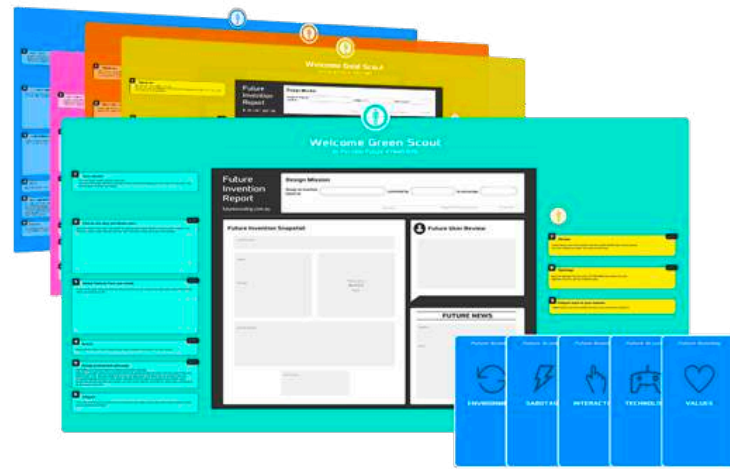


Future Scouting

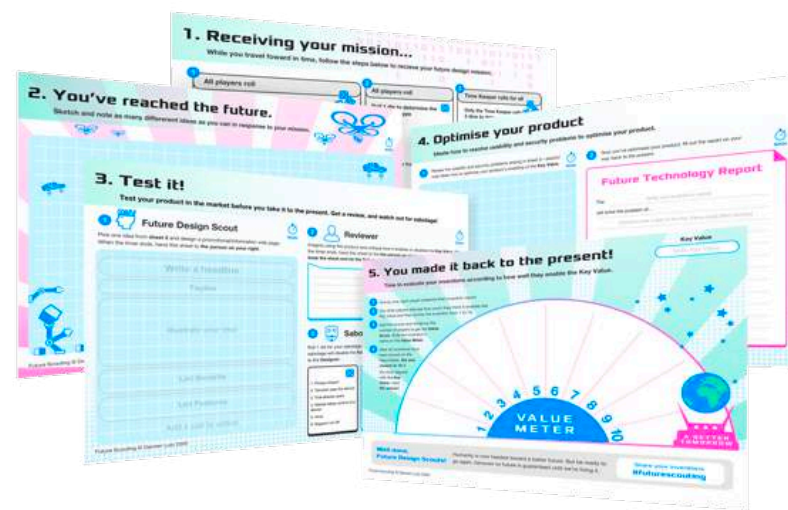


Simplifying the learning of speculative and values-driven design with gamification

A design game as a teaching tool



Digital version



Print version

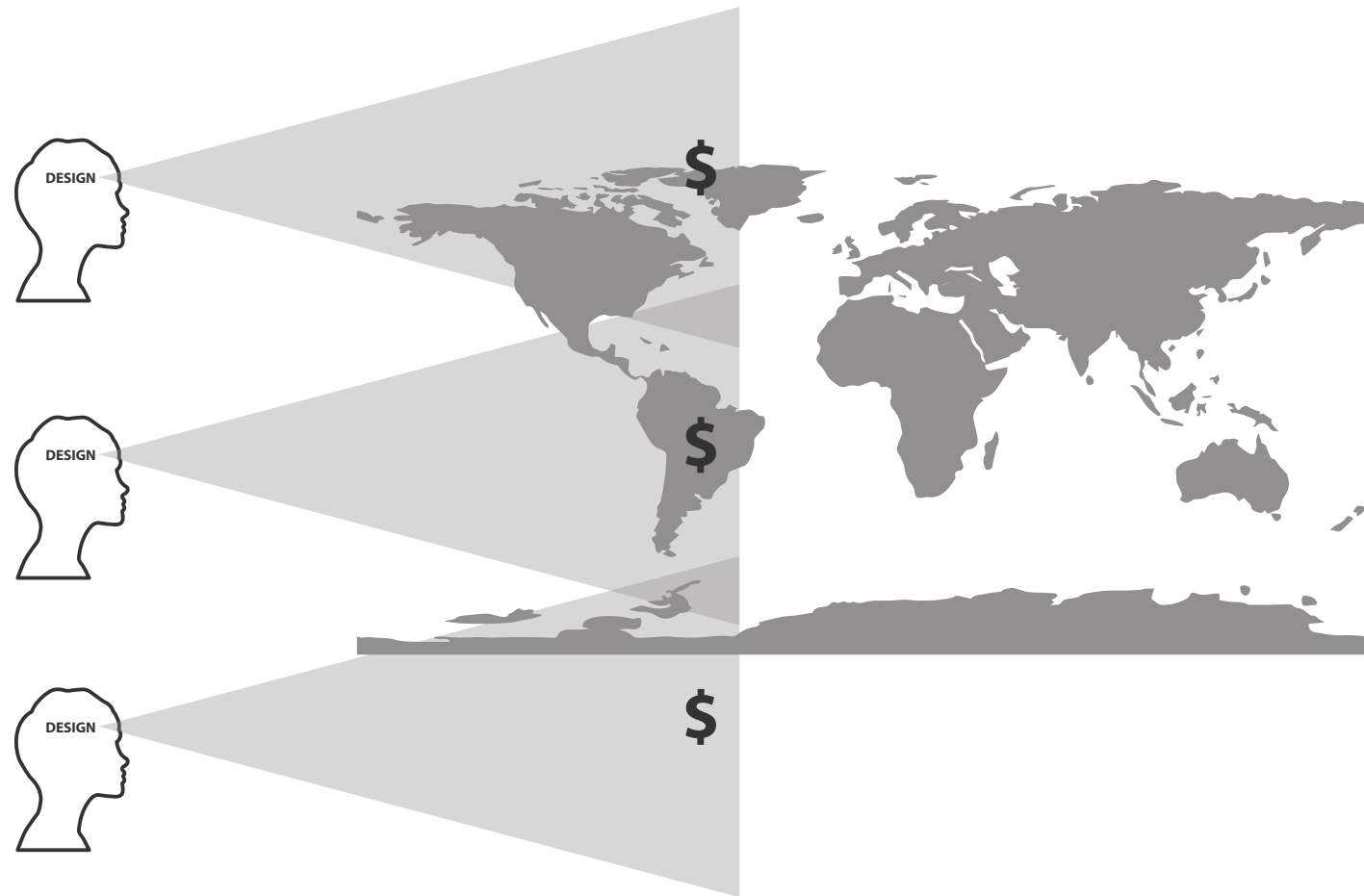
Future scouting is a gamified educational tool to introduce designers (and anyone interested in better futures) to speculative and values-driven design.

Design skills experienced during play:

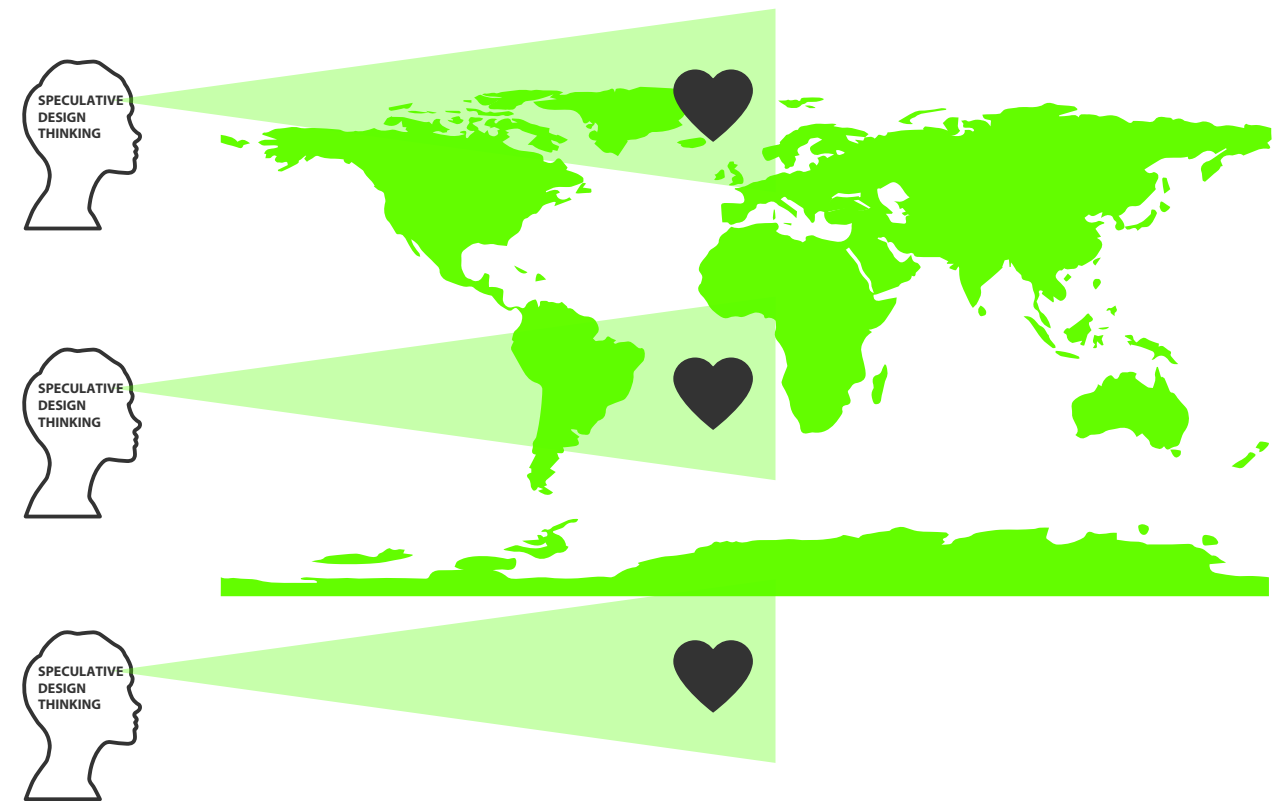
- Speculation
- Empathy
- Bad actor consideration (e.g. hackers)
- Brainstorming
- Sketching
- UX/copy writing
- Iteration

Problem 1

Much of the world's design thinking is focused on profit-driven projects, creating a future world limited by this focus.



If we invest even just a small amount of design focus on values-driven projects, then might we create a more harmonised and kinder future world?



Problem 2

The tools for speculative design were scattered far and wide, and few end-to-end methods were easily accessible (expensive courses) and/or user-friendly to designers new to speculative design (heavy in new terminology and academic language).

If speculative design is condensed into a simple flow, will these engage more designers new to the practice.

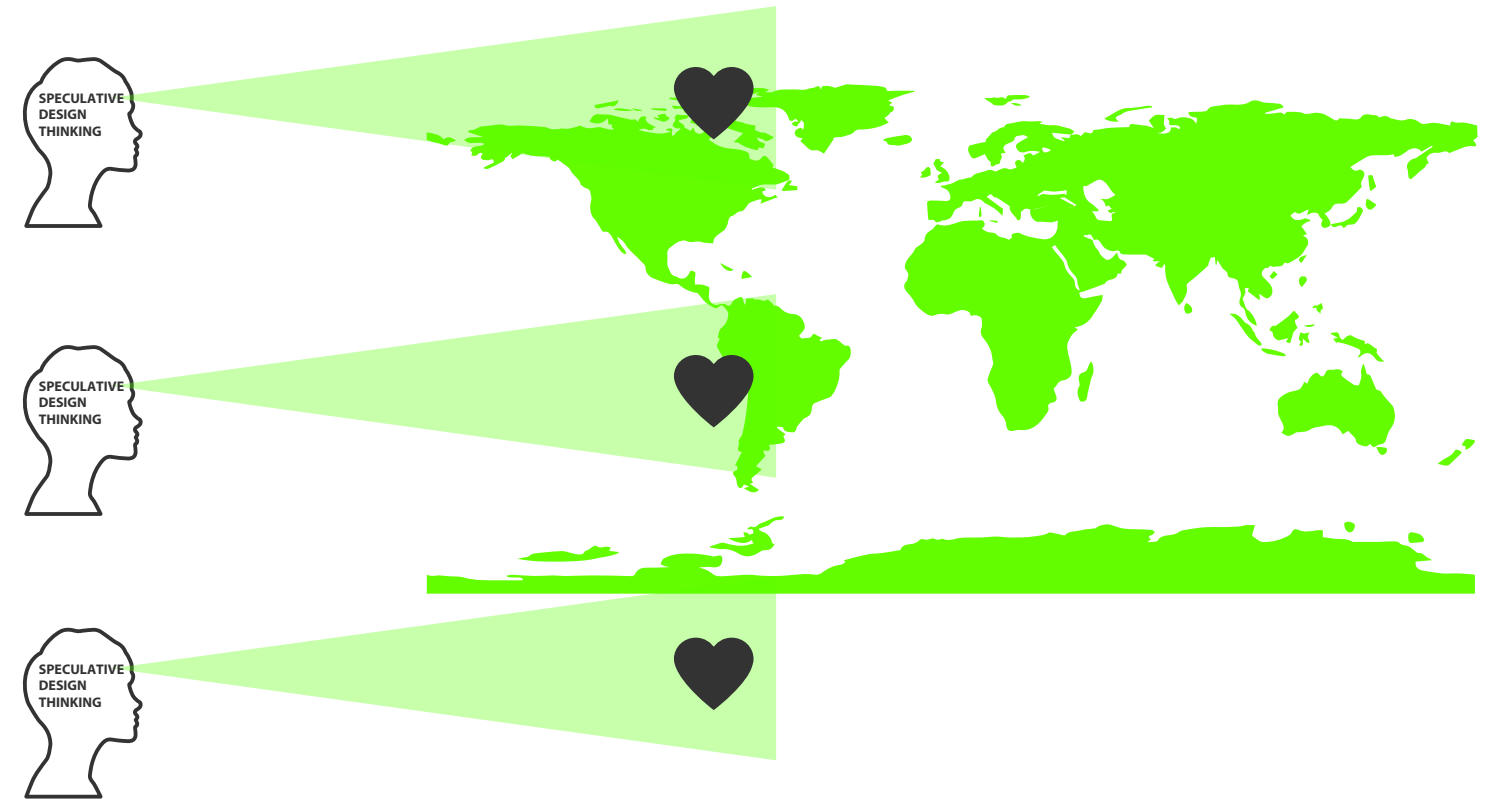
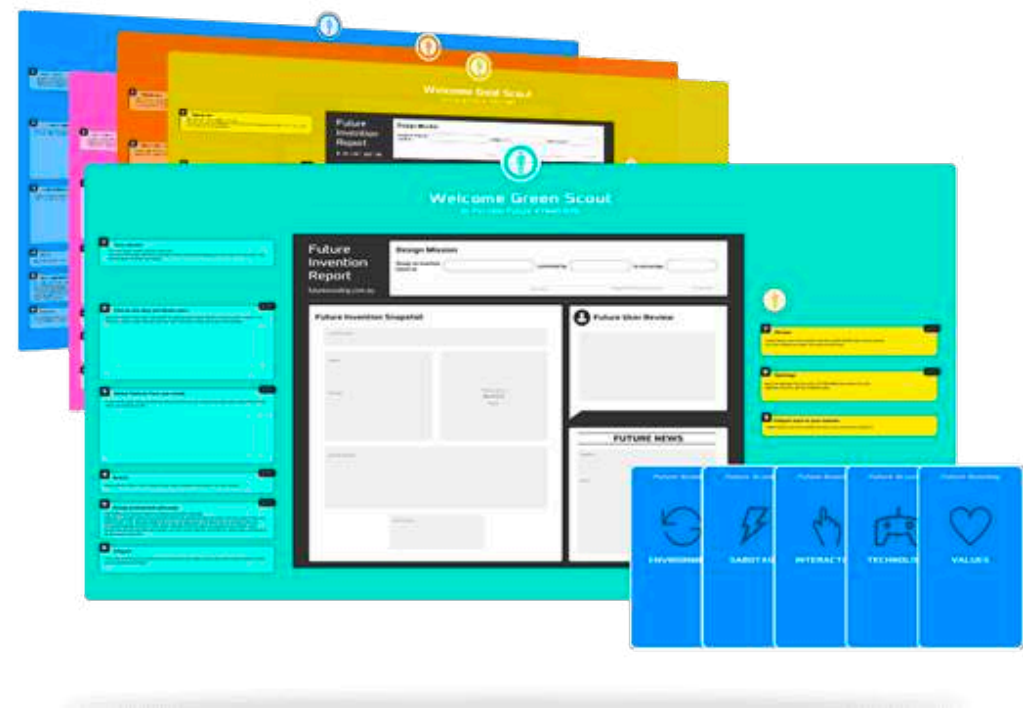
Problem 3

Full design processes are long and have high cognitive load.

Why can't learning how to save the world be fun?

Project Purpose

Consolidate speculative tools into one simplified and gamified process to make future-thinking and values-driven design more accessible for designers wanting to shape a better future.



Design ikagi

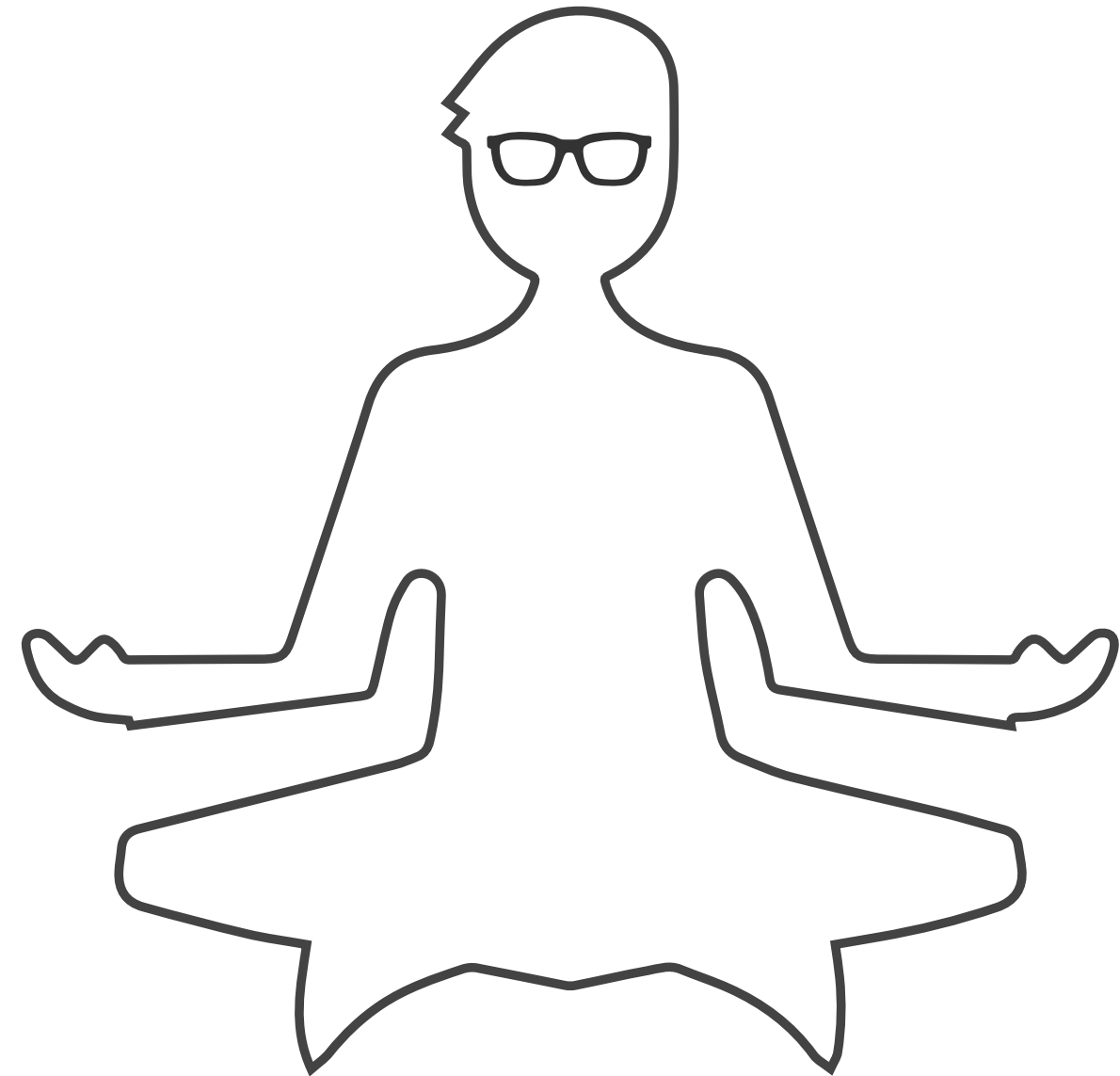
Future Scouting was born from the spare time granted to me by the COVID-19 lockdown. I reflected on my design career and how I might align it more with my values.

