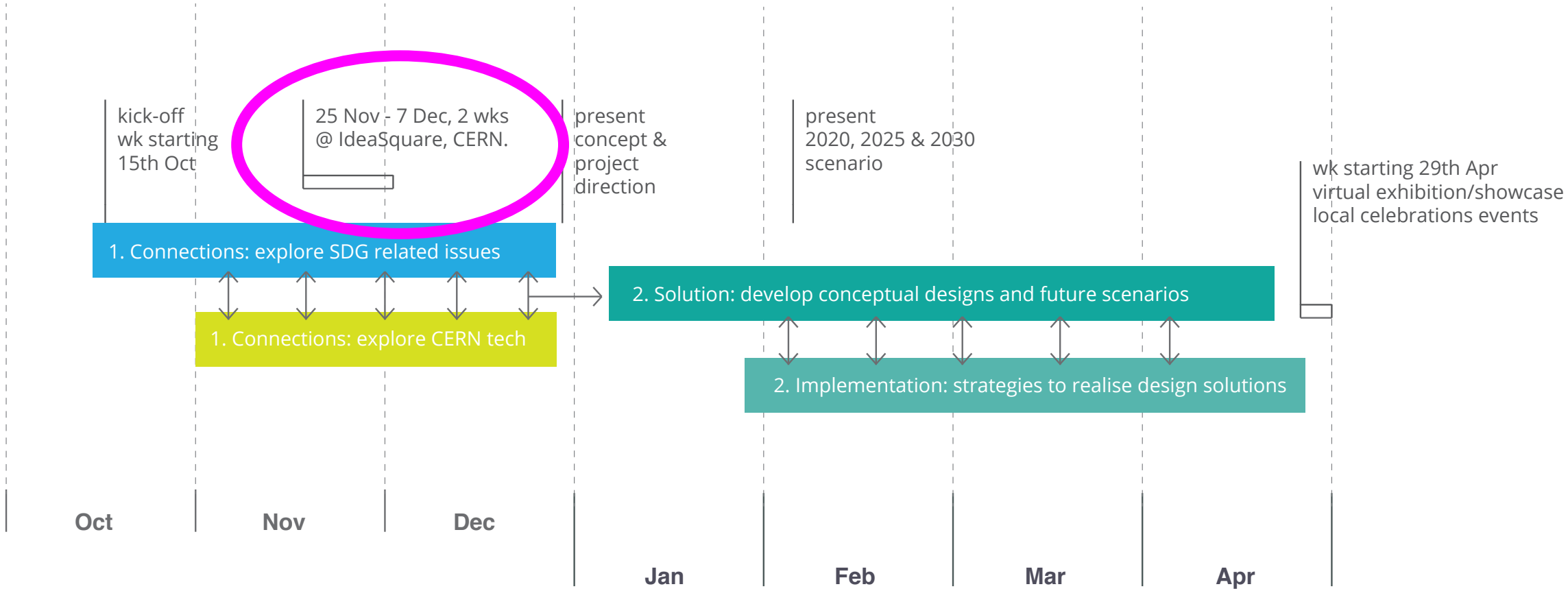
CBI A3 Jam

CBI A^3 community wall

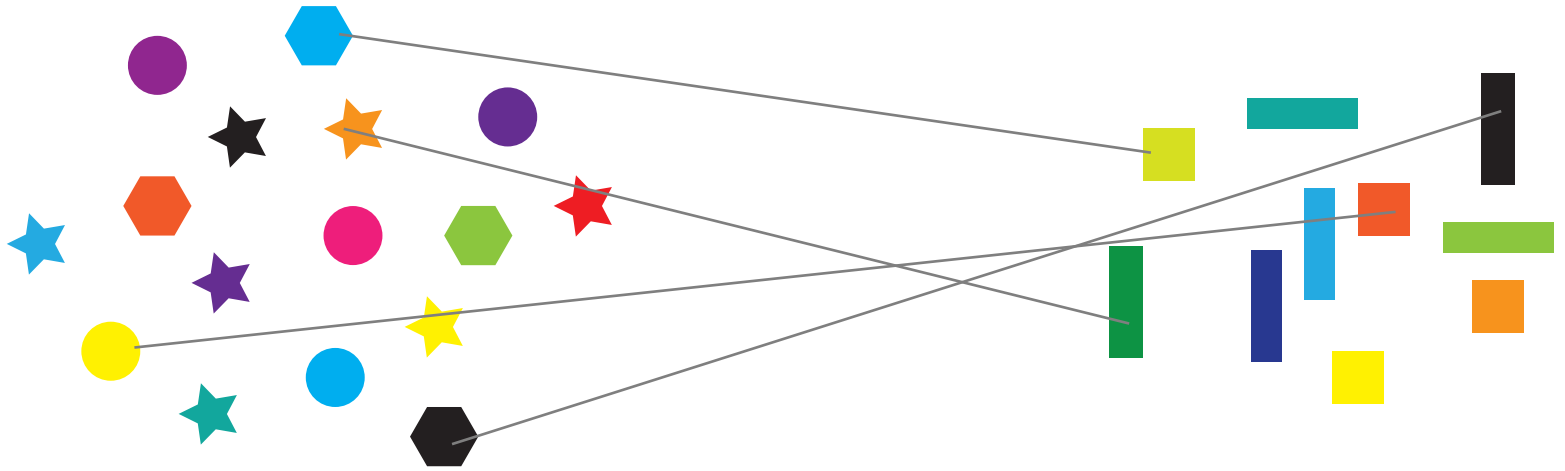
SUSTAINABLE DEVELOPMENT GOALS

