

#CARDSOFHOPE



SITRa



CARDS OF HOPE

Game for imagining
preferred futures



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We hope you enjoy your exploration of alternative futures!

Cards of Hope

You have the **Cards of Hope** in your hands! It's a game for imagining preferred futures. It invites you to talk about the future, what could happen, what is preferred and for whom. By playing, you will expand your thinking and exercise your imagination.

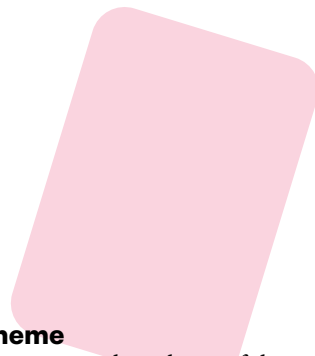
These cards contain 163,944 initial settings for preferred futures, or visions. The visions can be small or big, mundane, strange or distant.

Why play?

Be a futurist: you will strengthen your ability to imagine alternative futures and realise that there is no single future that is inevitably coming at us. At the same time, you will exercise your imagination to help you to create visions to act on.

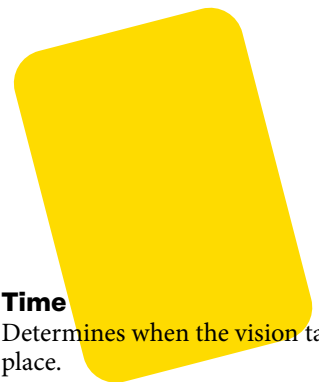
Broaden your perspective: while playing the game, you will notice that one person's vision can be another's nightmare. Changing perspectives can help you get in someone else's shoes and empathise.

Discuss the future: during the game, you're sure to have interesting, funny and sometimes deep conversations about the future and what you consider preferable.



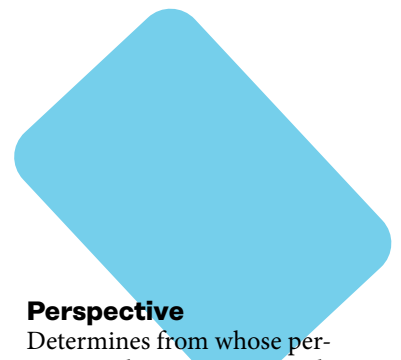
Theme

Determines the subject of the future vision. The themes are inspired by the UN Sustainable Development Goals.



Time

Determines when the vision takes place.



Perspective

Determines from whose perspective the vision is viewed. It is up to the players to specify this: for instance, a leader could be a prime minister, shop manager or scout troop leader.



Situation

Determines where the vision takes place.



Joker

Useful when the deck is missing an important element of a preferred future.



How to play

1. Choose the first **listener** of your group. The other players will be **imaginers of the future**.

2. The listener selects the “cards of hope” of the round from the deck: the theme, situation and time, and places them on the table for everyone to see.

3. The imaginers each blindly pick a random perspective card from the deck. The card tells them from whose perspective the preferred future is imagined from.

4. The imaginers are given a few minutes to imagine, and when they are ready, they each take turns to share the vision they have come up with based on the cards of hope.

5. The listener chooses the best vision of the round using their own criteria – the best vision can be the most touching, credible or even the funniest.

6. Switch roles and start a new round.

7. The winner is the player with the most points.

Oh, and the rules of all games are made to be broken! For example, you can forget about keeping score, play in teams or just use the cards to start up a discussion. You can also think about which vision you could actually begin to realise, and what and who would it require?

Warm-up

Do you need a warm-up before starting the actual game? Turn over random cards from the Theme, Situation and Time packs and say what first springs to mind based on each card.

Discuss

After the round, you can reflect on each vision, for example:

What assumptions concerning the future does this vision entail?

From whose perspective is the vision a positive one? From whose perspective is it not positive?

What do the visions have in common, what differs?

What could I do today to make this vision happen?

At the end of the game, you can reflect on issues such as:

What new insights did we learn?

What was inspiring or enlightening?

What challenged our thoughts and assumptions?

Examples of visions



Theme: livelihood

Time: 30 years from now

Situation: in space

Perspective: employee

“30 years from now, we will read a job ad where the job is located on a space station.”



Theme: city

Time: 100 years

Situation: in the forest

Perspective: policy-maker

“100 years from now, policy-makers will consult also other local residents and also other organisms, such as animals and plants, in the zoning process. This will take place by interpreting electric signals and chemicals, among other things.”