I began with what I designed for passion—science fiction technologies and worlds for my sci-fi novels—as speculations about our future help us see today from different perspectives.

As I mapped my design processes, I discovered speculative design—designing future inventions that make us rethink the direction of today.

This, I knew, was my ‘ikagi’—to use design for exploring what’s important to us rather than just applying it to profit-driven projects, and to assist other designers in finding their own design ikagi.

Combining speculative tools scattered far and wide, I combined them with my own processes to map a simplified speculative design method to make it easier for other designers to discover and learn.



Tool & method research

Collating speculative design tools from around the world and combining with my own.

Future Type

Future world

Choose a card from each sector

STEEP
Social
Technology
Environment
Economy
Political

CRISIS OF IMAGINATION

TITFF

Technology
Economy
Environment
Political
Social
Freedom

Water
Wind
Food
Soil
Energy
Pollution

Shift in power
Trade

Choose x that most relate to you

Future world scenarios

Future scenario

Choose 1 from x categories that most relate to you

This is your future world

Future scan

Values from worsen to improve - future state

mov ethem two points toward their projection

OR

move them according to the scenarios

Describe your future world from your personal POV - hopes, fears, needs and problems

Future problem based on values/concerns

Future Problem based on values

Solution ideas - idetae 1

Future technology

Future world tech

Future solution

PRODUCT OWNER/DESIGNER

MARKETING

USER

BAD ACTOR

USER

USER PRODUCT OWNER

PRODUCT OWNER/DESIGNER

Your product

Virtual exercise game

Promo

User review

Problem

User complaint

Solution

Innovation report

Focus - your value

Empathy

Web page

Digital headline and article

Storyboard a video advert

Interaction - voice, etc

Body

Ideate 2

What drove your value?

Sphere I spin in and I think im rescuing drowning migrants

It controls a drone that does that

Search blog here for your tech - <https://www.futuretimeline.net/blog/ai-robots-blog.htm>

Tools

4. Research Map Copy 6

Examples

<https://www.youtube.com/watch?v=mj1EJZUR6&feature=youtu.be>

<https://vimeo.com/155295826>

<http://automato.farm/>

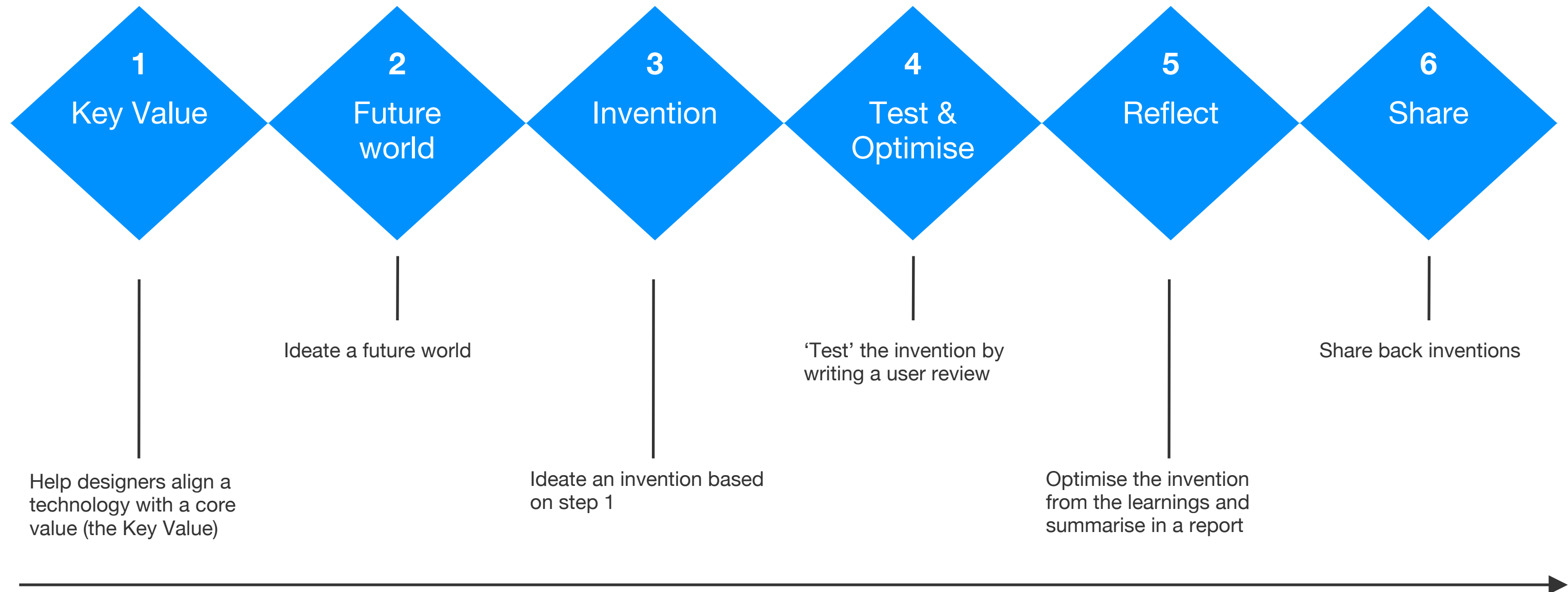
Putting tools in a process order

To begin creating a complete method, I mapped the tools according to back-casting processes, starting with ideation and world-building.

SINGLE PLAYER										PRODUCT OWNER/DESIGNER										USER		BAD ACTOR		USER		USER PRODUCT OWNER/DESIGNER		FUTURE THIEF	
Future self assessment					TIME TRAVEL TO AN ALTERNATE FUTURE					IMPROVE THE FUTURE ACCORDING TO YOUR VALUES					REVIEW PRODUCT		DISRUPT THE FUTURE		COMPLAIN TO BUSINESS		SOLUTION		REPORT						
VALUES	CONCERNS	PERSONAL DREAMS	ALIGN VALUES, CONCERNS AND DREAMS	CHOOSE A THEME	DEFINE CURRENT WORLD STATE ACCORDING TO PERSONAL THEME	DEFINE FUTURE WORLD	MAP FUTURE STATE OF PERSONAL THEME	WRITE YOUR STORY	DESIGN A SOLUTION	PROMOTE YOUR IDEA	GIVE A REVIEW	BECOME A BAD ACTOR	MAKE A COMPLAINT	SOLELY PROBLEM	INNOVATION REPORT														
3 MINS	3 MINS	3 MINS	3 MINS	3 MINS	3 MINS	3 MINS	3 MINS	3 MINS	3 MINS	3 MINS	3 MINS	3 MINS	3 MINS	3 MINS	3 MINS														
Health	Migrants kept in detention	Staying healthy	Freedom	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness														
near peace	Blacks killed	Staying healthy	Freedom	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness														
Kindness	Gay's killed in rally countries	Falling in love	Freedom	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness														
Peace	Disabled excluded	Happy family	Freedom	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness														
Kindness	Homeless men ignored	Staying in contact with good friends	Freedom	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness														
Empathy	Chosen citizens advertised for something bad	Choosing a property and land	Freedom	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness														
Kindness	Peaceful take their business to someone else	Growing my own food	Freedom	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness														
Freedom	Young gays still feeling wrong	Getting it	Freedom	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness														
Friendship	Mum being happy healthy	Getting it	Freedom	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness	Kindness														
Write postcard	Value Map	Write postcard	Write postcard	Write postcard	Write postcard	Write postcard	Write postcard	Write postcard	Write postcard	Write postcard	Write postcard	Write postcard	Write postcard	Write postcard	Write postcard														
Value Map	Value Map	Value Map	Value Map	Value Map	Value Map	Value Map	Value Map	Value Map	Value Map	Value Map	Value Map	Value Map	Value Map	Value Map	Value Map														
Resources	Resources	Resources	Resources	Resources	Resources	Resources	Resources	Resources	Resources	Resources	Resources	Resources	Resources	Resources	Resources														

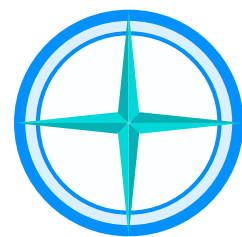
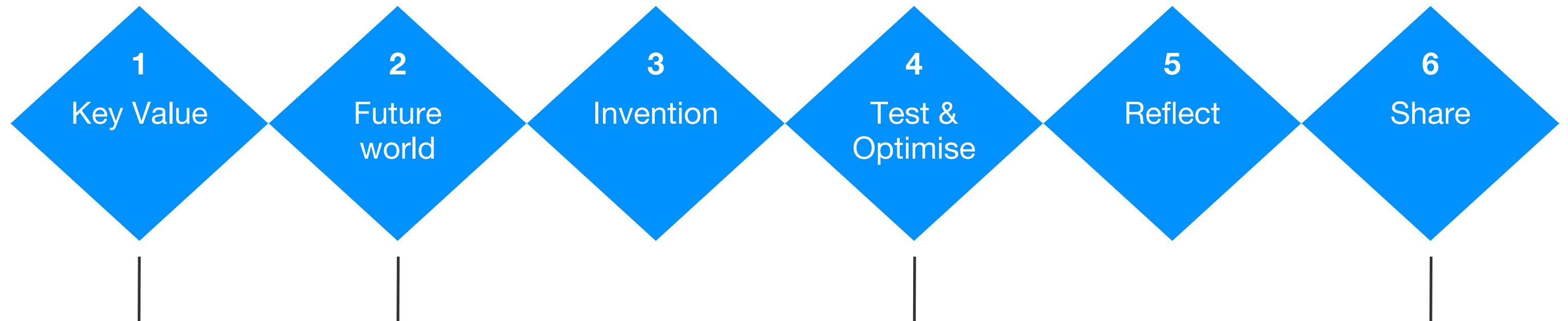
Simplified process

I ideated a process that could be done in one sitting, and included a step to encourage values thinking.



Adding engagement

I then used gamification to lighten the cognitive aspects.



The process was given a story—participants are part of a crew exploring alternate futures to find inventions that will create their preferred future.



A new step was added where the players must write a story about what happens when the invention falls into the wrong hands



After all participants have found/designed an invention, they vote on which one best aligns

The story and game mission

Humans have left a dying earth aboard a fleet of space ships, but they are flying blind toward uncertainty

Discovering a worm hole to alternate futures, each ship sends a Future Scout forward in time to learn how to steer the fleet toward a better future more aligned with Key Values.

Playing against other Future Scouts representing different Key Values, you'll assist and sabotage each other in your quests to save your own crews' future.

Version 1

Game sheets

1 Key Value

1. Values Compass ⌚ 10mins

Your crew's Key Value

Before a Future Thief heads into the future, they must define their crew's values to use to navigate through Dystopia.

1 List your top 10 personal values

Value examples:

Adventure	Faith	Kindness	Respect
Art	Family	Knowledge	Safety
Beauty	Freedom	Leadership	Self-empowerment
Character	Happiness	Love	Self-compassion
Control	Health	Loyalty	Stability
Compassion	Honesty	Nature	Steady
Confidence	Independence	Peace	Success
Control	Humor	Peace	Truth
Creativity	Innovation	Peace	Truth
Excitement	Justice	Respect	Truth

2 List 6 of your concerns for your community, and 6 for the world

Concern examples:

- Loss of parks
- Isolation for elderly
- Plastic worsening
- Floating seas

3 On the compass, group items from steps 1 & 2 in themes, and name the themes

4 Choose the most potent theme and write it in this section on all 5 worksheets

5 You're ready to travel through time! Move all the items for your Key Value to the grid on Worksheet 2

Design Think The Future - Damien Lutz 2020

2 Future world

2. Time to travel! ⌚ 10mins

Your crew's key value

First, you'll set your home co-ordinates so you can return, then you'll plot your future destination.

1 SET HOME COORDINATES: Position the items for your key value on the grid below according to whether they are presently improving or worsening.

Your future world

2 Roll one dice to determine the future world scenario. Roll again for the city type.

Scenario Innovation

How would your crew survive here?

3 Reposition your Key Value items according to the affect your future world would have on them.

4 List any problems your crew's Key Value might face in this new world.

5 You're ready to design Choose a problem and write it in the Key Problem box on Worksheet #3.

Worse case Worsening Neutral Improving Best case

3 Invention

3. Thieve that future idea ⌚ 15mins

Your crew's key value

Using the future world's technology, design a Solution for your crew's Key Problem.

Roll 3 dice to determine the Tech for your idea, and another 1 for its Interaction.

My idea will use: Tech Interaction type

Controlled by: Interaction type

To help my crew solve: Key problem from Worksheet #2

By:

Sketch ideas

List/sketch as many ideas as you can (practical and outlandish) that will use the tech and interaction defined above to solve the problem.

4 Test & Optimise

4. Test your idea ⌚ 10mins total

Your crew's key value

Get your idea out there and get a review!

1 Create a promotional web page to get attention 4min

2 REVIEW TIME! Pass this worksheet to your Reviewer on your right. 2min

Reviewer: imagine using the solution and critique, then hand back to designer

3 SABOTAGE! Roll 1 dice to select a Sabotage, then pass this worksheet to the Sabotager on your left. 2min

Sabotager: read the sabotage card and describe what you'll do as the 'Bad Actor', then hand the worksheet back to the designer

4 Explain how you would resolve the problems above. 2min

Write a headline

Tagline

Illustrate your idea

List Benefits

List Features

Add a call to action

5 Reflect

5. Return & Report ⌚ 8 mins total

Your crew's key value

You're on your back to the present—time to summarise what you've learnt.

1 How was the future good for your crew? 2min

2 How was the future bad for your crew? 2min

3 What can you do to enable these aspects in the future? 2min

4 What can you do to disable these aspects in the future? 2min

6 Share

6. Vote the winner!

1 Write a sticky note with each player's name, Key Value and future idea.

2 Discuss as a group which idea best aligns with its crew's Key Value.

3 The designer of the best aligned product is the winner!

Well done Future Thieves! You all did your best, and all your ships are headed toward a more preferred future. But be ready to go again, because no future is guaranteed until we're living it.

Share your future loot #futurethieving

Design skills experienced

1 Key Value

1. Values Compass ⌚ 10mins

Before a Future Thief heads into the future, they must define their crew's values to use to navigate through Dystopia.

1 List your top 10 personal values

Value examples:

Adventure	Life	Freedom	Peace
Art	Family	Healthcare	Safe
Beauty	Finance	Innovation	Security
Brave	Humor	Love	Self-empowerment
Careless	Kindness	Life	Stability
Changeable	Kindness	Peace	Trust
Charming	Kindness	Peace	Trust
Confident	Kindness	Peace	Trust
Curious	Kindness	Peace	Trust
Excited	Kindness	Peace	Trust
Excuse	Kindness	Peace	Trust
Excuse	Kindness	Peace	Trust

2 On the compass, group items from steps 1 & 2 in themes, and name the themes

3 List 6 of your concerns for your community, and 6 for the world

Concern examples:

- Loss of jobs
- Loss of privacy
- Loss of security
- Loss of freedom
- Loss of identity
- Loss of control
- Loss of autonomy
- Loss of choice
- Loss of power
- Loss of respect
- Loss of status
- Loss of trust
- Loss of faith
- Loss of hope
- Loss of love
- Loss of family
- Loss of friends
- Loss of community
- Loss of culture
- Loss of history
- Loss of tradition
- Loss of religion
- Loss of morality
- Loss of ethics
- Loss of justice
- Loss of law
- Loss of order
- Loss of structure
- Loss of discipline
- Loss of responsibility
- Loss of accountability
- Loss of integrity
- Loss of honesty
- Loss of transparency
- Loss of communication
- Loss of collaboration
- Loss of teamwork
- Loss of leadership
- Loss of management
- Loss of organization
- Loss of planning
- Loss of strategy
- Loss of vision
- Loss of mission
- Loss of purpose
- Loss of meaning
- Loss of fulfillment
- Loss of satisfaction
- Loss of happiness
- Loss of joy
- Loss of peace
- Loss of harmony
- Loss of balance
- Loss of stability
- Loss of security
- Loss of safety
- Loss of health
- Loss of well-being
- Loss of quality of life
- Loss of life expectancy
- Loss of longevity
- Loss of vitality
- Loss of energy
- Loss of stamina
- Loss of strength
- Loss of endurance
- Loss of resilience
- Loss of adaptability
- Loss of flexibility
- Loss of agility
- Loss of speed
- Loss of efficiency
- Loss of productivity
- Loss of effectiveness
- Loss of performance
- Loss of achievement
- Loss of success
- Loss of accomplishment
- Loss of recognition
- Loss of respect
- Loss of honor
- Loss of dignity
- Loss of pride
- Loss of self-respect
- Loss of self-esteem
- Loss of self-worth
- Loss of self-confidence
- Loss of self-belief
- Loss of self-trust
- Loss of self-control
- Loss of self-discipline
- Loss of self-motivation
- Loss of self-direction
- Loss of self-empowerment
- Loss of self-actualization
- Loss of self-fulfillment
- Loss of self-realization
- Loss of self-actualization
- Loss of self-fulfillment
- Loss of self-realization

4 Choose the most potent theme and write it in this section on all 5 worksheets

Your crew's Key Value

Values thinking

Affinity mapping

You're ready to travel through time! Move all the items for your Key Value to the grid on Worksheet 2

2 Future world

2. Time to travel! ⌚ 10mins

First, you'll set your home co-ordinates so you can return, then you'll plot your future destination.

1 SET HOME COORDINATES: Position the items for your key value on the grid below according to whether they are presently improving or worsening

Scenario

Innovation

Your future world

2 Roll one dice to determine the future world scenario. Roll again for the city type.

How would your crew survive here?

3 Reposition your Key Value items according to the affect your future world would have on them.

4 List any problems your crew's Key Value might face in this new world.

5 List any problems your crew's Key Value might face in this new world.

Worse case

Worsening

Neutral

Improving

Best case

Speculation

You're ready to design Choose a problem and write it in the Key Problem box on Worksheet #3.

3 Invention

3. Thieve that future idea ⌚ 15mins

Using the future world's technology, design a Solution for your crew's Key Problem.