CBI A³ program overview



1. Connections:

Identified problems

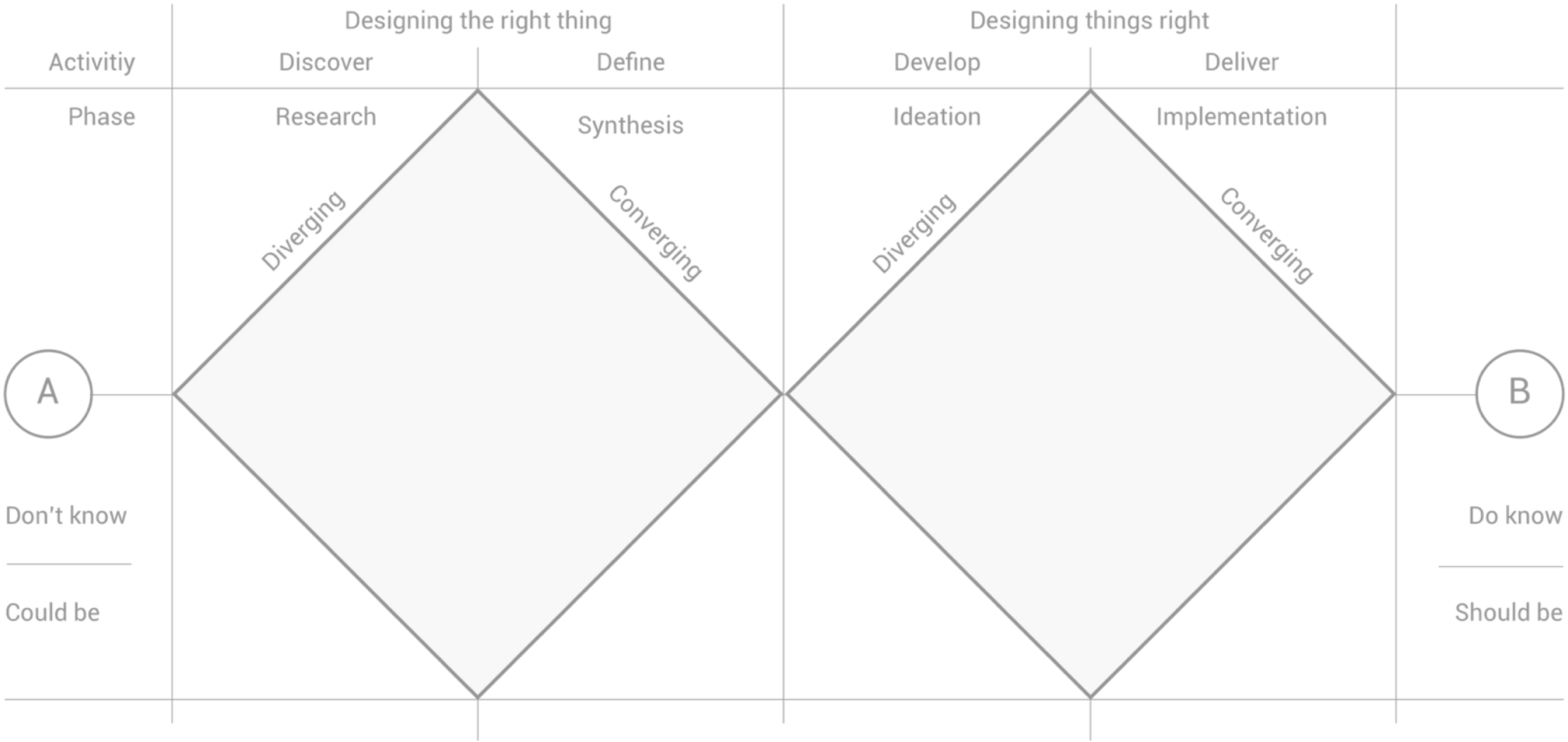


CERN technology

