# Future Artefacts Speculative Design Workshop

8 APRIL 2024

9:00 AM - 1:00 PM



## **OUR COLLECTIVE JOURNEY**

- Countries in the Region committed to put the future up front, and to future-proof health, wellbeing and health systems in a context of dynamic change.
- The end of WHO's 75<sup>th</sup> Anniversary <u>and</u> the appointment of our new RD offer an exciting opportunity to **enrich our collective vision for the region** through diverse perspectives and a forward-thinking approach.
- Series of foresight-based engagements around World Health day that will culminate in interactive exhibit showcasing artifacts from the past 75 years of WHO's accomplishments, along with co-creations representing the future of health.

- 4 April: Future of Health Foresight
   Workshop with staff
- 5 April: Future of Health Foresight
   Workshop with partners
- **5 April**: Fast futures timeline activity
- 8 April: Future Artefacts Speculative
   Design Workshop with staff



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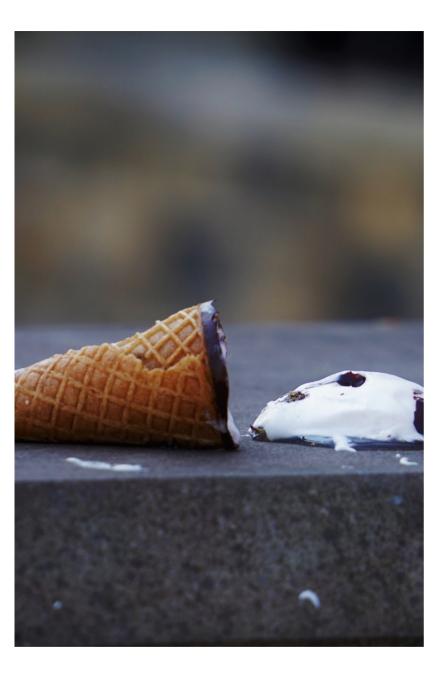
 Synthesis scenarios and stories. Use the outputs of previous workshops to identify scenarios and stories for the future of health and role of WHO.

**GOALS FOR TODAY** 

1. Speculative design. Propose a set of possible objects to illustrate the future of health and role of WHO until 2100.

The outputs created will become the shortlist for objects to be produced for the future of health exhibition.

# Things To Keep In Mind Before We Begin



# It's okay to make mistakes (there are no right answers)



## 2

# Speak up and make room for everyone to be heard



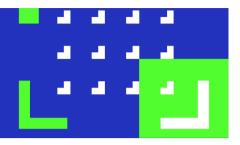
## 3

# Give each other your full attention



# It's going to feel fast

## **WELCOME AND INTRODUCTIONS**





#### Dr Kristin Alford

Futurist & Director, MOD. University of South Australia

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Dr Aaron Davis

Senior Lecturer in Architecture, University of South Australia



#### Dr Dylan DeLosAngeles

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Exhibition Coordinator, MOD. University of South Australia



#### Brooke Ferguson

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Futures Officer, MOD. University of South Australia

## **Our Agenda Today**

- 9:15 Introduction to Experiential Futures
- 9:30 Review Fast Futures Timeline
- 9:45 Story to Stuff with Lego® Serious Play®
- 10:45 Morning Tea
- 11:15 Speculative Object Briefs
- 11:45 Marketplace
- 12:40 Closing Reflections



# Why think — about the future?

- 1. Decisions have long-term consequences
- 2. Future alternatives imply present choices
- 3. Forward thinking is preferable to crisis management
- 4. Further transformations are certain to occur



### 5 Ways of thinking — about the future

- 1. Deeper thinking for understanding patterns in the past and present
- 2. Observing, noticing and scanning for signals of future change
- 3. Creative thinking for imagining alternative possibilities
- 4. Articulating vision and preferred futures
- 5. Being open to emergent futures



### Beyond thinking — to experiences of futures

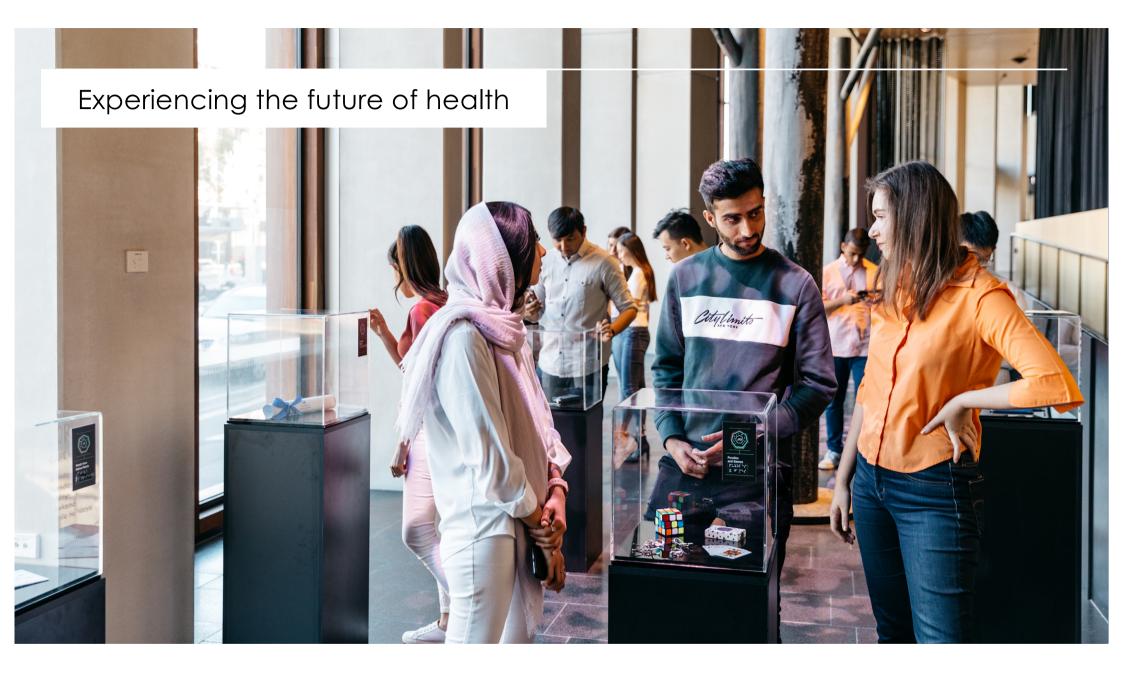
'The distinctive value of experiential futures practices comes from how they help people connect to potential futures as more than just ideas or thought experiments'

