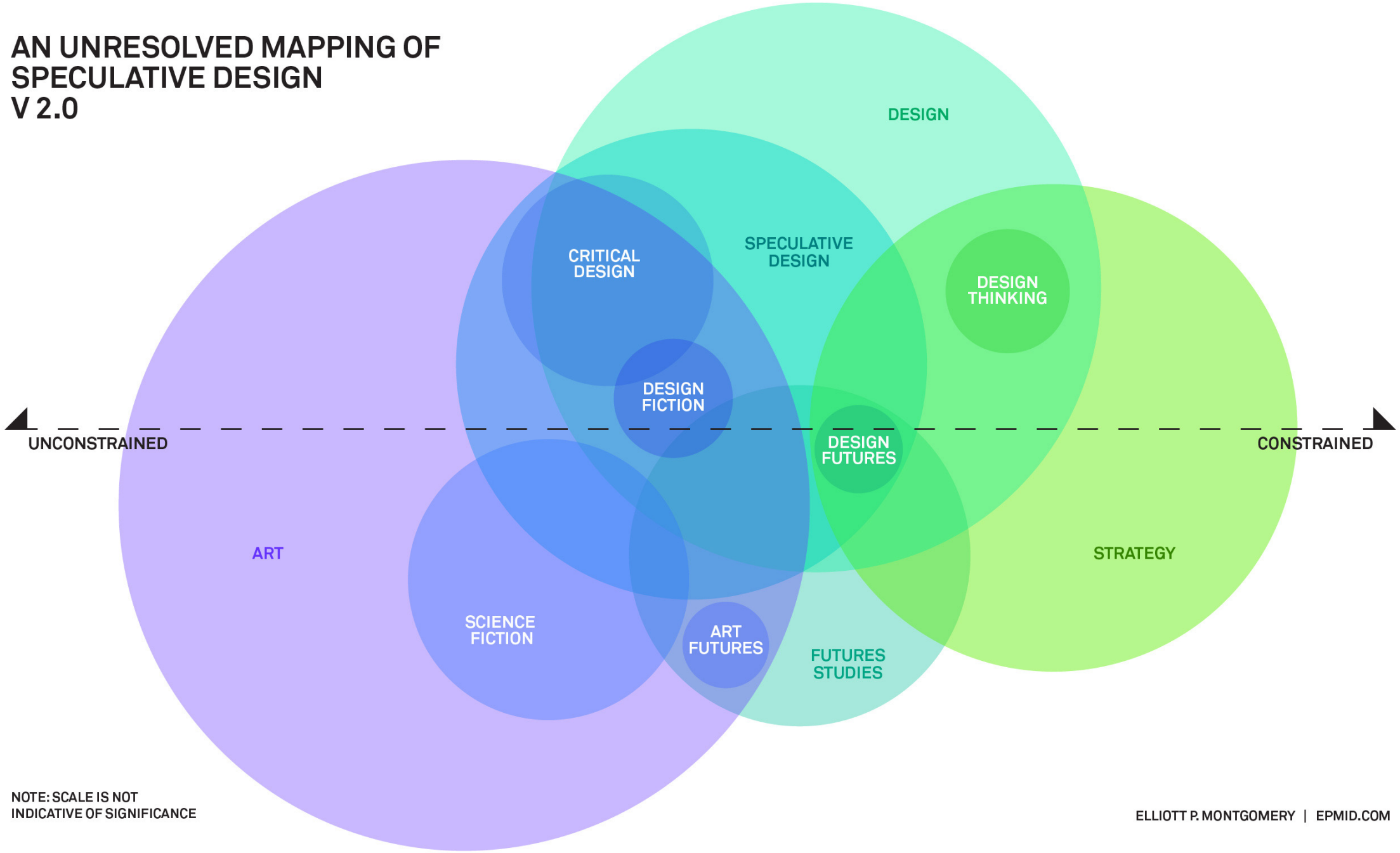
Scan for trends + signals

Past

Social
Technological
Economic
Environmental
Political
Legal
Ethical



AN UNRESOLVED MAPPING OF SPECULATIVE DESIGN V 2.0



NOTE: SCALE IS NOT INDICATIVE OF SIGNIFICANCE

ELLIOTT P. MONTGOMERY | EPMID.COM

