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MODULE 2. ANTICIPATION FOR EMERGENCE
Training session 2: Reframe Capacity

Experiential Futures

Hanze University

Cities of the Future

Welcome to this workshop experiential futures. In three hours you will:

- *Design* a future city
- *Take* your peers on a tour
- *Go* on a tour through a future city...
- *Reflect* on your experience...

Some thoughts on future and design….

JIM DATOR

"The future cannot be predicted because the future does not exist."
"Any useful idea about the futures should appear to be ridiculous."
"We shape our tools and thereafter our tools shape us."

ARTHUR C CLARKE

"When a scientist states that something is possible, they are almost   certainly right. When they state that something is impossible, they are very   probably wrong."

"The only way of discovering the limits of the possible is to venture a little   way past them into the impossible".

"Any sufficiently advanced technology is indistinguishable from magic."

Design a city of the Future!

Some guiding principles…

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- We want you to use an experiential future by taking the other groups on **an immersive, sensory tour of the city!**

- (*you can use music, sounds, videos, images, objects, such a magazine, poster, artifact, role playing or any tool*)

- **Envoke an emotion**: how do you want the visitors to feel when they walk through your city?

- **Imagination** is the most important, how can you involved all the participants into the exercise.

Start here….

Dive a little bit in what might be impacting cities in 2070… *(10 minutes)*

- What trends will impact the living conditions?
- What concepts, ideas and paradigms are prevalent?
- What goods & services do we create and/or institutions we set up? What technology will we use?

Write a small constitution for your city *(10 minutes)*
Which are the principles that will rule your city?

Since there are so many factors influencing these trends and developments, we ask you **to pick 3 components in the figure below**.
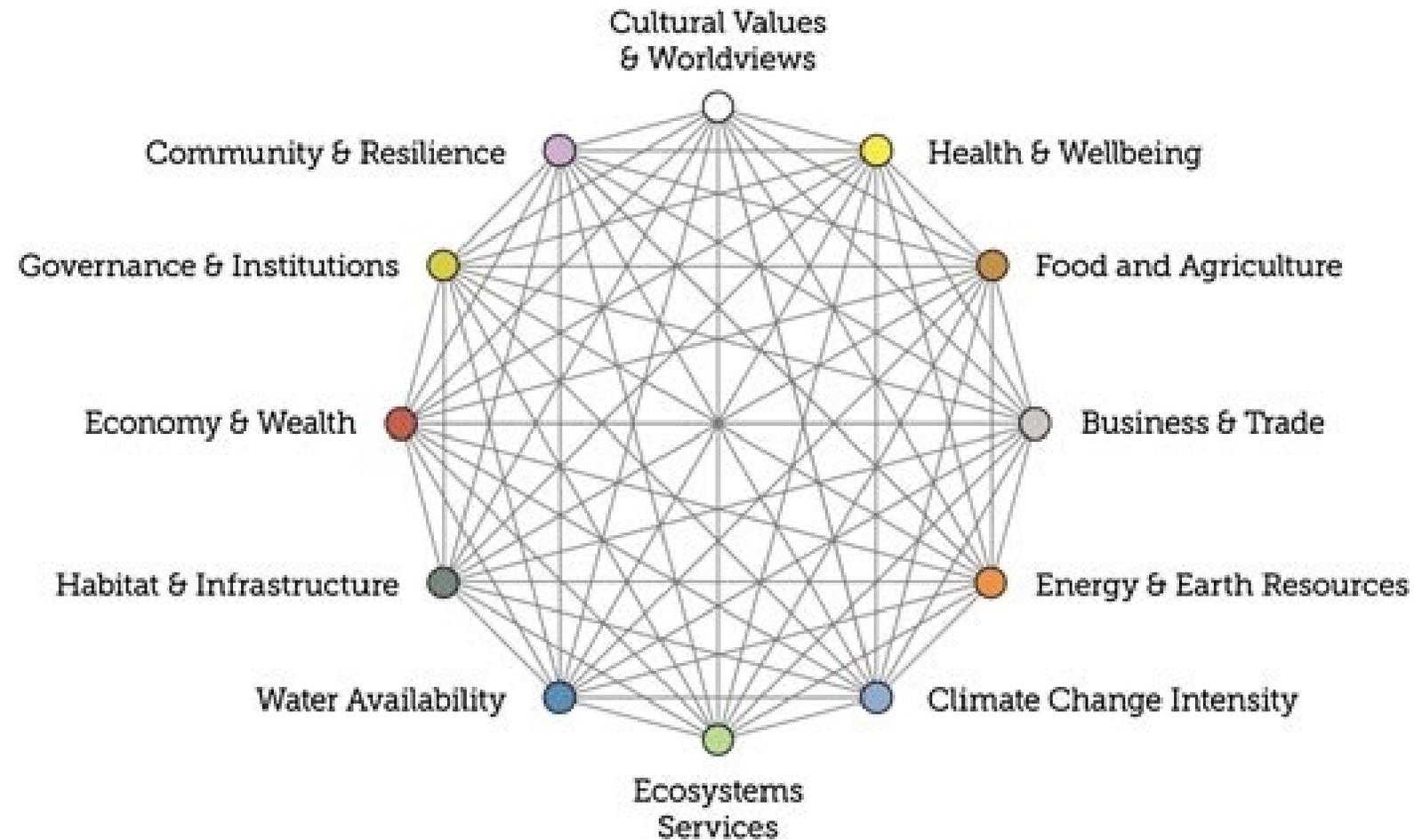
Remember……

- In your tour of 5 minutes (!) you will be the guide: you will need to introduce your city to the other groups.

- The main goal is to give them an experience:
  - what sounds, images, stories will they see, hear, feel?
  - what do you want them to take away from your city? Is it a souvenir, food, drink, principles, beliefs?
  - Try to include a **specific place of work** which you will visit

  Don't forget to welcome the participants, with a welcome kit!

  Have fun and good luck! *(40 minutes for design)*

The City of the Present: reflect on the city

Which are the cracks of your imaginary city. What is it missing?

Write them down

- Is it possible to live in your City of the Future?

- If you answer is **Yes**, what will be something that you can start to do today to accomplish that future?

- If you answer is **NO,** what is missing to get there?

- If you are not sure, share with the group your questions.

Reflect on the experience

First individual (notes, *5 minutes*) then plenary sharing (*10 minutes*):

1. How did you feel after experiencing these alternative Cities of the Future?

2. How did you feel when you were moving through this city? Did you fit in? Why or why not?

3. What do you take away from this Experiential Futures activity?

Checkout

- What question will you ask yourself/what will you pay attention to when you move around your own city in the present?

thank you for **your** attention