

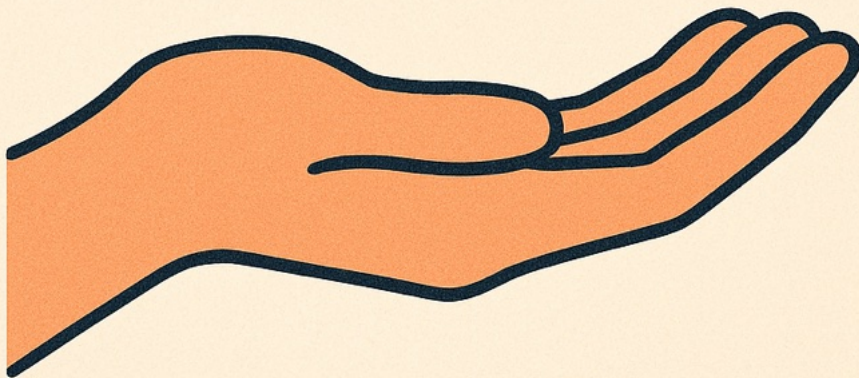
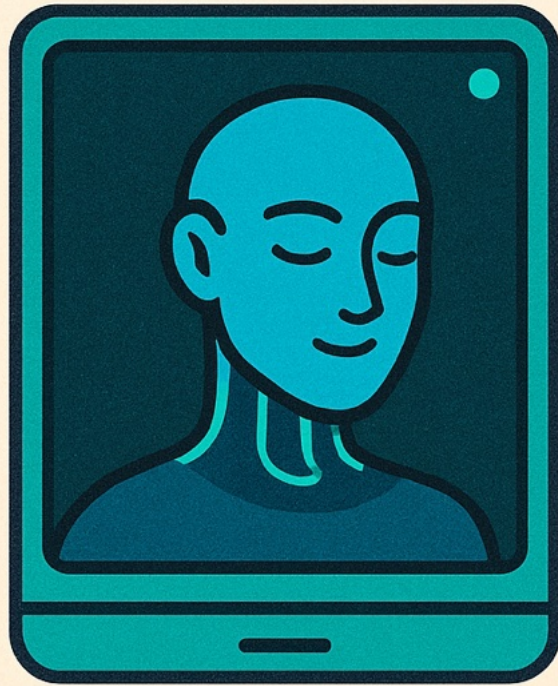
BACKSIDE TEXT: TO BE PRINTED ON THE FLIP SIDE OF ALL CARDS

