# #CARDSOFHOPE

SITRA

# CARDS OF HOPE

## Game for imagining preferred futures

SITRA

# CARDS OF HOPE

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.
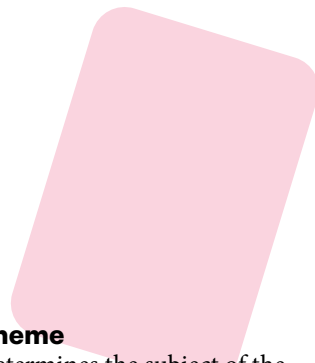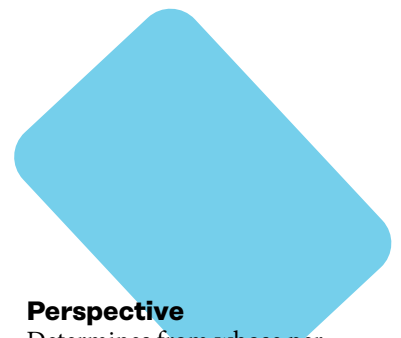
**Theme**
Determines the subject of the future vision. The themes are inspired by the UN Sustainable Development Goals.
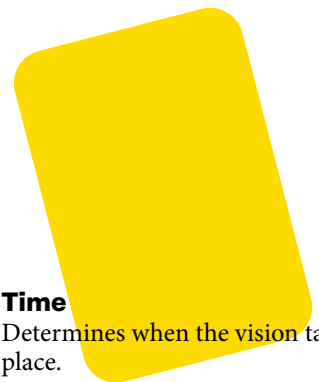
**Time**
Determines when the vision takes place.

**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."*

**CARDS OF HOPE**
Perspective

| | Child | Senior citizen |
|---|---|---|
| Parent | Policy-maker | Activist |
| Leader | Employee | Entrepre-neur |

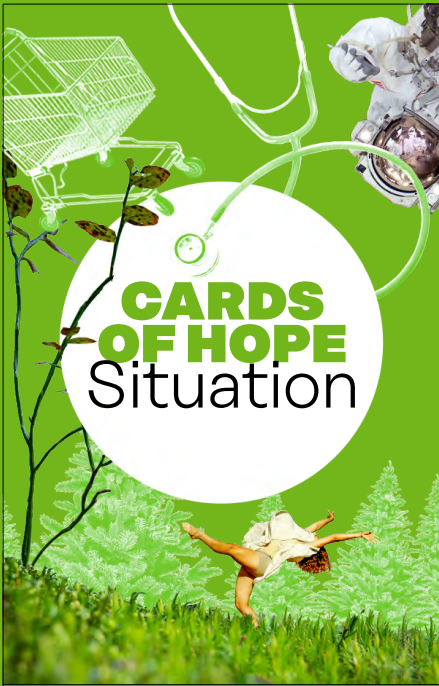| Person with disability | Robot | Cyborg *(Human and machine combination)* |
|---|---|---|
| Production animal | Wild animal | Refugee |
| Plant | Alien *(Organism living on another planet)* | A person from the other side of the world |

| Non-binary person | Disadvan-taged person | High-earner |
|---|---|---|
| Homeless | Ethnic minority | Citizen |
| Undocu-mented migrant | | |

**CARDS OF HOPE**
**Situation**

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 |

| | | |
|---|---|---|
| **CARDS OF HOPE** Time | 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 |
| --- | --- | --- |
|  CARDS OF HOPE Theme | 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 | CARDS OF HOPE Joker | |