

CBI A³ Jam



CBI A³ community wall





SUSTAINABLE DEVELOPMENT GOALS

1 NO POVERTY

2 ZERO HUNGER

3 GOOD HEALTH AND WELL-BEING

4 QUALITY EDUCATION

5 GENDER EQUALITY

6 CLEAN WATER AND SANITATION

7 AFFORDABLE AND CLEAN ENERGY

8 DECENT WORK AND ECONOMIC GROWTH

9 INDUSTRY, INNOVATION AND INFRASTRUCTURE

10 REDUCED INEQUALITIES

11 SUSTAINABLE CITIES AND COMMUNITIES

12 RESPONSIBLE CONSUMPTION AND PRODUCTION

13 CLIMATE ACTION

14 LIFE BELOW WATER

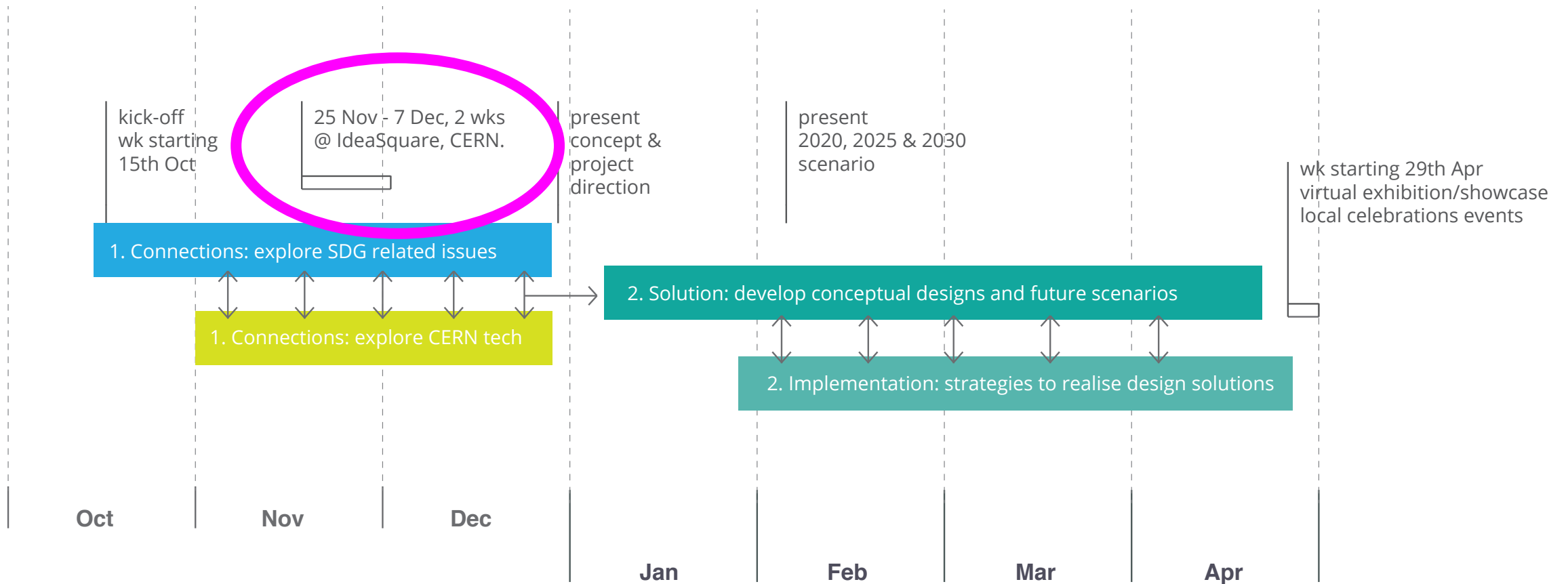
15 LIFE ON LAND

16 PEACE, JUSTICE AND STRONG INSTITUTIONS

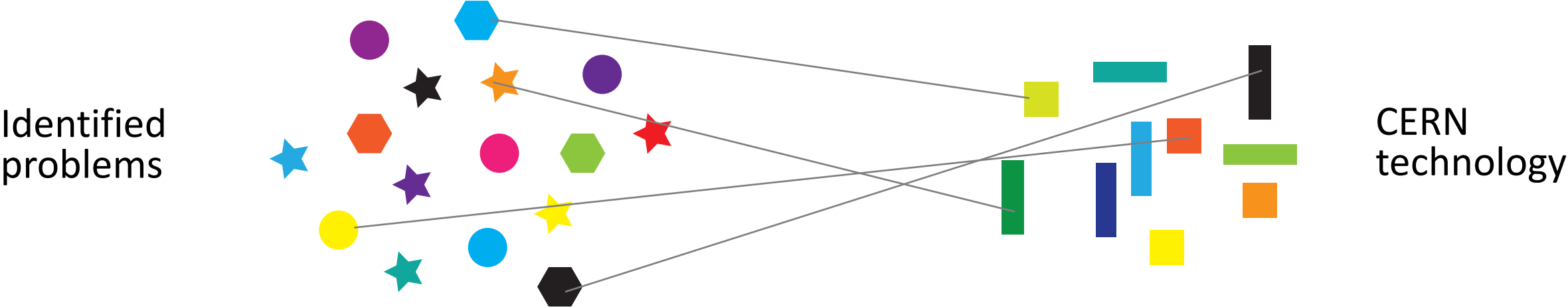