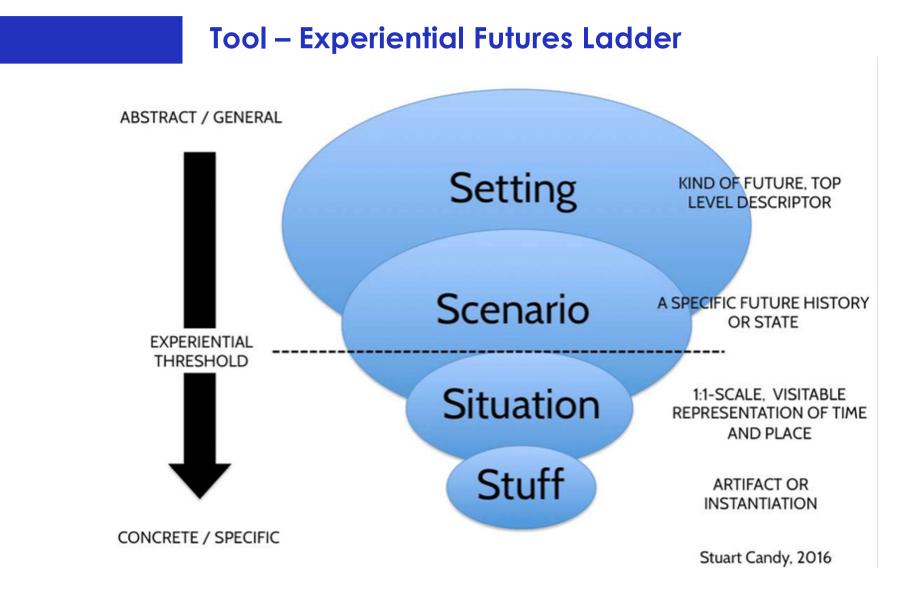
- Stuart Candy

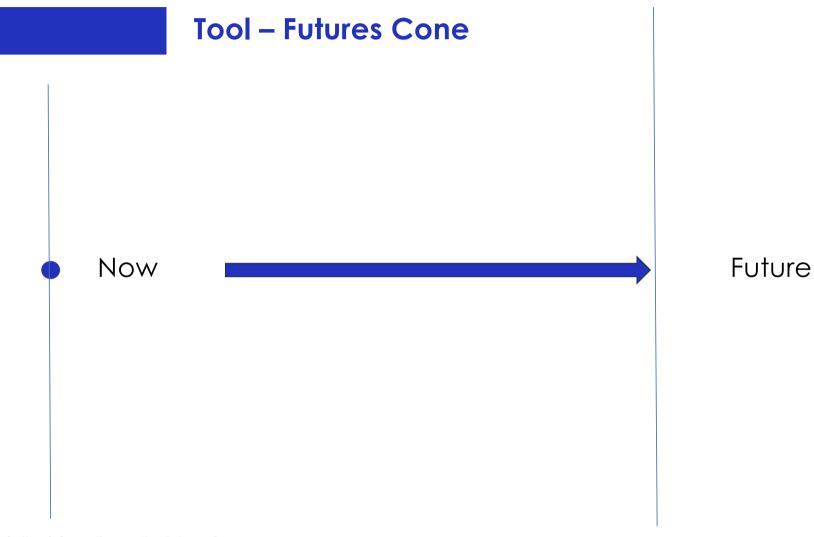
'...one of the most powerful means of effecting change is when people can directly, tangibly and emotionally experience some of the future consequences of their actions today'

