

BACKSIDE TEXT: TO BE PRINTED ON THE FLIP SIDE OF ALL CARDS

Form a group of 4-6 people. Each person needs to have a different card, and all four card categories should be represented in the group: characters, technology, habitats and values.

Together, use your cards as prompts to create a vision for the future. The year is 2075. What do media environments look like? What role does media play in society? What can the cards help you to predict and imagine?

Write down your vision of the future, including a title, the cards you used and your group members, and send it to the gamemaster.

CHARACTER AI COMPANION



CHARACTER TECH BILLIONAIRE



CHARACTER

THE ANDROID



CHARACTER

THE HACKER

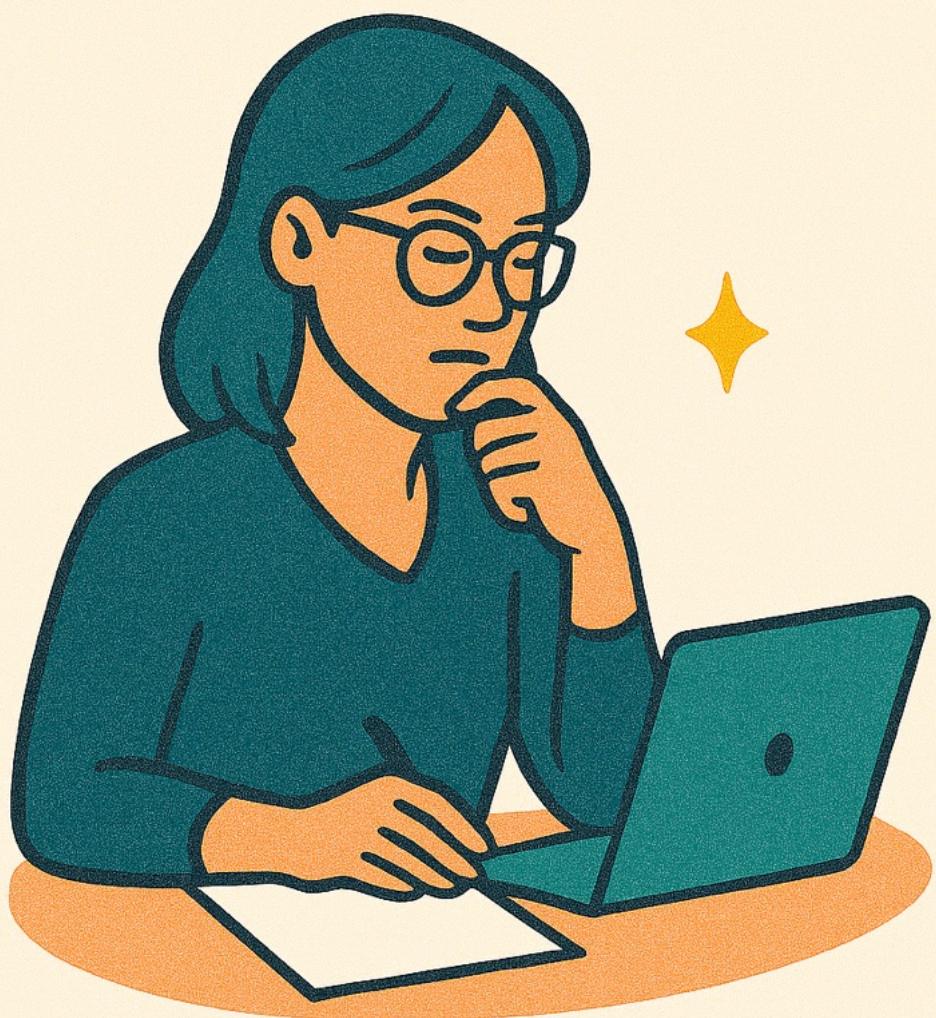


CHARACTER THE LAWYER



CHARACTER

THE RESEARCHER



HABITATS FLOATING CITIES



HABITATS MARS COLONY



HABITATS METAVERSE



HABITATS NOMAD CAMPS



HABITATS SOLAR FARMS