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



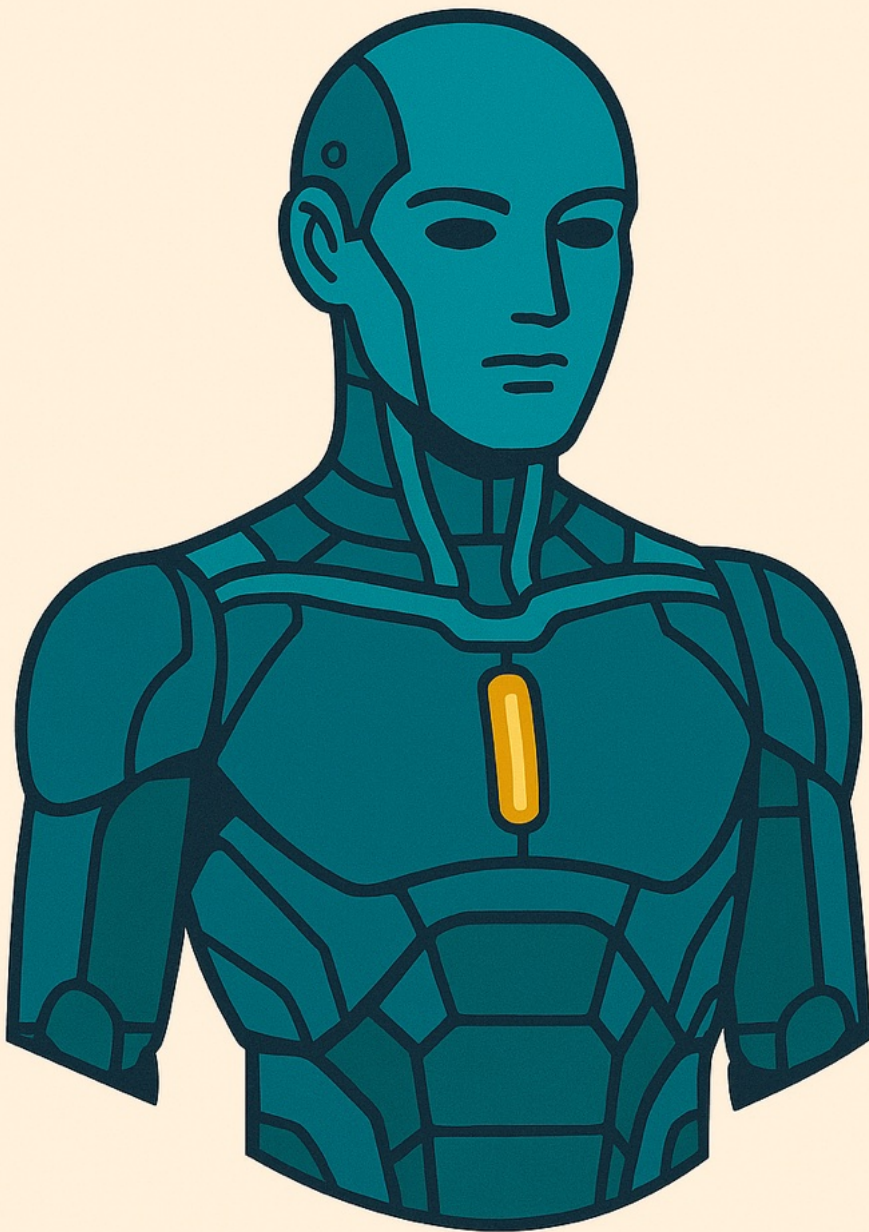


CHARACTER  
TECH BILLIONAIRE





CHARACTER  
THE ANDROID





# CHARACTER THE HACKER





# CHARACTER THE LAWYER





# CHARACTER THE