ReModelling Futures

Describe your intention

- Describe what the four themes mean to you
- Imagine four worlds

Consider What are key interpersonal How and with what purpose do relationships? (family, friends, people interact in their community? (through work or play, digitally...) communities of practice...) How are governments, businesses, What resources are scarce or plentiful? citizens, responding to climate change? (water, fossil fuels, labour...) (denial, mutual support...) How and why do people work? What are the dominant colours, shapes (remotely, voluntarily...) and textures in this world? (dark, bright, pastels, metals, wood, smooth, rough) What are the underlying values? (money, personal enjoyment, social justice...) What is the general mood? (joyful, worried, careless, serious...) status quo is being maintained How and with what purpose do people myriad new ideas are forming interact with nature? (it's everywhere, radical change has taken place it's a place to visit...)

Define four concept briefs

Theme What scale defines local for you? Human in scale and closely connected

World 4 TRUST x LOCAL

For example:

- The Climate Emergency: is real, with global temp rise of 2.5°C, people have adapted, moved and are learning how to be resourceful.
- Environment: community and local movements restore land and livelihoods to a healthy functioning system through sharing and living with less.
- Society: distributed networks of makers support each other and lots of small businesses have replaced many of the big brands.
- Economy: resourcefulness is the name of the game, most objects are made from existing resources.
- Culture: designers work in the benefit of their direct customers, co- designing systems and products that are meaningful to all involved.

How is trust established and maintained?

Theme

TRUST

 Openness and availability of information demonstrating care

of behaviours over time

- Reproducible events and predictability
- Understanding and tolerance of different agendas

World 1 TRUST x GLOBAL

For example:

- The Climate Emergency is real, people give up on failing government and businesses, taking it upon themselves to deal with the 3°C temperature rise.
- Environment: global co- operation between people means that emergency measures are respected and massive regeneration programmes are in place.
- Society: Blockchain enabled transparency/open source sharing of design & production methods across cultures and borders working together in fair ways.
- Economy: Brands prosper through share visions and relationships with customers. Overall the world is less wealthy, but the gap between rich and poor is much smaller.
- Culture: creativity is at an all time high, cross- cultural mash ups create new fashion in a new world.

Brief 4 TRUST x LOCAL

How might we...

Brief 1 TRUST x GLOBAL

How might we...

LOCAL

- Decentralised and vertically integrated
- Communities and identities of place

4

Theme

CONTROL

Who is in control?

How is control applied?

Agency over decisions and processes

Understanding of defined boundaries

and accountability within them

Brief 3 CONTROL x LOCAL

How might we...

Brief 2

Theme **GLOBAL**

How are connections established?

- Collaboration and competition across borders
- Cultural homogenisation and
- multi-cultural blending Communities of interests

World 3 **CONTROL x LOCAL**

- The Climate Emergency is real, with 2.5°C temp rise. Living conditions are unstable and unpredictable, creating conflict.
- Environment: National and local governments lead restoration programmes. Certain materials and products are banned from import and use (eg oil-based) Protectionist policies mean global co-operation, including UN Climate agreement has broken down.
- Society: Re- shoring has increased local design, manufacturing, distribution & take- back schemes.
- Economy: costs have risen, so has the price of products, it is no-longer viable to be supply-led, as holding stock is very costly.
- Culture: Strong place-based sense of identity, national identity is expressed by brands through heritage pieces.

CONTROL x GLOBAL How might we...

World 2 **CONTROL x GLOBAL**

For example:

- The Climate Emergency is real, with shortages of water and food, and climate refugee numbers rising. 2°C temp rise is maintained due to global targets.
- Environment: Global businesses decide how to address environmental and ethical challenges. Leading brands are those with strong environmental policy.
- Society: Al and machine learning enables relationships across long distances, with businesses controlling information flow. Manufacturing is centralised and at large scale.
- Economy: Experiences are both material and digital, with tech companies in control of data. The wealth-poverty gap increases
- Culture: the only constant is change, nothing is permanent, but what is real?