Speculative design

https://superflux.in/index.php/work/mitigation-of-shock/#

FILTERS MENU

PROJECTS

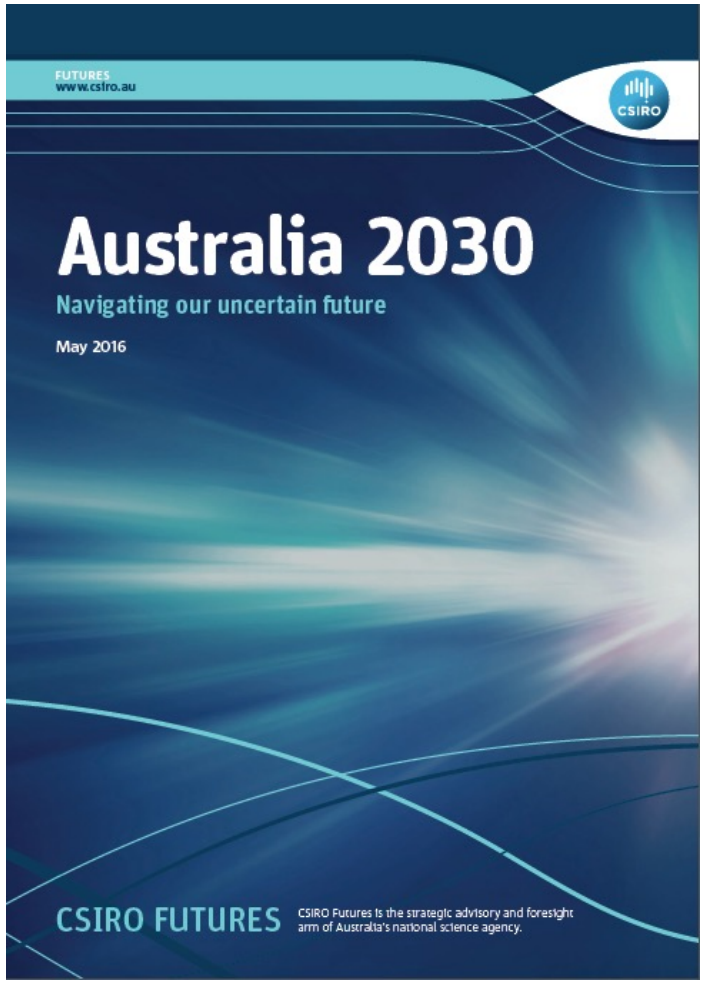
A pragmatic experiment practicing hope for a future disrupted by climate change.

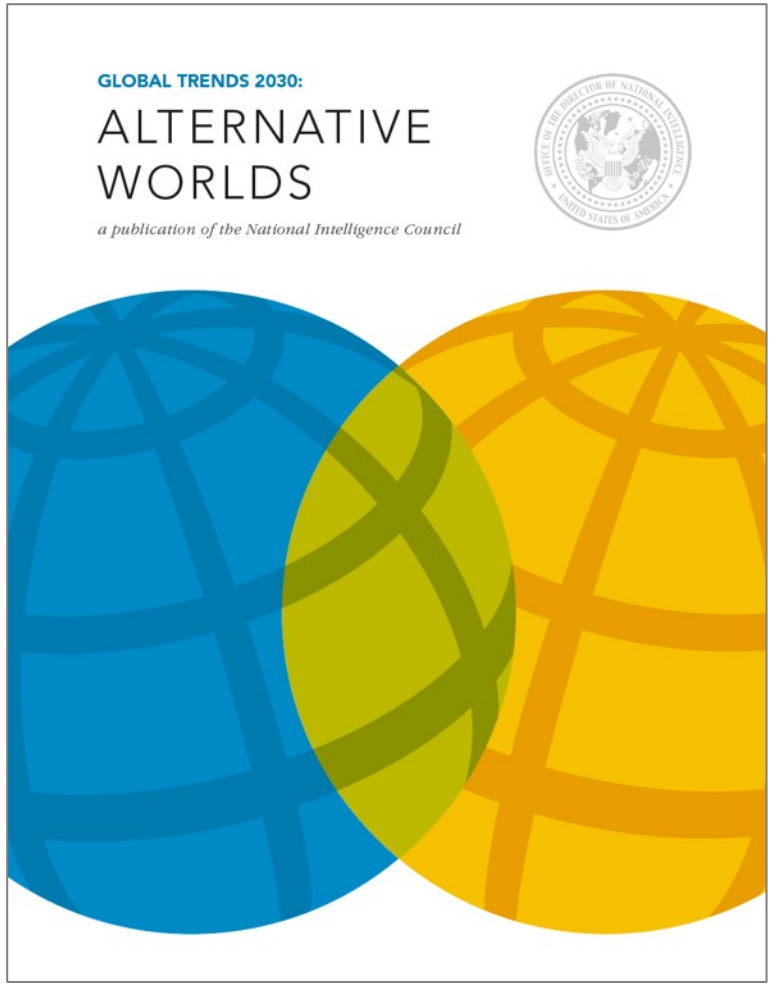
MITIGATION OF SHOCK (LONDON)

