

1) **Site** (e.g. edge, watershed, clinic, landfill, street corner, town, city)

2) **Scale** (e.g. micro - planetary)

3) **Flows** (e.g. supply chain, bioeconomy, migration, river)

# *WHERE IT UNFOLDS?*

## SPATIAL

1) Epoch (e.g. deep past,  
near future)

2) Rhythm (e.g. seasonal,  
tidal, shift-work)

3) Duration (e.g. flash,  
episodic, legacy)



# *WHEN IT HAPPENS?*

## TEMPORAL

*affective*

---

Admiration

Joy

Dignity

---

*how ti feels?*

# ***HOW IT FEELS?***

AFFECTIVE: (TONE,  
ATMOSPHERE, ENERGY)

*affective*

---

Amazement

Excitement

Anticipation

---

*how ti feels?*

# ***HOW IT FEELS?***

AFFECTIVE: (TONE,  
ATMOSPHERE, ENERGY)

*affective*

---

Respect

Satisfaction

Pride

---

*how ti feels?*

# ***HOW IT FEELS?***

AFFECTIVE: (TONE,  
ATMOSPHERE, ENERGY)

*affective*

---

Curiosity

Well-being

Zen

---

*how ti feels?*

# ***HOW IT FEELS?***

AFFECTIVE: (TONE,  
ATMOSPHERE, ENERGY)

*affective*

---

Delight

Surprise

Optimism

---

*how ti feels?*

# ***HOW IT FEELS?***

AFFECTIVE: (TONE,  
ATMOSPHERE, ENERGY)

*affective*

---

Ambition

Courage

Fervor

---

*how ti feels?*

# ***HOW IT FEELS?***

AFFECTIVE: (TONE,  
ATMOSPHERE, ENERGY)

*affective*

---

Celebration

Cheer

Happiness

---

*how ti feels?*

# ***HOW IT FEELS?***

AFFECTIVE: (TONE,  
ATMOSPHERE, ENERGY)

*affective*

---

Inspiration

Fascination

Wonder

---

*how ti feels?*

# ***HOW IT FEELS?***

AFFECTIVE: (TONE,  
ATMOSPHERE, ENERGY)

*affective*

---

Innovation

Confidence

Determination

---

*how ti feels?*

# ***HOW IT FEELS?***

AFFECTIVE: (TONE,  
ATMOSPHERE, ENERGY)

*affective*

---

Hope

Calm

Serenity

---

*how t*l* feels?*

# ***HOW IT FEELS?***

AFFECTIVE: (TONE,  
ATMOSPHERE, ENERGY)

*affective*

---

Amusement

Exhilaration

Playfulness

---

*how ti feels?*

# ***HOW IT FEELS?***

AFFECTIVE: (TONE,  
ATMOSPHERE, ENERGY)

*affective*

---

Gratitude

Charm

Relief

---

*how ti feels?*

# ***HOW IT FEELS?***

AFFECTIVE: (TONE,  
ATMOSPHERE, ENERGY)

Adventure

Urgency (we must!)

Empowerment

# ***HOW IT FEELS?***

AFFECTIVE: (TONE,  
ATMOSPHERE, ENERGY)

*affective*

---

Nostalgia

Warmth

Contentment

---

*how ti feels?*

# ***HOW IT FEELS?***

AFFECTIVE: (TONE,  
ATMOSPHERE, ENERGY)

*narrative: pont of view*

---

Tell as:

Wind POV — restless,  
carrying voices.

Satellite POV — distant,  
orbiting, always  
watching.

---

*who tells the stories?*

# WHAT STORIES ARE POSSIBLE AND WHO TELLS THEM?

NARRATIVE: POVS (POINT OF VIEWS)

*narrative: pont of view*

---

Tell as:

Mycellium POV — plural,  
networked, whispering  
underground.

Algorithm POV —  
pattern-seeking,  
learning, indifferent.

---

*who tells the stories?*

# WHAT STORIES ARE POSSIBLE AND WHO TELLS THEM?

NARRATIVE: POVS (POINT OF VIEWS)

*narrative: pont of view*

---

Tell as:

Caregiver Log — daily  
notes as story.

River POV — moving,  
remembering,  
reshaping.

---

*who tells the stories?*

# WHAT STORIES ARE POSSIBLE AND WHO TELLS THEM?

NARRATIVE: POVS (POINT OF VIEWS)

*narrative: pont of view*

---

Tell as:

Elder / Ancestor —  
remembers what was  
lost.

