

## **Anticipation 2019**

Question: Means and methods for making the future accessible?

Format: Techniques Workshops

### **Title: FuturGov engagement game**

This session invites participants to play the FuturGov engagement game. A game that uses people's anticipatory assumptions about what the future may look like to generate conversations, negotiations and collaborations. By designing a process through which participants immerse themselves into the future, take on roles that are not theirs, and strategize to achieve their goals, the FuturGov game generates a participatory setting in which a debate can take place.

The FuturGov engagement game has been developed in the context of the project: The Future of Government 2030+. A Citizen Centric Perspective on New Government Models (FuturGov project). It is a project carried out by an interdisciplinary team of the European Commission Joint Research Centre EU Policy Lab, a futurist (E. Stoermer), a political scientist (L. Vesnic-Alujevic) and a designer (JE. Rudkin). Grounded in political science, the development of the game is a design led project, that includes aspects of design, foresight and citizen engagement. The aim of the project is to use the future in order to raise a debate around new government models focusing on emerging changes in the relationship between citizens, businesses and government.

Designed to serve as a tool to reach the objective of the FuturGov project: to launch and spread conversations about possible future models of government, this session will be an opportunity to test and critically reflect on the gameplay.

The current version of the game sets as an objective for players to become the most influential by amplifying ones limited power through collaboration. Each participant, or group of participants, is asked to endorse the role of a type of citizen in 2030+. Each player or group of players is given a card set with action cards and actor cards representing each of the following categories: government+, influencer+, citizen+ and business+. Participants by stepping into a future scenario, enter into mediated conversations that reveal their anticipatory assumptions and expose them to other participants beliefs and expectations. This in exchange creates a debate, a safe place for discussing alternatives.

The project uses different sources of imagination of the future. Several activities throughout Europe were undertaken during the project: 1) citizen workshops to gather insights on people's hopes, desires and fears, 2) scenario creation (x4) build on the narratives that came out of the citizen workshops and reinforced by current drivers and trends, 3) design students concepts to make more tangible the future scenarios. The FuturGov game encompasses all of the above. It synthesizes the highly participatory and communicative actions set throughout the FuturGov project.

The game can be played by 4 to 8 people, up to 4 tables can be set up (one for each of the 4 scenarios).

Dr **Lucia Vesnic-Alujevic** is a policy analyst at the JRC EU Policy Lab, interested in digital media and digital politics in Europe. Before joining the JRC EU Policy Lab, she worked as visiting lecturer in political communication at Zagreb University, postdoctoral fellow at the JRC Institute for the Protection and Security of the Citizen and a researcher at the Centre for European Studies. She completed her PhD in Communication Science in 2011 at Ghent University. Her research focuses on political communication, digital platforms, politics, European public sphere and public engagement with science and technology. She has published in the fields of communication science, political science and science and technology studies.

Dr **Eckhard Stoermer** is a policy analyst at the JRC EU Policy Lab. His work focuses on developing and applying foresight approaches translating future changes into strategic insights for policy making. He has more than 12 years of experience in foresight research and consulting in various fields such as research planning, for policy making, corporate strategy and innovation. He is working on a broad variety of themes with focus on the future of public infrastructures (energy and water) and the future of work and skills. Eckhard sees foresight as a tool to support better decision making today and thus contributes to shaping the future. He holds an economic and social geography diploma degree and a PhD in economics and business administration in the field of innovation management from LMU (Munich). Before joining the EU Policy Lab he was senior consultant at Z\_punkt The Foresight Consulting.

Dr **Jennifer-Ellen Rudkin** is a policy analyst at the JRC EU Policy Lab. Designer and researcher, her interests focus on developing a design activity that participates in current emerging social and societal issues. Trained at the ESADSE (École great Supérieure d'Art et de Design de Saint-Étienne, France) and at RISD (Rhode Island School of Design, Providence, USA), she holds a PhD in Design from the Politecnico di Milano, Italy. Prior to joining the EU Policy Lab team, she worked on the direction and coordination of international projects, events and workshops at the intersection of Design and Foresight; notably on the Future of Work, on Food Futures and on the development of Futures Literacy Labs, at UNESCO. She also taught Design at the Design School of East China Normal University (ECNU) in Shanghai, China.