COMMISSIONER	SUNCORP, CENTRE DE CULTURA CONTEMPORÀNIA DE BARCELONA
PROJECT LEAD	JON ARDERN
PROJECT TEAM	ANAB JAIN, MAËL HÉNAFF, MIKHAELA DIETCH, JON FLINT, VYTAUTAS JANKAUSKAS, JAKE CHARLES REES, ALIX MCCABE, DANIELLE KNIGHT, NICOLA FERRAO, MATTHEW EDGSON
YEAR	2017-2019

Take a tour around a future London apartment radically adapted for living with the consequences of climate change. One of the inhabitants shares their personal experience of adjusting to a world transformed by food insecurity and climate extremities at home, and in their local community.

Future Scenarios

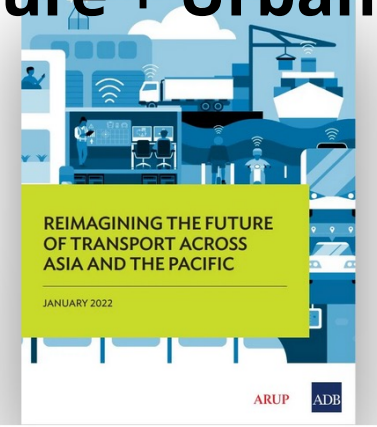




ARUP – International Architecture + Urban Design

Achieving biodiversity restoration

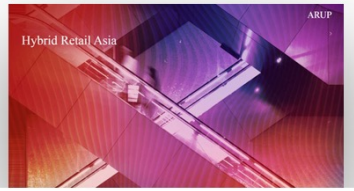