Child Voice — literal,  
playful, nonlinear logic.

---

*who tells the stories?*

# WHAT STORIES ARE POSSIBLE AND WHO TELLS THEM?

NARRATIVE: POVS (POINT OF VIEWS)

*narrative: pont of view*

---

Tell as:

Witness / Testimony —  
sworn statement,  
recounting what was  
seen.

Future Descendant —  
speaks back from 2125.

---

*who tells the stories?*

# WHAT STORIES ARE POSSIBLE AND WHO TELLS THEM?

NARRATIVE: POVS (POINT OF VIEWS)

Tell as:

“You...” — second  
person, directive,  
intimate.

Unreliable Narrator —  
confident, partly wrong.

# WHAT STORIES ARE POSSIBLE AND WHO TELLS THEM?

NARRATIVE: POVS (POINT OF VIEWS)

Tell as:

"I..." — singular voice,  
subjective, embodied.

"We..." — a choir, a  
union, a collective.

# WHAT STORIES ARE POSSIBLE AND WHO TELLS THEM?

NARRATIVE: POVS (POINT OF VIEWS)

*narrative: constructions*

---

Podcast Episode

Flag

Dream

---

*what stories are possible?*

**WHAT STORIES ARE  
POSSIBLE AND WHO  
TELLS THEM?**

**NARRATIVE: CONSTRUCTIONS**

*narrative: constructions*

---

Home

Monument

Kit

---

*what stories are possible?*

**WHAT STORIES ARE  
POSSIBLE AND WHO  
TELLS THEM?**

**NARRATIVE: CONSTRUCTIONS**

Ritual

Restaurant

Social Media  
Campaign

**WHAT STORIES ARE  
POSSIBLE AND WHO  
TELLS THEM?**

**NARRATIVE: CONSTRUCTIONS**

*narrative: constructions*

---

Country Fair

Postcard

Device

---

*what stories are possible?*

**WHAT STORIES ARE  
POSSIBLE AND WHO  
TELLS THEM?**

**NARRATIVE: CONSTRUCTIONS**

*narrative: constructions*

---

Event

Material

Echo

---

*what stories are possible?*

**WHAT STORIES ARE  
POSSIBLE AND WHO  
TELLS THEM?**

**NARRATIVE: CONSTRUCTIONS**

*narrative: constructions*

---

Coffee House

Headline

Plant

---

*what stories are possible?*

**WHAT STORIES ARE  
POSSIBLE AND WHO  
TELLS THEM?**

**NARRATIVE: CONSTRUCTIONS**

Recipe

Classroom

TikTok/YouTube  
Challenge

**WHAT STORIES ARE  
POSSIBLE AND WHO  
TELLS THEM?**

**NARRATIVE: CONSTRUCTIONS**

*narrative: constructions*

---

Art Mural

Airport Display

Instructions

---

*what stories are possible?*

**WHAT STORIES ARE  
POSSIBLE AND WHO  
TELLS THEM?**

**NARRATIVE: CONSTRUCTIONS**

*narrative: constructions*

---

Ceremony

Radio

Mobile App

---

*what stories are possible?*

**WHAT STORIES ARE  
POSSIBLE AND WHO  
TELLS THEM?**

**NARRATIVE: CONSTRUCTIONS**

*narrative: constructions*

---

Policy

Statue

Game

---

*what stories are possible?*

**WHAT STORIES ARE  
POSSIBLE AND WHO  
TELLS THEM?**

**NARRATIVE: CONSTRUCTIONS**

Food Truck

Vehicle / Transportation  
System

Clothing

**WHAT STORIES ARE  
POSSIBLE AND WHO  
TELLS THEM?**

**NARRATIVE: CONSTRUCTIONS**

*narrative: constructions*

---

Prayer

Building

Gift

---

*what stories are possible?*

**WHAT STORIES ARE  
POSSIBLE AND WHO  
TELLS THEM?**

**NARRATIVE: CONSTRUCTIONS**

*narrative: constructions*

---

Business

Logo

Satellite

---

*what stories are possible?*

**WHAT STORIES ARE  
POSSIBLE AND WHO  
TELLS THEM?**

**NARRATIVE: CONSTRUCTIONS**

*narrative: constructions*

---

Documentary Film

Souvenir