- Anab Jain



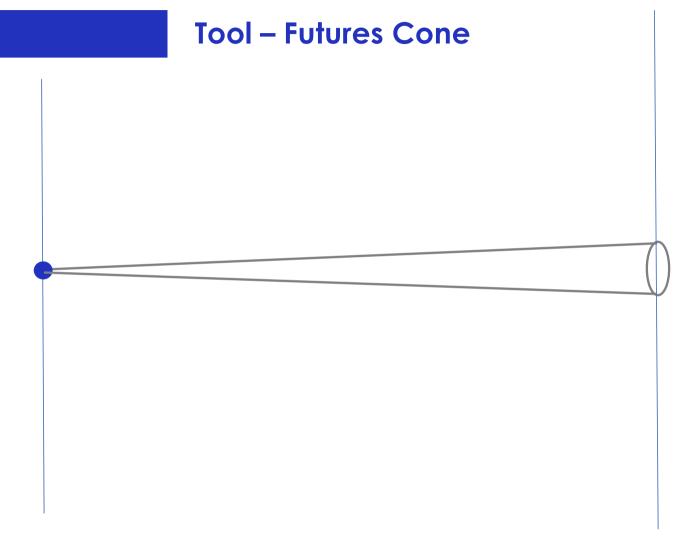




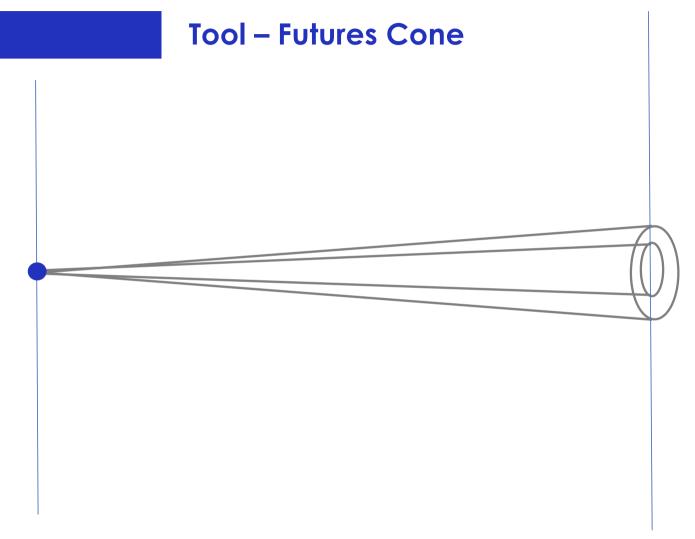


For further information on the Futures Cones see: <u>https://thevoroscope.com/2017/02/24/the-futures-cone-use-and-history/</u>

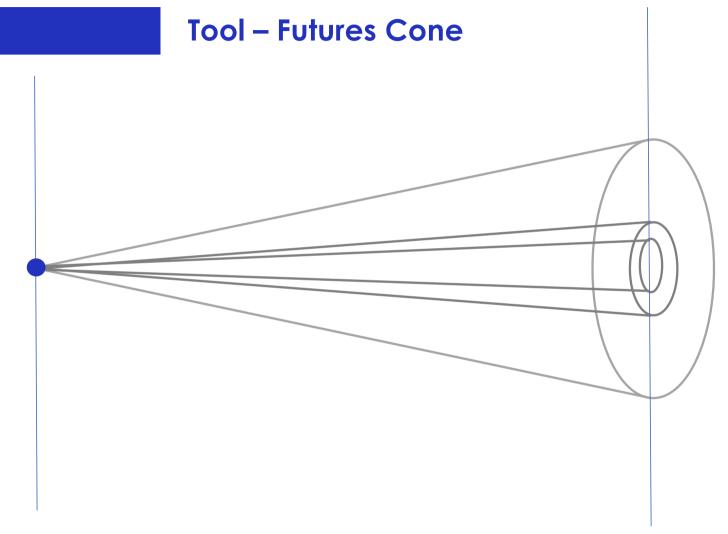
Noting that this draws on Western perceptions of linear time