Future of Urban Logistics



Reimagining the future of transport across Asia and the pacific

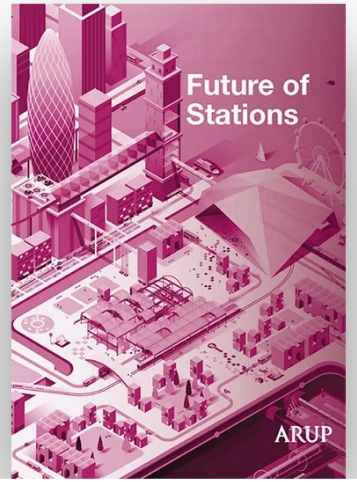
Designing for planetary boundary cities

Exploring sustainable food systems

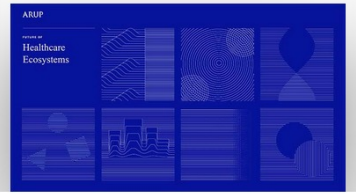


Hybrid Retail Asia

It's Alive: a vision for tall buildings in 2050



Future of Stations



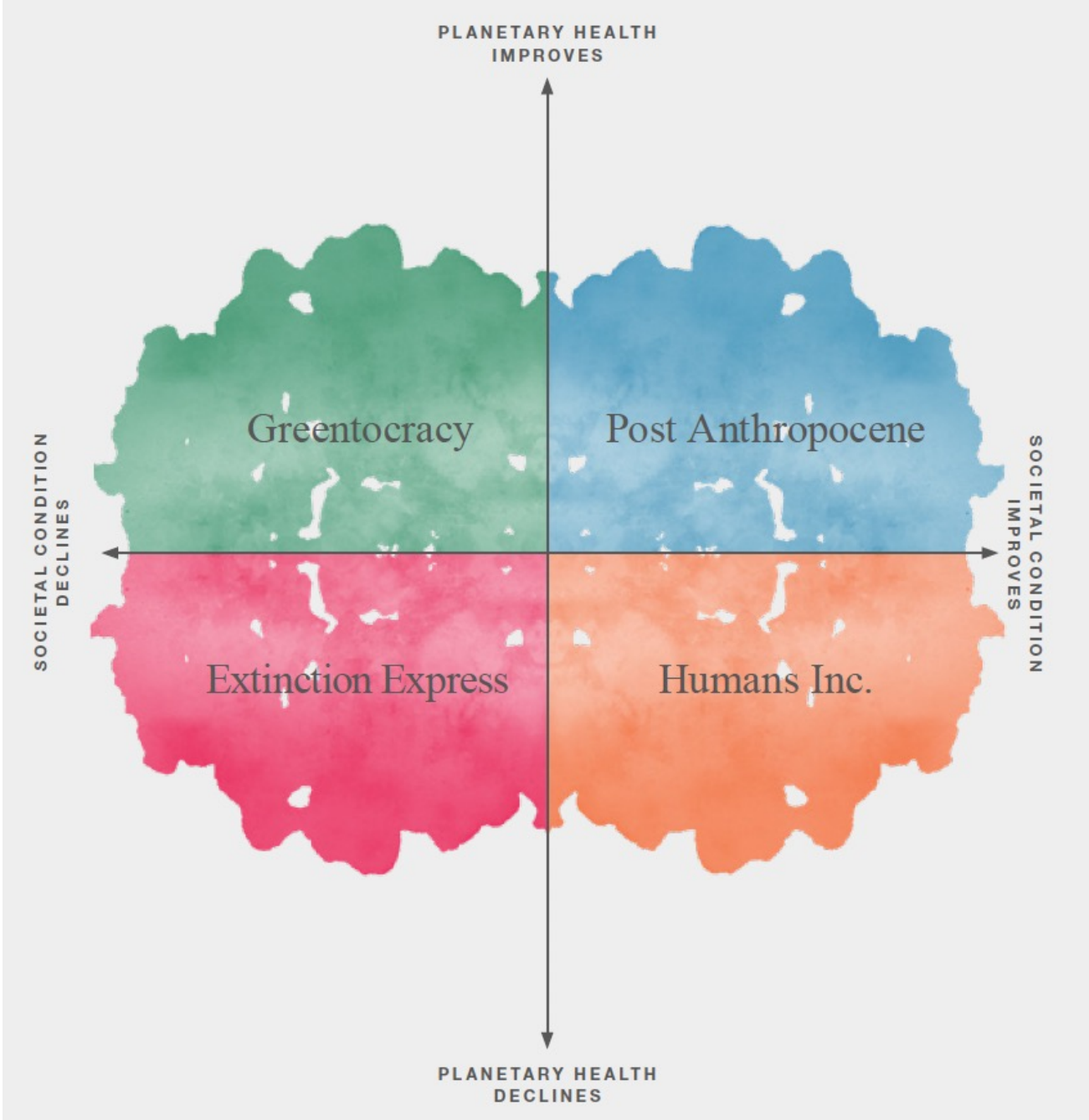
Future of Healthcare Ecosystems

Rethinking transport funding and finance

https://www.arup.com/perspectives/publications/all/foresight

ARUP – International Architecture + Urban Design

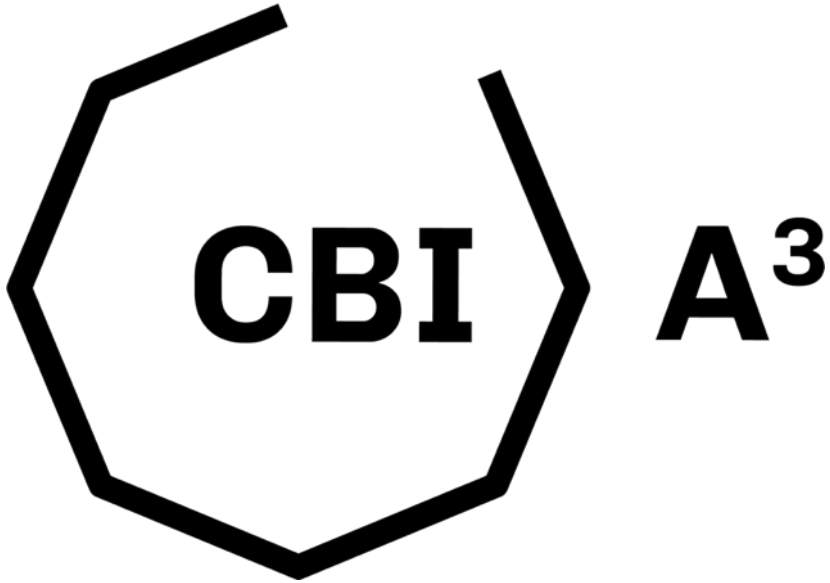
https://www.arup.com/perspectives/publications/research/section/2050-scenarios-four-plausible-futures

