



What is it?

Dreams and Disruptions is a scenario-building game that uses time horizons, drivers of change, leadership and movements, as well as disruptors to create a stress-tested, anti-fragile vision of the future.

The game incorporates randomness, inclusion, and diversity of voices in emerging dreams of the future and overcoming disruptions. Values and ethics, ethnicity, cultural, and spiritual aspects are integrated into the game to arrive at holistic and anti-fragile scenarios.

What are the objectives of the game?

- Understand foresight concepts embedded in the game through participatory action learning.
- Imagine scenarios based on the drawn cards as conversation prompts.
- Stress-test scenarios, generate innovations, and solutions using disruptors to build anti-fragile visions of the future.
- Appreciate and understand the value of randomness, systems, chaos, and complexity-thinking in foresight.

The Game

The Dreams and Disruptions game has three phases:

Phase one: Dreams.

This phase is about building narratives of hybrid alternative future worlds. Prompts include the hybrid scenario archetype (*preferred, weird, worst scenarios*), time horizons (*a decade from now, a generation from now, a century from now*), and emerging drivers of change (*nature, social, political, economic, cultural, ethical, & spiritual, technological*) as scaffolding for the scenario-building exercise.

Phase Two: Leaders and Movements.

This phase is about imagining and anticipating how scenarios constructed in phase one evolve when a leader or a movement changes the conditions of change. It uses Sarkar's theory of social cycle and leadership which includes different ways of knowing and influencing the environment (*labor leader or movement, military leader or movement, intellectual leader or movement, capitalist leader or movement*).

Phase Three: Disruptions.

This phase is about anticipating the impacts of a planetary stressor on the scenarios developed in phase two, and exploring the ways in which a leader or a movement would respond, manage, and mitigate the impact of planetary disruptors (*man-made, natural, existential, cyber*). This phase also unpacks potential opportunities and innovations in order to thrive in crisis.

The game ends with an open conversation session about scenario building, random drivers of change, the role of leaders and movements, and stressors in constructing hope, and anti-fragile visions of the future.

Roles

The Dealer. The dealer is the person who shuffles cards. The dealer is also the facilitator who drives the conversation while the game is ongoing. There is a list of questions in this document for the guidance of the facilitator.

The Players. The players will be the ones to create scenarios based on the game phases or prompt cards. They use these prompts to build the scenarios, and develop long-term, anti-fragile solutions, and innovations in response to planetary disruptions.



How to play

There are a number of ways to play the game. The ways of playing can be based on the time allotted, the skills level of players, the specific objectives for playing the game, and the specific prompt drawn by the players.

Below is the game's recommended order of play. The dealer is encouraged to adjust timings based on available time.

Activity	Prompt
<p>Phase One: Building Hybrid Futures</p> <ul style="list-style-type: none"> • Draw one (1) scenario archetype • Draw one (1) time horizon • Draw three-four (3-4) emerging drivers of change 	<ul style="list-style-type: none"> • Using these drivers of change as scaffolding and logic for your scenarios, what would the story be in your hybrid future world? • How might this future look or feel like? • How would these drivers of change interact with each other?
<p>Phase Two: Forging Directions</p> <ul style="list-style-type: none"> • Draw one (1) movement or leader 	<ul style="list-style-type: none"> • With this leader or movement, how might your hybrid future world evolve or change? • What would the story be if the leader or movement is _____? • What innovations, strategies, and policies could emerge? • How would they execute these? • What would their legacy be? • Would their leadership style be effective in your scenario?
<p>Phase Three: Transcending Disruptions</p> <ul style="list-style-type: none"> • Draw one (1) planetary disruptor 	<ul style="list-style-type: none"> • How might this disruptive or catastrophic event of a planetary scale change or impact your hybrid future world? • What would your hybrid future world look like? • How might this world respond, mitigate, and manage this crisis? • How might your hybrid future world thrive in this scenario? • Create a catchy or provocative title for your scenario

About the Game Guide

This focuses on providing players and facilitators with a quick game guide on the foresight card game, Dreams & Disruptions. It gives an overview and objectives of the game, how to play it, how to facilitate discussion. **You can download the D&D play mat, and printable worksheets from our website.**

The game was developed by the Center for Engaged Foresight with the aim of incorporating random and emerging drivers of change, Sarkar's theory of social cycle and leadership, and existential risks and threats in scenario-building and stress-testing it to build anti-fragile visions of the future.



Share your scenarios with us!
www.dreamsanddisruptions.com

Contact us at

🌐 www.engagedforesight.com

✉ info@engagedforesight.com