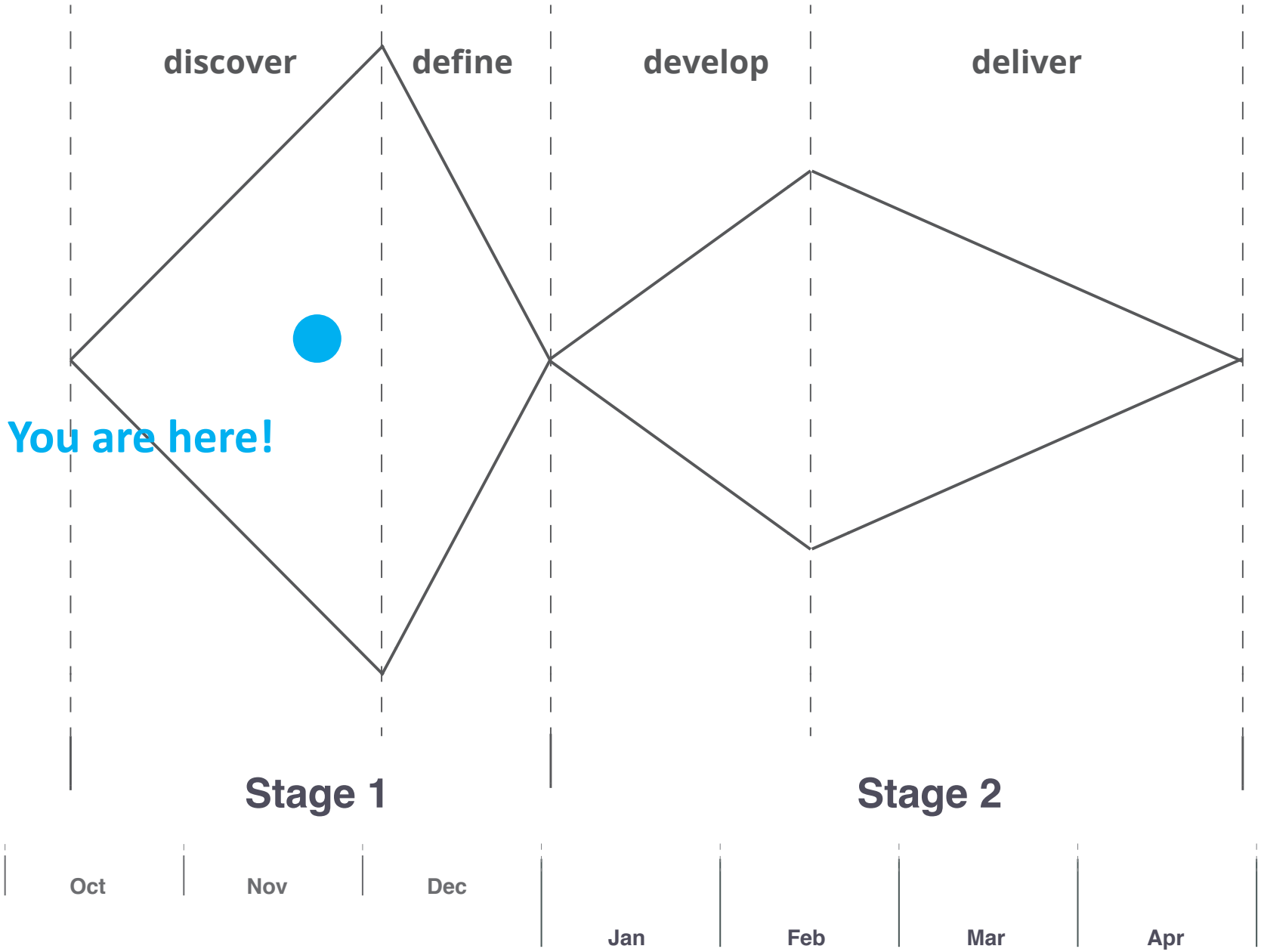
Outcome:
define project direction – local challenge related to a water SDG with scope for CERN tech in the solution

