



Future Disruptions

A foresight game designed to enable new perspectives in thinking about the future

Game Specs:

Number of players per table: Up to 8

Duration: Min. 1 hour, until half a day

Systems Covered: Energy, Transport, Healthcare, Food, Education (customized versions and new topics can be created on demand)



Paper Authors: Cornelia Daheim, Jonas Korn

Future Disruptions – The Game

About

The game lets participants experience a foresight session centred on „Future Disruptions“. It was originally developed by Cornelia Daheim (Future Impacts) for the Evonik GameChangers Event, held in September 2016 in Antwerp, exploring what future “disruptions” (i.e. surprising directions of developments that have the potential to fundamentally change existing systems) we can anticipate. It uses techniques from serious gaming to enable new perspectives in thinking about the future, and has by now been used in dozens of project settings by Future Impacts, also in customized versions.

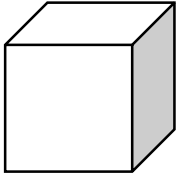
A **key benefit of playing the game** lies in changing perspectives, thereby enabling a mind-set shift. As the aim of the game is to create as many imaginable, “convincing” disruptions as possible, the players embrace the role of “arguing for” disruption. The usual perspective of “fending off” change or arguing against the possibility of systems changing is thereby reversed. Creativity is pushed especially by the mechanisms of speed & competition and the intervention cards.

This document shares the “standard” game under a Creative Commons Licence (CC-BY-SA) , thus enabling anybody to play the game as long as credits to Future Impacts are given. If you would like us to run a game session in your organization or would like a customized version, please get in touch.

Background: Gaming in Foresight

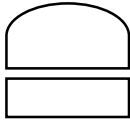
As traditional foresight methodologies tend to favour analytical, theoretical forms of anticipation, foresight can benefit from complementary formats that favour creativity and push group dynamics into more inventive and daring realms of reflection by gaming mechanisms. The gaming approach is also especially useful in research on disruptions, as signals for these in the past have tended to be overlooked or “filtered out” by traditional approaches.

Equipment & Set Up



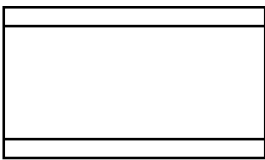
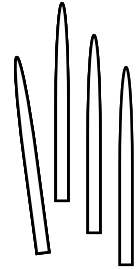
System Cubes:
What are we
talking about?

Count-Timer:
Helps you stay
on time!



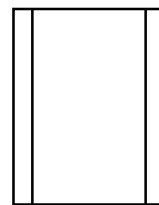
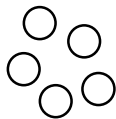
Dice: Let's see
what it brings!

Pens: Record
your great ideas!



Intervention Cards:
What to do?

Disruption Coins:
Reward your
great ideas!



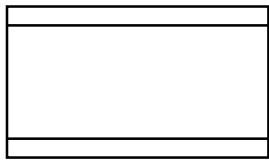
GameChanger
Cards: Time for
expert gaming!

Sweets: Keep
your energy
high!

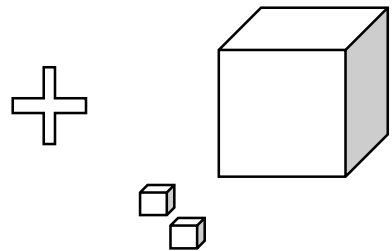


Round 1 – Playing the basic game

1. On your turn, draw an Intervention Card. The card you get will determine the type of development you have to invent.

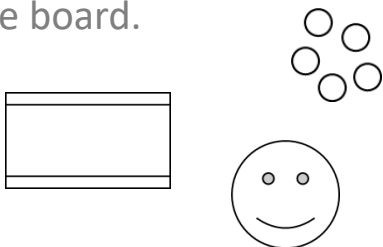


1. Roll both dice and see which System Cube you get!

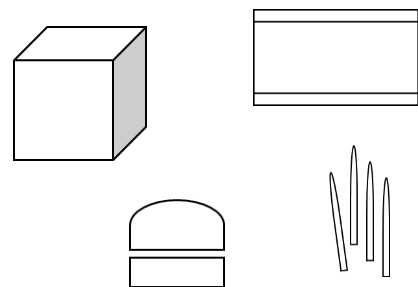


Let each player take two turns and then skip to Round 2– advanced game!

4. Now present your disruption to the team and give them an example of how your idea works. If they agree on the possibility of your disruption you get one Disruption Coin! Put the cube and card together back on the board.

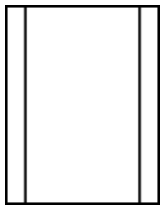


3. Combine your cube and Intervention Card. Invent a possible disruptive development and write it down on the card – you have 90 seconds!

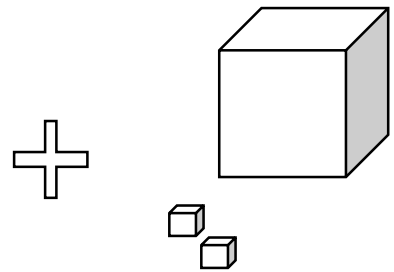


Round 2 – Playing the advanced game

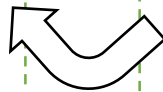
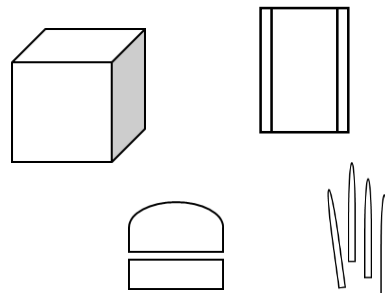
2. On your turn, draw a GameChanger Card. The card you get will determine the type of development you have to invent.



