

Technology Futures Design Toolkit

A toolkit to explore and discuss scenarios for emerging technologies in ageing societies.

2023



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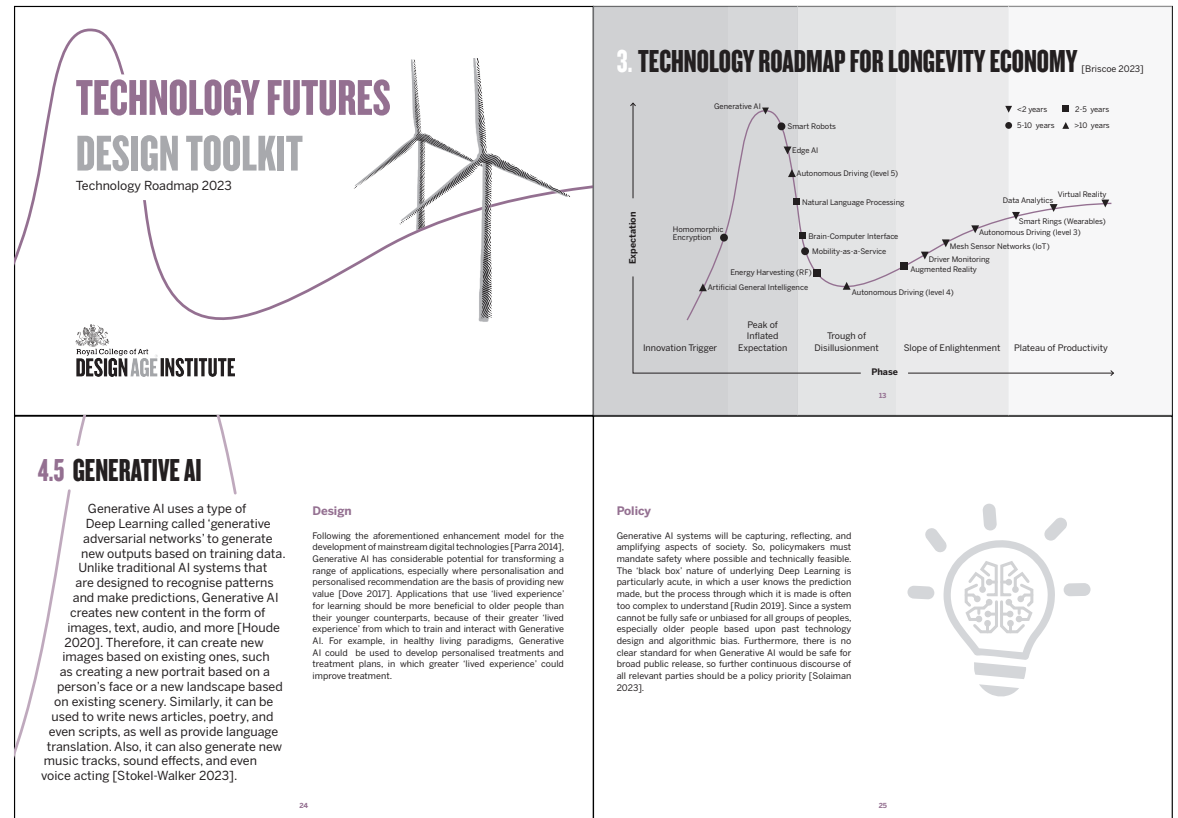


Technology Roadmap

Helps facilitate exploration of preferable technology futures for ageing societies.

The extended Technology Roadmap document provides a reference when you want more information regarding one of the technologies.

Including the expected timeframe to be realised, and the associated design and policy issues.



The Cards

The cards are to facilitate exploration of preferable technology futures for ageing societies.

TECHNOLOGY: Emerging technologies significant for ageing societies.

FUTURE: Possible, preferable and other future scenarios to be considered for ageing societies.

PERSON: Older people from our 'lived experience' research.

ENVIRONMENT: The potential places these emerging technologies will be used.