T-shirt

---

*what stories are possible?*

**WHAT STORIES ARE  
POSSIBLE AND WHO  
TELLS THEM?**

**NARRATIVE: CONSTRUCTIONS**

*narrative: constructions*

---

Toy

Habitat

Transmission

---

*what stories are possible?*

**WHAT STORIES ARE  
POSSIBLE AND WHO  
TELLS THEM?**

**NARRATIVE: CONSTRUCTIONS**

Startup Pitch

Music Concert

Compost / Detritus /  
Trash

**WHAT STORIES ARE  
POSSIBLE AND WHO  
TELLS THEM?**

**NARRATIVE: CONSTRUCTIONS**

*narrative: constructions*

---

Magazine Cover

Law

Rumor

---

*what stories are possible?*

**WHAT STORIES ARE  
POSSIBLE AND WHO  
TELLS THEM?**

**NARRATIVE: CONSTRUCTIONS**

*narrative: constructions*

---

Code

Heirloom

Festival

---

*what stories are possible?*

**WHAT STORIES ARE  
POSSIBLE AND WHO  
TELLS THEM?**

**NARRATIVE: CONSTRUCTIONS**

*narrative: constructions*

---

Dream  
Public Service  
Announcement  
Field Guide

---

*what stories are possible?*

**WHAT STORIES ARE  
POSSIBLE AND WHO  
TELLS THEM?**

**NARRATIVE: CONSTRUCTIONS**

*narrative: constructions*

---

Advertisement  
Museum Exhibit  
Drone

---

*what stories are possible?*

**WHAT STORIES ARE  
POSSIBLE AND WHO  
TELLS THEM?**

**NARRATIVE: CONSTRUCTIONS**

Being\* that:

Exists outside the world  
it serves

Is indifferent, but still  
essential



# WHO OR WHAT IS CONNECTED AND HOW?

RELATIONAL + ONTOLOGICAL:  
MORE-THAN-HUMAN  
COLLABORATOR

*relational + ontological*

---

Being\* that:

Thrives in networks

Is both host and guest

---

*who/what is connected & how?*



# WHO OR WHAT IS CONNECTED AND HOW?

RELATIONAL + ONTOLOGICAL:  
MORE-THAN-HUMAN  
COLLABORATOR

Being\* that:

Becomes something  
new through pressure

Acts before  
understanding



# WHO OR WHAT IS CONNECTED AND HOW?

RELATIONAL + ONTOLOGICAL:  
MORE-THAN-HUMAN  
COLLABORATOR

Being\* that:

Is shaped by others, but  
acts on its own

Connects through  
convenience



# WHO OR WHAT IS CONNECTED AND HOW?

RELATIONAL + ONTOLOGICAL:  
MORE-THAN-HUMAN  
COLLABORATOR

Being\* that:

Carries what others  
leave behind

Clears the way for  
something new



# WHO OR WHAT IS CONNECTED AND HOW?

RELATIONAL + ONTOLOGICAL:  
MORE-THAN-HUMAN  
COLLABORATOR

*relational + ontological*

---

Being\* that:

Thrives in messy  
relationships

Holds memories in  
layers

---

*who/what is connected & how?*

# WHO OR WHAT IS CONNECTED AND HOW?

RELATIONAL + ONTOLOGICAL:  
MORE-THAN-HUMAN  
COLLABORATOR

Being\* that:

Builds without being  
asked

Exists in a system you  
can't fully see

# WHO OR WHAT IS CONNECTED AND HOW?

RELATIONAL + ONTOLOGICAL:  
MORE-THAN-HUMAN  
COLLABORATOR

Being\* that:

Is always responding

Is often mistaken as a  
nuisance, but is  
essential

# WHO OR WHAT IS CONNECTED AND HOW?

RELATIONAL + ONTOLOGICAL:  
MORE-THAN-HUMAN  
COLLABORATOR

*relational + ontological*

---

Being\* that:

Translates between  
worlds

Survives only through  
others

---

*who/what is connected & how?*



# WHO OR WHAT IS CONNECTED AND HOW?

RELATIONAL + ONTOLOGICAL:  
MORE-THAN-HUMAN  
COLLABORATOR

*relational + ontological*

---

Being\* that:

Thrives in networks

Is both host and guest

---

*who/what is connected & how?*



# WHO OR WHAT IS CONNECTED AND HOW?

RELATIONAL + ONTOLOGICAL:  
MORE-THAN-HUMAN  
COLLABORATOR

Non-living Collaborator:  
Stone/Dirt/Earth, Water,  
Fire, Air/Wind, Plastic,  
Algorithm, Satellite,  
Robot, Built  
Environment, Metal,  
Concrete



# WHO OR WHAT IS CONNECTED AND HOW?

RELATIONAL + ONTOLOGICAL:  
MORE-THAN-HUMAN  
COLLABORATOR

*relational + ontological*

---

Protist: Algae, Amoeba,  
Plankton

---

*who/what is connected & how?*



# WHO OR WHAT IS CONNECTED AND HOW?

RELATIONAL + ONTOLOGICAL:  
MORE-THAN-HUMAN  
COLLABORATOR

Bacteria: Gut Microbe,  
Soil Bacteria,  
Extremophile, Biofilm  
Builder



# WHO OR WHAT IS CONNECTED AND HOW?

RELATIONAL + ONTOLOGICAL:  
MORE-THAN-HUMAN  
COLLABORATOR

*relational + ontological*

---

Fungi: Mushroom,  
Lichen, Yeast, Mold,  
Mycelium

---

*who/what is connected & how?*



# WHO OR WHAT IS CONNECTED AND HOW?

RELATIONAL + ONTOLOGICAL:  
MORE-THAN-HUMAN  
COLLABORATOR

*relational + ontological*

---

Plant: Flowering Plant,  
Tree, Grass, Moss, Fern,  
Aquatic Plant

---

*who/what is connected & how?*



# WHO OR WHAT IS CONNECTED AND HOW?

RELATIONAL + ONTOLOGICAL:  
MORE-THAN-HUMAN  
COLLABORATOR

Animal: Mammal, Bird,  
Reptile, Amphibian,  
Insect, Arachnid,  
Marine Animal,  
Micro-animal



# WHO OR WHAT IS CONNECTED AND HOW?

RELATIONAL + ONTOLOGICAL:  
MORE-THAN-HUMAN  
COLLABORATOR

Overheard — story  
filtered through gossip  
or eavesdropping.

Slow Motion — expand  
a brief moment into a  
long experience.

**"CHANGE COURSE NOW"  
OR MAKE IT DIFFERENT  
PIVOT CARDS - "MAKE IT...."**

Emotional — center a single, strong feeling.

Minimal — strip to one word, sound, or gesture.

**"CHANGE COURSE NOW"  
OR MAKE IT DIFFERENT  
PIVOT CARDS - "MAKE IT...."**

Layered — multiple  
timelines or voices  
overlap.

Transformative —  
something in the story  
changes physically or  
metaphorically.

**"CHANGE COURSE NOW"  
OR MAKE IT DIFFERENT  
PIVOT CARDS - "MAKE IT...."**

Unreliable —  
deliberately mislead or  
contradict.

Silent Witness — told  
from the perspective of  
an object or element.

**"CHANGE COURSE NOW"  
OR MAKE IT DIFFERENT  
PIVOT CARDS - "MAKE IT...."**

Interactive — the audience chooses the next element.

Hybrid — mix human, animal, and non-living perspectives.

**"CHANGE COURSE NOW"  
OR MAKE IT DIFFERENT  
PIVOT CARDS - "MAKE IT...."**

Abstract — focus on patterns, textures, or shapes instead of plot.

Repetitive — repeat a phrase, image, or action in new contexts.

**"CHANGE COURSE NOW"  
OR MAKE IT DIFFERENT  
PIVOT CARDS - "MAKE IT...."**

Circular — story ends  
where it began.

Epistolary — told  
through letters, notes, or  
messages.

**"CHANGE COURSE NOW"  
OR MAKE IT DIFFERENT  
PIVOT CARDS - "MAKE IT...."**

Accidental — include  
something that goes  
wrong.

Reflective — told as a  
memory or diary entry.

**"CHANGE COURSE NOW"  
OR MAKE IT DIFFERENT  
PIVOT CARDS - "MAKE IT...."**

Secretive — hidden  
from most characters.  
Collaborative — pass it  
between three voices  
in real-time.

**"CHANGE COURSE NOW"  
OR MAKE IT DIFFERENT  
PIVOT CARDS - "MAKE IT...."**

Time-Travelling — switch  
eras mid-story.

Digital — tell it through  
code, screens, or online  
forms.