UK Design Council double diamond

Dan Nessler adaption – digital experience design

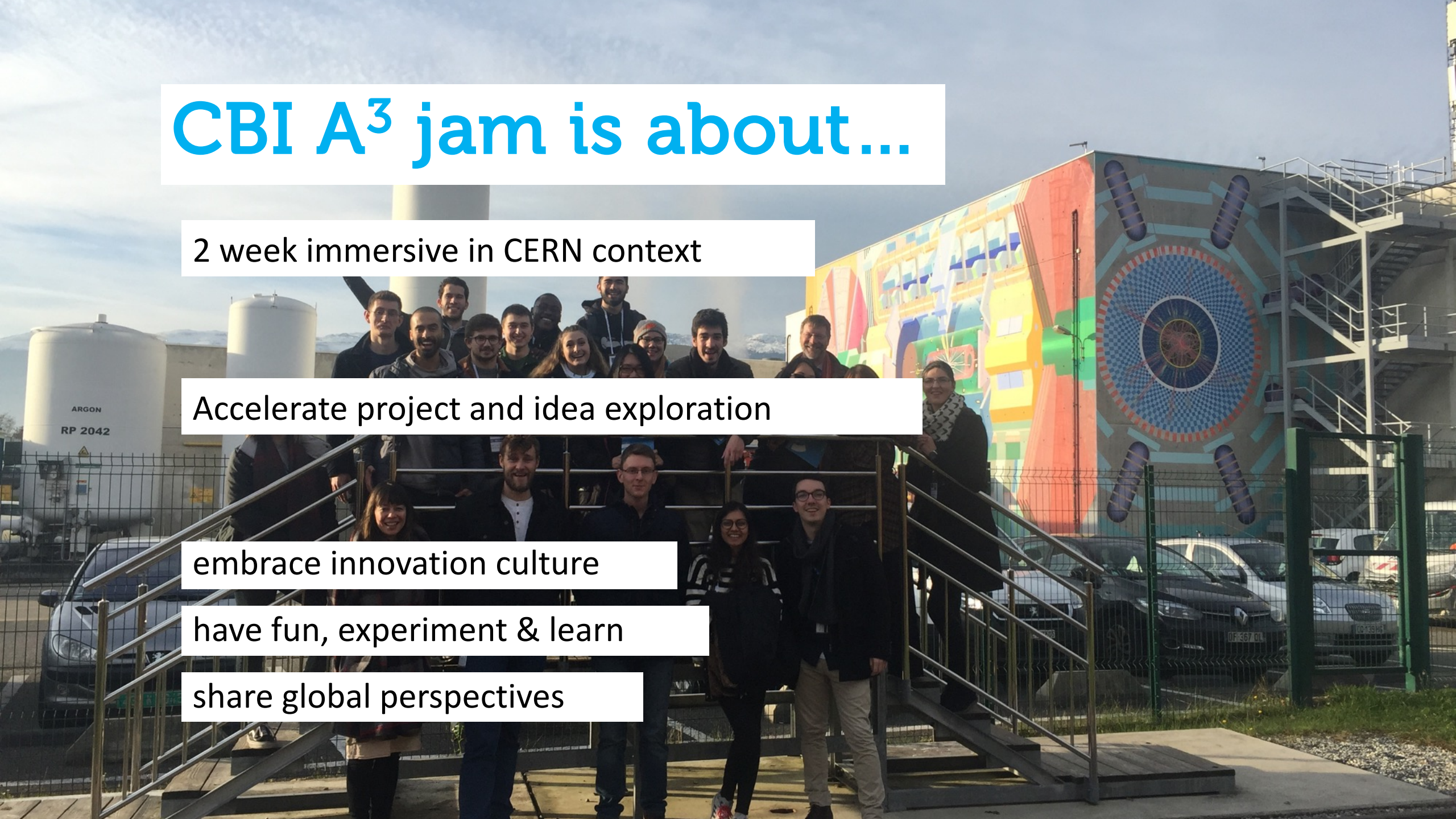


https://medium.com/digital-experience-design/how-to-apply-a-design-thinking-hcd-ux-or-any-creative-process-from-scratch-b8786efbf812


discover
define
develop
deliver
You are here!
Stage 1
Stage 2
Oct
Nov
Dec
Jan
Feb
Mar
Apr

CBI A³

CBI A^3 jam is about…



2 week immersive in CERN context

Accelerate project and idea exploration

embrace innovation culture

have fun, experiment & learn

share global perspectives

Today's "Co-hack"