STEREOTYPE: Common ageist tropes and stereotypes, to help move beyond them.

The cards provide a tool to create scenarios to explore possible and preferable futures to be better prepared for them. A number of 'games' are suggested to help you.



Ace Cards Questions

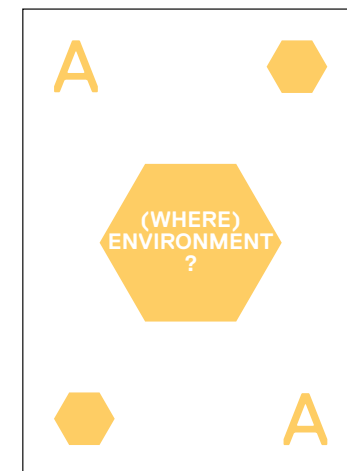
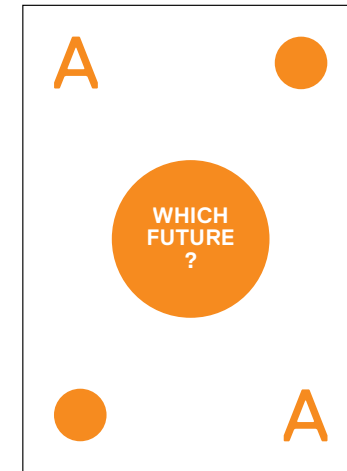
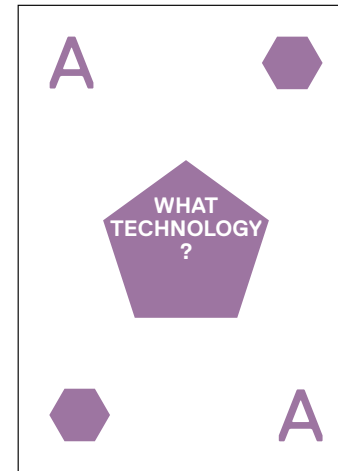
These cards represent the questions for their respective suits, binding the observations (number cards) and insights (picture cards) to the question (suit).

TECHNOLOGY: What emerging technology?

FUTURE: Which future scenario?

PERSON: Who are the users?


ENVIRONMENT: Where will they use the technologies?




Number Cards Observations

The number cards consist of observations of their respective suits (questions), and so enable the construction of narratives.


The construction of unfamiliar scenarios encourages exploring different futures.


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Augmented Reality (AR)


Adds to the real physical world with digital visual elements, facilitating virtual participation.


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Fourth Industrial Revolution

Largely defined by automation in every aspect of human existence.


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"Technology is used to enhance my day to day life."

Keen On Tech

Divorced, works part time, lives alone, ethnic minority (south east Asian).

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Assisted Living

More support than sheltered housing, with tasks such as washing and dressing, still allowing independent living.

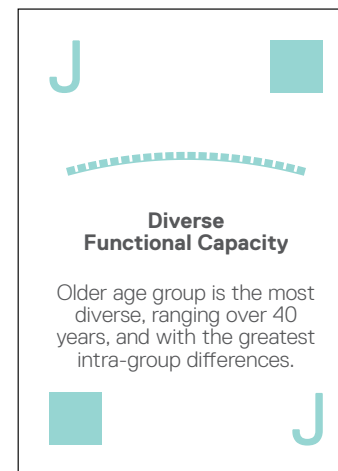
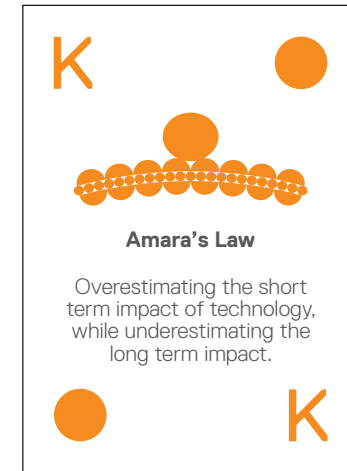
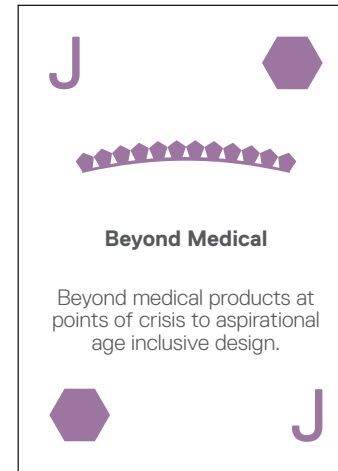
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Picture Cards