Roll 3 dice to determine the Tech for your idea, and another 1 for its Interaction.

My idea will use:

Controlled by:

Tech

Brainstorming

To help my crew solve:

Speculation

By:

Sketching

Sketch ideas

List/sketch as many ideas as you can (practical and outlandish) that will use the tech and interaction defined above to solve the problem.

4 Test & Optimise

4. Test your idea ⌚ 10mins total

Get your idea out there and get a review!

1 Create a promotional web page to get attention

Write a headline

- Speculation
- UX/copy writing
- Empathy (User review)
- Bad actor consideration (Sabotage)
- Iteration

List Features

Add a call to action

2 REVIEW TIME! Pass this worksheet to your Reviewer on your right.

Reviewer: Imagine using the solution and critique, then hand back to designer

3 SABOTAGE! Roll 1 dice to select a Sabotage, then pass this worksheet to the Sabotager on your left.

Sabotager: read the sabotage card and describe what you'll do as the 'Bad Actor', then hand the worksheet back to the designer

4 Explain how you would resolve the problems above.

5 Reflect

5. Return & Report ⌚ 8 mins total

You're on your back to the present—time to summarise what you've learnt.

1 How was the future good for your crew?

Reflection

Iteration

2 How was the future bad for your crew?

3 What can you do to enable these aspects in the future?

4 What can you do to disable these aspects in the future?

6 Share

6. Vote the winner!

1 Write a sticky note with each player's name, Key Value and future idea.

- Values thinking
- Design feedback

2 Discuss as a group which idea best aligns with its crew's Key Value.

The designer of the best aligned product is the winner!

Well done Future Thieves! You all did your best, and all your ships are headed toward a more preferred future. But be ready to go again, because no future is guaranteed until we're living it.

Share your future loot #futurethieving

Values

The first step guided players to identify the Key Value (kindness, empathy, etc.) that they would design for.

Design skills experienced:

- Values thinking
- Affinity mapping

1. Values Compass 10mins

Before a Future Thief heads into the future, they must define their crew's values to use to navigate through Dystopia.

1 List your top 10 personal values

Value examples:

Adventure	Faith	Kindness	Respect
Art	Family	Knowledge	Safety
Beauty	Freedom	Leadership	Self-confidence
Career	Happiness	Love	Self-development
Comfort	Health	Loyalty	Spirituality
Compassion	Honesty	Nature	Stability
Contribution	Independence	Peace	Success
Control	Influence	Pleasure	Truth
Creativity	Inner peace	Privacy	Wealth
Excellence	Justice	Reputation	Wisdom

2 List 6 of your concerns for your community, and 6 for the world

Concern examples:

- Loss of parks
- Isolation for elderly
- Racism worsening
- Rising seas

3 On the compass, group items from steps 1 & 2 in themes, and name the themes

4 Choose the most potent theme and write it in this section on all 5 worksheets

Your crew's Key Value

5 You're ready to travel through time!
Move all the items for your **Key Value** to the grid on Worksheet 2

Design Think The Future - Damen Lutz 2020

Invention ideation

After speculating a future world problem, players rolled dice to determine what future technology their invention must include to foster the Key Value.

Design skills experienced:

- Brainstorming
- Speculation
- Sketching

3. Thieve that future idea

🕒 15mins

Your crew's key value

Using the future world's technology, design a Solution for your crew's Key Problem.

Roll 3 dice to determine the **Tech** for your idea, and another 1 for its **Interaction**.

My idea will use: Controlled by:

Tech

Interaction type

To help my crew solve:

Key problem from Worksheet #2

By:

List/sketch as many ideas as you can
(practical and outlandish) that will use the tech
and interaction defined above to solve the
problem.

Sketch ideas

Testing and optimisation

After players reviewed each other's inventions, they rolled dice to choose a type of sabotage, which they then wrote a description about what happened.


Designers then optimised their invention based on the review and sabotage.

Design skills experienced:

- Speculation
- UX/copy writing
- Empathy (User review)
- Bad actor consideration (Sabotage)
- Iteration

4. Test your idea 10mins total

Get your idea out there and get a review!

1  4mi Create a promotional web page to get attention

Write a headline


Tagline

Illustrate your idea



List Benefits

List Features


Add a call to action

2  2min **REVIEW TIME!** Pass this worksheet to your **Reviewer** on your right.

Reviewer: imagine using the solution and critique, then hand back to designer

3  **SABOTAGE!** Roll 1 dice to select a **Sabotage**, then pass this worksheet to the **Sabotager** on your left.  2min

Sabotager: read the sabotage card and describe what you'll do as the 'Bad Actor', then hand the worksheet back to the designer

4  2min Explain how you would resolve the problems above.

Your crew's key value

Sharing and voting

Each player then placed a sticky note on the final sheet with their name, invention, and Key Value. Players talked through their optimised invention and voted on who's invention best aligned with the Key Value—the winner!

Design skills experienced:

- Values thinking
- Design feedback

6. Vote the winner!

1 Write a sticky note with each player's name, Key Value and future idea.

2 Discuss as a group which idea best aligns with its crew's **Key Value**.

3 The designer of the best aligned product is the winner!

Well done Future Thieves!
You all did your best, and all your ships are headed toward a more preferred future. But be ready to go again, because no future is guaranteed until we're living it.

Share your future loot
#futurethieving

Testing

The image displays six sequential workshop cards for a 'Future Thieving' challenge. Each card includes instructions, diagrams, and sticky notes.

- 1. Values Compass:** A card for leaders to define crew values. It features a compass diagram with sticky notes and a list of values.
- 2. Time to travel!:** A card for plotting a future destination. It includes a grid with sticky notes and a 'CONNECTION' box.
- 3. Thieve that future idea:** A card for designing a solution. It features a grid with sticky notes and a 'CONNECTION' box.
- 4. Test your idea:** A card for getting a review. It includes a 'Feeling low?' headline, a diagram of a person, and a 'CONNECTION' box.
- 5. Return & Report:** A card for reporting back. It features a grid with sticky notes and a 'CONNECTION' box.
- 6. Vote the winner!:** A card for voting on the best idea. It includes a grid with sticky notes and a 'CONNECTION' box.

Sticky notes are placed throughout the cards, providing additional context and feedback. A 'CONNECTION' box is present on cards 2, 3, 4, and 5, indicating a link between steps. A 'your way back' box is on card 5. A 'Share your future best #futurethieving' box is on card 6.

1st Invention!

Up Boots | Steph Lieu 2020

3. Thieve that future idea ⌚ 15mins

Your **CONNECTION**

Using the future world's technology, design a Solution for your crew's Key Problem.

Roll 3 dice to determine the Tech for your idea, and another 1 for its Interaction.

My idea will use: **Antigravity shoes** Controlled by: **Emotions**

To help my crew solve: **Key problem** **Goal #2**

By:

Everytime the wearer feels a negative emotion, the shoes give them a bounce to give them an endorphin boost until they feel happy and are then returned to the ground.

These 'don't let gravity get you down' shoes just make you happy from wearing them.

These shoes make people want to go places.

Explain your idea

When someone stays away too much, these boots will levitate to a group that helps or a place that makes them feel better.

Better instruction about choose idea, what the product might look like feel free to evolve the idea

Sketch ideas

This is a picture of the happy boots that are levitating to this person's happy place, the beach.

List/sketch as many ideas (practical and outlandish) that will use the tech and interaction to solve the

These shoes are like a people compass - they must always be facing another person like a magnet and will bring the user closer to others.

Explain its ok to write very simple

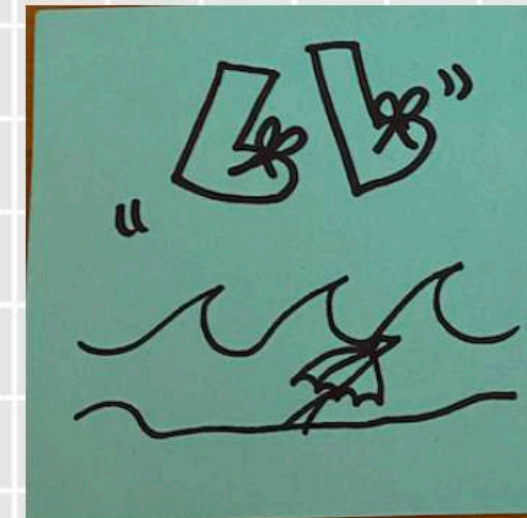
This make same feel so calm

I really like using simplified language, its so language

What to do next?

Up Boots

Don't let gravity get you down



- More endorphins
- Increased dopamine levels
- Ability to fly...anywhere
- Stronger connections wherever your boots take you
- Be in your happy place when you most need it

- Waterproof (because lots of people's happy place is the beach, after all)
- Soundproof (because why not)
- Sadproof (because these boots are made to withstand your toughest days)
- Durable (life warranty)

Get Up Boots now and stay high!

Learnings

1
Key Value

1. Values Compass ⌚ 10mins

Before a Future Thief heads into the future, they must define their crew's values to use to navigate through Dystopia.

1 List your top 10 personal values

2 On the compass, group items from steps 1 & 2

3 Choose the most potent theme and write it in this section on all 5 worksheets

4 You're ready to travel through time! Move all the items for your Key Value to the grid on Worksheet 2

Value examples:

- Integrity
- Kindness
- Bravery
- Compassion
- Generosity
- Humility
- Patience
- Perseverance
- Self-control
- Wisdom

Concern examples:

- Loss of family
- Unemployment
- Resource scarcity
- Climate change

High cognitive load before even designing.

- Provide tech and values as pre-listed choices.

2
Future world

2. Time to travel! ⌚ 10mins

First, you'll set your home co-ordinates so you can return, then you'll plot your future destination.

1 SET HOME COORDINATES: Position the items for your key value on the grid below according to whether they are presently improving or worsening.

2 Your future world

Roll one dice to determine the future world scenario. Roll again for the city type.

3 How would your crew survive here?

Reposition your Key Value items according to the affect your future world would have on them.

4 List any problems your crew's Key Value might face in this new world.

5 You're ready to design Choose a problem and write it in the Key Problem box on Worksheet 43.

Really interesting, but is this step really necessary for the output?

3
Invention

3. Thieve that future idea ⌚ 15mins

Using the future world's technology, design a Solution for your crew's Key Problem.

Roll 3 dice to determine the Tech for your idea, and another 1 for its Interaction.

My idea will use: [Tech] Controlled by: [Interaction]

To help my crew solve: [Key Problem]

By: [Name]

Needs clearer explanation.

4
Test & Optimise

4. Test your idea ⌚ 10mins total

Get your idea out there and get a review!

1 Create a promotional web page to get attention ⌚ 4min

2 REVIEW TIME! Pass this worksheet to your Reviewer on your right. ⌚ 2min

3 SABOTAGE! Roll 1 dice to select a Sabotage, then pass this worksheet to the Sabotager on your left. ⌚ 2min

4 Explain how you would resolve the problems above. ⌚ 2min

Need to have previous sheet ideas easier to refer to.

Is the optimisation step necessary? Perhaps these ideas could be discussed at the end as a group.

5
Reflect

5. Return & Report ⌚ 8 mins total

You're on your back to the present—time to summarise what you've learnt.

1 How was the future good for your crew? ⌚ 2min

2 How was the future bad for your crew? ⌚ 2min

3 What can you do to enable these aspects in the future? ⌚ 2min

4 What can you do to disable these aspects in the future? ⌚ 2min

Too high cognitive load for this late in the game - consolidate.

6
Share

6. Vote the winner!

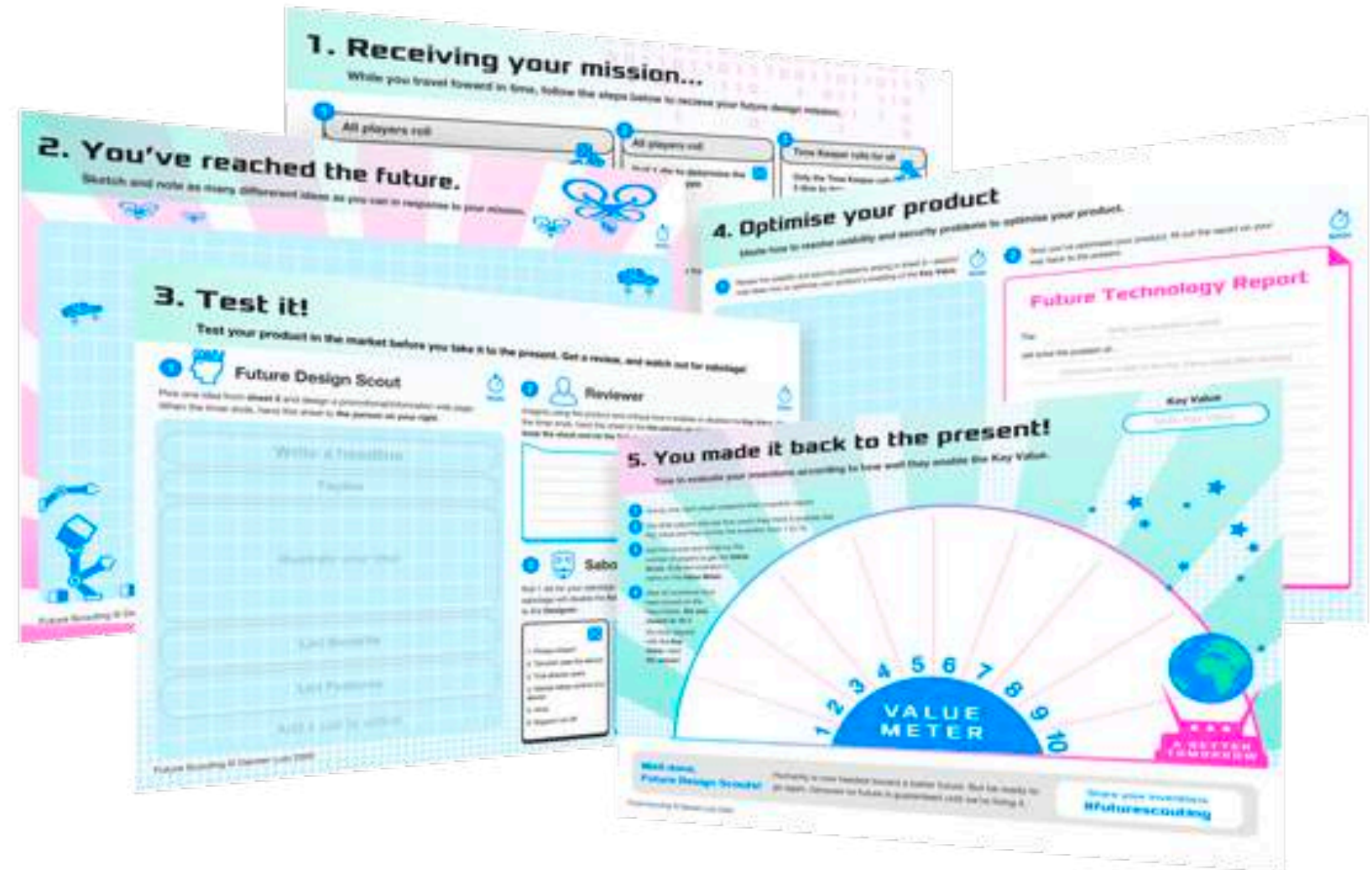
1 Write a sticky note with each player's name, Key Value and future idea.

2 The designer of the best aligned product is the winner!

3 Discuss as a group which idea best aligns with its crew's Key Value.

Add more of a sense of competition by creating a visual rating system.

Version 2



Game now begins with players rolling dice to determine their design mission, reducing steps and cognitive load.

Future Scouting

Travel to the future and design with advanced technologies to create a better tomorrow!

Scientists have created a wormhole to alternate futures!

To help steer humanity toward the best future, you—a **Future Design Scout**—will be sent forward in time to design with future technologies. You'll **help and sabotage** other Scouts in your quest to bring back an invention that best aligns with a common **Key Value**.

The mission

Future Scouting encourages designers to design with values in mind. Each game will have a **Key Value** determined at the start of the game (e.g. Kindness, Security, Health, etc.). The players' mission is to design the future invention that most enables the **Key Value**.

Number of players

You can have as many players as you like, but for more than 6 consider forming groups.

1 person can play by playing the **Reviewer** and **Sabotager** themselves. 2 players will play both **Reviewer** and **Sabotager** for each other.

What you'll need

A timer app or stopwatch
3 Dice (or a free online dice rolling app/website)
One pen/pencil per user for sketching
Print 1 x A3 copy of game sheets 1-4 for every player
Print 1 x A3 copy of the game sheet 5

Set up

Hand everyone a copy of the 4 game sheets, and keep sheet 5 aside for the last collaboration step. The group allocates 1 x **Time Keeper** for the game to start and stop time for each game sheet, and to roll for the **Key Value**.

Playing the game

Starting with sheet 1, the players review the sheet instructions. When all are ready, the **Time Keeper** starts the timer. All players complete their game sheets at the same time until the **Time Keeper** calls time.

Play the game sheets in order from 1 to 4, then collaborate on sheet 5 to discuss each innovation. After each player presents their invention, the other players score it on how well it enables the **Key Value**.

The scores for each invention are totalled and divided by the number of players—this is the **Value Score**.

The invention with the highest **Value Score** is most aligned with the **Key Value** and becomes the winner.

Good luck scouting—a better tomorrow depends on it!

Created by designer/author **Damien Lutz** damienlutz.com.au

Future Scouting © Damien Lutz 2020 wormhole by ProSymbols from the Noun Project

1. Receiving your mission...

While you travel forward in time, follow the steps below to receive your future design mission.

1 All players roll

Roll 3 dice to determine your future tech

3. Drones	11. Driverless vehicles
4. Flying cars	12. ID chips at birth
5. Fake memory downloads	13. Robotics replacing manual labour
6. Realistic humanoid	14. 3D printing
7. Nanobots	15. Holographic companions
8. Smart devices predicting your needs	16. Mind to mind communication implants
9. Bionic limb enhancements	17. Super zoom contact lens
10. Always-on augmented reality	18. Customisable skin

2 All players roll

Roll 1 die to determine the interaction type

1. Voice	11. Honesty
2. Touch	12. Justice
3. Mind	13. Kindness
4. Eyes	14. Love
5. Emotions	15. Peace
6. Sounds other than words	16. Privacy
	17. Security
	18. Sharing

3 Time Keeper rolls for all

Only the **Time Keeper** rolls 3 dice to determine the game's **Key Value**

Your mission:

Invent a technology utilising: ...controlled by: ...to encourage/maintain:

Future Scouting © Damien Lutz 2020

2. You've reached the future.

Sketch and note as many different ideas as you can in response to your mission.

Future Scouting © Damien Lutz 2020 Hologram icon by Julien Deveaux from the Noun Project

3. Test it!

Test your invention in the market before you take it to the present. Get a review, and watch out for sabotage!

1 Designer (4min)

Pick one idea from sheet 2 and design a promotional/information web page. When the timer ends, hand this sheet to the person on your right.

Write a headline

Tagline

Illustrate your idea

List Benefits

List Features

Add a call to action

2 Reviewer (4min)

Imagine using the invention and critique how it enables or disables the **Key Value**. When the timer ends, hand this sheet to the person on your right (if only 2 playing, keep the sheet and be the **Sabotager** also).

3 Sabotager (2min)

Roll 1 die for your sabotage, then the **Time Keeper** starts the timer. Describe how your sabotage will disable the **Key Value**. When the timer ends, hand this worksheet back to the **Designer**.