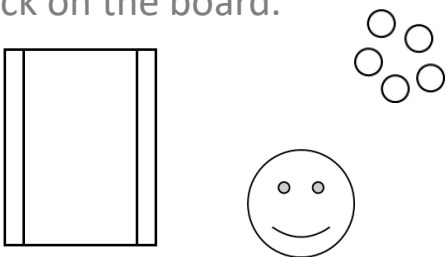
1. Roll both dice and see which System Cube you get!



3. Combine your cube and GameChanger Card. What effect does the GameChanger have on the topic of your System Cube? Write it down - you have 90 seconds!



4. Explain the effect to your team and give them an example of how your idea works. If they agree on the possibility of your disruption you get one Disruption Coin! Then put them both together back on the board.



Additional Rule Explanations

Object and end of the game

The game's aim is to collect Disruptions Coins by inventing possible and preferably disruptive future developments. The player who collected most wins the game.

The game is over when your scheduled time is over and everyone had the same amount of turns played.

Intervention Cards

At the beginning of the game shuffle the Intervention Cards and place them face down on the board.

The Card ,Add A Cube' gives you the chance to introduce a new topic on a System Cube which you then combine with a new Intervention Card.

The Card ,Trump Card' gives you total freedom – be creative!

System Cubes

At the beginning of the game place the System Cubes on the board arranged by their colour.

The blank cubes come into play when the Intervention Card ,Add A Cube' is played.

GameChanger Cards

At the beginning of Round 2 shuffle the prepared GameChanger Cards and some blank GameChanger Cards. Place them face down on the board.

The blank GameChanger Cards give you the chance to introduce your own GameChanger.

Notes

Stick to the time limit of 90 seconds – it's hard but helps to be creative!

Have one player figure out how the game works before you start, and let him/her stick to the role of game master – then the others can drive straight into the game itself!

Clarify your topic and time horizon to know what you're talking about - we suggest 2030!

If things don't fit just continue or repeat – new chance!

One rule to rule them all
– it's a game so have fun!

When your System Cube is not available just roll the dice again!

If a player doesn't have an idea give him/her a hint!

If anybody has a great idea to share don't stop him/her!

Bend the rules – keep the fun straight!

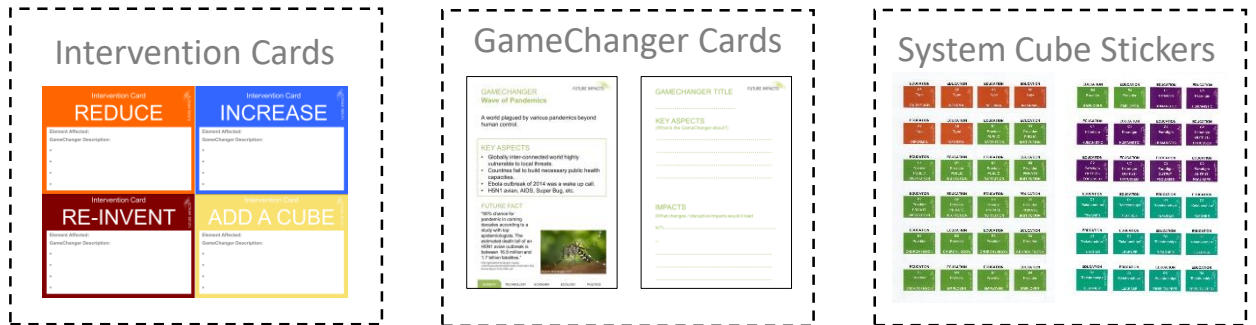
Challenge each other but don't forget to support!

Keep the game flowing – it's not a doctoral thesis!

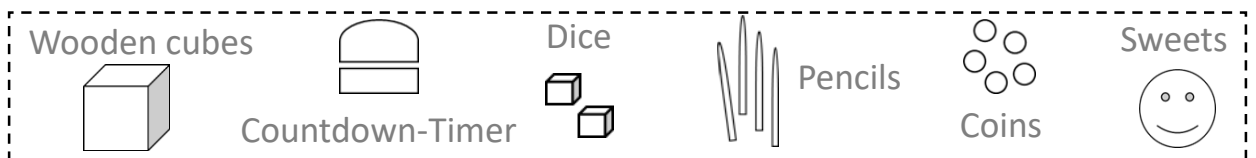
Materials

You find the complete printing materials as templates attached to this manual under the same creative commons licence.

It consists of:



Also needed:



About Future Impacts

Future Impacts Consulting is a highly specialised team around Cornelia Daheim that realises state of the art foresight projects aiming to initiate informed future-oriented actions today. Our clients come from the social sector, like Aktion Mensch or Bethel Foundation, the public sector, like the European Commission JRC foresight team or the European Parliament - STOA foresight unit, or corporations like Evonik. Many projects recently focussed on the future of work as well as on future societal change and inclusion. Approach-wise, we specialize in emerging practices like experiential foresight, gaming or our immersive formats such as scenario enactments. Most of us also have a background in the arts and love to discuss either books or music at length.

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