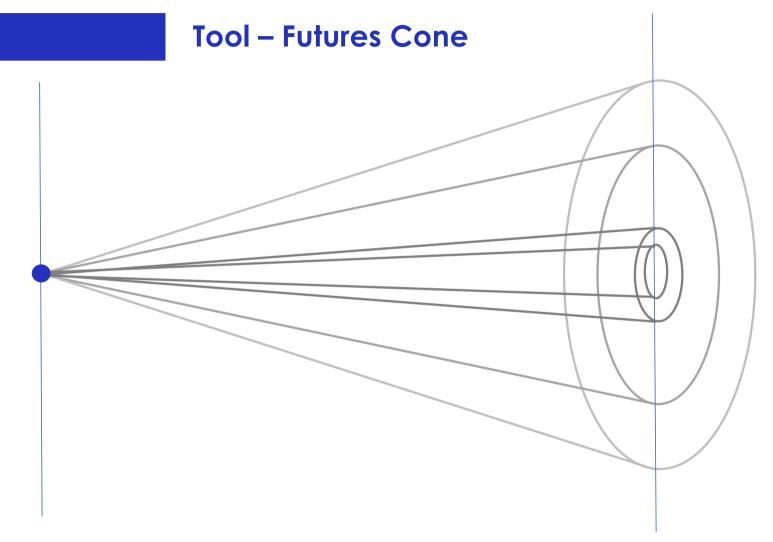
## Projected



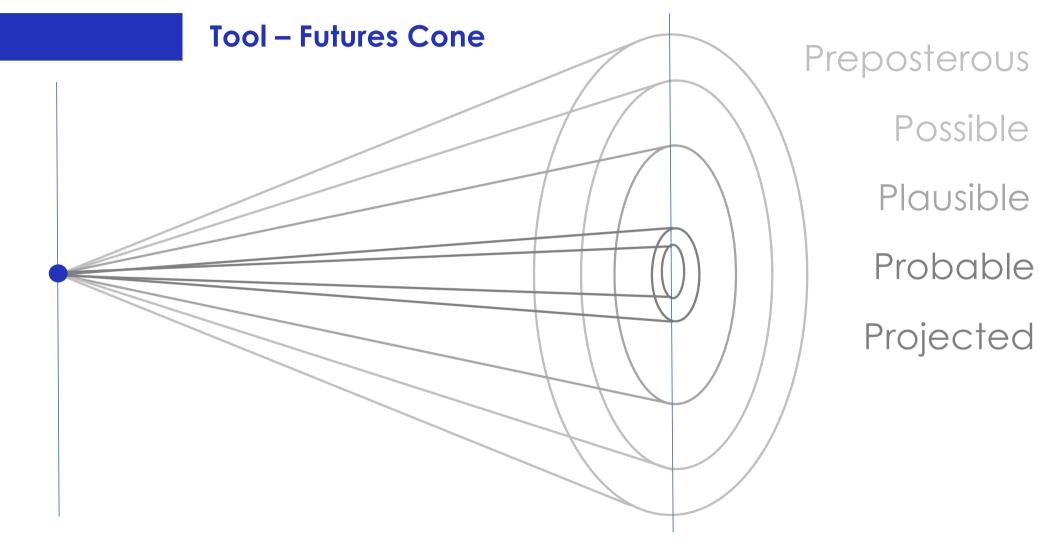
Probable Projected

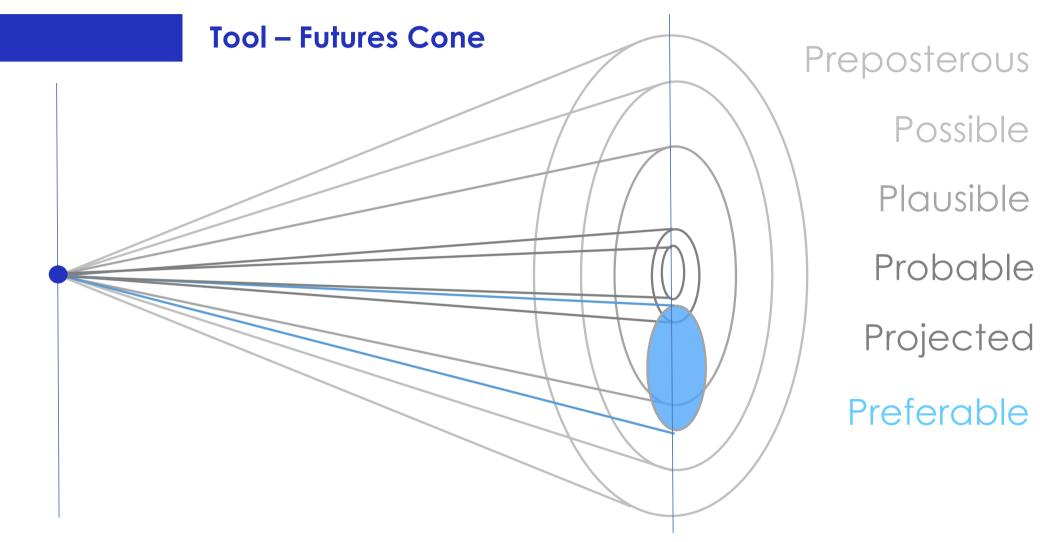


## Plausible Probable Projected



Possible Plausible Probable Projected





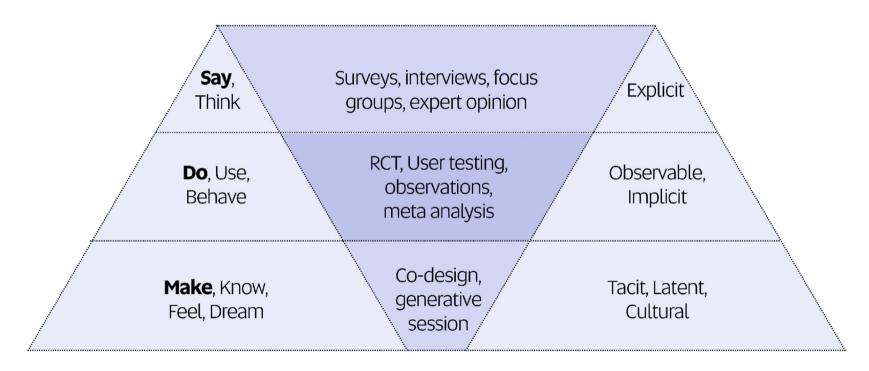


" It is often our expertise and experience — the things that we know to be right and that work that prevent us from coming up with something truly new" (David Burkus 2013)





## **Types of questions**



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## GROUPINGS

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#### **GROUP 1**

Chung Won LEE Danilo Ramon LUZENTALES Ogusa SHIBATA Juan Paolo TONOLETE Sheilane CEÑIDOZA

Jen ELECCION

### GROUP 2

Mario BUSTOS RUBILAR Merry Joyce DINSAY Jessica KAYAMORI LOPES Hassene SIDATT Isabel Constance ESPINOSA Kiho JEON