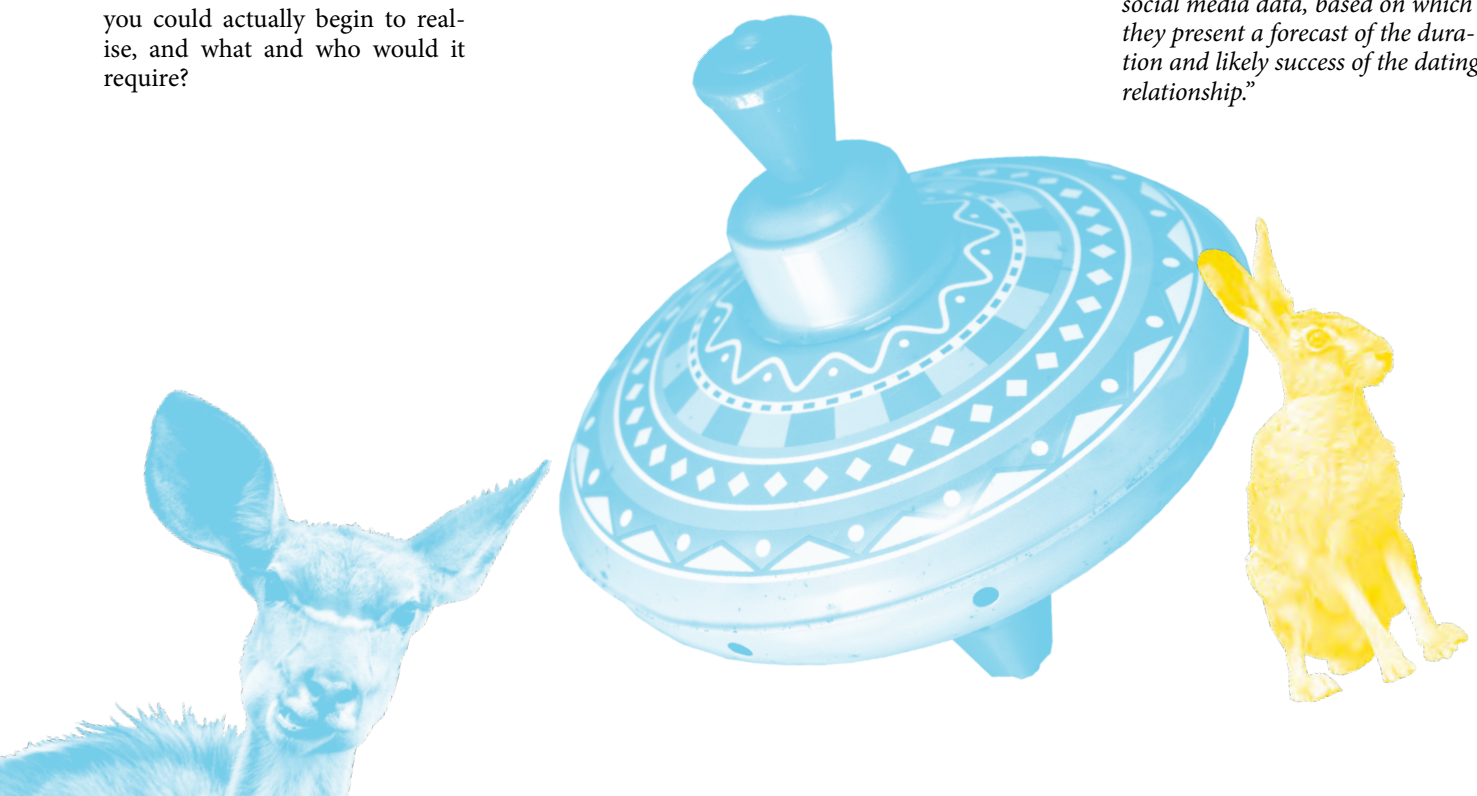


Theme: data

Time: 5 years Situation: on a first date

Perspective: robot

“Five years from now, first dates will be the work of robots: they will be involved in analysing the date’s social media data, based on which they present a forecast of the duration and likely success of the dating relationship.”





Child

Senior
citizen

Parent

Policy-
maker

Activist

Leader

Employee

Entrepre-
neur

Person with
disability

Robot

Cyborg
*(Human and machine
combination)*

Production
animal

Wild
animal

Refugee

Plant

Alien
*(Organism living on
another planet)*

A person
from the
other side
of the
world

Non-binary
person

Disadvan-
taged
person

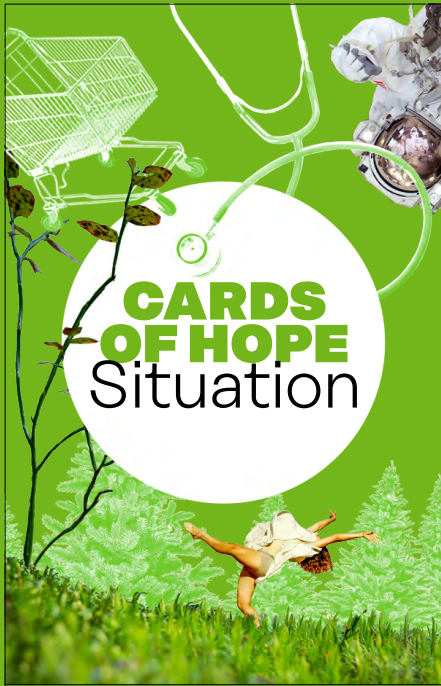
High-
earner

Homeless

Ethnic
minority

Citizen

Undocu-
mented
migrant



Learning

Playing

At home

In the
forest

Shopping

At the
doctor

At a
cemetery

On holiday

In outer
space

In traffic

On the
internet

On a first
date

Giving
birth

Dying

Gossipping

At a party

In a sauna

Dancing

At a
birthday
party

In a
rainforest

In the
savannah

At an
election

Exercising



5
years

30
years

50
years

100
years

200
years

1,000
years

When you
least
expect

Four
generations
after you

The year
Mars is
colonised

When
you have
retired

When we
encounter
extra-
terrestrial
life



Poverty

Money

Social
security

Livelihood

Food

Health

Education

Culture

Gender
equality

Water

Energy

Work

Leisure

Inequality

Technology

Data

Artificial
intelligence

City

Country-
side

Consump-
tion

Climate
change

Oceans

Nature

Crime

Peace

Religion

Media

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Joker

