

# Build the future upon the Thau Lagoon!

Inspired by Aforithms for the Future™



This game is a co-operative, scenario-building tool. It helps participants explore how **seaweed cultivation** could develop under different social, ecological, and regulatory conditions.

**Players:** Groups of 5-6 people + 1 moderator  
**The objective:** Use your imagination to co-create bold new futures!

**Tip:** Play twice for best effect!



## Tension Cards

Variables that will define and shape this future world. Significant issues, trends, or drivers.

- Social justice
- Coastal development
- Climate pressure
- Regulatory flexibility
- Funding & investment
- Research & pilot trials
- Technology
- Nutrient pollution
- Public interest
- Shellfish decline
- Non-native species
- Shared language

## Inspiration Cards

Prompts to inspire change in movement, method, or mood. These are concepts that will inform and inspire the creation of "artifacts".

- IMTA systems
- Biofiltration = ecosystem service
- Youth entry into the sector
- Women in aquaculture
- Collective action
- Knowledge exchange & peer learning
- Climate adaptation
- Local tourism
- Diversification
- Water quality monitoring
- Political advocacy
- Local restaurant cuisine

## Object Cards

Concrete, material things that will inform and inspire the creation of "artifacts".

- Cosmetics
- Oyster tables
- Purification tanks
- Fishing
- Food
- Campaign
- Aquaculture training centers
- Marketing
- Start-ups
- Local media
- Agriculture
- Oysters

### Step 1.

#### Setting up your future world (15 mins)

- Choose 2 **TENSION** cards to define your imagined future world.
- Roll your dice. The first dice number will define the intensity level of the 1st **TENSION** card. Roll again to define the intensity of the 2nd **TENSION** card.



Use a physical dice or an online dice!



5 Insert 1st **TENSION** card here

What does more/less ..... look like?  
Write ideas below.

3 Place your "world" on the X-Y grid with a dot. Each axis represents the **TENSIONs** selected, and the scale runs from 1 (very little) to 6 (a lot).

Insert 1st **TENSION** card here

Insert 2nd **TENSION** card here

4 Describe this future world

A world with high/medium/low .....(1st **TENSION**) and high/medium/low .....(2nd **TENSION**).

Define 1st **TENSION**:  
Define 2nd **TENSION**:

6 Insert 2nd **TENSION** card here

What does more/less ..... look like?  
Write ideas below.

**Example world description:**  
A world with low **regulatory flexibility** and high **climate pressure**.

**Regulatory flexibility** = ability to adapt rules and procedures.  
**Climate pressure** = environmental stress caused by climate change

- 7 Use these guiding questions to discuss:
- Which regions of the grid are utopic or dystopic?
  - What are the best and worst aspects of this world you've created?
  - How much does this world differ from the current world?

### Step 2.

#### World-building through artifacts (25 mins)

- Draw 2 **INSPIRATION** cards and 2 **OBJECT** cards using a dice or random number generator.
- Combine 1 **INSPIRATION** card + 1 **OBJECT** card to create 1 **artifact**. Repeat to create 2 artifacts.

**Rule \***  
Every artifact must involve **seaweed cultivation**, either in production, use or impact.

**Artifacts can be...**  
 • a product or service  
 • a business  
 • a training program  
 • a piece of infrastructure  
 ...or something else!

**Example artifacts:**

What artifact could we create in a world with low **regulatory flexibility** and high **climate pressure** with the combination of the **IMTA systems** and **Cosmetics**?

A seaweed-based cosmetic line marketed through local pharmacies

3 What could exist in this world?  
Name and describe your 2 artifacts below.

Insert **INSPIRATION** card here + Insert **OBJECT** card here = Name your artifact

Insert **INSPIRATION** card here + Insert **OBJECT** card here = Name your artifact

4 Fill in the Artifact details \*

	What is it?	Who uses it?	How does it address the two <b>TENSIONs</b> ?
1			
2			

### Step 3.

#### Choosing a future (10 mins)

- Vote together:**  
**Which artifact best represents this imagined future?**  
Use any method you like (show of hands, discussion, quick consensus).  
The artifact with the most votes becomes the obelisk.

2 Once you have finished the vote, write the artifact with the most votes in the box below.

**The Obelisk**

This represents the group's final creation, your shared vision for a better future!

Artifact name

- 3 Use these guiding questions to discuss:
- Is this future desirable?
  - What would it take to get there?
  - What could go wrong?
  - Who stands to lose versus gain in this scenario?

**Well done!** You have completed the game by using imagination to co-create one possible version of the future. **Use these insights to make a difference in real life!** ☆