#### **GROUP 3**

Jacqueline KITONG Remis R. CASPILLAN Jacqueline CASTRO Rajendra Prasad Hubraj YADAV Lorna Torres VILLAFLOR Dilip HENSMAN

#### **GROUP 4**

Amy Louise AULD James HOWLETT Eileen LIM Rauell John SANTOS Robert Ryan ARCIAGA April Siwon LEE

#### **GROUP 5**

Emma Sell-Goodhand Misa MIRANDA Sukadeo NEUPANE Sela Vikatorie PAU'U Sreyleak KHENG



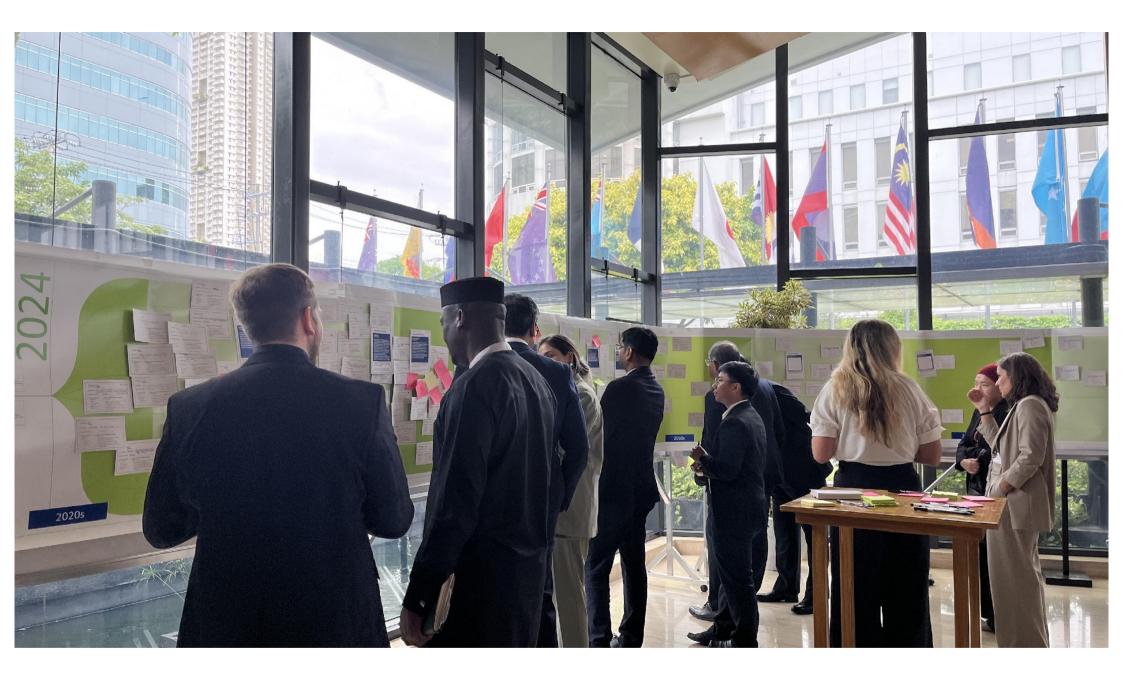
## ACTIVITY: — Fast Futures Timeline

#### Aim:

To review the outputs from the last two workshops.

#### Why:

To give context for how the outputs from the last two days of workshops will inform today's activities, particularly around the development of scenarios.





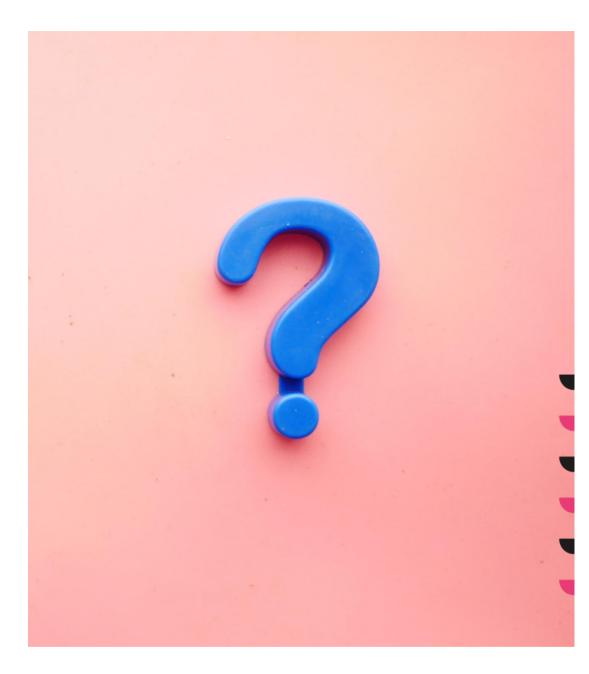
## ACTIVITY: — Fast Futures Timeline

Steps:

- Review the outputs from the last two workshops on the Fast Futures Timeline
- In a group of 2-3, select a Scenario, then collect all Event Cards, Sticky-notes, and model photographs that relate to that Scenario.



## What's on your mind?



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### **ACTIVITY**:

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#### Aim:

To use the Lego® Serious Play® method to prototype objects from the future.

#### Why:

To develop "stuff" from the scenarios, and stories that have been generated to date.