1. Privacy breach
2. Terrorist uses the device
3. Troll attacks users
4. Hacker takes control of a device
5. Virus
6. Support cut off

Future Scouting © Damien Lutz 2020

4. Optimise your invention

Ideate how to resolve usability and security problems to optimise your invention.

1 Review the usability and security problems arising in sheet 3—sketch/note ideas how to optimise your invention's enabling of the **Key Value**.

2 Now you've optimised your invention, fill out the report on your way back to the present.

Future Technology Report

The will solve the problem of...

by giving people...

supported by...

that will...

Future Scouting © Damien Lutz 2020

5. You made it back to the present!

Time to evaluate your inventions according to how well they enable the **Key Value**.

1 One by one, each player presents their invention report.

2 The other players discuss how much they think it enables the **Key Value** and then scores the invention from 1 to 10.

3 Add the scores and divide by the number of players to get the **Value Score**. Write the invention's name on the **Value Meter**.

4 After all inventions have been scored on the **Value Meter**, the one closest to 10 is the most aligned with the **Key Value**—and the winner!

Key Value

Well done, Future Design Scouts!

Humanity is now headed toward a better future. But be ready to go again, because no future is guaranteed until we're living it.

Share your inventions [#futurescouting](https://twitter.com/futurescouting)


Future Scouting © Damien Lutz 2020

The voting page is now a Value Meter. Players rate each other from 1-10 on how well their inventions fostered the Key Value—the one closest to the trophy wins.


Prompts to ease and simplify

Solutions were to use pre-listed prompts to ease some steps, and from that came the idea of rolling dice to randomise choosing from the lists.

3




Sabotager



2min

Roll 1 die for your sabotage, then the **Time Keeper** starts the timer. Describe how your sabotage will disable the **Key Value**. When the timer ends, hand this worksheet back to the **Designer**.




1. Privacy breach
2. Terrorist uses the device
3. Troll attacks users
4. Hacker takes control of a device
5. Virus
6. Support cut off

1. Receiving your mission...

While you travel forward in time, follow the steps below to receive your future design mission.

1

All players roll




Roll 3 dice to determine your future tech

3. Drones	11. Driverless vehicles
4. Flying cars	12. ID chips at birth
5. Fake memory downloads	13. Robotics replacing manual labour
6. Realistic humanoids	14. 3D printing
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9. Bionic limb enhancements	17. Super zoom contact lens
10. Always-on augmented reality	18. Customisable skin

2

All players roll




Roll 1 die to determine the interaction type

1. Voice
2. Touch
3. Mind
4. Eyes
5. Emotions
6. Sounds other than words

3

Time Keeper rolls for all



Only the Time Keeper rolls 3 dice to determine the game's Key Value

3. Creativity	11. Honesty
4. Education	12. Justice
5. Empathy	13. Kindness
6. Environmentalism	14. Love
7. Diversity	15. Peace
8. Freedom	16. Privacy
9. Friendship	17. Security
10. Health	18. Sharing

Your mission:

Invent a technology utilising:

Write technology

...controlled by:

Write interaction type

...to encourage/maintain:

Write Key Value

Future Scouting © Damien Lutz 2020

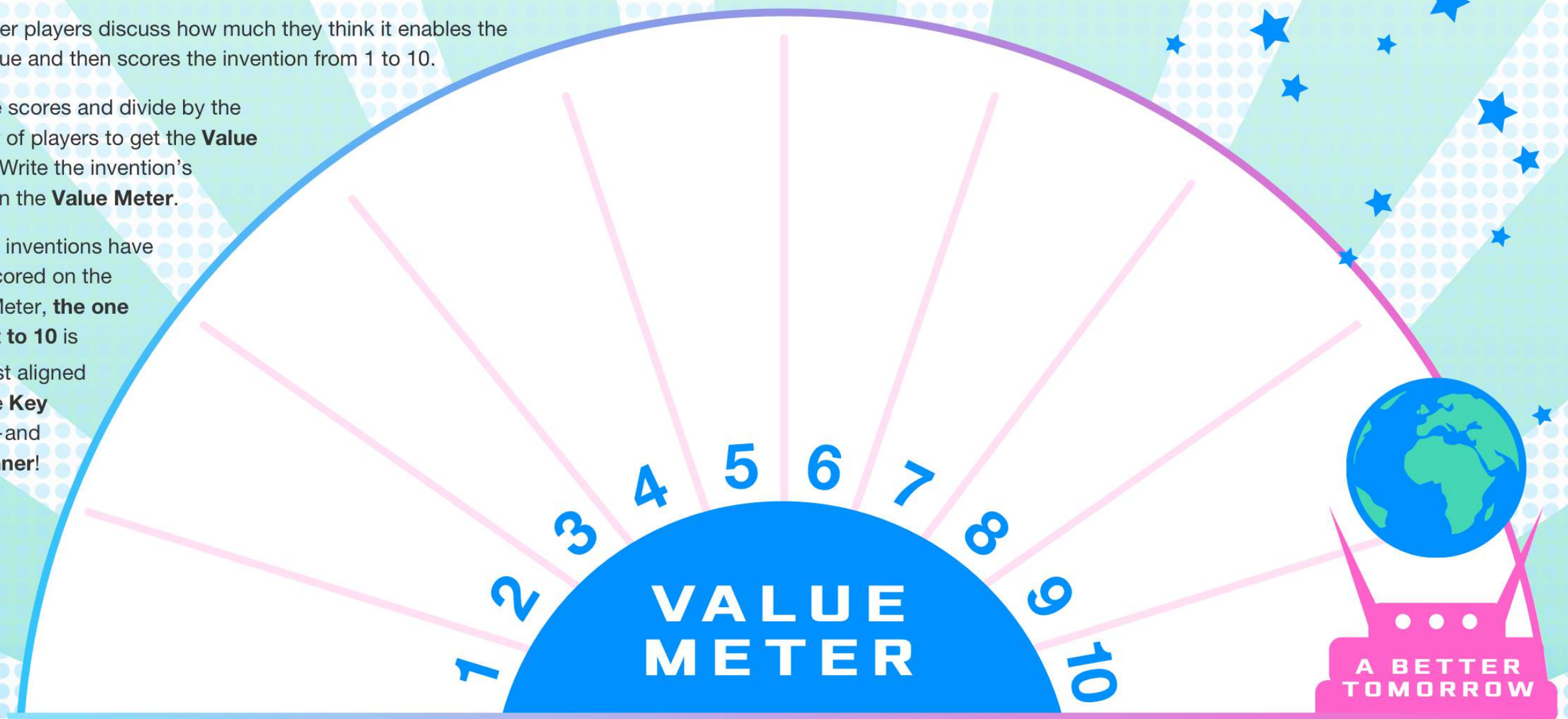
5. You made it back to the present!

Key Value

Write Key Value

Time to evaluate your inventions according to how well they enable the Key Value.

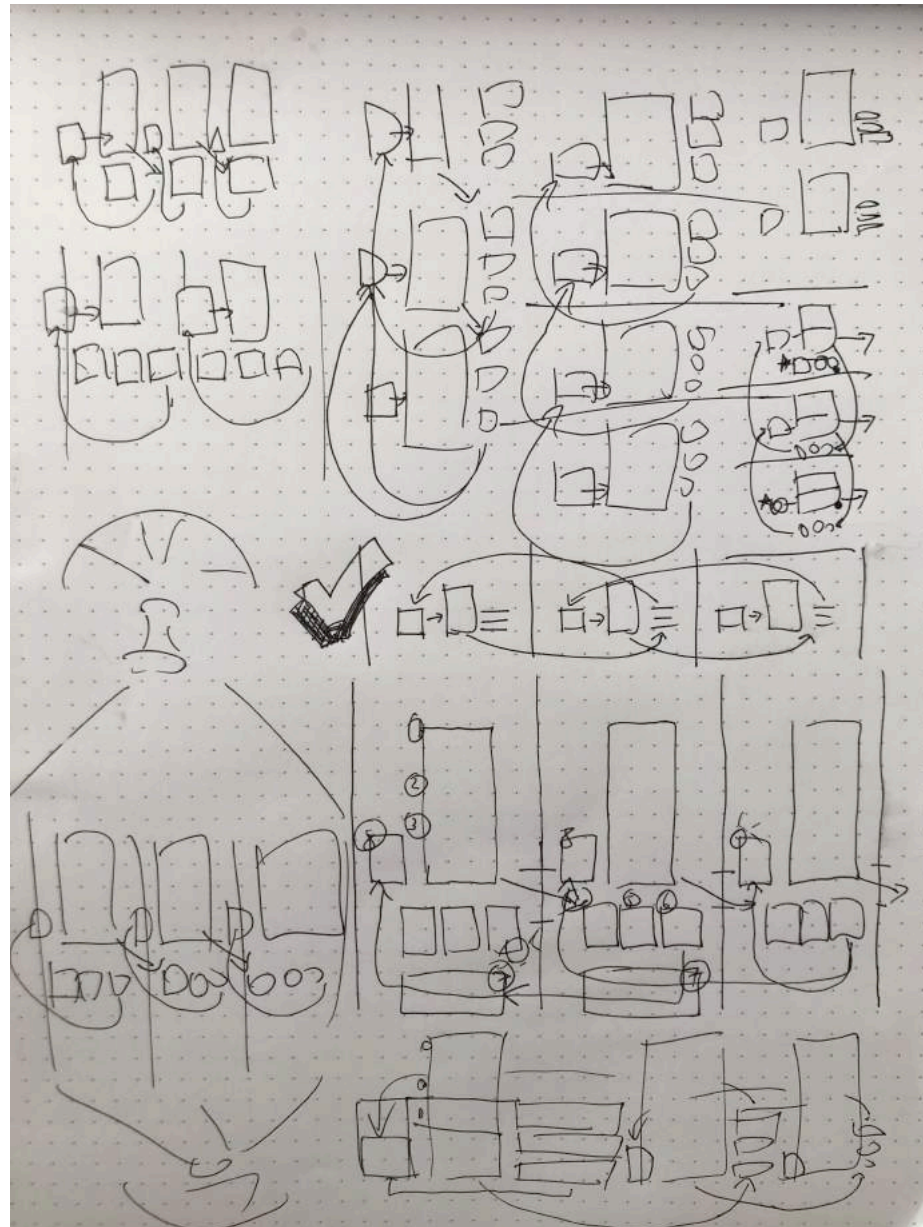
- 1 One by one, each player presents their invention report.
- 2 The other players discuss how much they think it enables the Key Value and then scores the invention from 1 to 10.
- 3 Add the scores and divide by the number of players to get the **Value Score**. Write the invention's name on the **Value Meter**.
- 4 After all inventions have been scored on the Value Meter, **the one closest to 10** is the most aligned with the **Key Value**—and **the winner!**



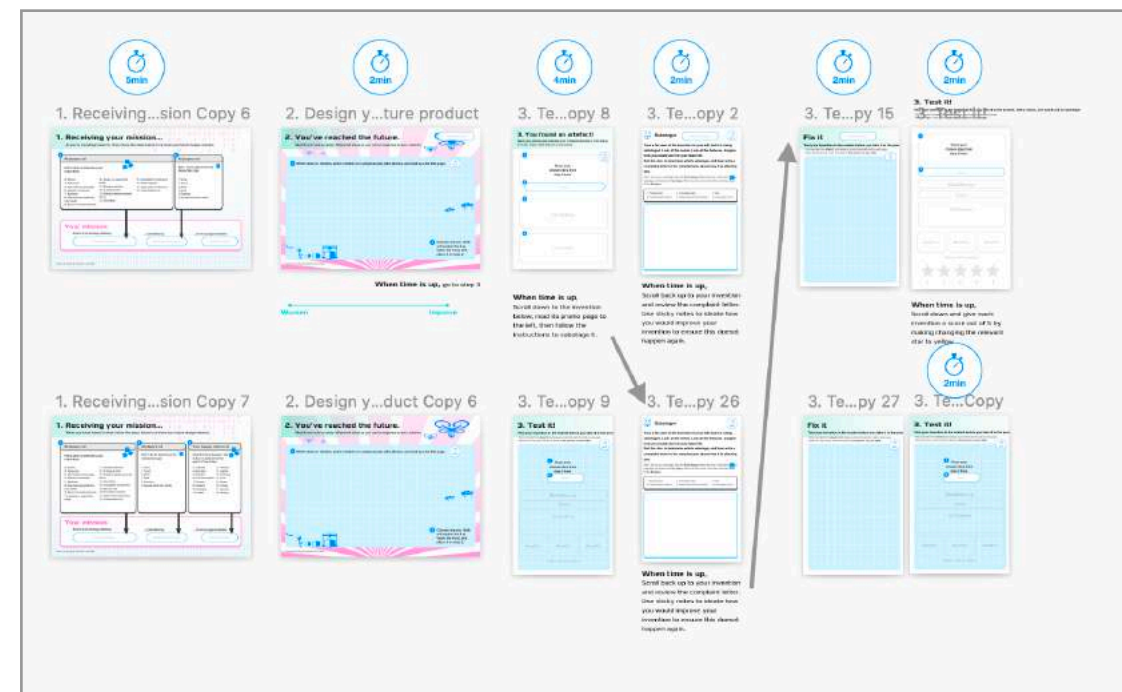
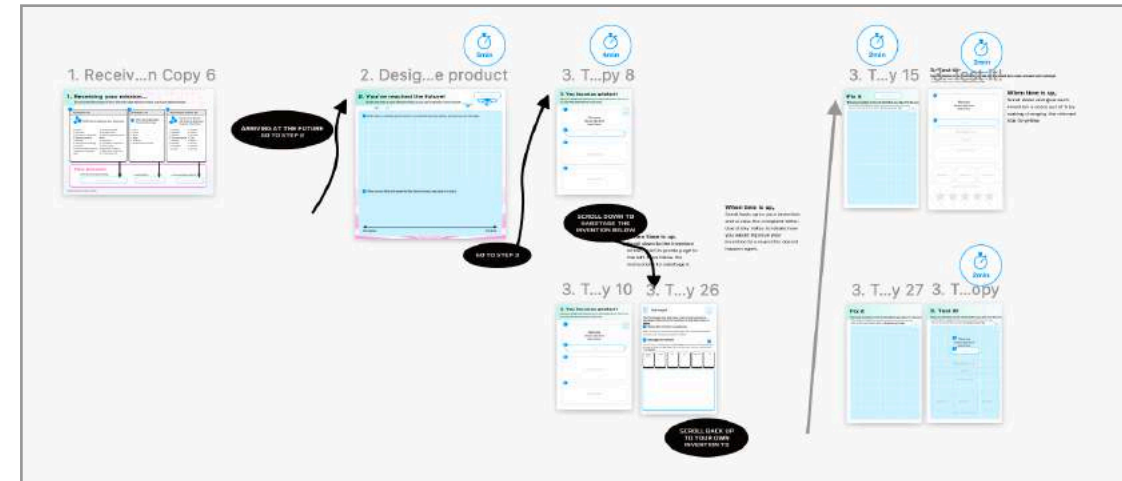
Designing a digital version