17 PARTNERSHIPS FOR THE GOALS

SUSTAINABLE DEVELOPMENT GOALS

CBI A³ program overview



1. Connections:

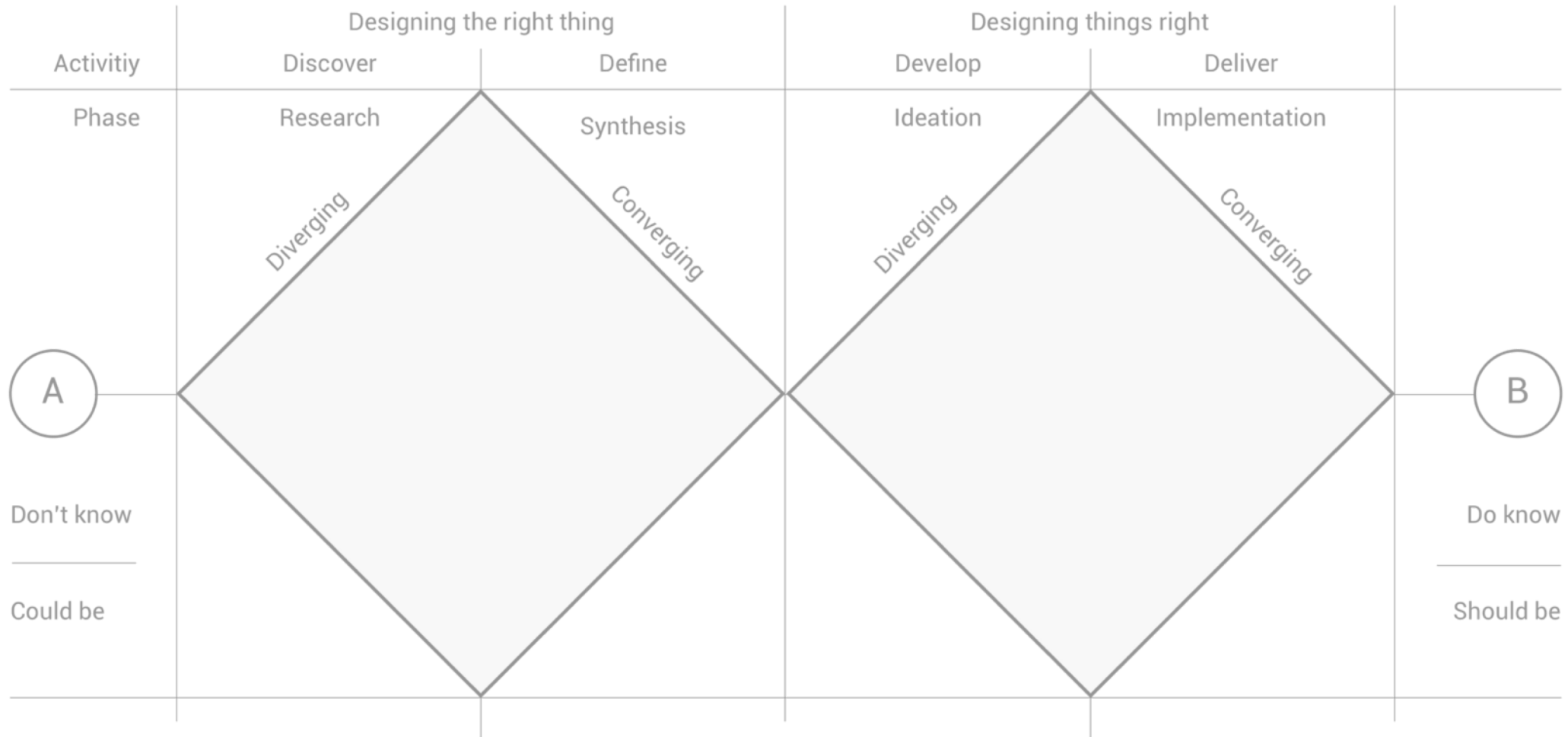


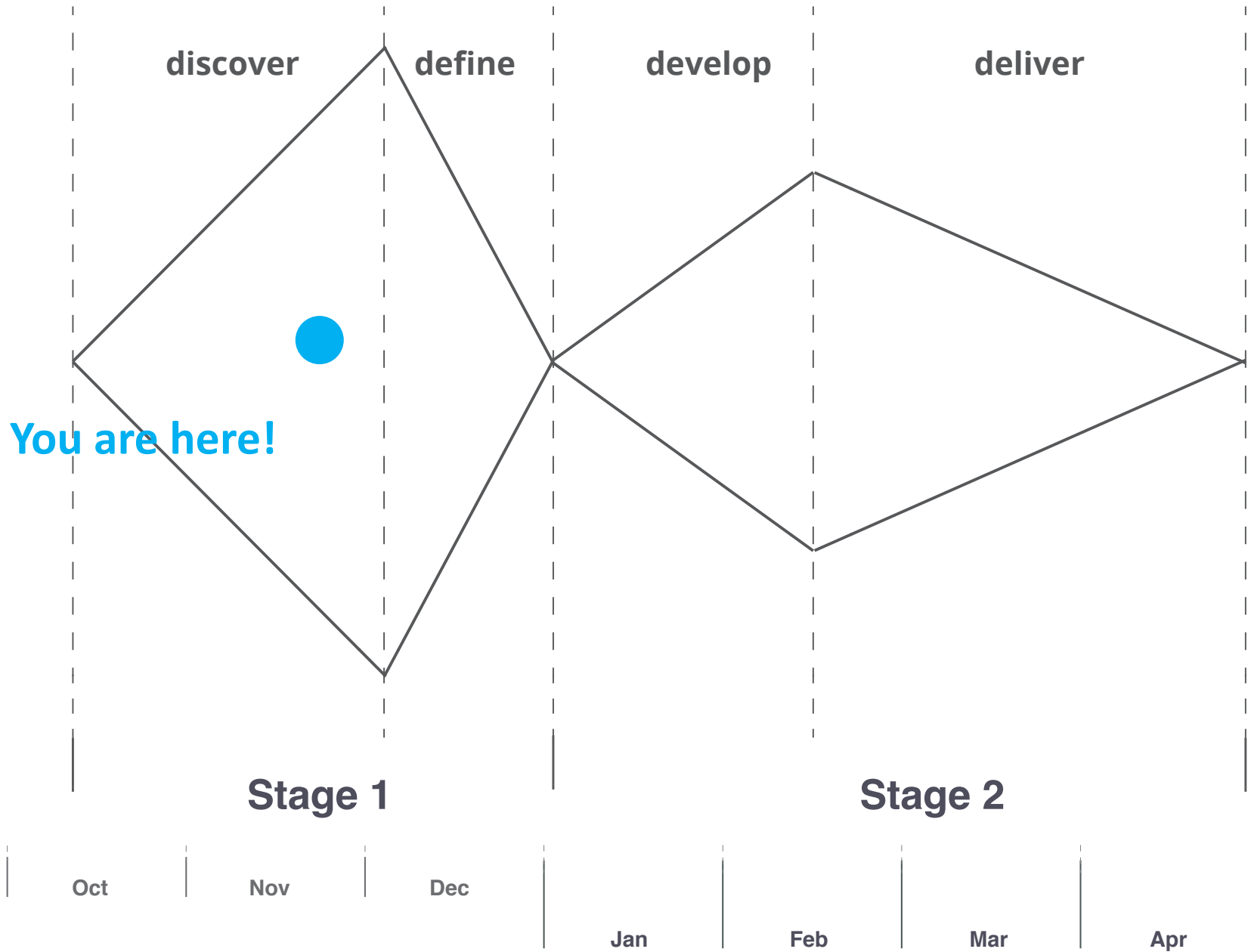
Outcome:

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





CBI A³

CBI A³ jam is about...