**"CHANGE COURSE NOW"  
OR MAKE IT DIFFERENT  
PIVOT CARDS - "MAKE IT...."**

Invisible — describe  
what is usually unseen  
or ignored.

Multi-Sensory —  
combine at least three  
senses.

**"CHANGE COURSE NOW"  
OR MAKE IT DIFFERENT  
PIVOT CARDS - "MAKE IT...."**

Backwards — tell the  
story in reverse.

Hyperbolic —  
exaggerate every  
element.

**"CHANGE COURSE NOW"  
OR MAKE IT DIFFERENT  
PIVOT CARDS - "MAKE IT...."**

Tiny — condense the  
story into a single  
object or moment.

Gigantic — scale the  
story up to epic  
proportions.

**"CHANGE COURSE NOW"  
OR MAKE IT DIFFERENT  
PIVOT CARDS - "MAKE IT...."**

Plural: Same scene told  
by 3 voices.

Open

Bilingual

**"CHANGE COURSE NOW"  
OR MAKE IT DIFFERENT  
PIVOT CARDS - "MAKE IT...."**

Peer-to-peer

Silent — no words, only  
gestures or sound.

Ephemeral

**"CHANGE COURSE NOW"  
OR MAKE IT DIFFERENT  
PIVOT CARDS - "MAKE IT...."**

Micro

Under \$10

Switch Speaker: pick a  
nonhuman nearby.

**"CHANGE COURSE NOW"  
OR MAKE IT DIFFERENT  
PIVOT CARDS - "MAKE IT...."**

*pivot*

---

Organic

Responsive

Macro

---

*make it...*

**"CHANGE COURSE NOW"  
OR MAKE IT DIFFERENT  
PIVOT CARDS - "MAKE IT...."**

*pivot*

---

Pleasurable

Scalable

Colorful

---

*make it...*

**"CHANGE COURSE NOW"  
OR MAKE IT DIFFERENT  
PIVOT CARDS - "MAKE IT...."**

*pivot*

---

Last Forever  
Good for you  
Biotech

---

*make it...*

**"CHANGE COURSE NOW"  
OR MAKE IT DIFFERENT  
PIVOT CARDS - "MAKE IT...."**

*pivot*

---

Real-time

Temporary

Embodied

---

*make it...*

**"CHANGE COURSE NOW"  
OR MAKE IT DIFFERENT  
PIVOT CARDS - "MAKE IT...."**

Loud

Generational

More-than-human

**"CHANGE COURSE NOW"  
OR MAKE IT DIFFERENT  
PIVOT CARDS - "MAKE IT...."**

*pivot*

---

# A System Smell Biological

---

*make it...*

**"CHANGE COURSE NOW"  
OR MAKE IT DIFFERENT  
PIVOT CARDS - "MAKE IT...."**

*pivot*

---

Sensory

Edible

Funny

---

*make it...*

**"CHANGE COURSE NOW"  
OR MAKE IT DIFFERENT  
PIVOT CARDS - "MAKE IT...."**

What if a critical mass of  
economically viable  
businesses could thrive in  
agricultural communities to  
meet local needs for  
education, health care,  
housing, and child care?

# ***SPECULATION***

**IMAGINE WHAT IF...**

What if remote co-robotic work  
increased worker satisfaction  
and livelihood?

What if local food systems  
could withstand external shocks  
(e.g. climate events or supply  
chain disruptions) ensuring food  
security for residents?

# ***SPECULATION***

**IMAGINE WHAT IF...**

What if technology made  
meat/poultry processing jobs  
highly desirable?

What if people could see how  
ways of producing protein  
impact ecosystems,  
communities, health, etc. to  
visualize costs and benefits?

# ***SPECULATION***

**IMAGINE WHAT IF...**

What if collective confidence and asset-based community development leads to more collaboration among entrepreneurs, community leaders, and educational institutions, creating a supportive ecosystem that fosters innovation and economic resilience?

# ***SPECULATION***

**IMAGINE WHAT IF...**

What if the most profitable methods of producing protein were also the best for human, animal, and ecological health?

What if there were innovation grants to foster entrepreneurship and regional economic resilience through small and medium-sized businesses?

# ***SPECULATION***

**IMAGINE WHAT IF...**

What if the agricultural  
leaders helped to  
developed food policies?

What if more diversified  
protein portfolios allowed  
current producers to have  
multiple sources of  
revenue?