Continue to generate ideas

Morning Session: future scenarios

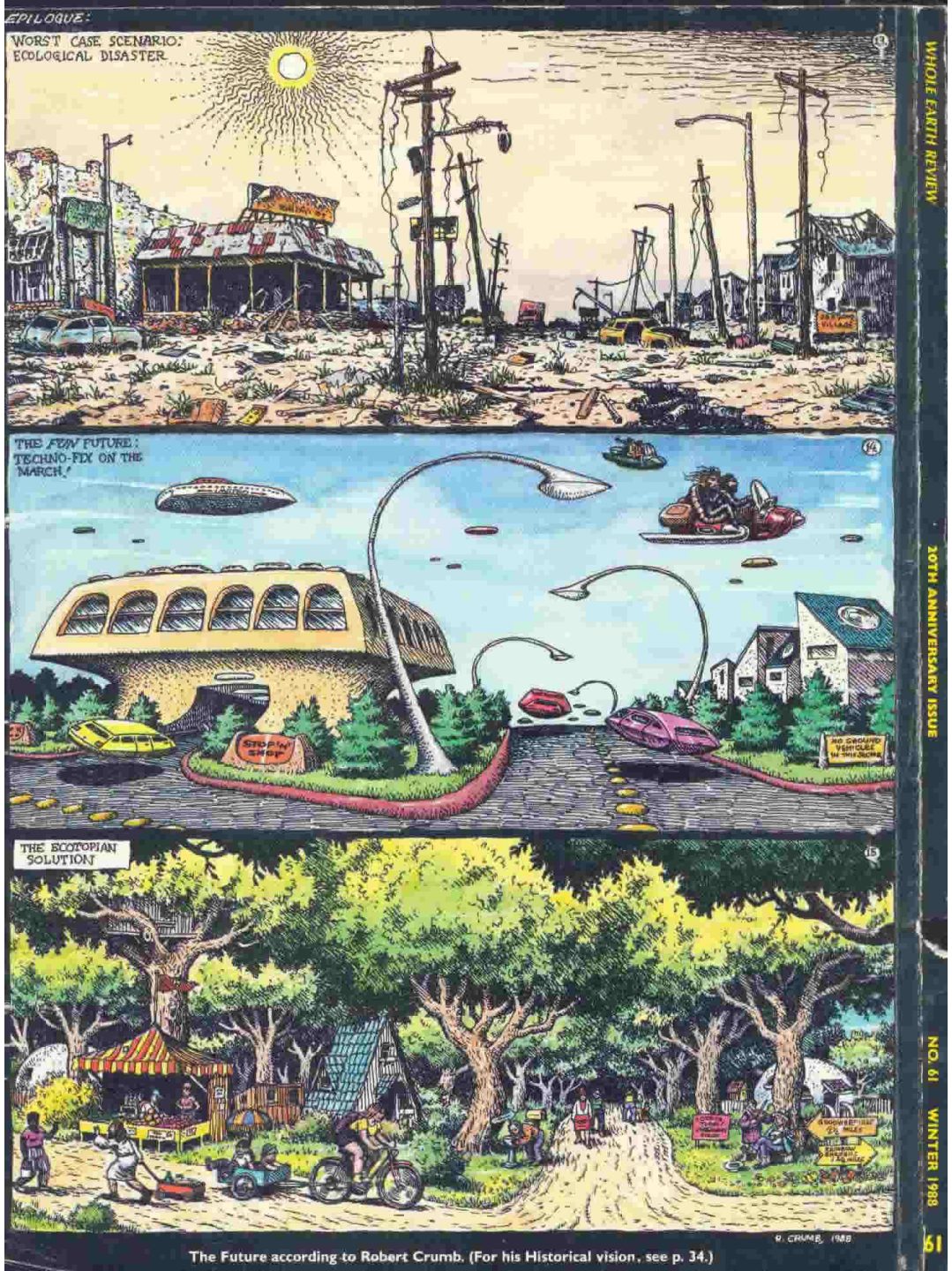
11:00-12:30

Afternoon Session: technology inspiration

13:30-16:00

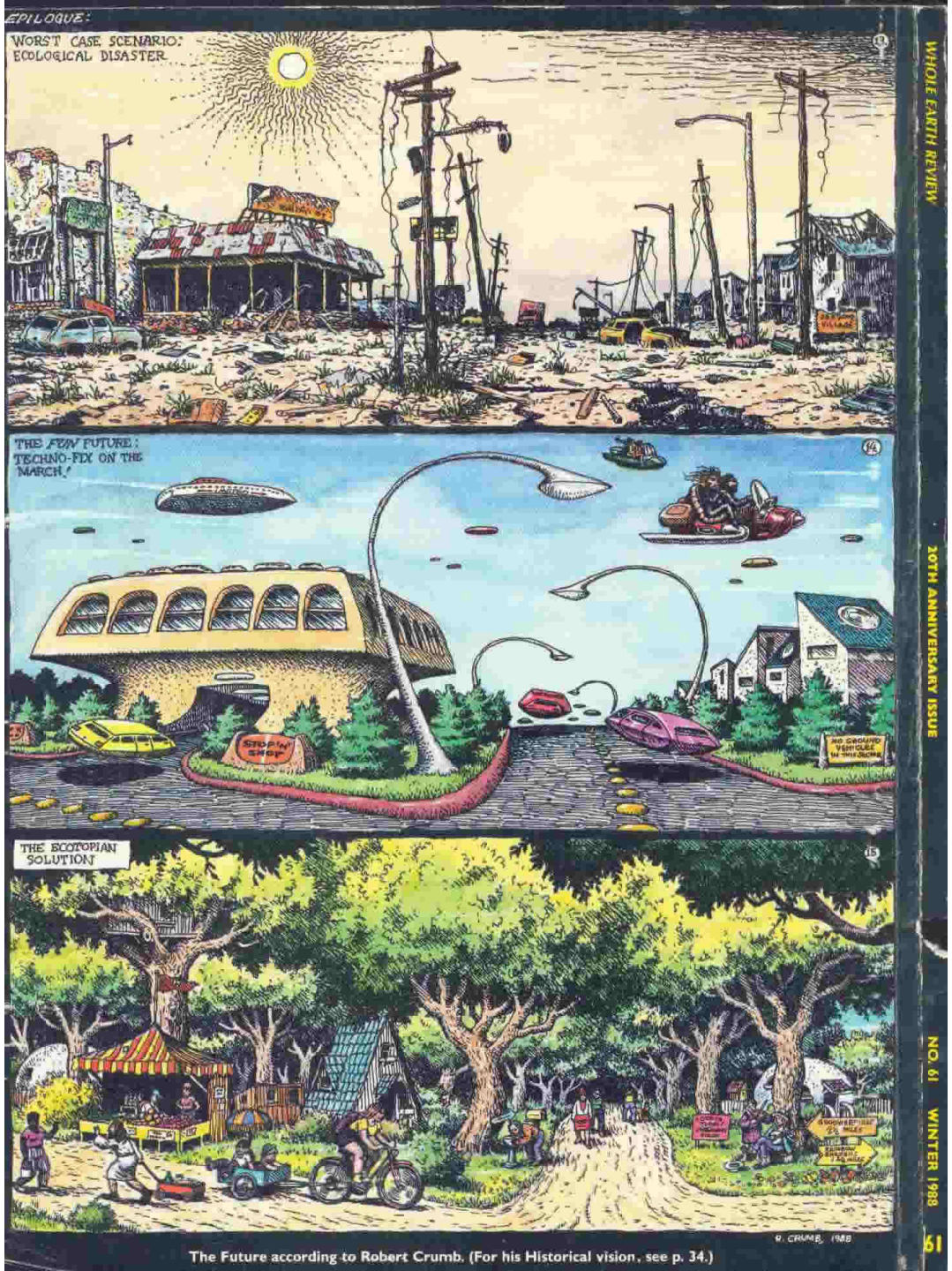
Share/pitch afternoon idea & reflect

16:00 -



Future Scenarios

https://medium.com/design-intelligence/what-future-are-you-designing-for-2868cf3b5e4b



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

Future Scenarios

Define your own future…

https://medium.com/design-intelligence/what-future-are-you-designing-for-2868cf3b5e4b

Future Scenarios