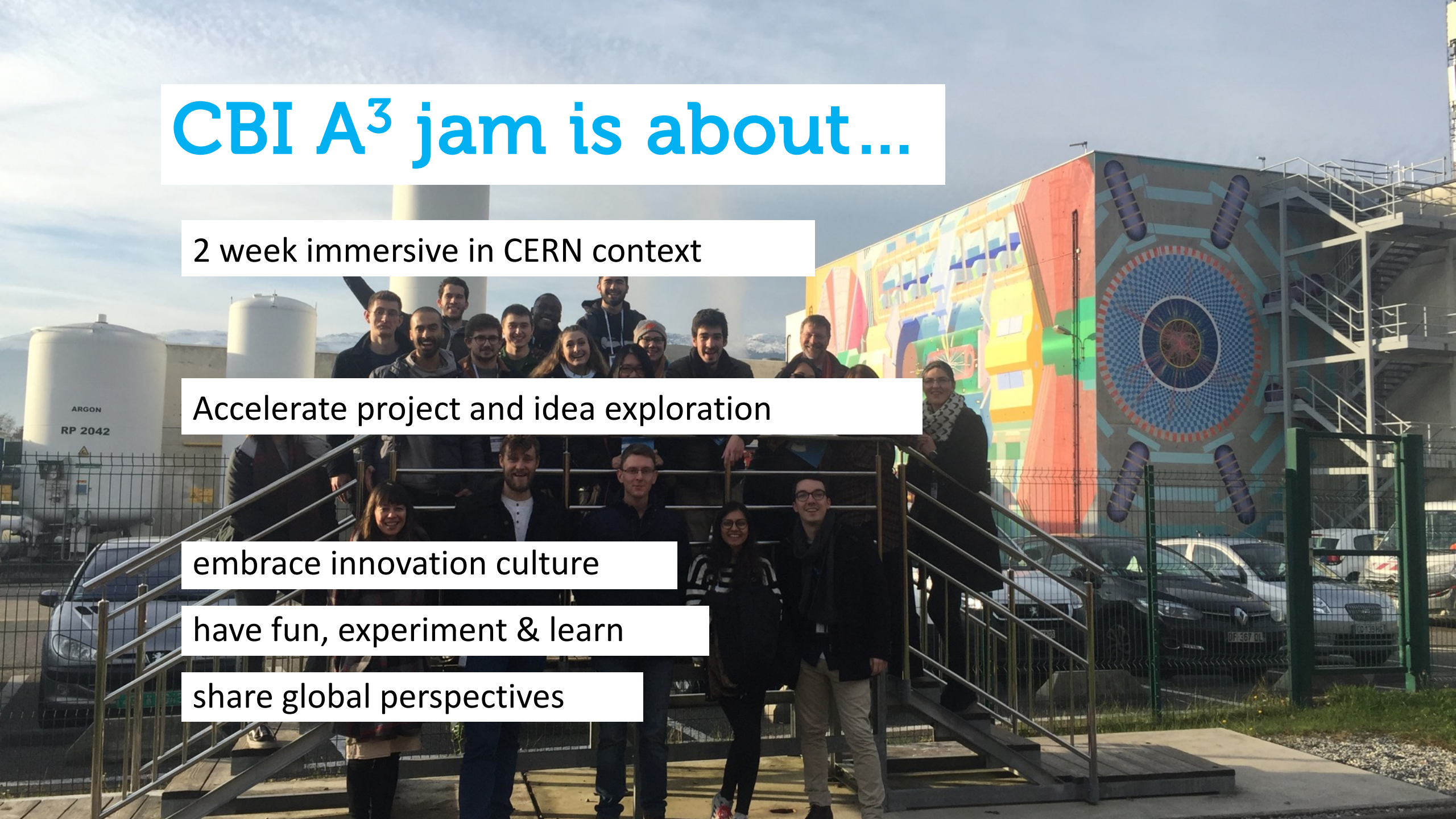
2 week immersive in CERN context

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