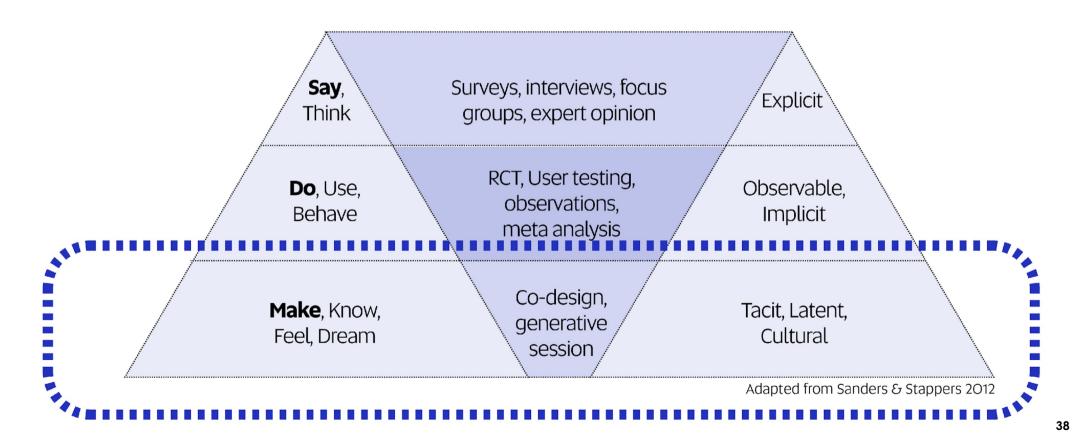
## **Today's Technique** LEGO<sup>®</sup> Serious Play<sup>®</sup>