Design challenges

1. How to layout large game sheets in a collaborative online space like Miro for multiple players.

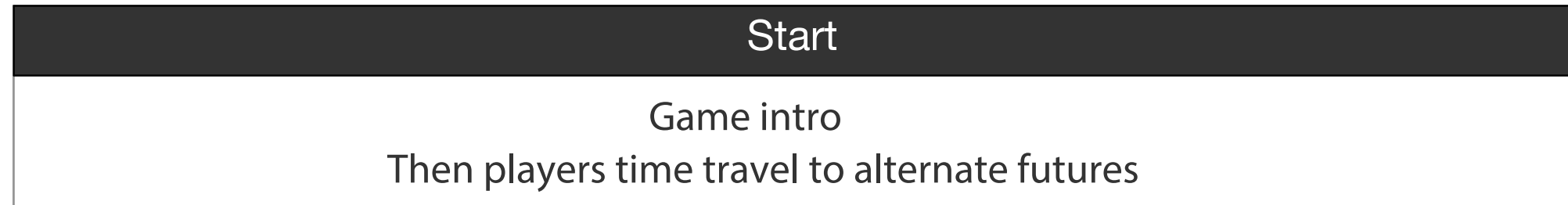


2. How to layout the game so players can swap sheets mid game (to review and sabotage each other's inventions)

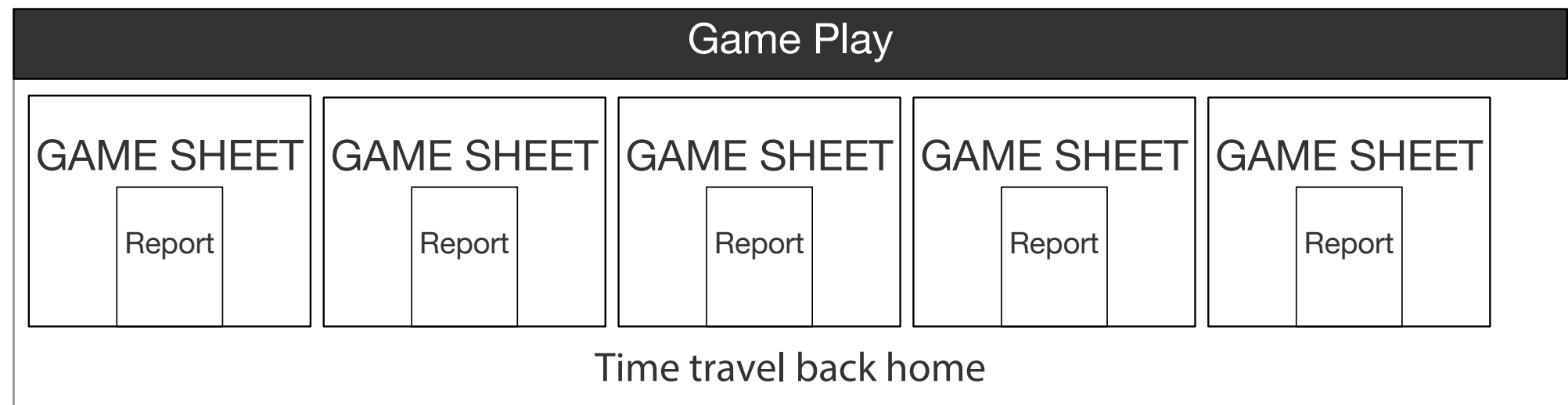


Digital game layout blueprint

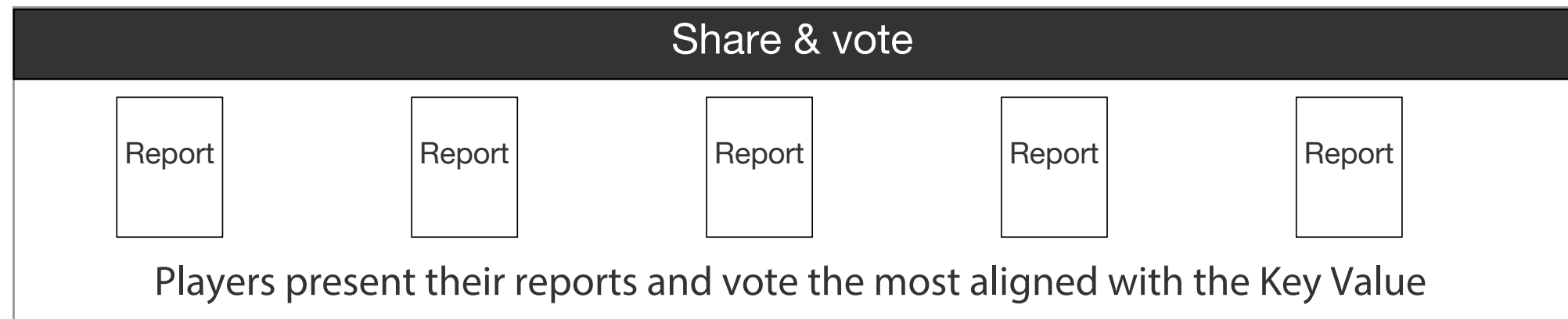
The present



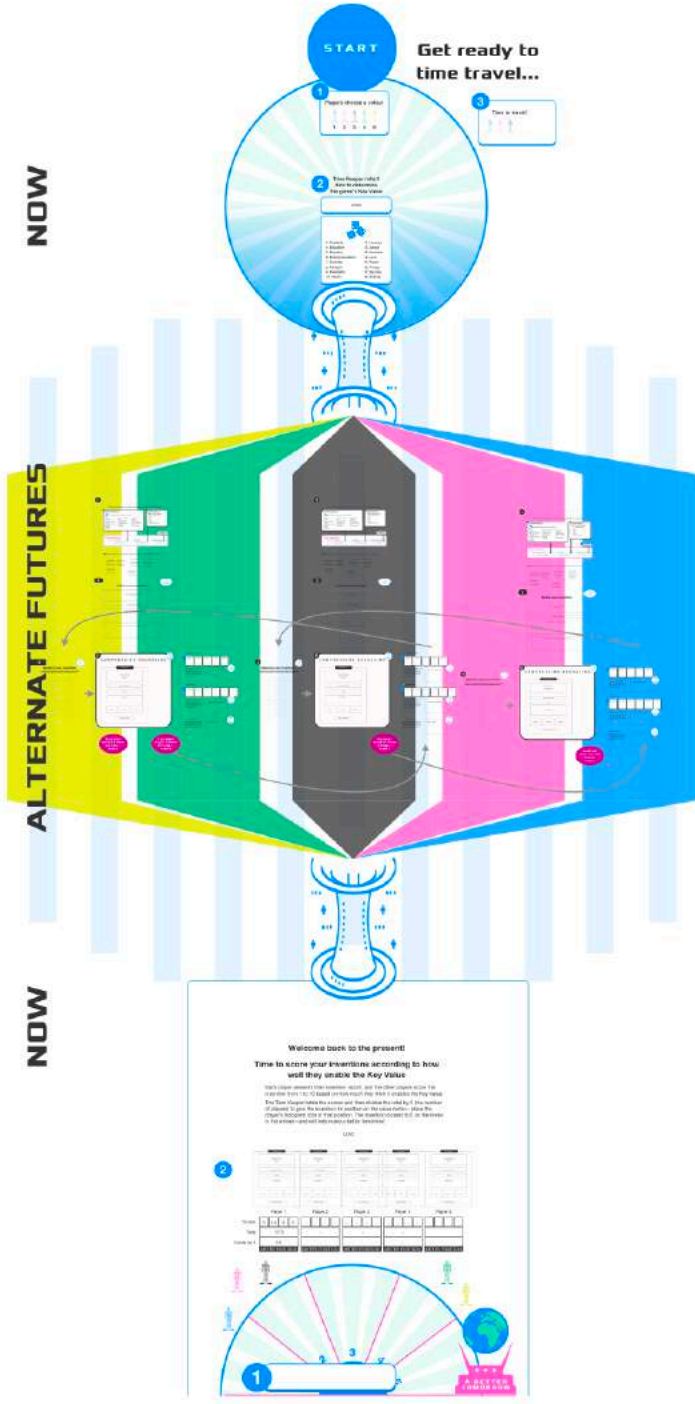
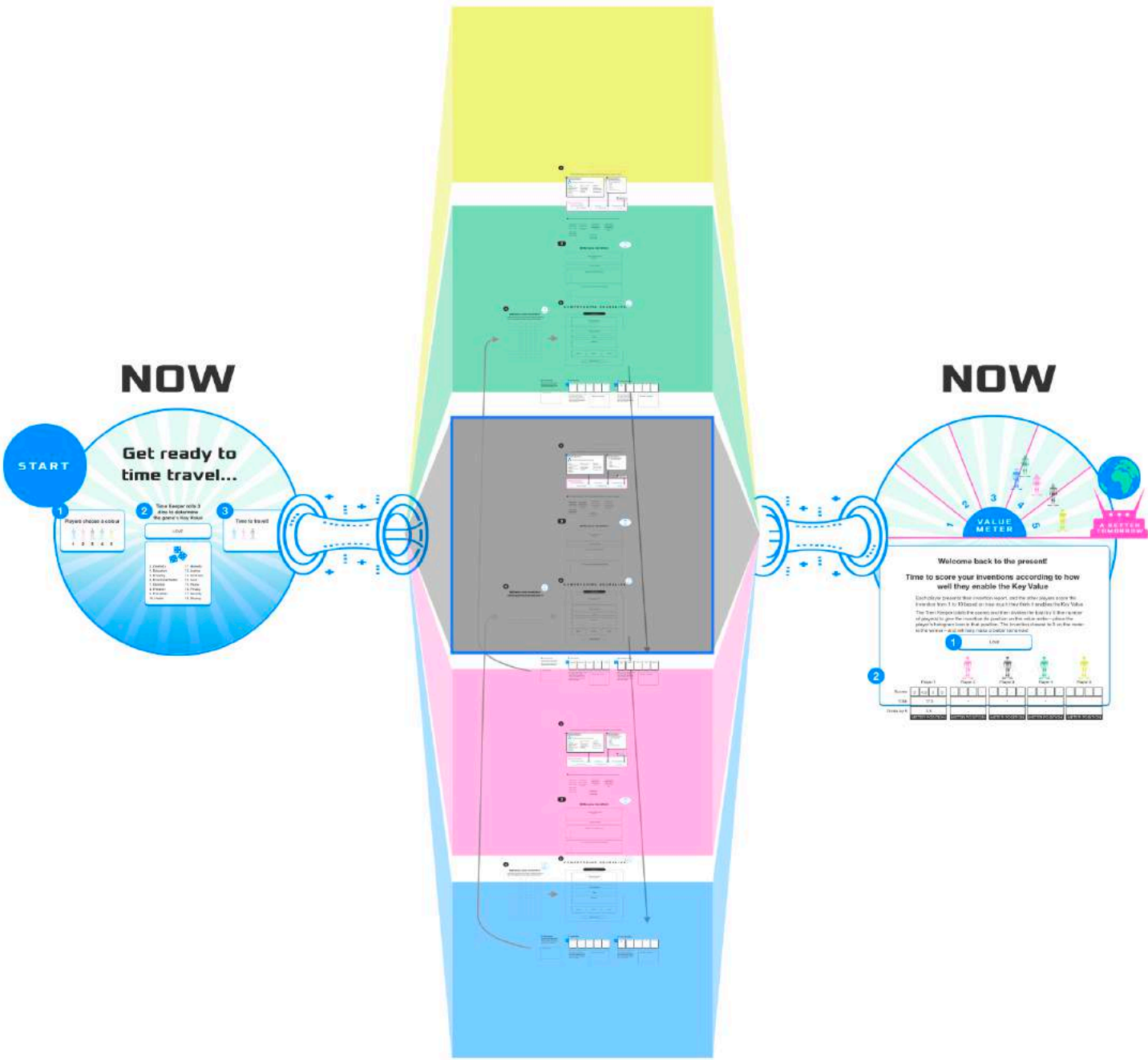
Alternate futures



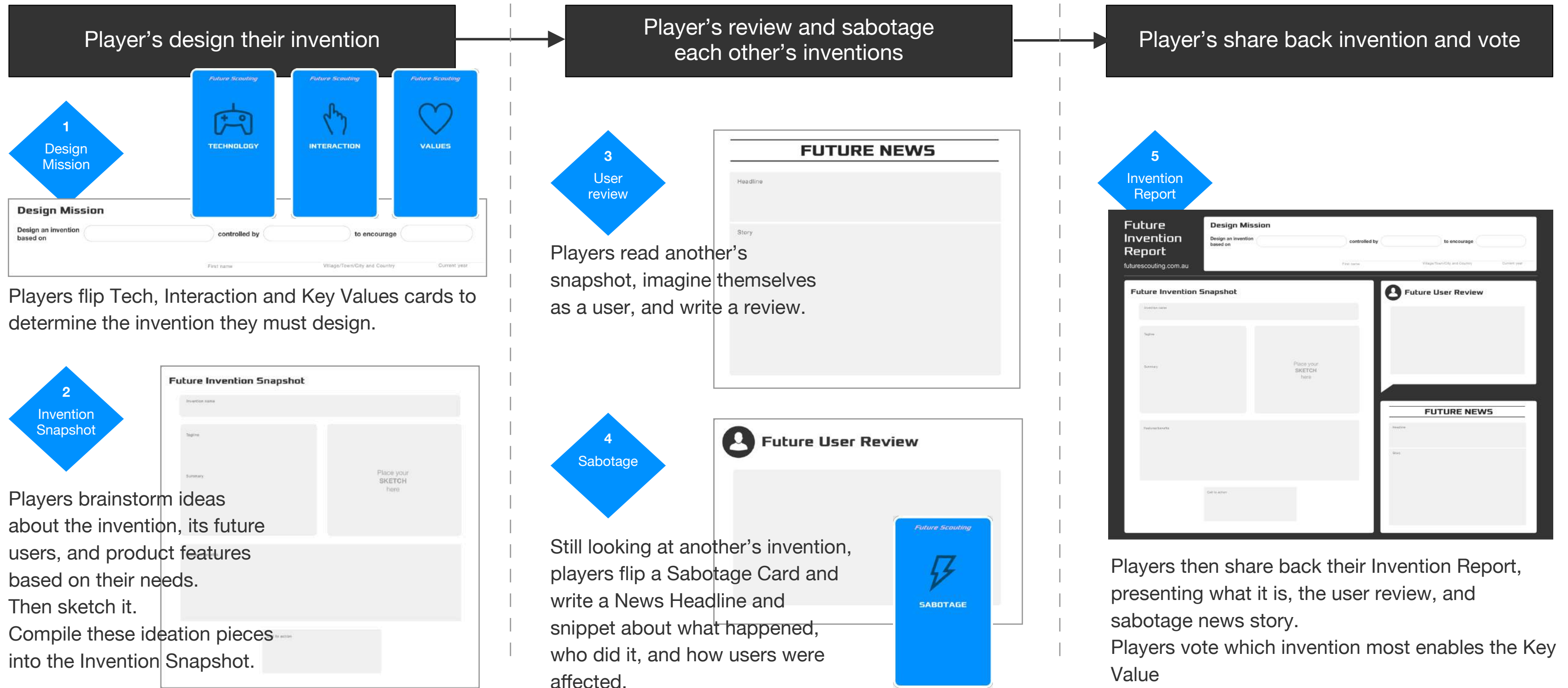
Back to the present



Vertical and horizontal layout iterations



Digital gamesheet steps



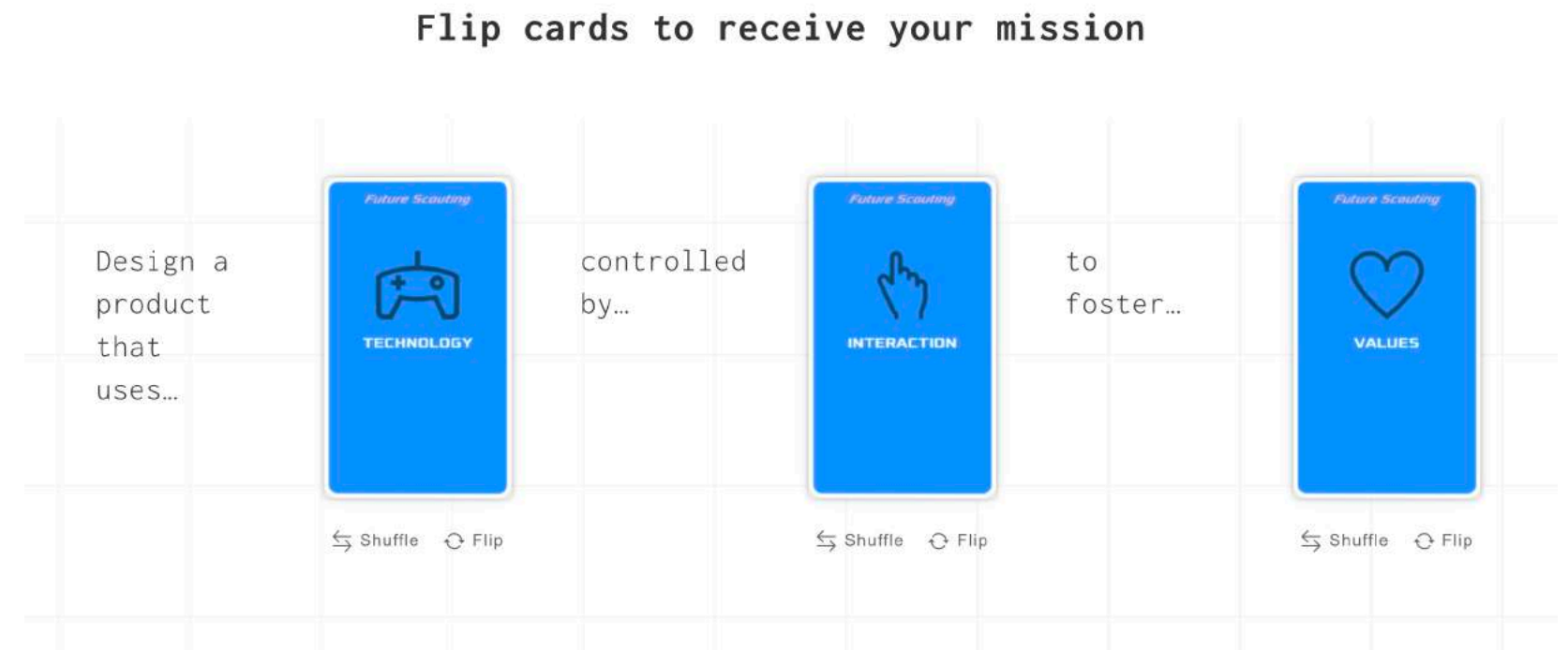
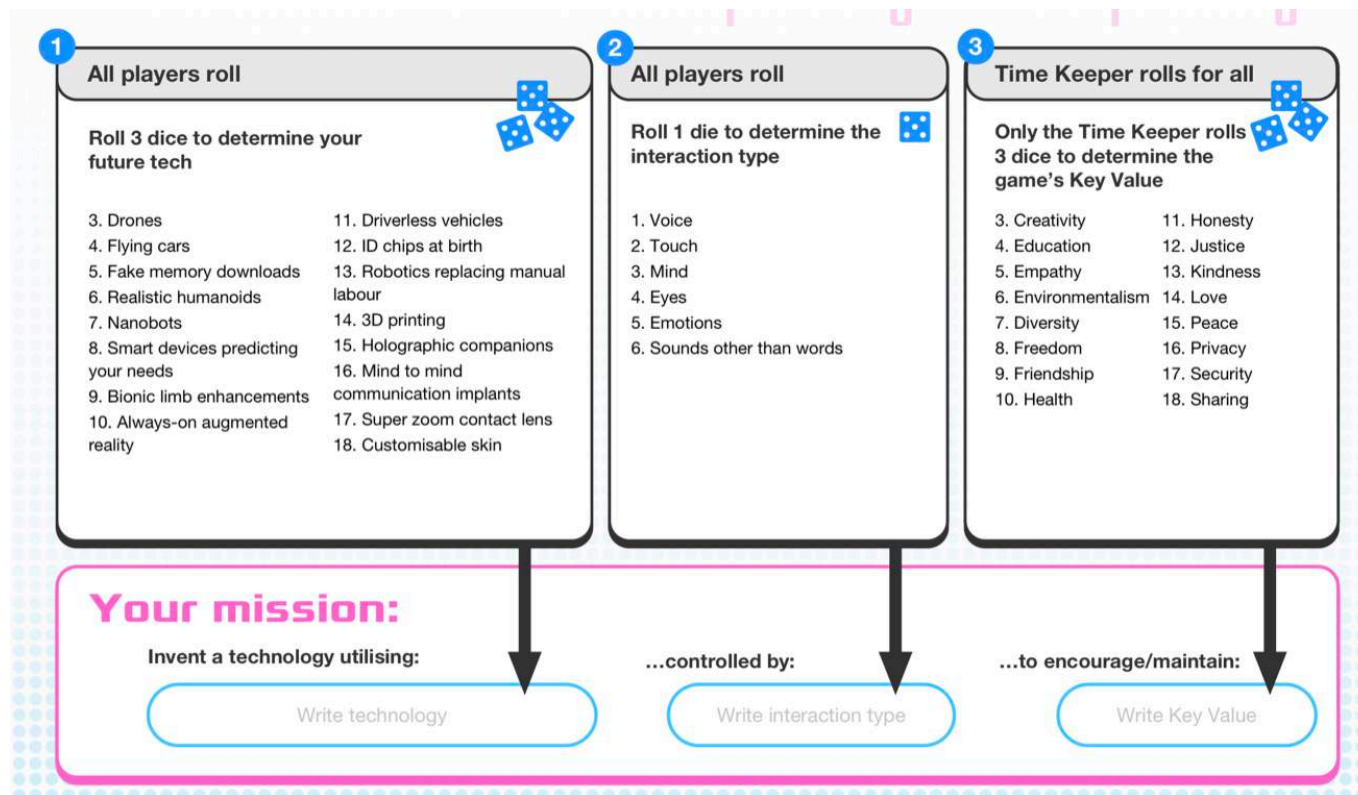
Individual game sheet iterations

This iteration of the game sheet is titled "Welcome Blue Scout to Possible Future #3030-6523". It features a central "YOUR MISSION" section with a grid for notes. Below this is a "Refine your invention" section containing an "INVENTION BLUEPRINT" form with fields for "What does it do?", "What does it look like?", "What is it made of?", and "What is it used for?". To the right of the blueprint are three "Next" buttons, each with a "TELEPORT BACK TO" label and a "TIME TO TRAVEL BACK TO THE PRESENT" label. The bottom left corner includes a "10 Outcome" section with a grid and a "Next" button. The top right corner has a "3 Advise your experiment" section with two columns for notes and a "Next" button. The bottom right corner has a "4 Refine your invention" section with a "Next" button. The top left corner has a "1 YOUR MISSION" section with a "Next" button. The bottom center has a "Next" button with a "TELEPORT BACK TO THE PRESENT" label.