1. Use the '*things from the future*' cards to imagine a future vision for 2030.
   (20 mins)

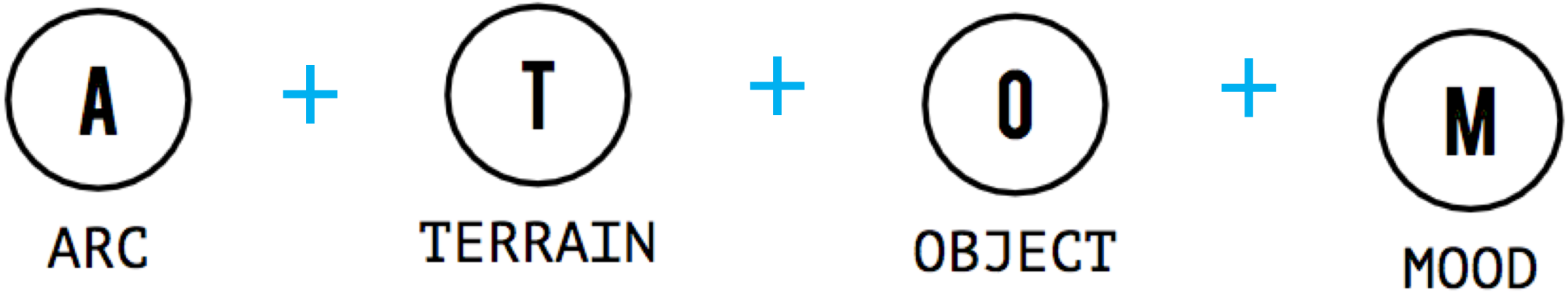
2. Build on your 2030 vision to detail the water situation.
   Be inspired by your SDG cards.
   (10 mins)

3. Generate ideas that respond to the water situation of your 2030 vision.
   (15 mins)

4. Select 1 idea, develop & prototype it
   (20 mins)

5. Share your idea, 2 mins per team
   (10 mins total)

Choose your cards



THE YEAR
IS 2030..

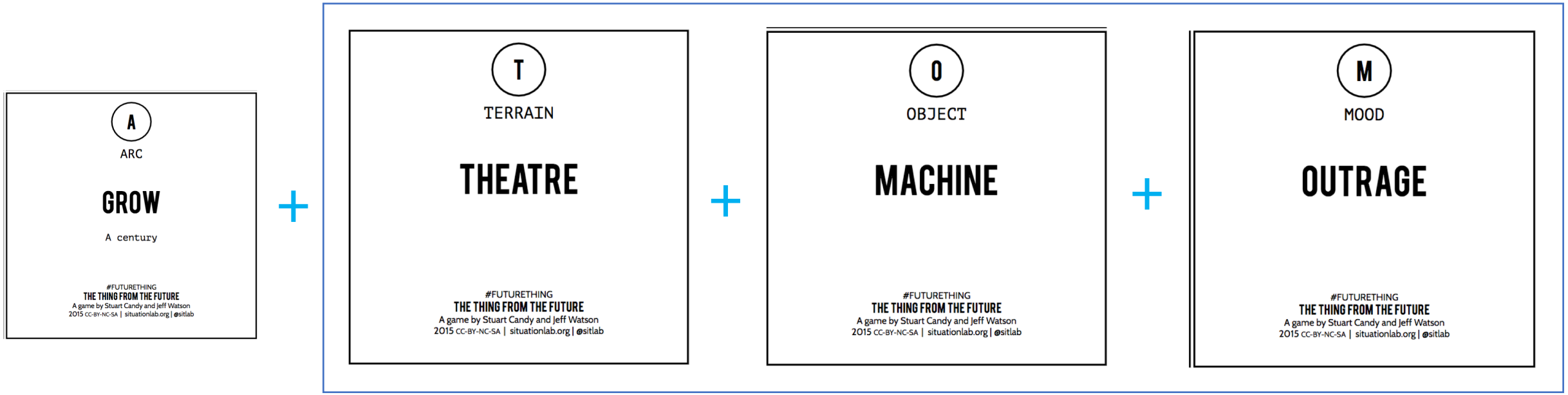
The Plot

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.