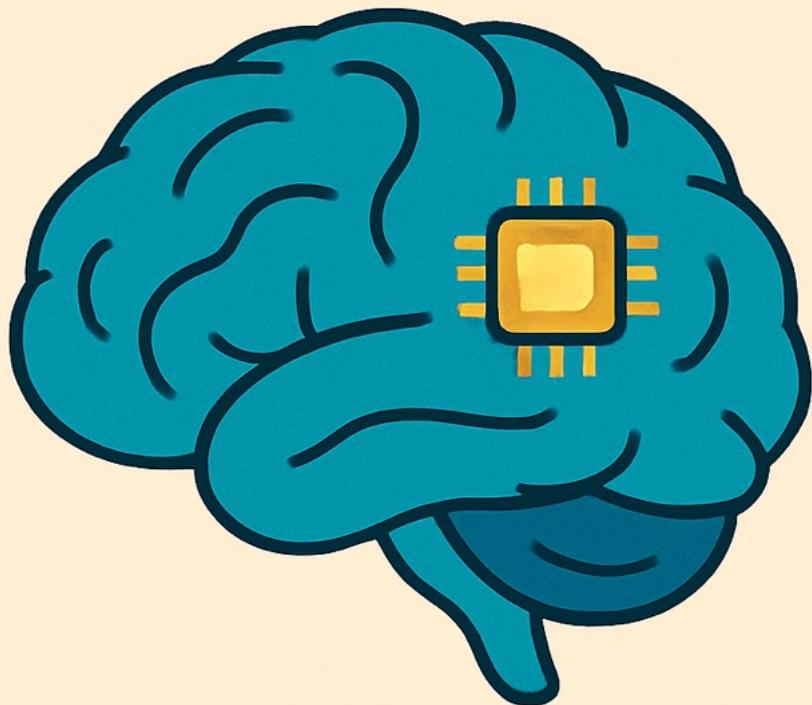
HABITATS
UNDERGROUND
DWELLINGS



TECHNOLOGY BIOTECH



TECHNOLOGY BRAIN IMPLANT

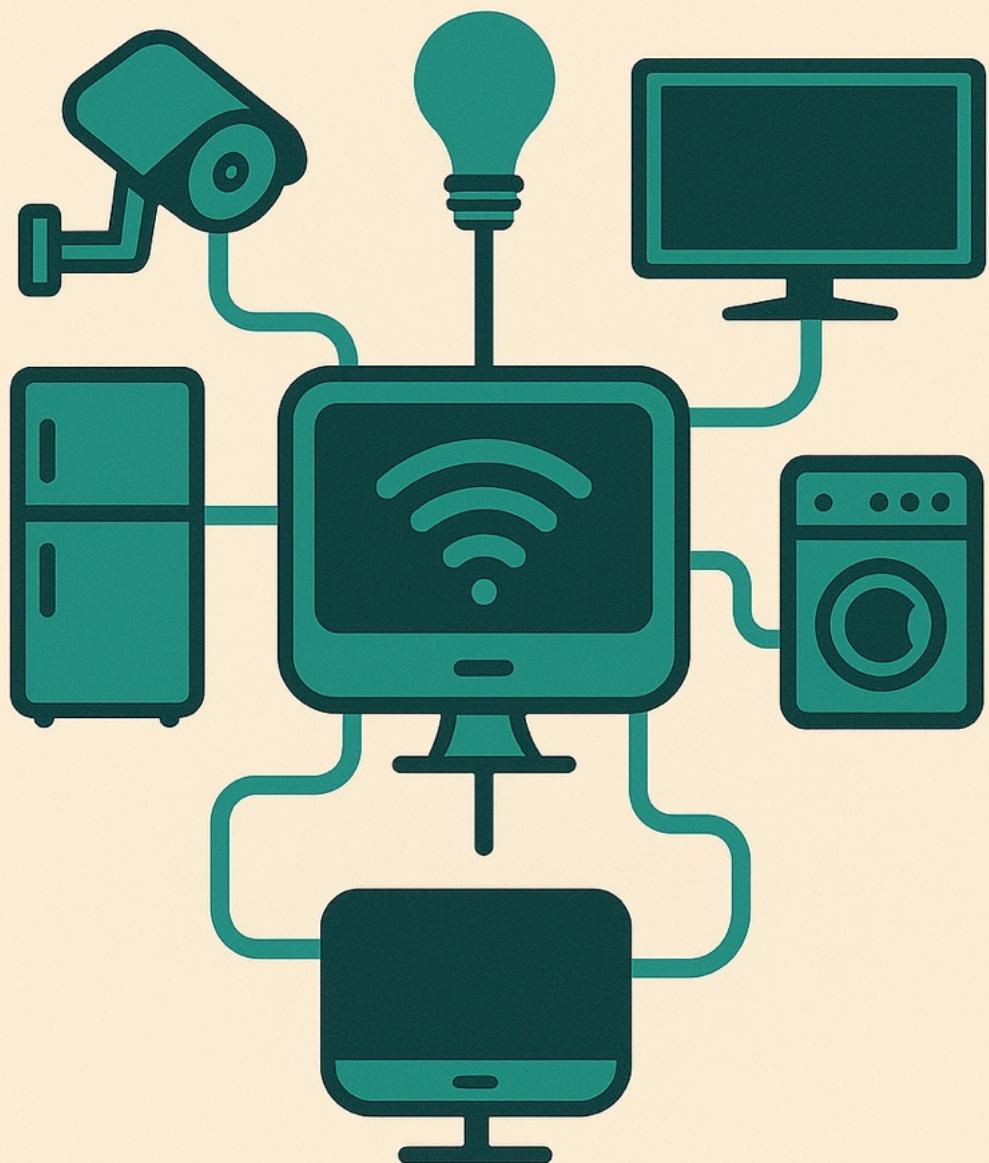


TECHNOLOGY HOLOGRAMS

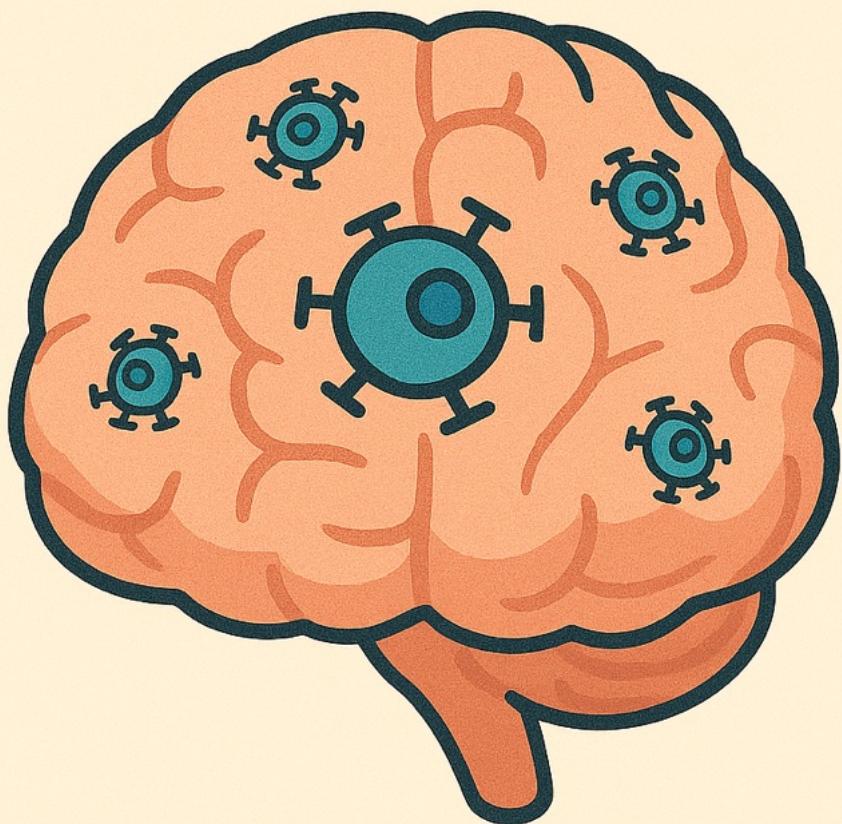


TECHNOLOGY

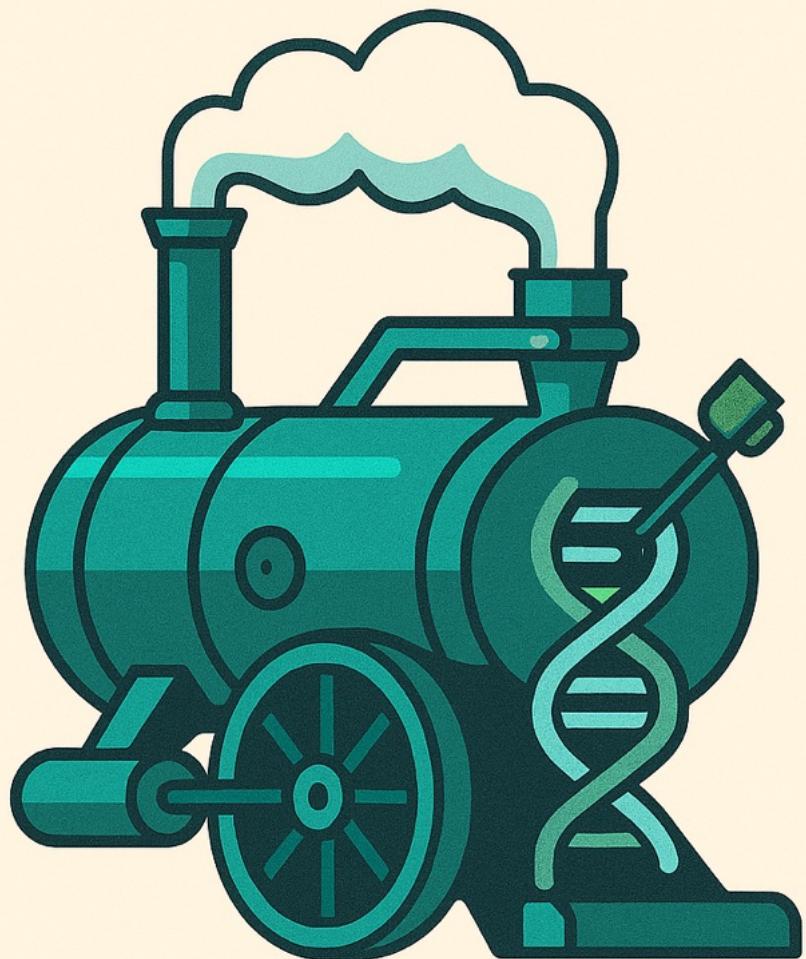
INTERNET OF THINGS



TECHNOLOGY NANOBOTS



TECHNOLOGY STEAM ENGINES



VALUES CARE



VALUES
EMPATHY



VALUES EMPOWERMENT



VALUES FREEDOM



VALUES SUSTAINABILITY



VALUES EQUALITY