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Prompts converted to flip cards online



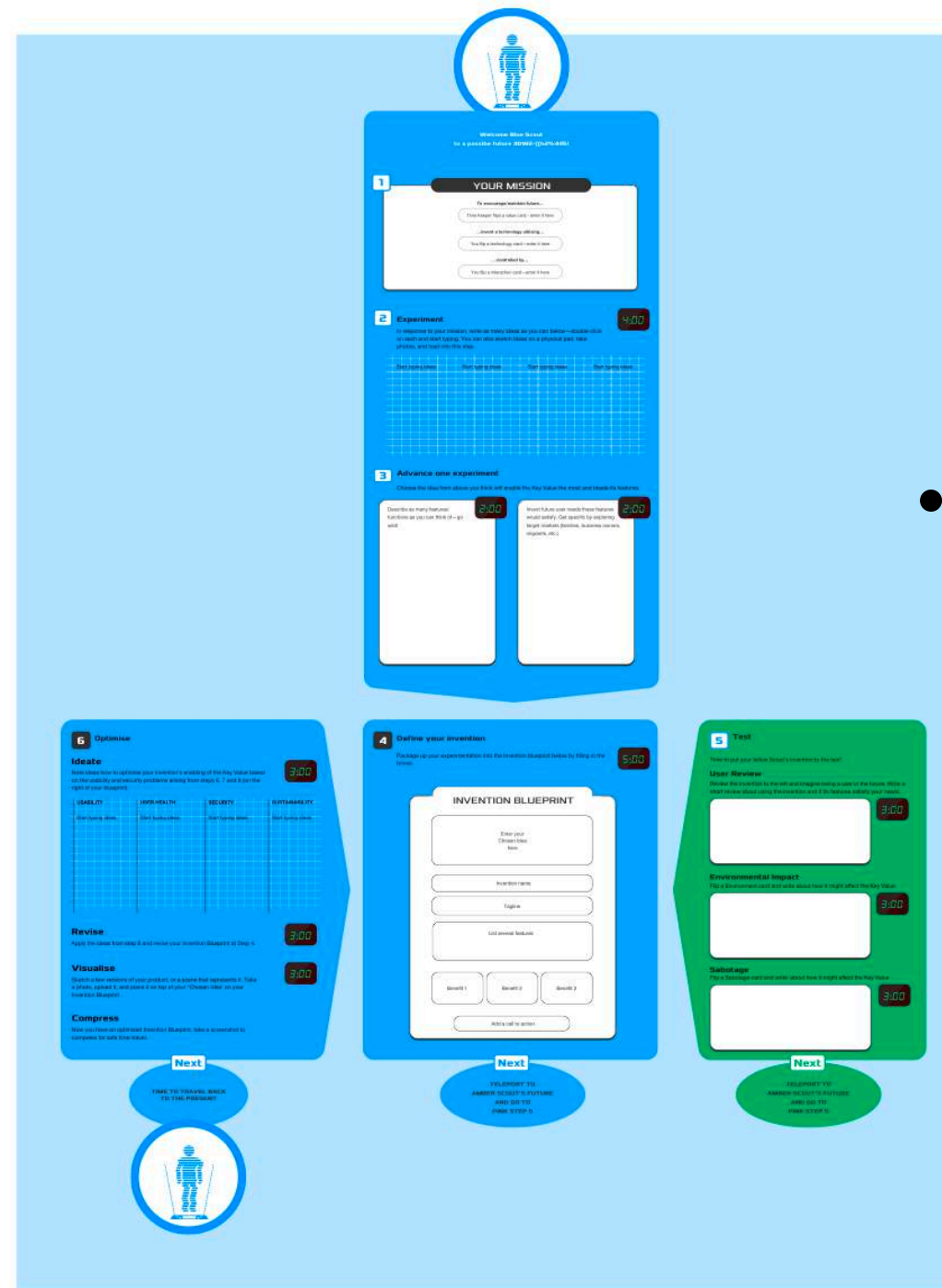
Simplified story and game mission

Scientists have created a wormhole to alternate futures!

To help steer humanity toward the best future, you—Future Design Scouts—will be sent forward in time to design with future technologies.

You'll help and sabotage other Scouts in your quest to bring back an invention that best aligns with a common Key Value.

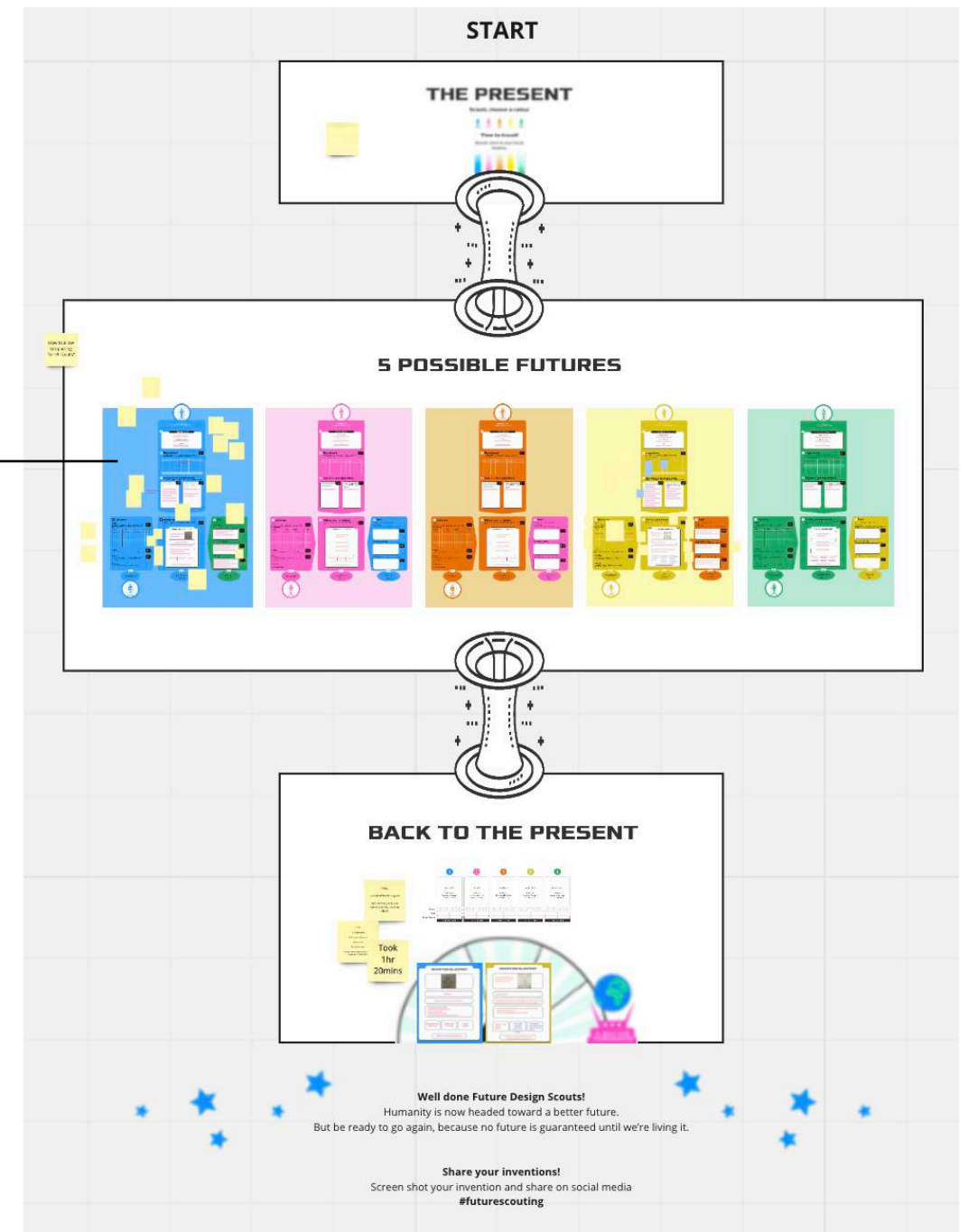
Game Version 1



The individual game sheet is a vertical blue page with a robot icon at the top and bottom. It is divided into six numbered sections, each with a 'Next' button at the bottom:

- 1 YOUR MISSION**: Includes a mission statement and three checkboxes: 'I've chosen my idea', 'I've chosen my team', and 'I've chosen my goal'.
- 2 Experiment**: A section for planning an experiment with a grid and a '400' point value.
- 3 Advance your experiment**: Two columns for recording progress, each with a '200' point value.
- 4 Refine your invention**: An 'INVENTION BLUEPRINT' section with fields for 'Enter your invention name', 'Sketch your idea', 'Sketch your idea', and 'Sketch your idea', plus a '400' point value.
- 5 Test**: A section for testing the invention with fields for 'User Review', 'Environmental Impact', and 'Substance', each with a '300' point value.
- 6 Optimise**: A section for finalizing the invention with a grid and a '300' point value.

Individual game sheet



The full game layout in Miro is a horizontal flowchart on a grey grid background. It starts with a 'START' box containing 'THE PRESENT' and a robot icon. This leads to a large box labeled '5 POSSIBLE FUTURES', which contains five smaller versions of the individual game sheets in different colors (blue, pink, orange, yellow, green). Below this is another 'START' box labeled 'BACK TO THE PRESENT', which includes a 'Took 1hr 20mins' note and a 'Share your inventions!' section with the hashtag #futurescouting. The bottom of the page features a congratulatory message: 'Well done Future Design Scouts! Humanity is now headed toward a better future. But be ready to go again, because no future is guaranteed until we're living it.' and the hashtag #futurescouting.

Full game layout in Miro

Testing

Tested in the online collaboration tool Miro



YOUR MISSION

YOUR EXPERIMENT

Advance one experiment

Define your invention

Test

Use 'follow me'

Use post it notes

Pick the one most fun

YOUR MISSION

YOUR EXPERIMENT

Advance one experiment

Define your invention

Test

Nesta cards

Biotech spelling in card

Be clear: same value

Use breakout rooms via zoom

Maybe needs first will help the play

4mins

You can start to worldbuild

6mins

Dont share

Correct steps

Cognitive load of typing from a keyboard is too high

Description for each of the four headers

Revise only

You're a google user

Show lifecycle and card titles

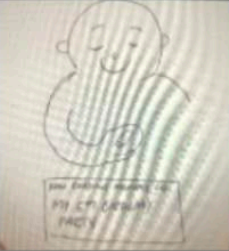
Play devils advocate

A bit more time

Inventions

INVENTION BLUEPRINT

Extract your feelings and preserve them for yourself and your loved ones



Feelings extraction

Remember those moments of being happy and loved? You can now extract and preserve them, revisit you want to feel them again.

- extract your favourite feelings form your memories to feel them any time you want
- Send your happy feeling to your loved ones


Make your own dose of euphoria

All encrypted storage are powered by carbon neutral energy

+ Free medical consultation about regular dosages of feelings

Connect your feeling thermometer to the Extraction app now on the app store

INVENTION BLUEPRINT



Calm Seed

Reduce your sentence and speed up your rehabilitation

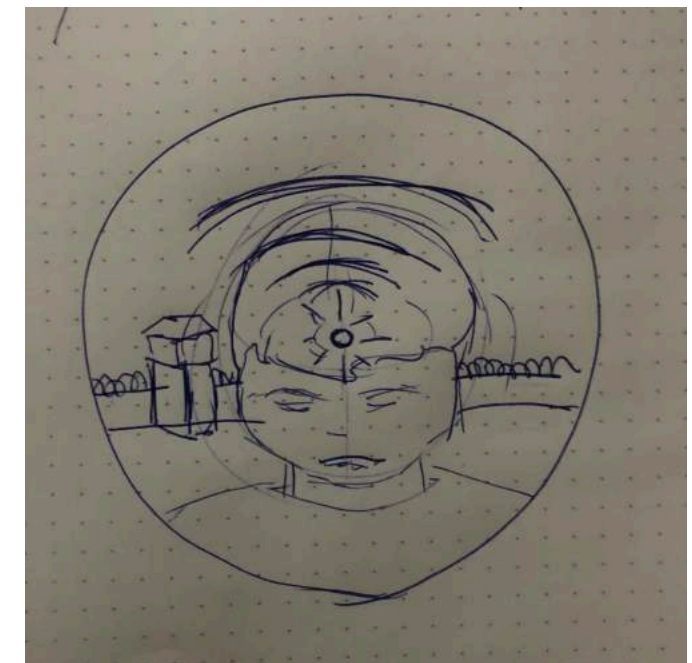
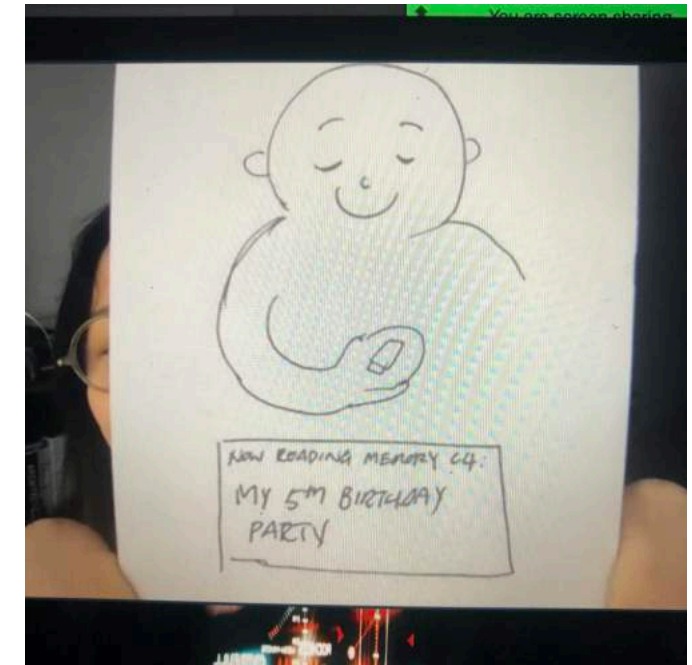
Tension meter accuracy 85%
200+ Memory enhancement filters
Secure memory vault
Emergency Ultra-calm mode
Ultra-secure government-standard encryption