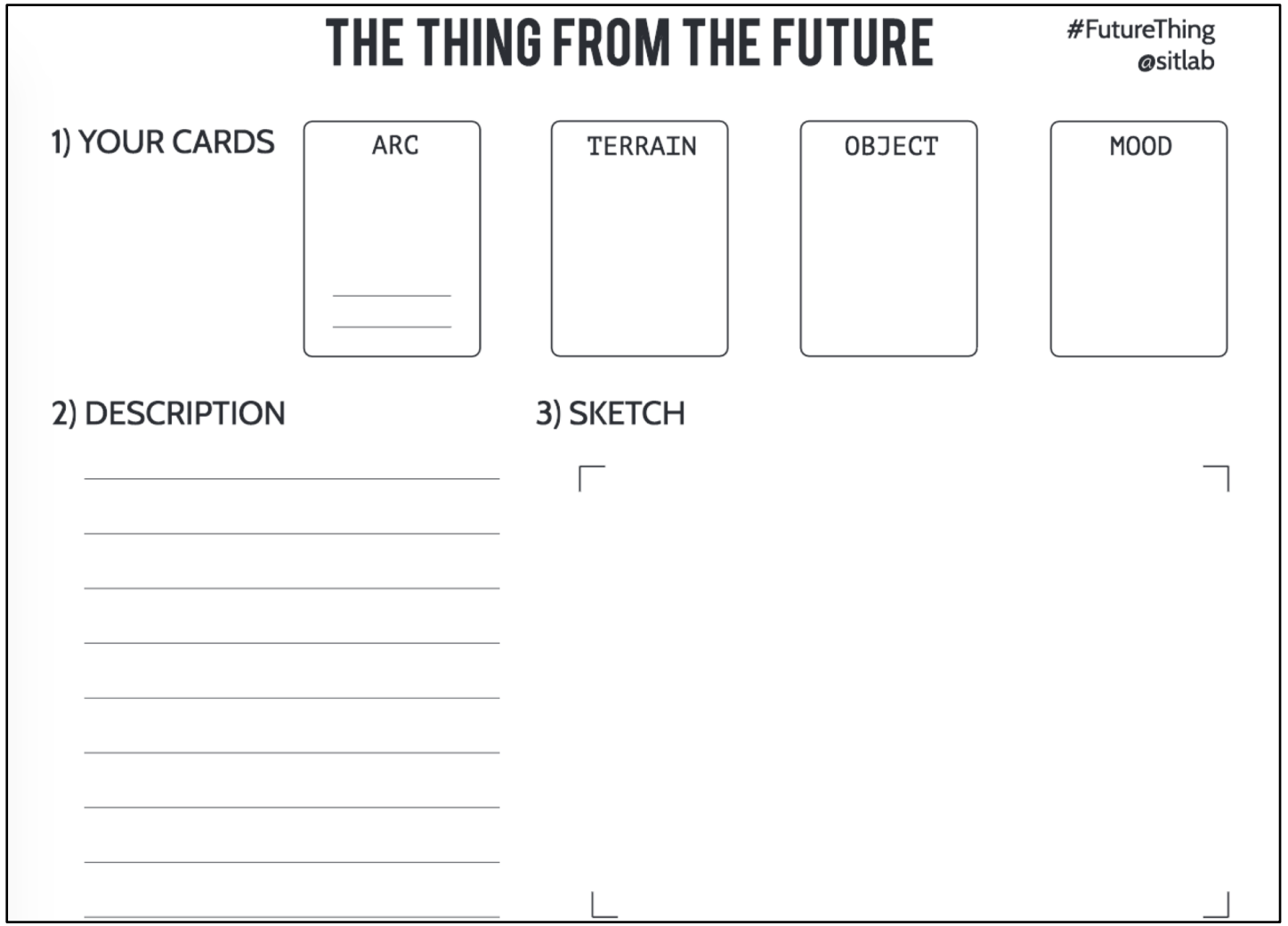


TERRAIN cards describe *contexts*, *places*, and *topic areas*. In a completed prompt, the terrain card describes where – physically or conceptually – the thing from the future might be found.

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.