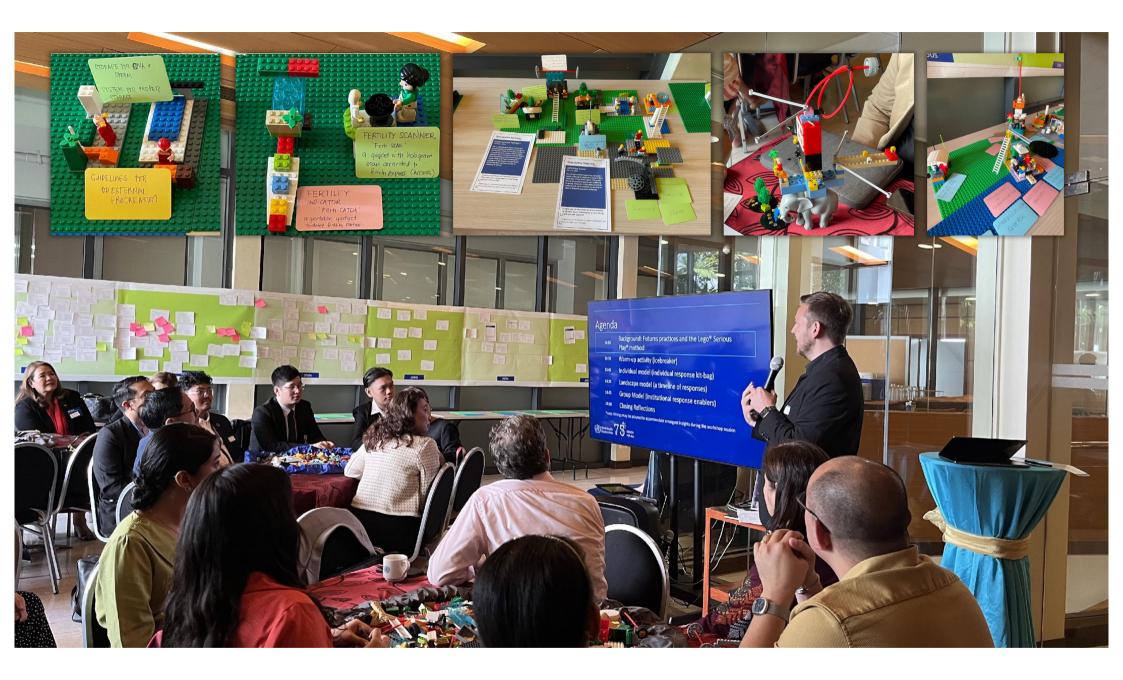


## **LEGO<sup>®</sup> Serious Play<sup>®</sup>** A tool for thinking A tool for having conversations



## The value of LEGO<sup>®</sup> Serious Play<sup>®</sup>







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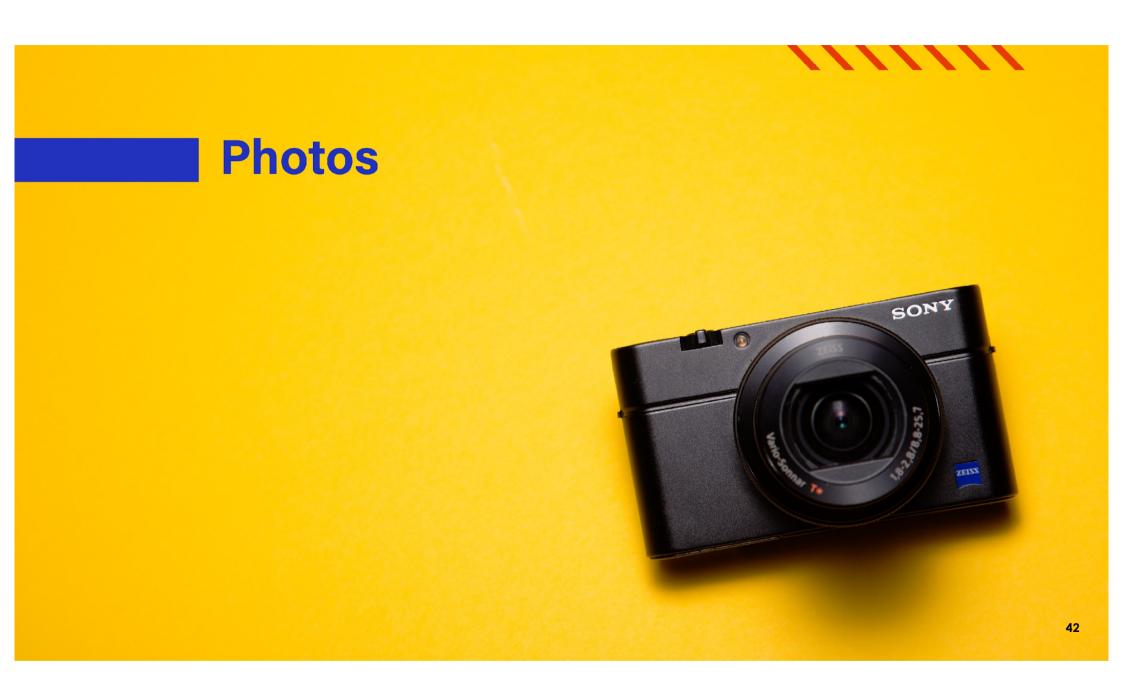




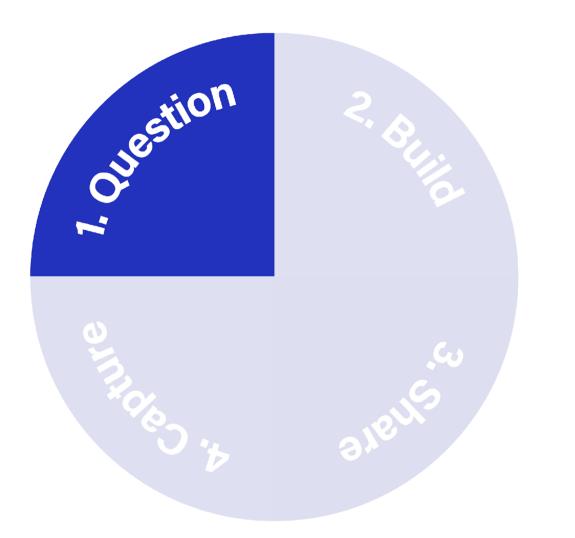
## The value of LEGO<sup>®</sup> Serious Play<sup>®</sup>