RESEARCHER





# HABITATS FLOATING CITIES





# HABITATS MARS COLONY





# HABITATS METAVERSE



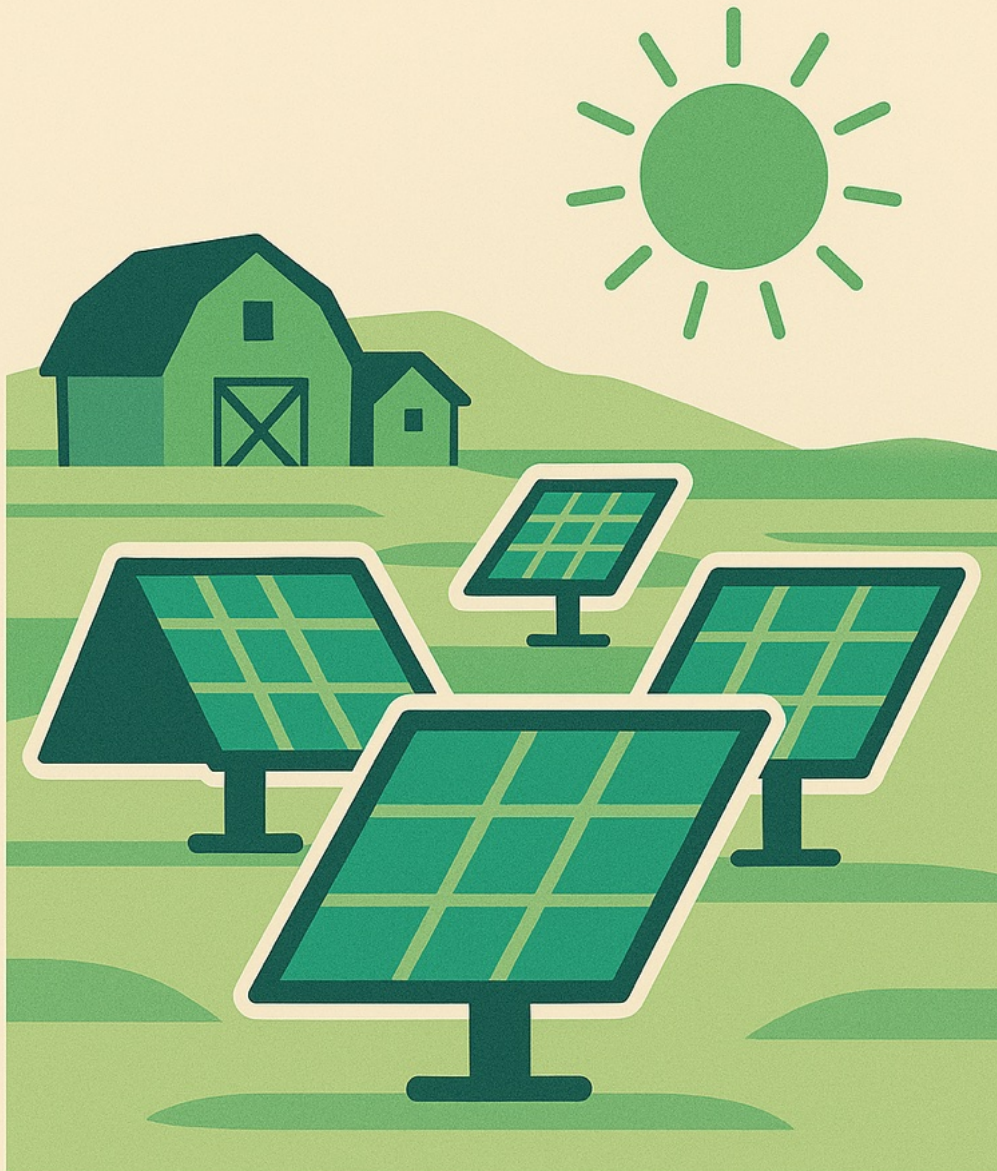


# HABITATS NOMAD CAMPS





# HABITATS SOLAR FARMS





# HABITATS UNDERGROUND DWELLINGS



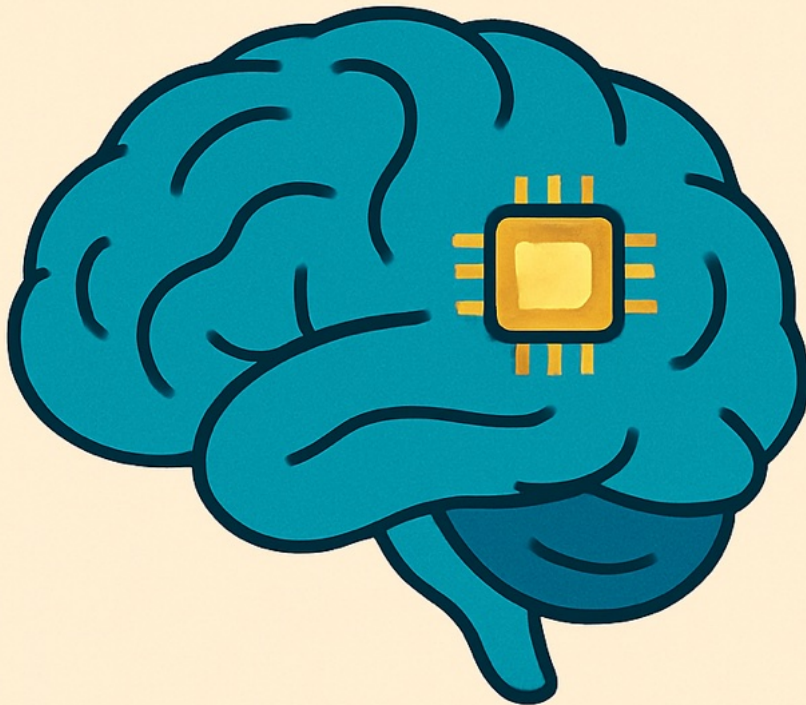