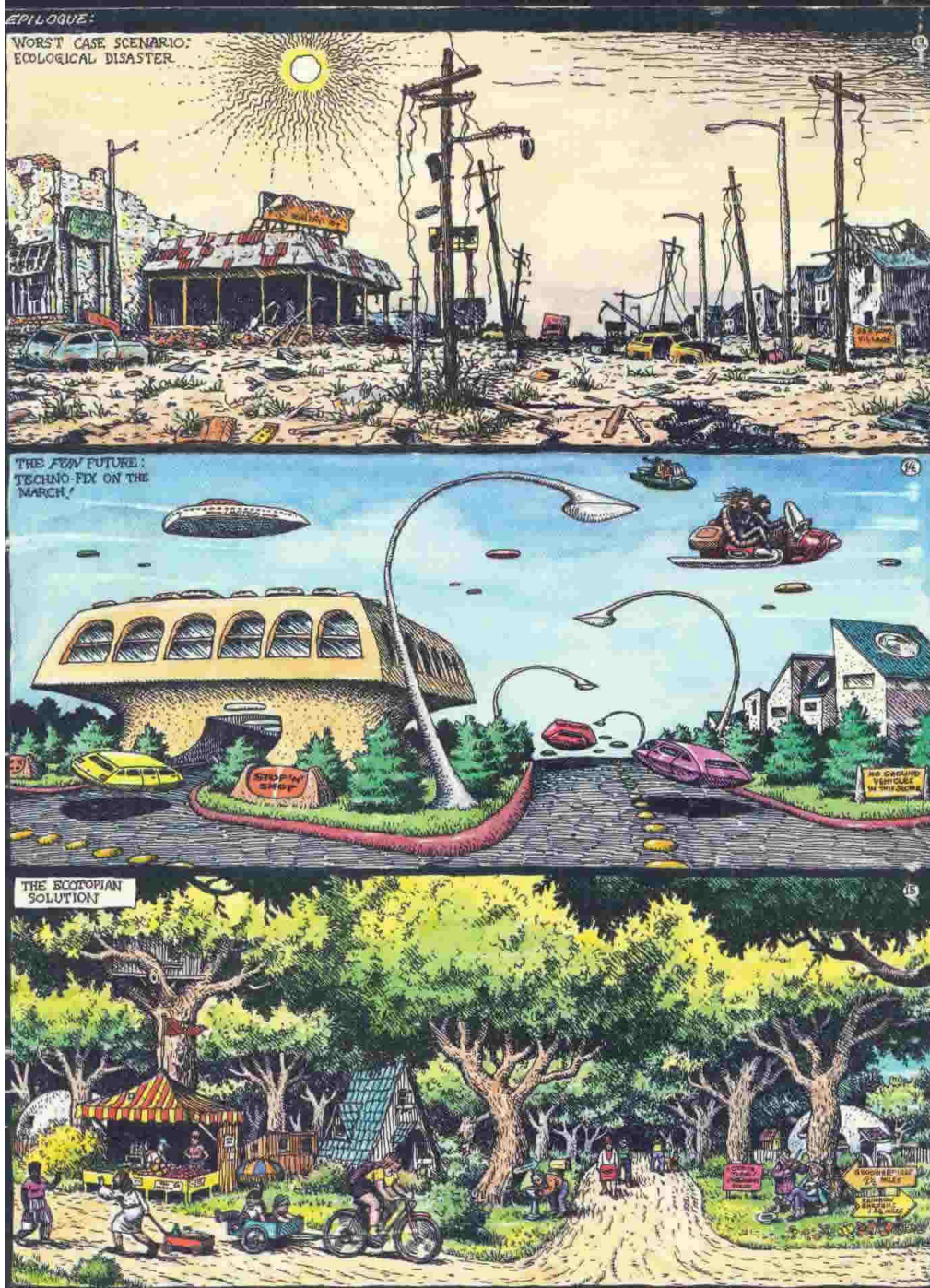
Afternoon Session: technology inspiration

