

# Guide for the Creation of Future Scenarios

## How do we want to live?

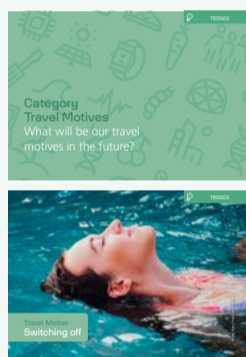
- What future is your greatest wish?
- What future is your worst nightmare?

We cannot predict the future exactly. Futurologists, therefore, always consider several possible future scenarios in order to make predictions for the future. A future scenario describes a possible future. The technique that helps to imagine possible futures is called the "scenario technique."

As a team, embark on a journey into different futures and create scenarios together that are possible, desirable, or unattractive. In this activity, unexpected events can occur that have a major impact on the future. To take part, the trend card set is used, which consists of 7 category cards and 28 trend cards (4 for each category). Depending on the group size, you may choose 5, 6 or all of the 7 categories (together with the respective trend cards), then continue with the next steps according to the instructions.

1

### Category and Trend Cards



#### Reading and Understanding

Each team member takes a category card with the corresponding 4 trend cards. Everyone now reads their cards and reveals the core message of the texts.

2

### Lay out the Category Cards

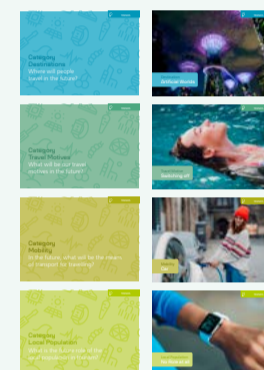


#### Explain

Now everyone takes turns placing their category card on the table and explaining the core message of the category to the others. The cards are arranged in a column.

3

### Place Trend Cards



#### Create Scenarios

In turn, everyone places a corresponding trend card next to the category card and explains it. All trends in a column form a scenario.

4

### Guiding Questions

Should this scenario become reality?

What do you like / dislike about this scenario?

How realistic is this scenario?

### Embellish the Scenario and Evaluate

The team now discusses the resulting scenario and imagines it in a future world: What would a person's everyday life look like in this scenario?

5

### Exchange Trend Cards

Exchange some trend cards from the same category with each other. The team discusses how this changes the scenarios and evaluates the newly created scenarios.

#### Desirable Scenario

The team selects one trend from each category they would like to see in the future. A new scenario develops from the 5 or 6 trends (depending on the group size) that the entire team finds desirable. Everyone discusses and gives reasons why this scenario should definitely become a reality.

#### Nightmare Scenario

The team selects one trend from each category they want to avoid in the future. Out of the 5 or 6 trends, a scenario develops that the whole team rates as a nightmare. Everyone discusses and justifies why this scenario should not become a reality under any circumstances.



# Possible Extension of the Scenario Technique



## Megatrend Cards

On a total of 10 megatrend cards, important megatrends and their potential impacts on the world are described. Megatrends are visible changes and movements that will influence our world for decades to come. This set of cards can help to develop hypotheses about how megatrends will affect different areas of life. The team can also explore what consequences each megatrend has on a previously created future scenario. The pictures on the front provide a quick overview, and the text on the back allows for deeper insights.



## Perspective Cards

Perspective cards allow to consider multiple perspectives on the respective future topic. The perspectives of local people, tourists, tourism entrepreneurs, local politicians, members of NGOs, and adolescents/young adults are played by two team members for each role. Additionally, the environment is given personality by two other cards.

Everyone discusses their interests with specific future questions of the topic. This part broadens the individual's point of view and allows for getting to know different perspectives on the topic.



## Wildcards

This card set consists of wildcards, each showing an extreme future development. The occurrence of these events or developments is very unlikely but possible. The wildcards can be used for developing future scenarios, and their unexpected consequences should be taken into consideration. The team can discuss whether the respective scenarios can withstand the event on the wildcard. Solutions can be considered so that the wildcard causes as little disadvantage to the future scenario as possible.



## Impulse Cards

The impulse cards can be used as an introduction to the topic of the Future Box, or they can be considered completely independent of the scenarios already created. They each contain a provocative question on the topic of the Future Box that must be answered with "Yes" or "No", even if the answer is not that clear. The questions encourage the participants to take a clear position for discussing different views within the team.



## Challenge Cards

Each of the 5 cards contains a challenge formulated as a question related to the future topic. They encourage participants to develop creative ideas and solutions.