Rehabilitation with peace of mind

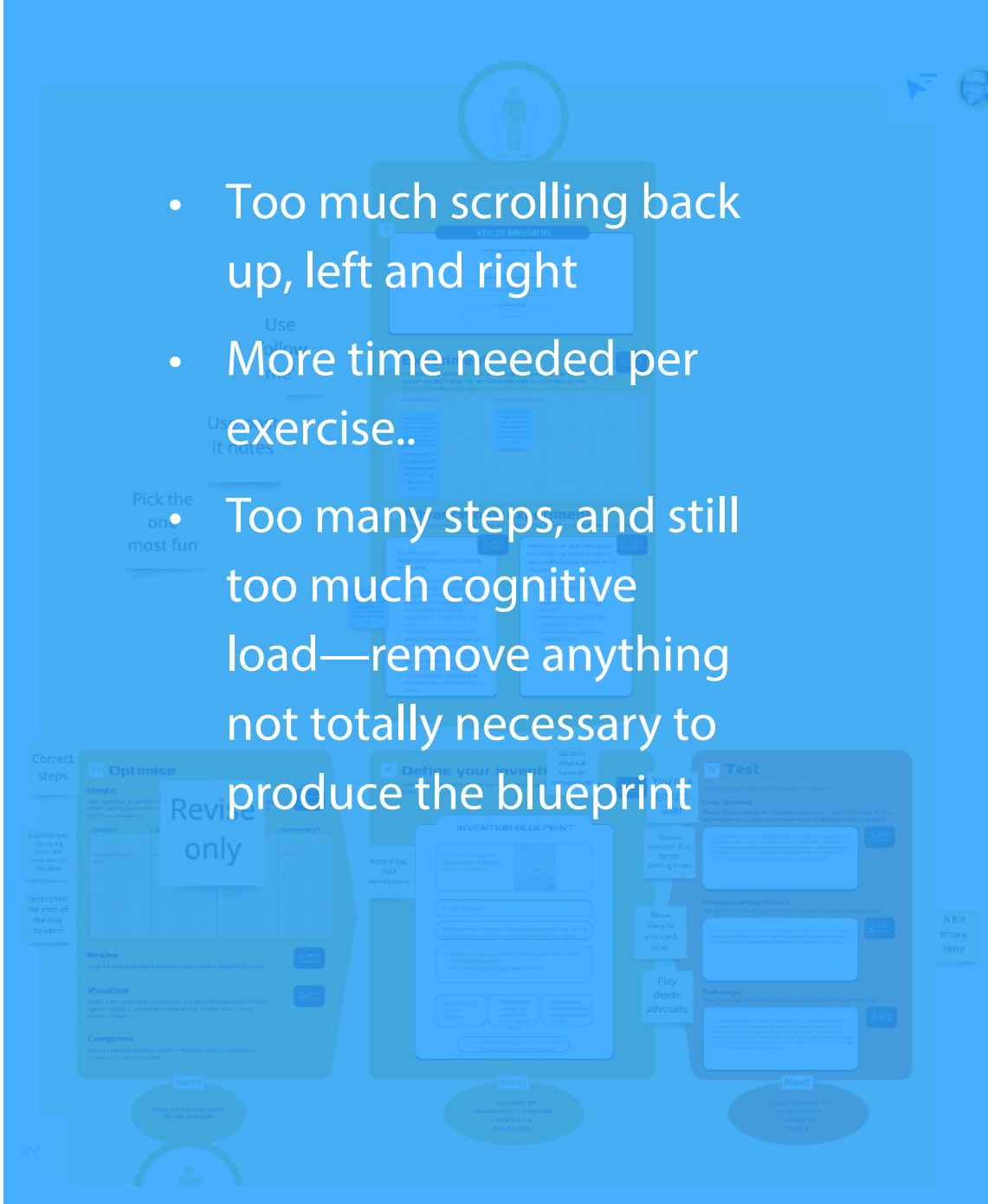
Therapist Direct monitoring

Organic materials

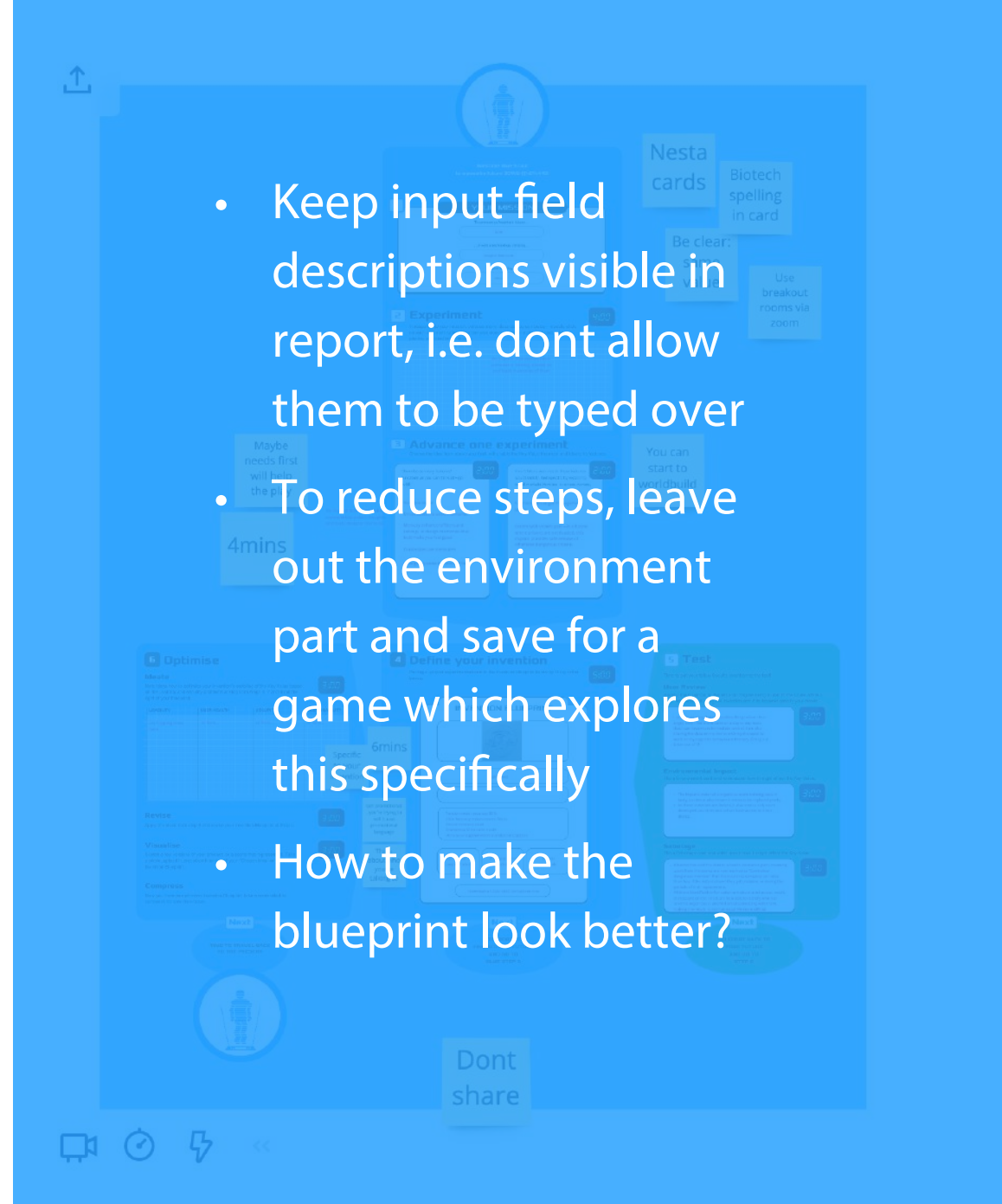
Download a CALM SEED Simulation now



Learnings

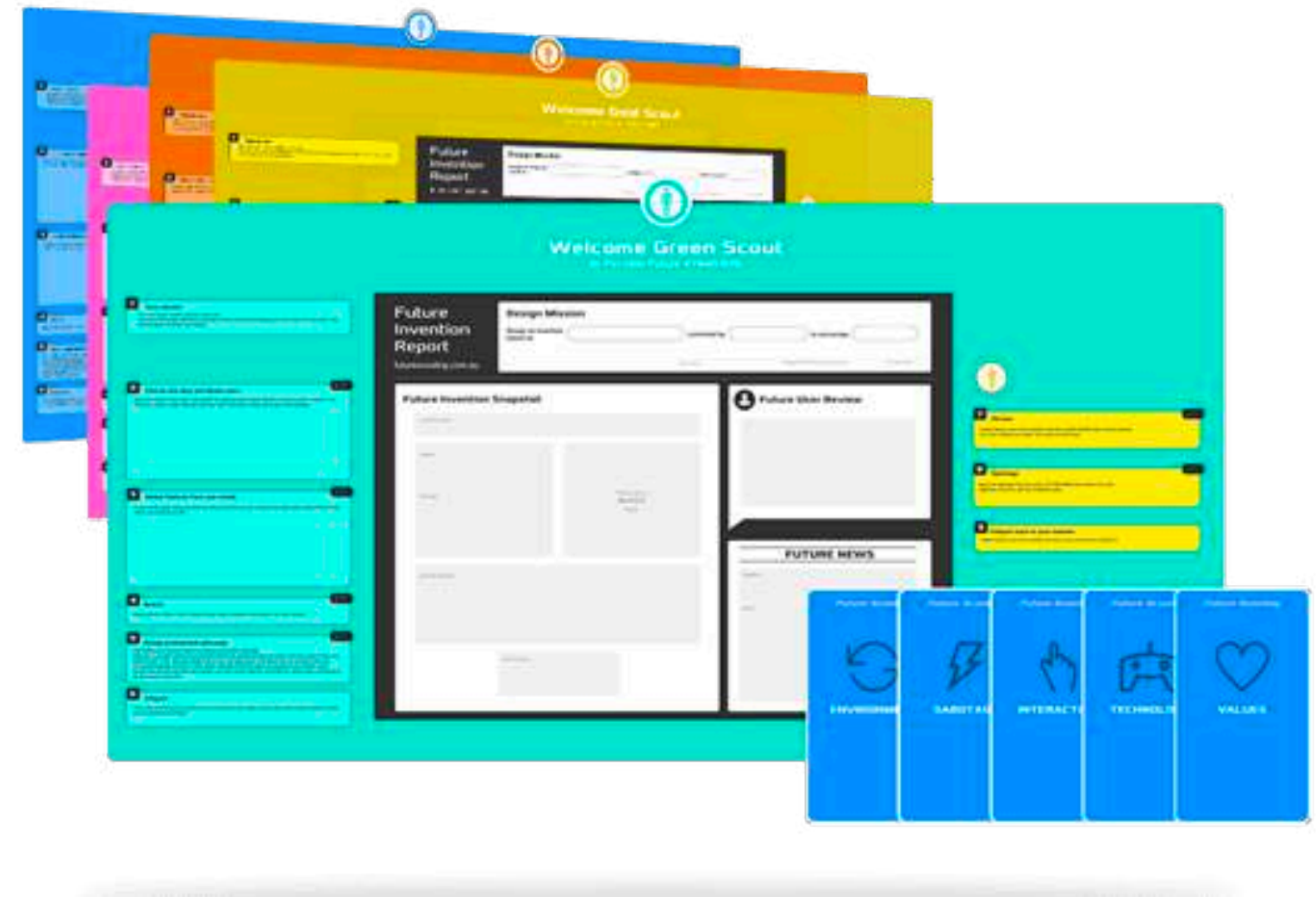


- Too much scrolling back up, left and right
- More time needed per exercise..
- Too many steps, and still too much cognitive load—remove anything not totally necessary to produce the blueprint

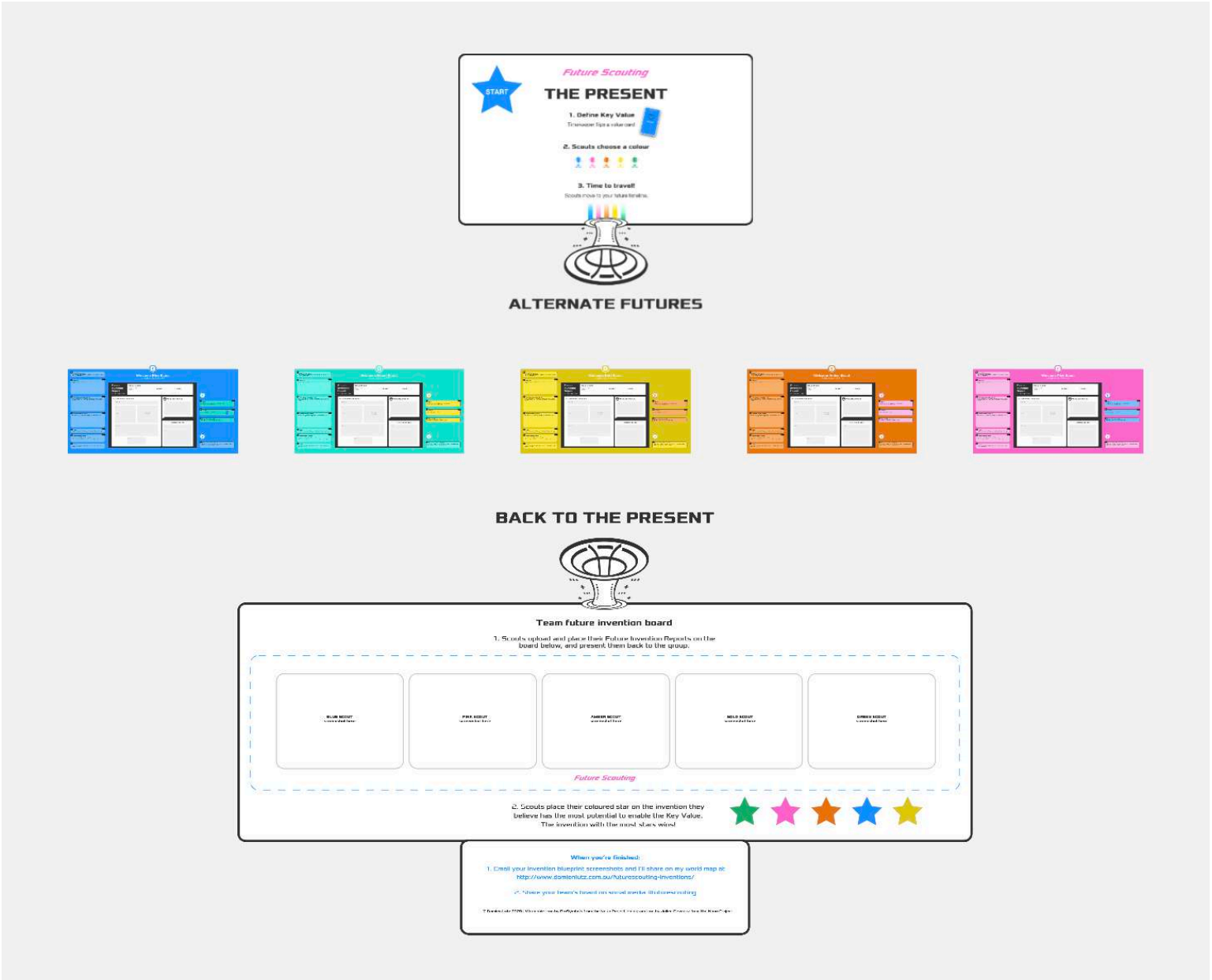


- Keep input field descriptions visible in report, i.e. dont allow them to be typed over
- To reduce steps, leave out the environment part and save for a game which explores this specifically
- How to make the blueprint look better?

Final version



Game layout in Miro



Gamesheet



Welcome Blue Scout to Possible Future #7849-009

1 Your mission
Fill in your name, location, and the current year.
Then flip a Technology Card and an Interaction Card to see what technology your future has. Fill in the boxes—and the Key Value—to receive your mission.

2 Brainstorm 4:00
Ideate as many ideas as you can in response to your mission—what is it, what does it do, how does it work. Capture anything that comes to mind. Go as wild as you like!

3 Who might use this product and why? 4:00
Ideate future users of your invention—get specific by exploring target markets (families, business owners, migrants, elderly, different genders or sexualities, etc.). Note their needs for the invention. Don't hold back if things start to get a little dystopian!

4 Ideate features from user needs 4:00
Choose a target market, then ideate and describe features/functions for your invention that satisfy their needs. Think about what accompanying devices or services might be needed.

5 Sketch 4:00
Keeping the Key Value in mind, choose the best ideas and sketch your product—try a few versions. When time is up, take a photo of your favourite sketch, then upload and place the photo in the box marked "Place your SKETCH here".

6 Design promotional web page 5:00
Start building your Invention Report by creating a promotional web page.
Using your ideation above, fill in the boxes. Think about who you're selling to and use promotional language. End with a "call to action" that talks to the Key Value. For example, if your invention is a memory app and your Key Value is kindness, your call to action might be "Download the memory app to remember all the times people were kind".

7 Teleport
Time to test another Scout's invention (you'll come back to your's later). Jump to Pink Scout's future timeline and land on your coloured icon at Step 8.

Future Invention Report

futurescouting.com.au

Design Mission

Design an invention based on controlled by to encourage

First name Village/Town/City and Country Current year

Future Invention Snapshot

Invention name

Tagline

Summary

Place your SKETCH here

Features/benefits

Call to action

Future User Review

FUTURE NEWS

Headline

Story



8 Review 4:00
Imagine being a user of this invention and write a USER REVIEW about how its features do or don't satisfy your needs. Think about the Key Value.

9 Sabotage 4:00
Read your Sabotage Card and write a FUTURE NEWS article about how what happened, who did it, and how it affected users.

10 Teleport back to your timeline
Teleport back to your future timeline and land on your coloured icon at Step 11.



11 Compress your report to and upload!
Prepare to travel back to the present by compressing your report - take a screen shot of your Future Invention Report (everything in the black area) and then scroll down to time travel home.

Invention example

Future Invention Report

futurescouting.com.au

Design Mission

Design an invention based on **LEVITATION** controlled by **VOICE** to encourage **PRIVACY**

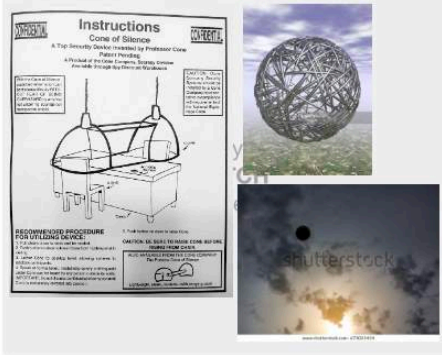
Andy Sydney 2021
First name Village/Town/City and Country Current year

Future Invention Snapshot

Invention name **Safe Ball**

Tagline **Bounce out of any situation**

Summary
The safeball is a voice activated safety vehicle that lets you evacuate from any life threatening or uncomfortable situations. It allows you to bounce out of any situation and promptly alert the right personnel to rescue you from the situation.



Features/benefits

- Voice activated safety ejection button
- Auto alert of emergency response and authorities to your immediate safety
- Indestructible/undisturbable internal womb of safety
- Internal climate control

Call to action **Let's bounce**

Future User Review

I would LOVE this! Climate control, nice luxury touch. Any uncomfortable situation.....how many times in one day can I bounce? :D Also as a millennial I feel seen. Where do I get one of these?

★★★★★

FUTURE NEWS

Headline **Never fear to venture outside (except in cases of a blackout)**

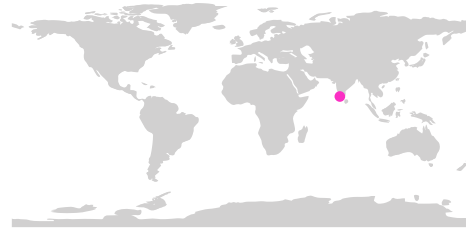
Story
No more diaper changes in pokey baby change rooms, you've got your own personal change room at your beck and call. Ever had that dream where you show up to school / work not properly dressed? Fear no more, the safety ball is to the rescue - protecting your privacy when you need it.

The only issue is when the system crashes due to a power outage at their cloud provider. I'd become so reliant on this product that when it wasn't there my night was ruined. I had gone on a terrible first date with someone I matched with on Tinder, and really wanted to bounce ASAP. But the system didn't come when I called and I had to sit through 3 courses of a guy ruining the ending to the latest Star Wars tv show. I saw it coming but had no way of escaping! I'd forgotten how to delicately extract myself from an awkward situation.



Future Scouting the world

Dilina Janadith



Lecturer - University of Moratuwa, Colombo, Sri Lanka

Dilina discovered the Future Scouting game online while researching 'designing with values', and he shared this beautiful invention.

Future Invention Report

futurescouting.com.au

Design Mission

Design an invention based on **Telepathy Implants** controlled by **Touch** to encourage **Justice**


Dilina Colombo, Sri Lanka 2021
First name Village/Town/City and Country Current year

Future Invention Snapshot

Invention name: **Sati (Mindfulness in Sanskrit)**

Tagline: **Telepathy implants controlled by touch fostering justice**

Summary: **Sati is the newest utilization of 'telepathy' technique.** This product allows to bring 'self consciousness' and 'conscience' into the context of 'justice' which was discussed from the engingment era but never had the technical capacity to execute.
"one can have moral worth only if one is motivated by morality" - Immanuel Kant
"Intention, I tell you, is kamma (Action). Intending, one does kamma (act) by way of body, speech, & intellect." - Gautama Buddha



RETROSPECT 10 mins
In this stage you reflect on your own thoughts before entering into a negotiation for justice. The moment you bring hands to 'sujud' gesture the rings will start to observe your thoughts. This allows a person to be mindful about his/her own conscience. If you feel guilty you can withdraw from the process before going into the next stage.

OPEN-UP 20 mins
Once you have a clear idea about your own intention and morality, you can open your thought to the other party by shaking their hand. Upon the touch of the external ring, you will allow them partly to walk through your conscience and as well as for you to walk through theirs.

RESOLUTION 5 mins
Once both parties are clear about the conscience of each other, the session can be closed by bringing your hands in to the resolution gesture.

Ability reflect upon your thoughts and be mindful about your own thoughts (since its compulsory for people to follow the stage one, it is always better to practice is it on your own before taking any decisions)

Overall increase of mindfulness in the society

Ability bring justice through a humanly process

Call to action: **Wear your Sati ring for mindfulness resolution**

Future User Review

With two teenage boys constantly fighting, I was excited to try Sati to help them resolve disagreements. While there have been some good outcomes, I noticed the boys avoiding Sati now. One of them said the things he saw in his brother's mind disturbed him. I'm worried about how much Sati can regulate how much users' thoughts each other can see, and what alternate affects that might heve.

FUTURE NEWS

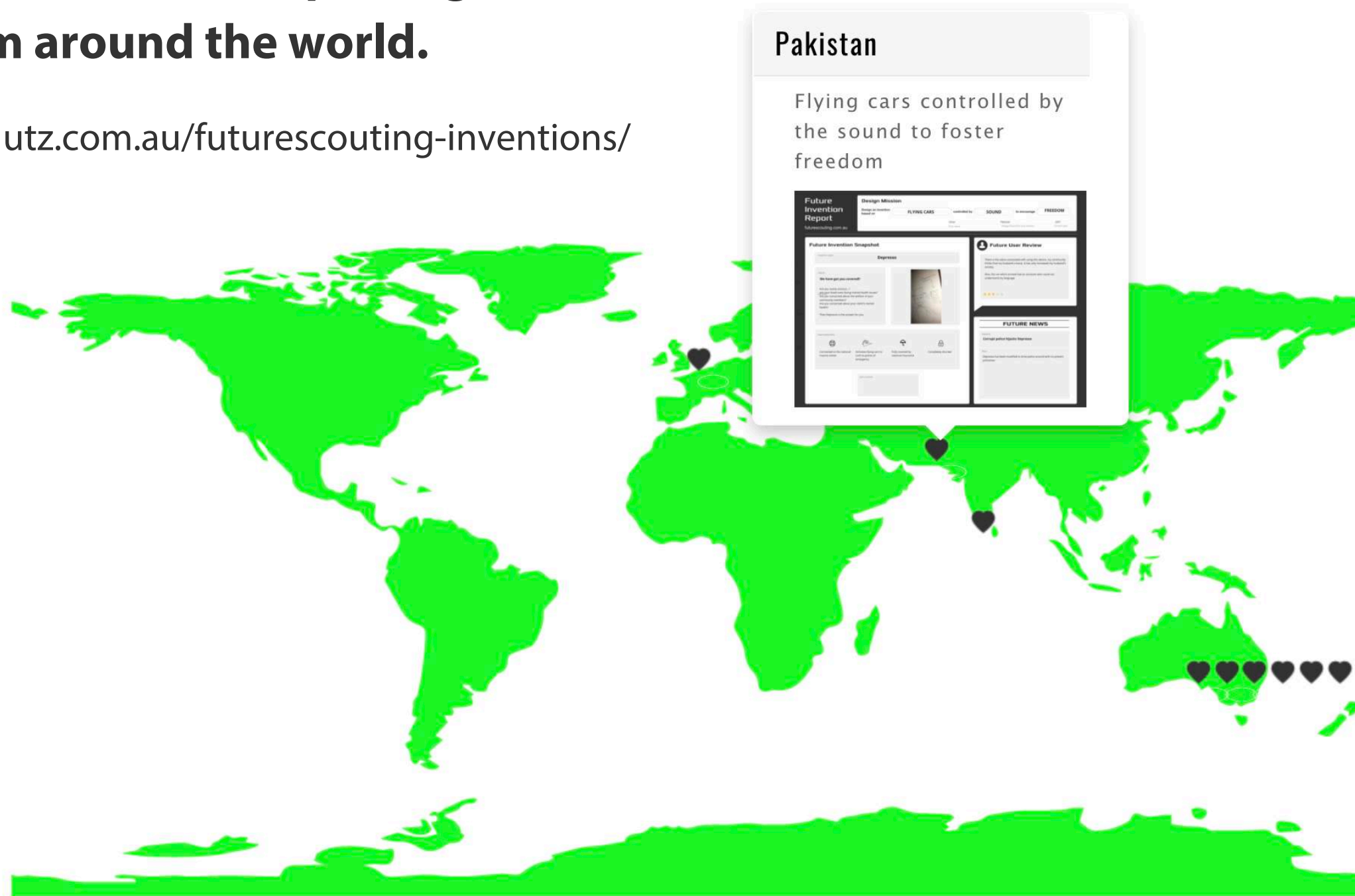
Headline: **Illegal instant karma; A black market for 'Rapid Sati' ring is thriving**

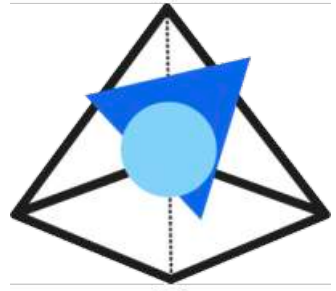
Story: 30 minute interaction is a mandatory feature in Sati ring and now a black market product is threatening its core value by providing instant karma. The new replacement provide rapid justice through telepathy with 3-4 minutes. It says this shorter period can give wrong indications about your mind and now a black market product is threatening its core value by providing instant karma. The new replacement provide rapid justice through telepathy with 3-4 minutes. It says this shorter period can give wrong indications about your mind and specially if you confronted with an intimidating external party. The product is getting popular among gangs and youth groups to execute their cult penalties under legal bless .