13:30-16:00

Share/pitch afternoon idea & reflect

16:00 -

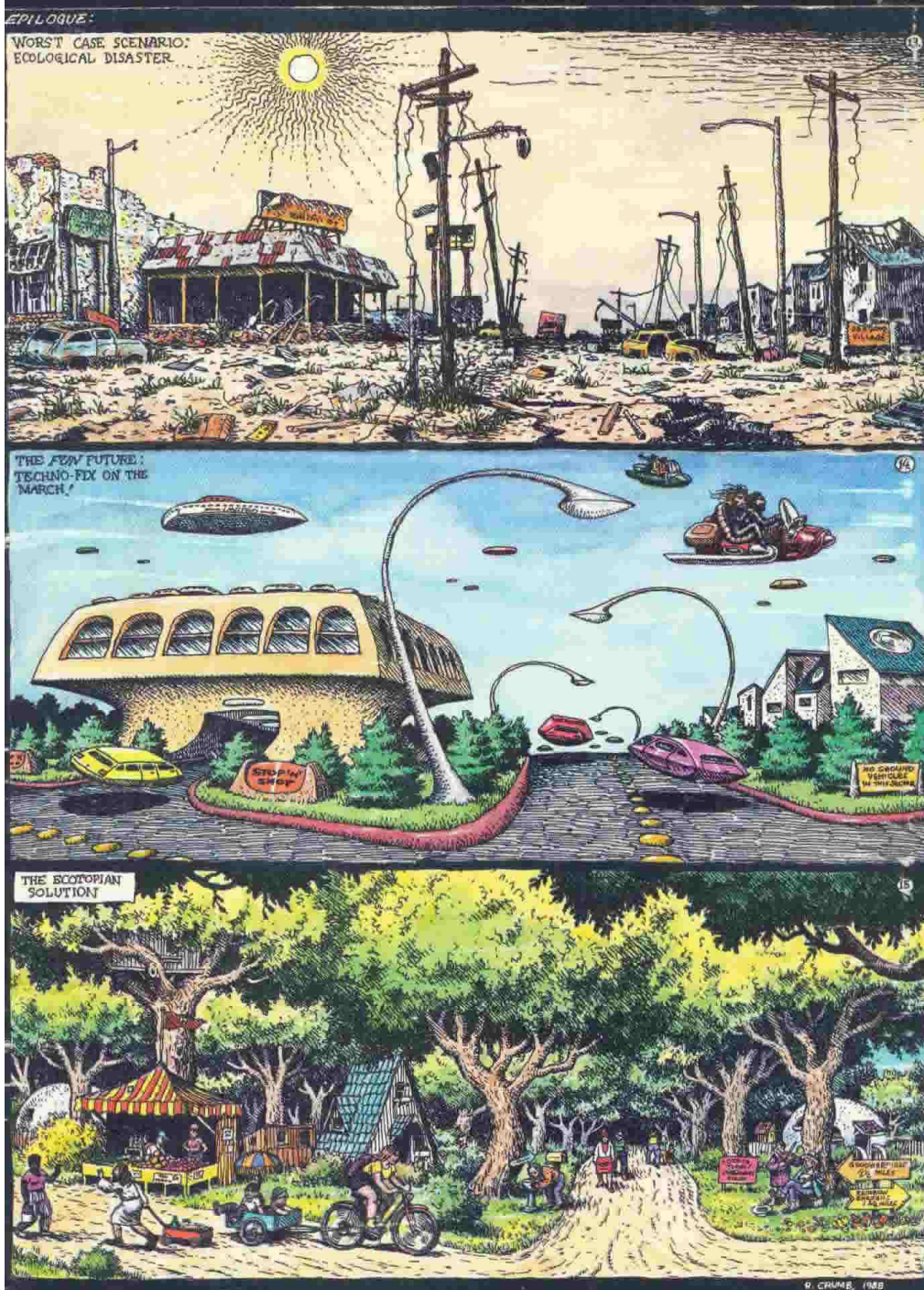




The Future according to Robert Crumb. (For his Historical vision, see p. 34.)

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



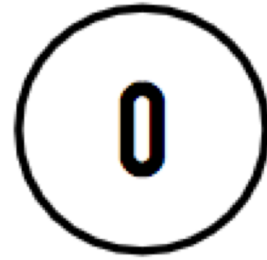
ARC

+



TERRAIN

+



OBJECT

+



MOOD

THE YEAR
IS 2030..