Observations

The picture cards indicate insights to their respective suits (questions), to facilitate deeper understanding of narratives.

These insights can therefore help to inform the effectiveness of scenarios.



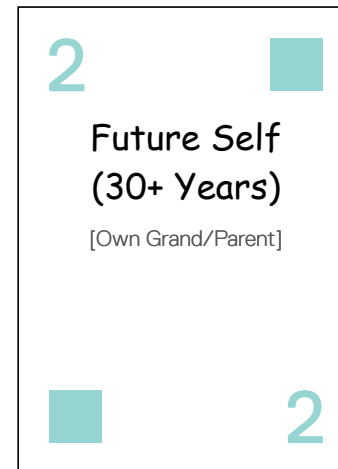
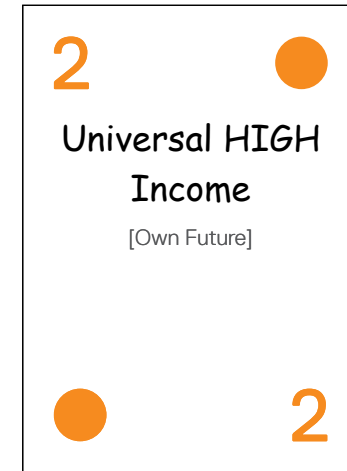
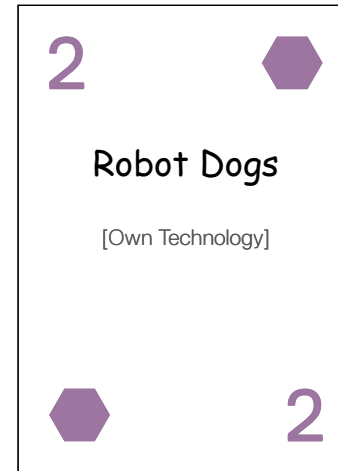
Your Cards

Blank number cards

Each suit has a blank card (2) to help explore aspects of particular interest.

We suggest looking at the other cards in the suites before completing the blank cards.

Example areas of interest are shown.



Games

Explore scenarios

The games are based upon connecting observations and insights from the different cards that are drawn, weaving them into a narrative (story) about using emerging digital technologies in future ageing societies.

Games are typically 'won' by constructing the most convincing narrative, as determined by all players.



Games

Explore scenarios

Games are best with 2 or more players, but can still be played individually to explore scenarios.

When playing it is important to remember that there is no wrong way to play - every game is an opportunity to explore different scenarios.



Tech-Future Game

**Pick a Technology
card of interest, and
then pick a Future
card of interest.**

**Next construct a
narrative for the
cards.**

Best narrative wins.



Random Tech-Future Game

**Pick a random
Technology card, and
then pick a random
Future card.**

**Next construct a
narrative for the cards.**

Best narrative wins.



One of Each Game

Each player chooses
a preferred card
from each suit, from
which they have to
create a narrative.

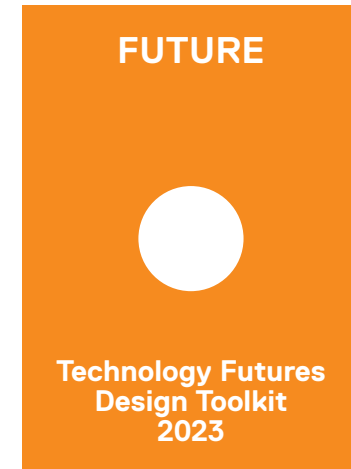
The best narrative
wins.