# TECHNOLOGY BIOTECH





# TECHNOLOGY BRAIN IMPLANT





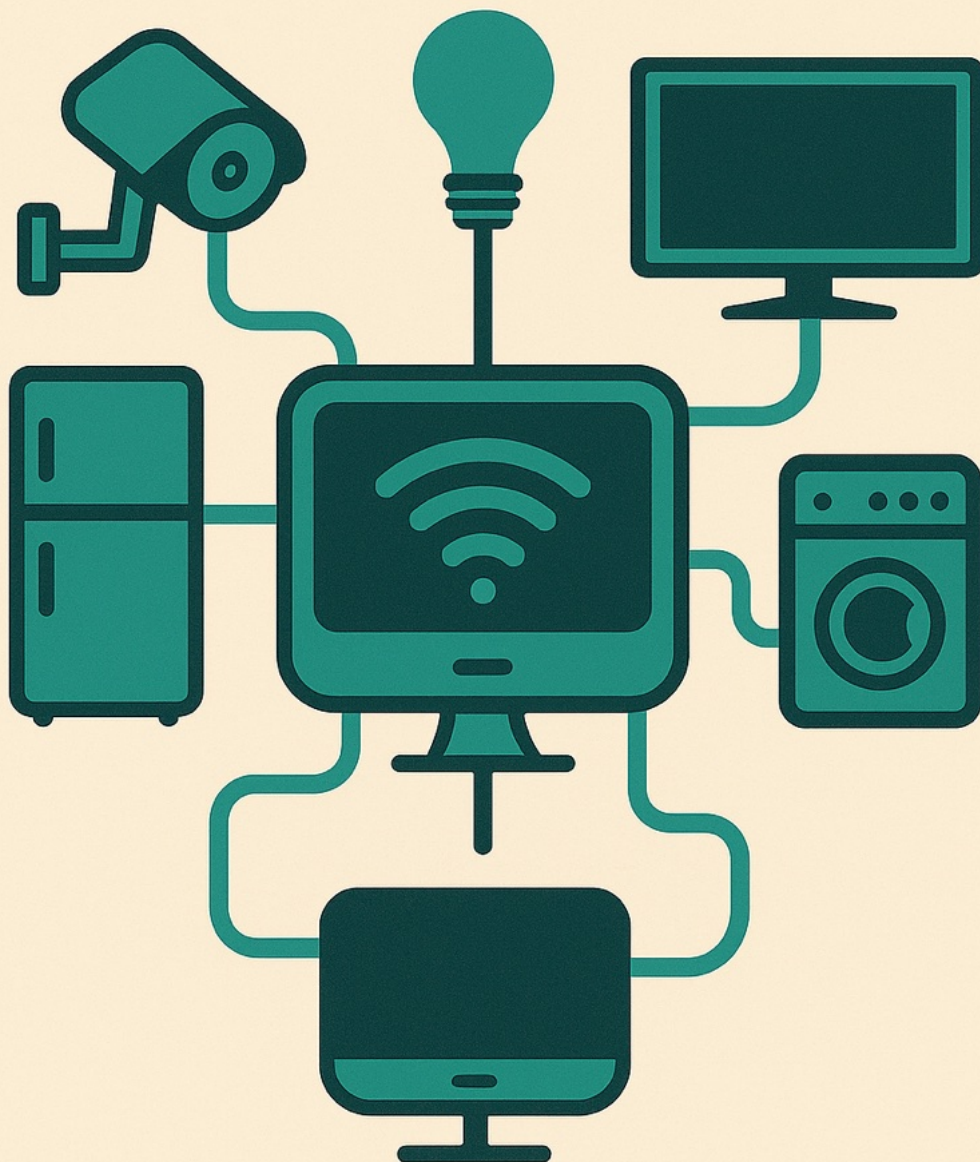
# TECHNOLOGY HOLOGRAMS





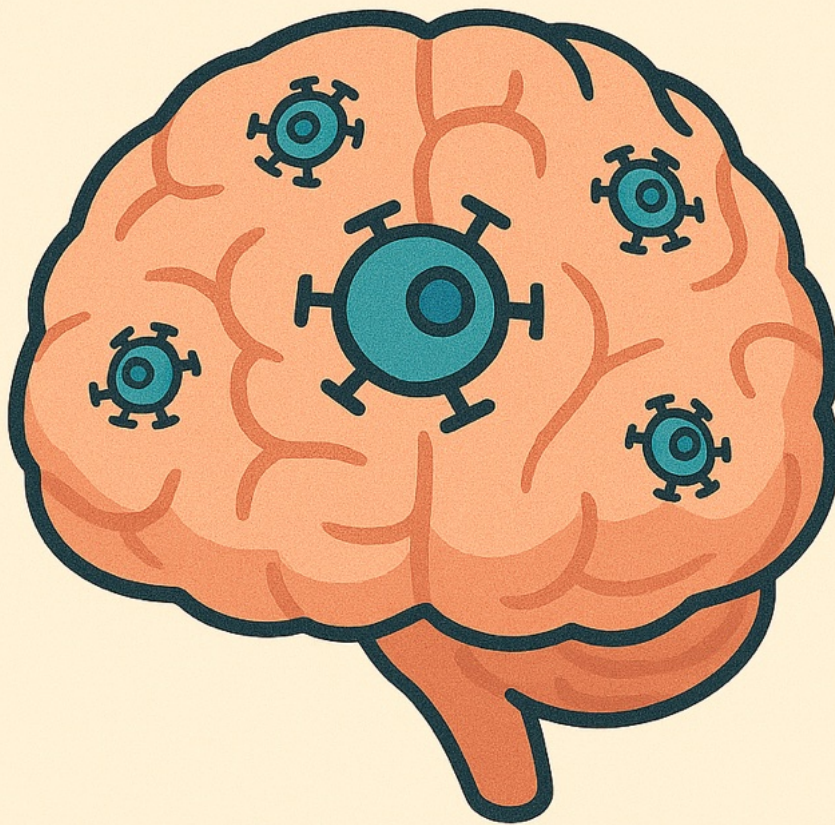