The Plot

A
ARC

GROW

A century

#FUTURETHING
THE THING FROM THE FUTURE
A game by Stuart Candy and Jeff Watson
2015 CC-BY-NC-SA | situationlab.org | @sitlab

A
ARC

COLLAPSE

A millennium

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A
ARC

DISCIPLINE

A millennium

#FUTURETHING
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A
ARC

TRANSFORM

A few years

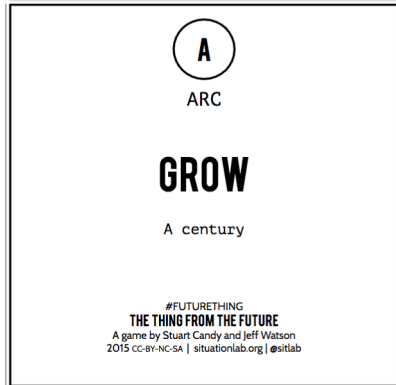
#FUTURETHING
THE THING FROM THE FUTURE
A game by Stuart Candy and Jeff Watson
2015 CC-BY-NC-SA | situationlab.org | @sitlab

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

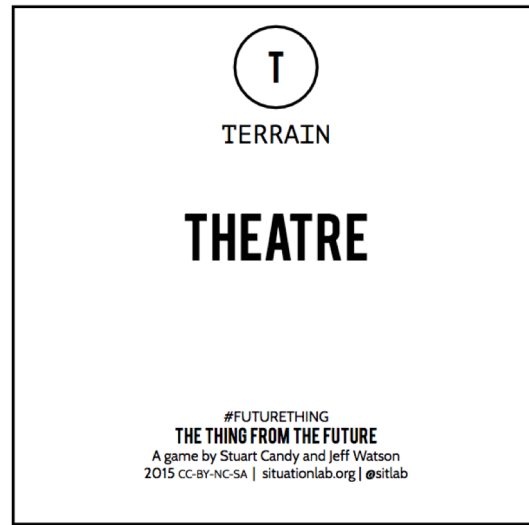
Collapse is a kind of future in which life as we know it has fallen – or is falling – apart.

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

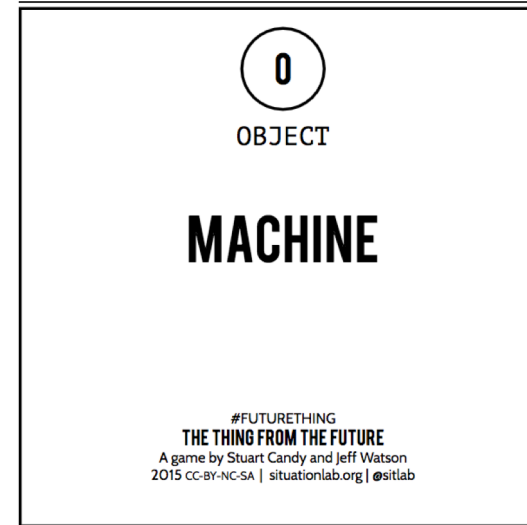
Transform is a kind of future in which a profound historical transition has occurred, whether spiritual or technological in nature.



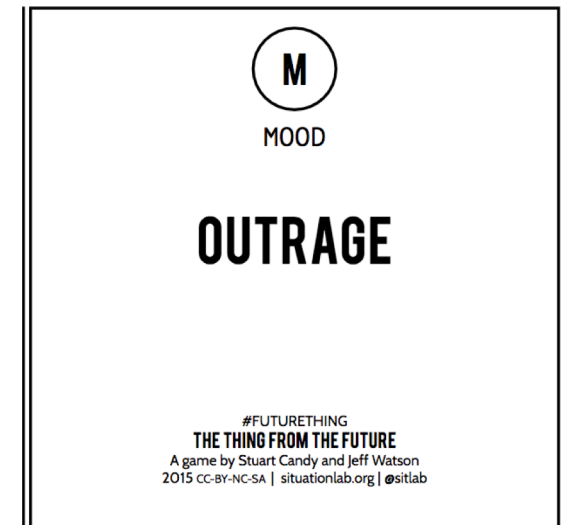
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TERRAIN cards describe *contexts, places, and topic areas*. In a completed prompt, the terrain card describes where – physically or conceptually – the thing from the future might be found.

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.

A person is silhouetted against a vast, starry night sky. The person stands on a dark rock in the foreground, looking up at the Milky Way galaxy, which stretches across the sky from the top center towards the bottom right. The stars are numerous and bright, creating a dense field of light. The overall scene is dark and atmospheric, with a focus on the cosmic scale of the galaxy.

Description:

Can you imagine?

... a world where...

... what if...

Future Scenarios

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(10 mins total)

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Share your idea

Can you imagine?

... a world where...

... what if...

... could it be possible that...



Ideation session CBI A³

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**