Random One of Each Game

Each player is dealt
a random card from
each suit, from
which they have to
create a narrative.

The best narrative
wins.



One of Each + Stereotype Game

Each player chooses a preferred card from each suit, from which they have to create a narrative.

Then replace the person card with a random Stereotype card, and explore the consequences to the narrative.

Least damaged narrative wins.



Top Trumps (Choose 3) Game

Each player is dealt 5 cards, of which they chose three.

Players take it in turns to reveal their three cards, all at once, sharing their narrative for the cards.

The player with the best narrative wins the hand.



Top Trumps (Blind) Game

Each player is dealt 5
cards face down.

Players take turns to
reveal cards, in the order
they were dealt, building
a narrative with each
turn.

The player with the most
succinct narrative after 5
cards wins the hand.



Tech vs Future [2 Players] Game

One player starts with the Technology suit, the other with the Future suit.

The Technology player reveals the top card, blind, and the Future player chooses a card that sensibly answers the Technology.

Players suggest narratives based upon both cards. Best narrative wins.

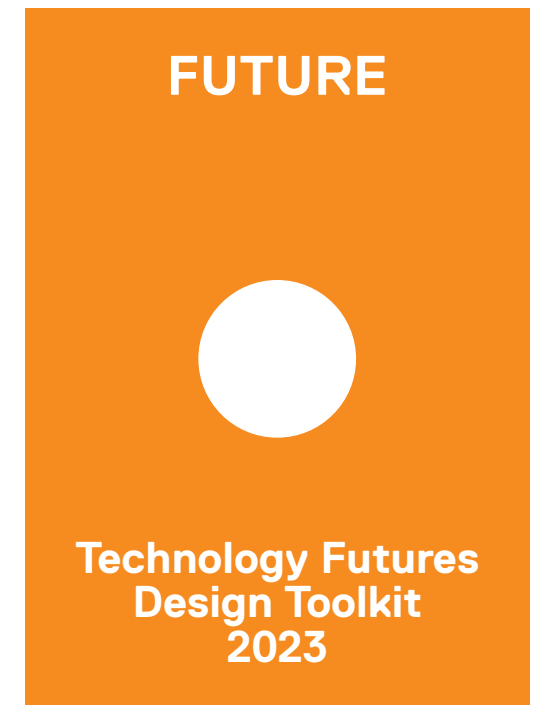


Random Tech vs Future [2 Players] Game

One player starts with the Technology suit, the other with the Future suit.

The Technology player reveals the top card, blind, and the Future player chooses a random card in response to the Technology.

Players suggest narratives based upon both cards. Best narrative wins.



Evolution Game

Deal one card of each suit into the centre.

The dealer tells this story.

Players take it in turns to take a card from the deck, replacing the centre card of that suit and updating the story.

This continues until a player is unable to continue the story.



Pairs Game

Deal out 8 cards to each player.

Players take it in turns to form pairs of cards that make sense together.

Upon successfully making a pair, as judged by all the players, discard those cards, if you can not make a good pair then draw a card.

The aim is to lose all your cards.



Getting Started

Tech-Future Game

Try playing the 'Tech – Future' game to start familiarising yourselves with the toolkit.

Pick a Technology card of interest, and then pick a Future card of interest. Next construct a narrative for the cards.

Refer to the Technology Roadmap document if you require more information about the technology, or inspiration regarding the associated design and policy issues.



Getting Started

One of Each + Stereotype

Next, try playing the 'One of Each + Stereotype' game to further familiarise yourselves with the toolkit.

Pick a preferred card from each suit, from which to create a narrative.

Then replace the person card with a random Stereotype card, and explore the consequences to the narrative.

Least damaged narrative wins.

Refer to the Technology Roadmap document if you require more information about the technology, or inspiration regarding the associated design and policy issues.