# TECHNOLOGY

## INTERNET OF THINGS



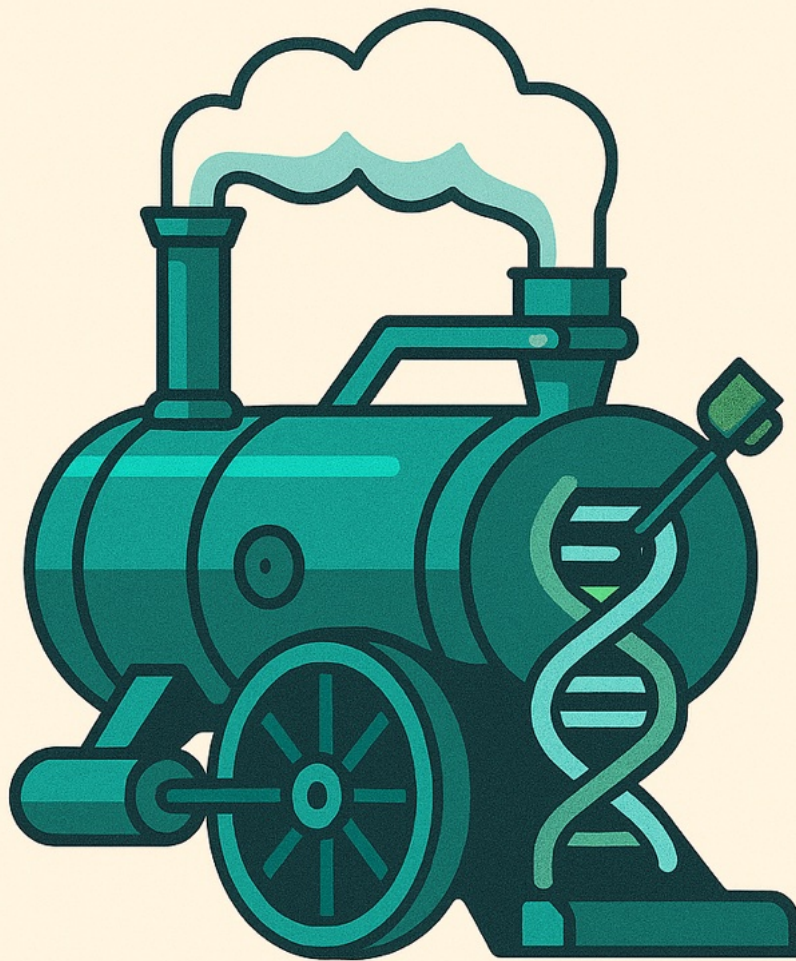


# TECHNOLOGY NANOBOTS





# TECHNOLOGY STEAM ENGINES



# VALUES CARE





VALUES  
EMPATHY



# VALUES EMPOWERMENT





VALUES  
FREEDOM



# VALUES SUSTAINABILITY





# VALUES EQUALITY