Interactive World Invention Map

This generated the idea of capturing future inventions from around the world.

<http://www.damienlutz.com.au/futurescouting-inventions/>



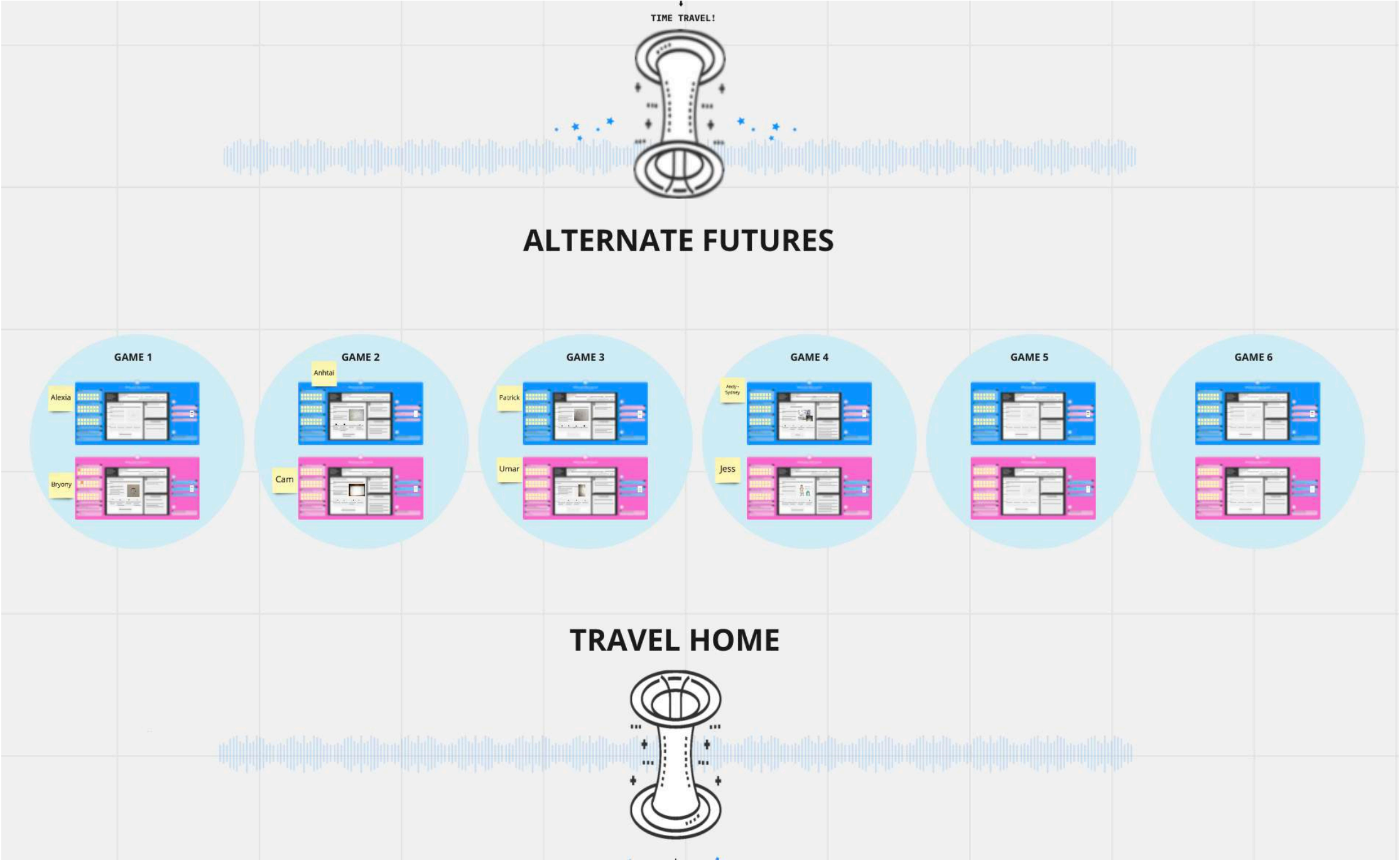


Speculative Futures Sydney

In March 2021 I was invited to facilitate an online Future Scouting session with 7 players from Australia, Netherlands, and Pakistan



Game layout in Miro



7 inventions from 3 countries

Future Invention Report
futurescouting.com.au

Design Mission
Design an invention based on **PREDICTIVE TECHNOLOGY** controlled by **EMOTION** to encourage **PEACE**

Future Invention Snapshot
Keep the Peace
 It's like a counsellor in your head all the time.
 With the Keep the Peace, you'll stay cool and calm. When you're not with your counsellor, in between sessions, your Keep the Peace Headband will help you relax and prompt you when you're feeling too agitated.
 Choose from a pre-selected list of calm down activities, or program your own.

Future User Review
 My KTP Headband has been amazing. It helps me get out of prison early, although I have to keep it on most of the time. My counsellor says I'm doing really well, just hope I can get to the stage where I don't need it anymore.
 ★★★★★

FUTURE NEWS
Keep The Peace technology subverted to cause chaos
 A virus infected the popular KTP Headbands last night, either keeping the calming effect or controlling the user's emotions. Agitated users got angry and caused chaos on the streets, while relaxed users fell asleep at work and often dangerous levels, thankfully we only have self-driving cars now!

Call to action
Keep the peace in your home today

Future Invention Report
futurescouting.com.au

Design Mission
Design an invention based on **PREDICTIVE TECHNOLOGY** controlled by **EMOTION** to encourage **LOVE**

Future Invention Snapshot
Love Guru
 A personalised shortcut to love in your whole life.
 A personal advice app with you to anticipate when you need help fostering the loving relationships you want in life.

Future User Review
 I was a bit skeptical about this app as there are so many other dating apps out there but I was surprised I found the love of my life and we are now planning our wedding. Only problem is that her height is just above average, should have seen for that on the app.
 ★★★★★

FUTURE NEWS
Ashley Madison 2.0
 The profiles of thousands of Love Guru users have been leaked online by an anonymous hacker. Right. Multiple users were found to have had partners already and are now in very compromising positions. As the app had revealed the personal information of users - including requirements, home addresses, search histories and even card details - many people are facing public ridicule.

Call to action
Buy the Love Guru today and watch your relationships blossom

Future Invention Report
futurescouting.com.au

Design Mission
Design an invention based on **BIONICS** controlled by **SOUND** to encourage **LOVE**

Future Invention Snapshot
Purrnunciate
 For the perfect conversation.
 You wanted to see if your cat actually loves you? Now you can! With Purrnunciate your cat can finally speak your language so you know if it needs food or just some quality cuddle time with its owner!

Future User Review
 Love it. Cats are bloody stupid at the best of times and it's so hard to tell what's really going on in their minds. This great little app that translates back to the cat in cat language - can this be done with the dog?
 The best thing about it is that about what my cat is really thinking, but the address given is for me so it's normal what the cat will say when it's really angry. Does it want to kill me? I wasn't experienced that yet.
 Love the name!
 ★★★★★

FUTURE NEWS
Car drives owner to jail themselves after constant emotional tantrums through the Purrnunciate device
 Brisbane, Australia - A 42 year old woman is believed to have ended herself after being "banned" by her cat over a 6-month period. Jenny Smith of Ipswich purchased the highly popular Purrnunciate device from Amazon, Inc. and used it to translate her cat's thoughts into English.
 The cat kept telling her that it wanted to harm her, particularly after the lady refused to give it more food each night.
 Amazon, Inc. can state it's horrified by the story and will look to build emotion filters that moderate cat translations. Amazon UK's sure when the cat will be ready but believes it will be excluded via a software update.

Call to action
Purrnunciate now!

Future Invention Report
futurescouting.com.au

Design Mission
Design an invention based on **LEVITATION** controlled by **VOICE** to encourage **PRIVACY**

Future Invention Snapshot
Safe Ball
 Bounce out of any situation.
 The SafeBall is a voice activated safety vehicle that lets you evacuate from any life threatening or uncomfortable situations. It allows you to bounce out of any situation and promptly alert the right personnel to rescue you from the situation.

Future User Review
 I would LOVE this Climate control, nice luxury touch. Any uncomfortable situation... how many times in one day can I bounce? It also as a muffler I feel sure. Where do I get one of these?
 ★★★★★

FUTURE NEWS
Never fear to venture outside (except in cases of a blackout)
 Now the more danger changes in poky baby change rooms, you've got your own personal change room at your back and call. Ever had that dream where you drive up to school, work or properly dressed? Fear no more, the safety ball is to the rescue - protecting your privacy when you need it.
 The only issue is when the system crashes due to a power outage at their cloud provider. It'd become so reliant on this product that when it wasn't there, they might as well have been there. Had gone on a date with someone I matched with on Tinder, and really wanted to bounce ASAP. But the system didn't come when I called and that's all through 3 courses of a guy having the ending to the latest Star Wars to show. I saw it coming but had no way of escaping. I'd forgotten how to delicately extract myself from an awkward situation.

Call to action
Let's bounce

Future Invention Report
futurescouting.com.au

Design Mission
Design an invention based on **CUSTOMISABLE SKIN** controlled by **SOUND** to encourage **FREEDOM**

Future Invention Snapshot
Skinner
 Super confident for a job interview.
 When you have a job interview, they play a beautiful song of your mind device which gets you calm and peaceful, and the calm of your skin will change to neutral as you are completely confident that the result of the job interview is based on your capabilities, and shows why you are and why you can.

Future User Review
 Music is not allowed in my religion (and my community) and this device has been forced upon me. The people in my community who actually use it are disliked by the biggest bosses and pro-Muslim bosses and sound men.
 ★★★★★

FUTURE NEWS
Customizable skin exacerbates skin and digital divide
 Skinner was supposed to help people to become confident, instead it has become the poster of skin between haves and have-nots. The divisions began to be revealed that skin skin is a device that is the best community skin has only provided. Insider to politicians and fate mongers.

Call to action

Future Invention Report
futurescouting.com.au

Design Mission
Design an invention based on **FLYING CARS** controlled by **SOUND** to encourage **FREEDOM**

Future Invention Snapshot
Depresso
 We have got you covered!
 Are you overly anxious, if you've been told you're mental health is bad? Are you concerned about the welfare of your community members? Are you concerned about your client's mental health? Then Depresso is the answer for you.

Future User Review
 There is the stress associated with using this device. My community thinks that my husband is a leech. I have only increased my husband's anxiety.
 Also, the car which arrived had an assistant who could not understand my language.
 ★★★★★

FUTURE NEWS
Corrupt police hijacks Depresso
 Depresso has been modified to allow police around with no present policeman.

Call to action

Future Invention Report
futurescouting.com.au

Design Mission
Design an invention based on **INTELLIGENT ROBOTS** controlled by **SOUND** to encourage **PRIVACY**

Future Invention Snapshot
Pip the privacy protection robot
 Personal privacy protection for every woman who needs it.
 An adorable robot that's got your back, and is just a tiny bit party.

Future User Review
 Am happy about having a privacy companion that follows me everywhere. However the safety alert to keep spamming my inbox and I'm overwhelmed by social breaches.
 Also I can't believe so the robot saved activated features do not work for me.
 ★★★★★

FUTURE NEWS
Pipped in the butt by privacy flames
 Pip, the revolutionary privacy protection robot has been compromised. Over millions of customers relying on the privacy protection offered by Pip the privacy protection robot have had their information stolen and shared on the dark market - causing public outrage and privacy concerns being brought to the attention of the government.
 The news exposed the whole process of the invention which was initially tested by users who were not called and whitelisted by predatory firms. Although this was brought to management's attention, the appropriate mitigating actions were taken and as a result, the consumer protection bureau is in the process of launching a class action legal suit against the manufacturer.

Call to action
If you value privacy, get Pip today

Interactive Future Invention Map

Inventions from 4 countries

<http://www.damienlutz.com.au/futurescouting-inventions/>



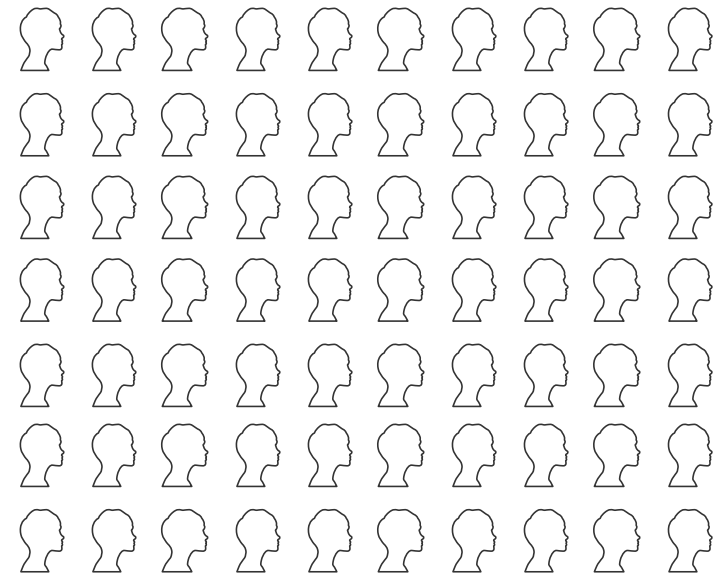
Outcomes

Project purpose recap

Consolidate speculative tools into one simplified and gamified process to make future-thinking and values-driven design more accessible for designers wanting to shape a better future.

Outcomes to date

Approx 70 players...

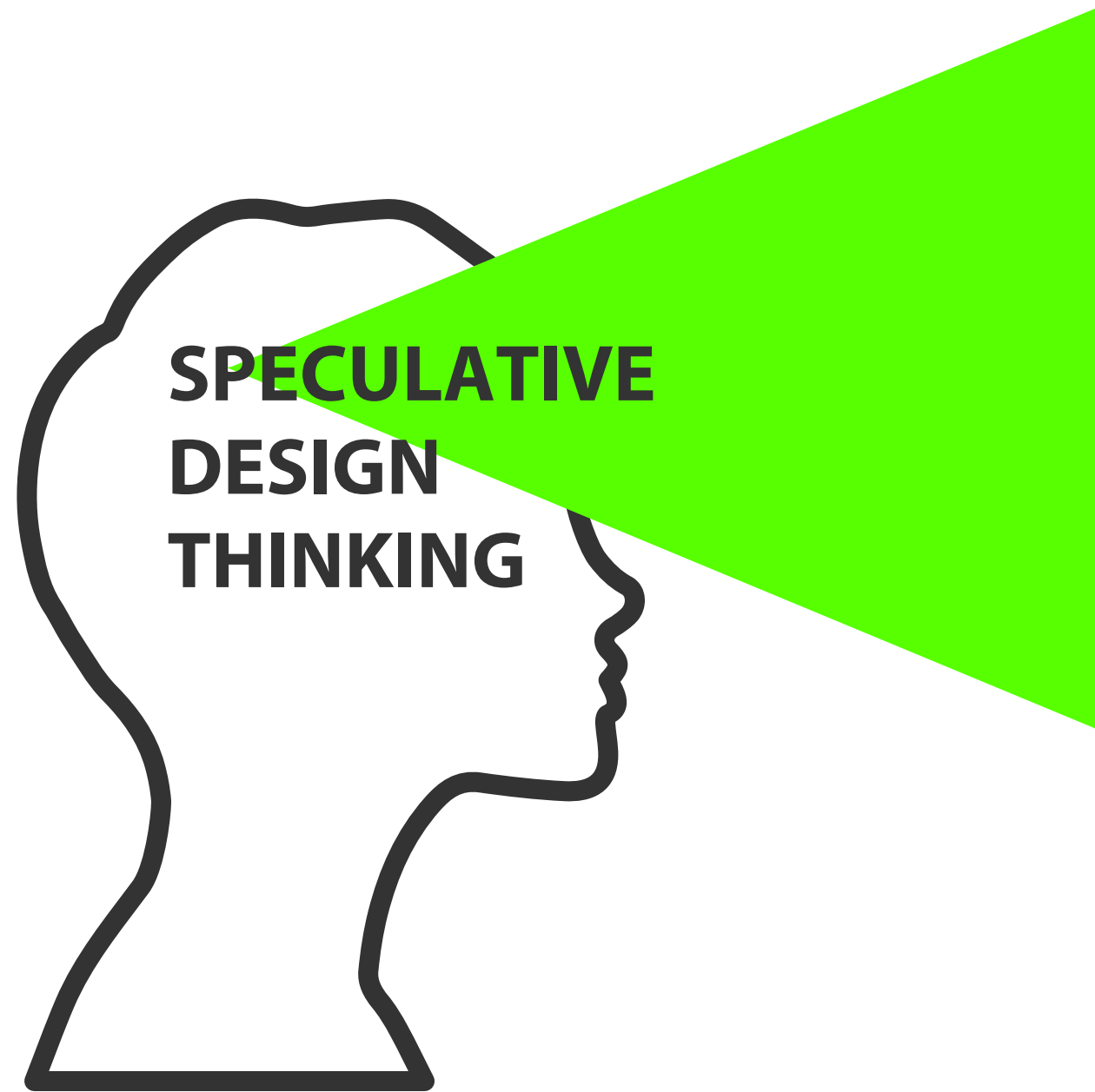


from at least 4 different countries...



have now experienced these design skills:

- Speculation
- Empathy (User review)
- Bad actor consideration (Sabotage)
- Brainstorming
- Sketching
- UX/copy writing
- Iteration



Thanks for reading

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