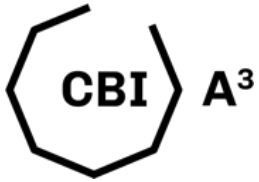


https://www.arup.com/perspectives/publications/research/section/2050-scenarios-four-plausible-futures

https://www.youtube.com/watch?v=waeysF6h6po

Team Switch


CBI
A3


CBI
A3

SWIN
BUR
NE
SWINBURNE
UNIVERSITY OF
TECHNOLOGY

DESIGN
FACTORY
MELBOURNE

CERN
IdeaSquare

‘*World café*’ team switch

- Cross cultural perspectives
- Varied working styles
- Rapid idea generation
- New working experiences
- Different thinking towards your projects

'World café ' team switch

2 x 45 minute rounds

1. Define challenge goal (~5 mins)

Select 1 x new HMW + opportunity card

Decide on the 2 team members who will stay with the table (round 1 & round 2)

2. World Café Switch (2 x 45 mins)

Each round:

Each mixed team must have 1 original member

Everyone else, switch it up!

You will come up with ideas for the HMW’s + the future scenario we will give you.

2. World Café Switch (2 x 45 mins)

Each round:

20 mins, generate ideas + 5 minutes, select an idea

10 mins, prototype 1 idea

10 mins, present back

Ready?... Lets go!
fruits frais

1. Define challenge goal (~5 mins)

Select 1 x new HMW + opportunity card

Decide on the 2 team members who will stay with the table (round 1 & round 2)

Round 1. ideation

Greentocracy

1 of ARUP's 2050 Scenarios, Dec 2019

9.5bn
global population

high wealth gap

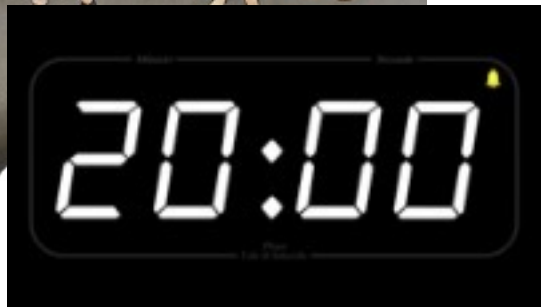
1.5°C
increase

medium global cooperation

stable weather

97%
clean energy

- land regeneration, premium on space
- restricted access to nature
- extreme urban densification, 8m2 per person
- DEY - Do Everything Yourself, extreme up cycling culture
- coffee + meat with strict allowances, reliant on synthetic food sources - 3d printed proteins



Round 2.

Humans Inc.

