

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

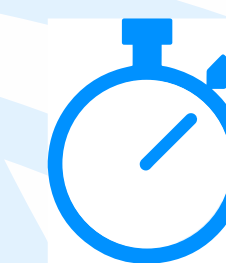
Print **1 x A3 copy of the game sheet 5**



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