Imagine the future…



Description:
Can you imagine?
… a world where…
… what if…

Future Scenarios

1. Use the '*things from the future*' cards to imagine a future vision for 2030.
   (20 mins)

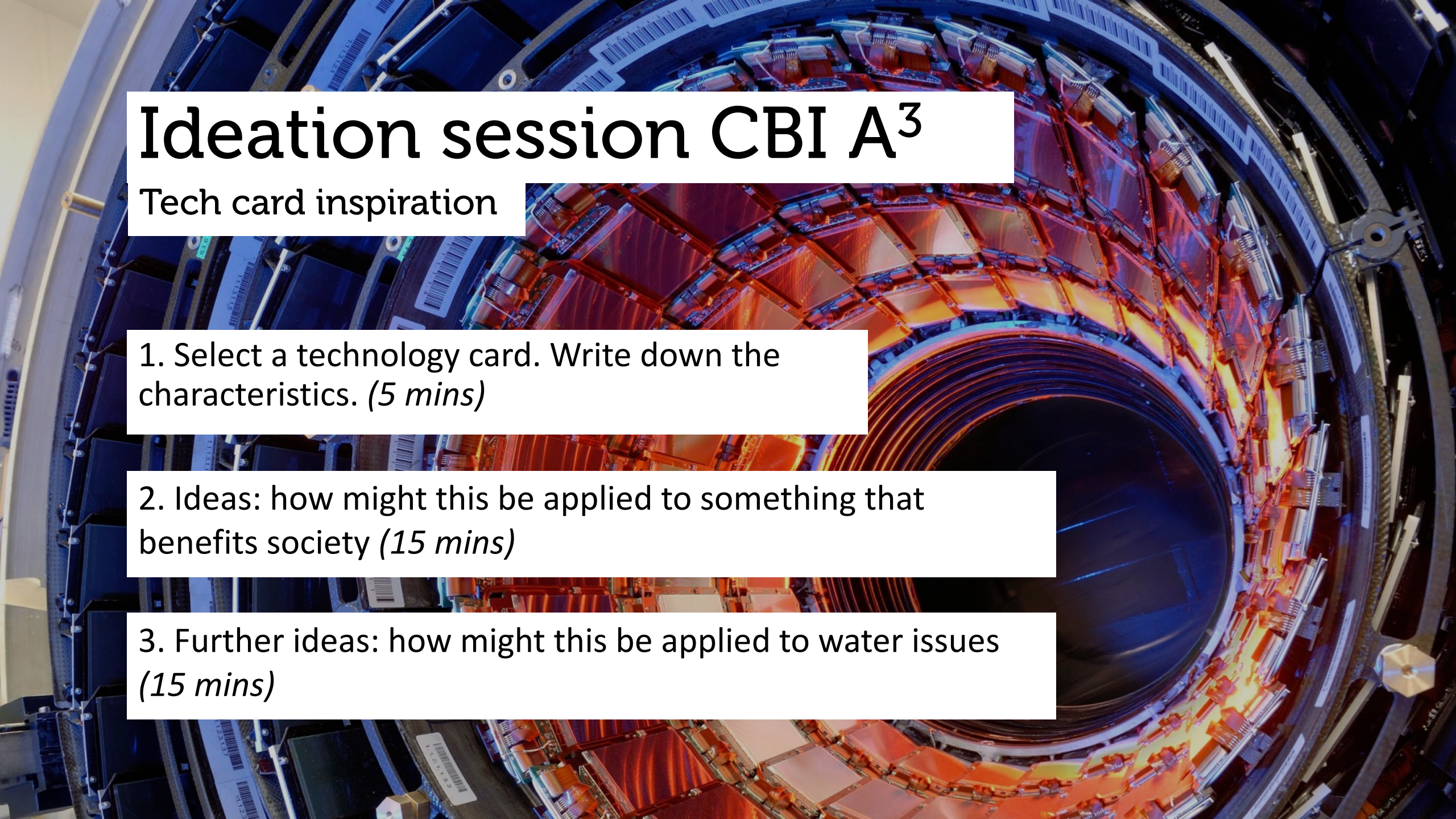
2. Build on your 2030 vision to detail the water situation.
   Be inspired by your SDG cards.
   (10 mins)

3. Generate ideas that respond to the water situation of your 2030 vision.
   (15 mins)

4. Select 1 idea, develop & prototype it
   (20 mins)

5. Share your idea, 2 mins per team
   (10 mins total)

Share your idea
Can you imagine?
… a world where…
… what if…
… could it be possible that…



Ideation session CBI A^3

Tech card inspiration

1. Select a technology card. Write down the characteristics. *(5 mins)*

2. Ideas: how might this be applied to something that benefits society *(15 mins)*

3. Further ideas: how might this be applied to water issues *(15 mins)*

Daily Reflection

Guided learning reflection. 15 mins, end of each day.

Individually write on post-its. Share 1 sentence with team.

I found …… challenging because…….

I was surprised by …… because…….

I was inspired by …… because…….

I would like to increase my knowledge/capability/understanding of …….

Warm-up schedule

Tues 26th – Team **Spring**

Wed 27th – Team **Oceans5**

Thurs 28th – Team **Quata**

Fri 29th – Team **CB-neath**

Sat 30th – **Teaching team**