1 of ARUP's 2050 Scenarios, Dec 2019

9.9bn
global population

low wealth gap

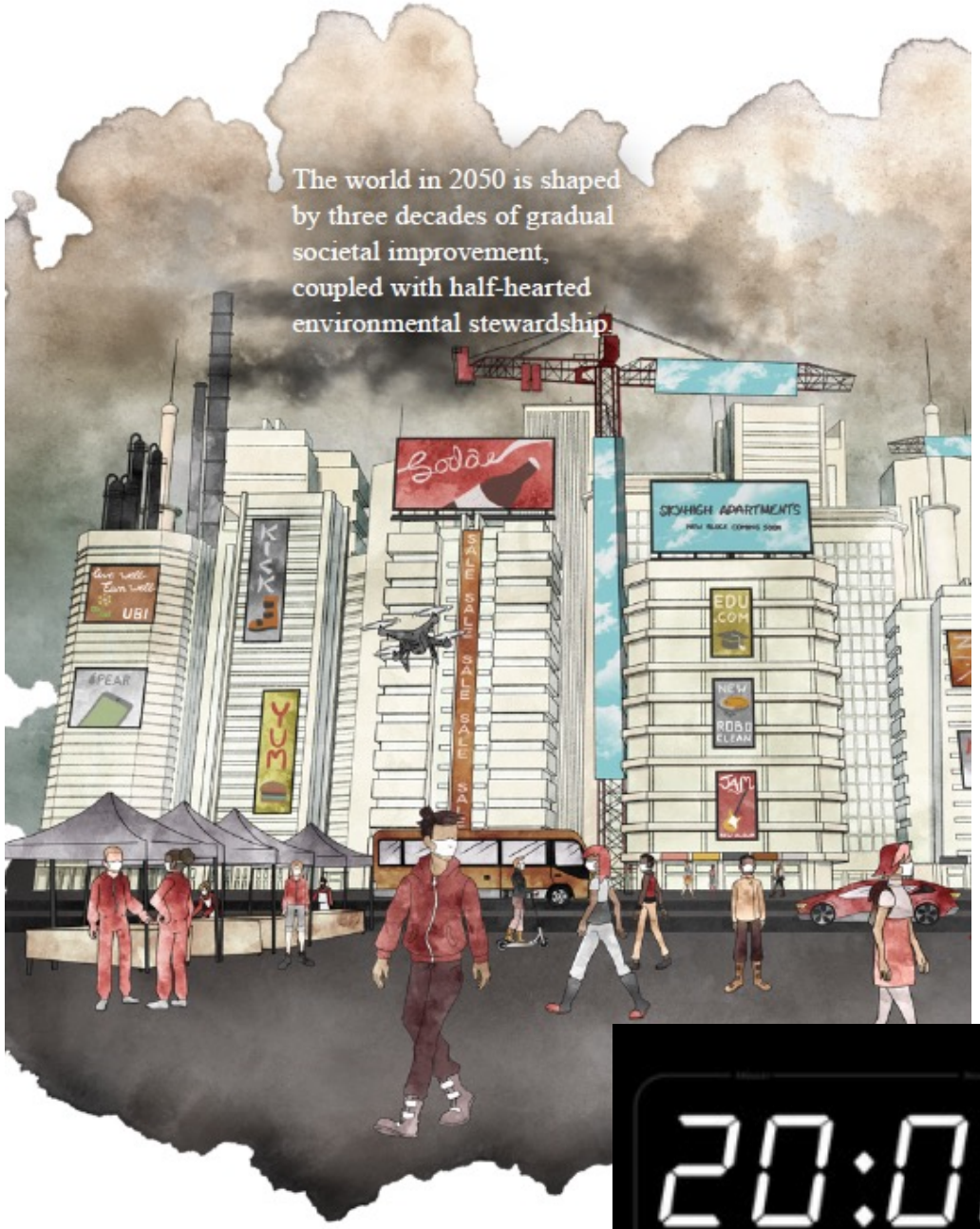
2.0°C
increase

high global cooperation

extreme weather

35%
clean energy

- business as usual 2020 lifestyle
- broad spread environmental degradation
- economic development + societal wellbeing prioritised over environment
- token effort for sustainable carbon footprints + food production
- life expectancy increased, mortality decreased
- extreme weather and climate conditions prevail



48

20:00

IDEA NAPKIN:

Name your idea here!

CBI A³

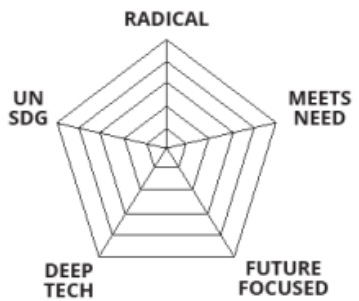
Describe your idea in one sentence:

Visualise your idea. Draw it, map it, diagram it. What are the different components or aspects of the idea? Show the idea in context. Sketch how your idea solves the defined issue/problem.

How does the idea work in more detail? What issue does your idea solve?

What are the benefits to the user and other stakeholders?

What is the point of difference?



CREATORS: _____

Who was the super awesome creator of this idea??!