# ***SPECULATION***

**IMAGINE WHAT IF...**

What if VR enabled  
co-robotic work enabled  
remote meat/poultry  
processing jobs?

What if every town had  
locally owned and  
operated food sources?

# ***SPECULATION***

**IMAGINE WHAT IF...**

What if genetic  
modification made  
healthier foods?

What if more meals in the  
USA were based on beans  
and pulses?

# ***SPECULATION***

**IMAGINE WHAT IF...**

What if many people  
wanted jobs in food  
innovation?

What if impacts for  
planetary health indicated  
food system success?

# ***SPECULATION***

**IMAGINE WHAT IF...**

What if everyone had  
access to healthy,  
delicious, affordable food?

What if a food system  
matched people's unique  
nutritional needs?

# ***SPECULATION***

**IMAGINE WHAT IF...**

Object interrogation —  
choose an object and ask  
what it knows.

Threshold noticing — observe  
transitions, entrances, or  
boundaries.

Elemental listening — attend  
to wind, water, earth, fire as  
teachers.



***HOW TO USE:***  
***WAYS OF KNOWING***  
**EPISTEMIC**

Pattern noticing — identify  
rhythms, repetitions, or  
anomalies in your  
environment.

Collaborative sketch —  
draw or note together to  
trace shared knowledge.



*HOW TO USE:*  
**WAYS OF KNOWING**  
EPISTEMIC

Memory walk — revisit a place and notice what changes or stays.

Micro-practice — focus on a single sense or gesture for a few minutes.



***HOW TO USE:***  
***WAYS OF KNOWING***  
**EPISTEMIC**

Layered journaling — write multiple perspectives on a single experience.

Slow observation — sit still and record details over time.



# *HOW TO USE:* *WAYS OF KNOWING* EPISTEMIC

Map a journey — chart  
physical, emotional, or  
temporal paths.

Gesture storytelling — tell a  
story without words.



***HOW TO USE:***  
***WAYS OF KNOWING***  
**EPISTEMIC**

Material translation —  
convert an idea into an  
object or texture.

Collect a story — gather  
voices from people, plants,  
animals, or places.



***HOW TO USE:***  
***WAYS OF KNOWING***  
**EPISTEMIC**

Sketch your understanding  
— draw, diagram, or mark  
what you notice.

Touch exploration —  
handle materials or  
surfaces to learn through  
haptics.



# *HOW TO USE:* *WAYS OF KNOWING* EPISTEMIC

Body memory — recall,  
trace, or enact what the  
body remembers.

Sound mapping — listen  
and map patterns of noise  
or rhythm.



***HOW TO USE:***  
***WAYS OF KNOWING***  
**EPISTEMIC**

Photo-voice diary —  
capture knowledge  
through photographs.

Smell log — track scent as  
a guide to experience.



*HOW TO USE:*  
**WAYS OF KNOWING**  
EPISTEMIC

Take a walk and do field  
notes — notice, record,  
reflect.

Trash audit — investigate  
what is discarded and why.



# *HOW TO USE:* *WAYS OF KNOWING* EPISTEMIC

Go outside on a sensory walk  
— attend closely to sights,  
sounds, smells, textures.

LARP as ethnography —  
embody someone or  
something else's perspective  
to understand it.



*HOW TO USE:*  
**WAYS OF KNOWING**  
EPISTEMIC

Tell it through movement in  
your hand — trace,  
gesture, or shape the  
knowledge.

Tell it through movement in  
your body — walk, stretch,  
or dance your  
understanding.



# *HOW TO USE:* *WAYS OF KNOWING* EPISTEMIC

WELCOME TO

# Co-Constructing Multispecies Futures

Have paper and writing utensils ready, and introduce yourself to your co-creators in your group if you haven't already.

# *INSTRUCTIONS*

We're going to do a few rounds of imaging preferable multispecies futures in your groups with the prompts from different cards.

Start by separating each different type of card into individual piles face down.

# *INSTRUCTIONS*

# WARM UP EXERCISE

To get you thinking creatively, let's start practicing imagining with writing a memory. Think of a familiar place from your childhood

**OR** Think of a memory of growing food, harvesting food, or cooking something with someone from your childhood.

Describe in as much detail as you can: what did you see, feel, hear, smell, taste, about that memory.

# *INSTRUCTIONS*

# PREFERABLE FUTURES

Collecting visioning is often most useful in “Preferable” futures, futures we *WANT* to see.

Try to avoid going very negative (dystopic) or too perfect (utopic) while still experimenting with wild ideas.

# *INSTRUCTIONS*

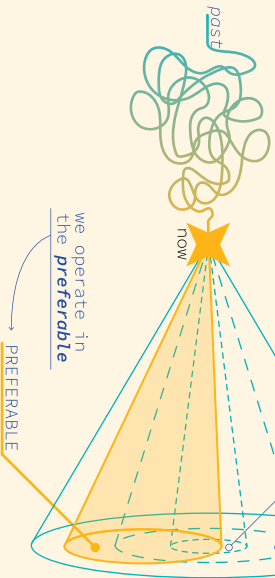
POSSIBLE

PLAUSIBLE

PROBABLE

## the *FUTURES CONE*

Charles Taylor, Trevor Hancock,  
Clement Bezold, Joseph Voros



# *INSTRUCTIONS*

# PREFERABLE FUTURES

Collecting visioning is often most useful in “Preferable” futures, futures we WANT to see

Try to avoid going very negative (dystopic) or too perfect (utopic) while still experimenting with wild ideas

# *INSTRUCTIONS*

# GROUND RULES

Build on others: "Yes and ..."

Stay with in the "preferable"

Encourage wild ideas

Stay within the selected time frame

# *INSTRUCTIONS*

# WHAT ARE YOU MAKING?<sup>8</sup>

You are co-creating a story based on the cards you pick. There is no right or wrong way to do this.

You will pick **1 card at random** from these decks: Narrative: Constructors,

Narrative: Point of Views,

More-than-human Collaborator,

Affective, and Speculation decks.

# *INSTRUCTIONS*

# HOW TO MAKE IT?

If there is more than 1 prompt, you can chose which one to work with or do all of them.

**You will co-create and tell a story based on your card combinations and choices.**

# *INSTRUCTIONS*

# ADDITIONAL DECK

**The Pivot Card - “Make it...” deck is not required**, but is there to shift, disrupt, or expand your thinking.

Use it when you feel stuck, unimaginative, or ready to challenge your usual approach.

# *INSTRUCTIONS*

# SPATIAL AND TEMPORAL CARDS

A facilitator will decide these  
cards for the group.

**OR**

As a group, pick your Spatial and  
Temporal prompts, aka the when  
and where.

# *INSTRUCTIONS*

# NARRATIVE CARDS INSTRUCTIONS

There are 2 narrative cards: Narrative: Constructions (the vessel where your story unfolds) & Narrative: Point of Views (the perspective that speaks, witnesses, or remembers).

# *INSTRUCTIONS*

# MORE-THAN-HUMAN COLLABORATOR

This card is a being\* that participates, translates, or transforms in your narrative. Use it to explore relational, hybrid, or layered narratives.

\*(Each card names or describes a being, which includes entities living, non-living, material, immaterial, algorithmic, and elemental.)

# *INSTRUCTIONS*

# SPECULATION CARDS

"What if...?" cards are there as a conversational springboard...wheeeee...

Have fun discussing!

## AFFECTIVE CARDS

How it feels? Draw 1 card and pick one to work with. Limitations make us more creative.

# *INSTRUCTIONS*

# PUT THEM ALL TOGETHER

! Narrative: Construction (the vessel where your story unfolds)

1 Narrative: Point of View (the perspective that speaks, witnesses, or remembers.

1 More-than-human Collaborator: a being\* that participates, translates, or transforms.

1 Affective (tone, atmosphere, energy)

# *INSTRUCTIONS*

# YOUR NARRATIVE

Combine the cards to co-create a story. Let each element guide:

- the place or medium where the story takes shape,
- the voice or perspective through which it is told,
- the entity or force that shapes, influences, or responds.
- the tone/feeling conveyed

# *INSTRUCTIONS*

# EXAMPLE

Tell as River POV, in the form of a Billboard, about Algorithm, feeling Empowerment.

The river writes its own public warning in code and runoff.

# *INSTRUCTIONS*

## WHAT'S NEXT?

After your group is done for the day, **should you want to take this activity further, draw 1 card from the WAYS OF KNOWING deck and pick 1 of the presented options.**

Let it extend, transform, or reflect on something you created or noticed during your session.

# *INSTRUCTIONS*