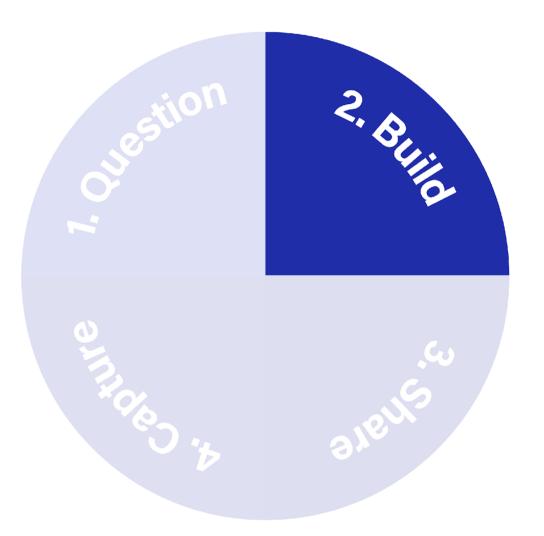




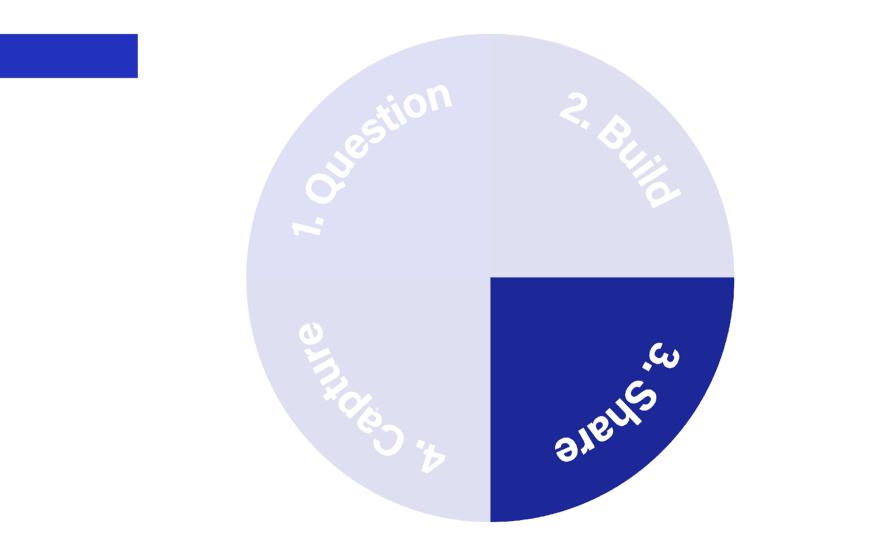




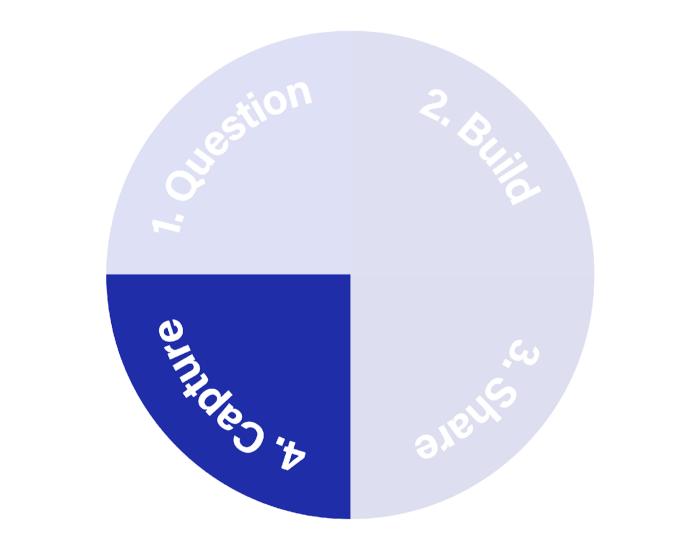














# Two rules 1. Don't have a meeting with yourself 2. Think metanbor and

# 2. Think metaphor and story

## Warm Up (part 1) Take any 8 pieces of Lego<sup>®</sup> and construct something with them

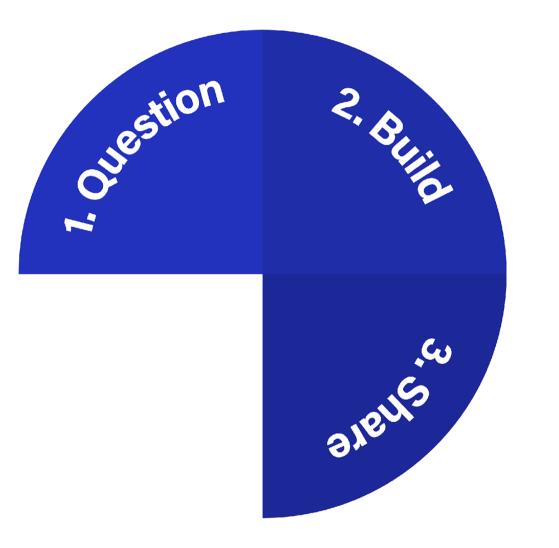
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Warm Up (part 2) Take any 8 pieces of Lego<sup>®</sup> and construct something with them

Share with your group, how your model represents one of the cards you have been given.

. . . . . . . .





Individual model Build a series of objects that would be helpful in responding to your group's scenario Individual model Build a series of objects that would be helpful in responding to your group's scenario

**Remember:** 

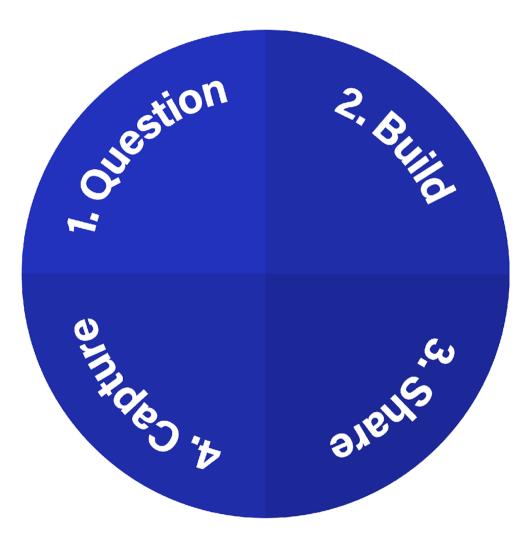
Don't have a meeting with yourself

Think metaphor and story not literal representation





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web: yogile.com/WPRO email: WPRO@yogile.com

## Break

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#### **Speculative Object Briefs**

- Speculative Object Briefs are documents or guides that outline the parameters, goals, and key aspects of designing speculative objects.
- In the context of speculative design, these briefs serve as a foundation for creating objects that challenge existing norms, provoke thoughts about the future, and explore alternative possibilities.
- Contain information on the intended concept, target audience,
   contextual background, and desired impact of the speculative object.



## **ACTIVITY**:

### ---- Speculative Object Briefs

#### Aim:

To summarize the Lego® Serious Play® objects and use the Experiential Futures Ladder to connect "settings, scenarios, situations and stuff" together in cohesive system-based narratives.

#### Why:

To test ideas so that we may develop an initial longlist of prototypes that may be included in the Future of Health Museum Exhibition

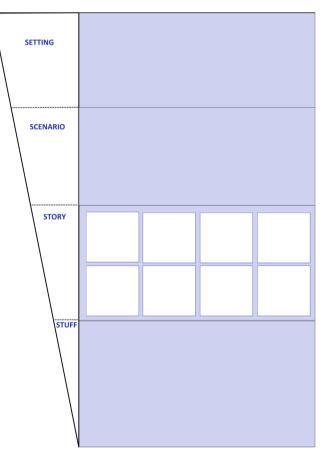


## ACTIVITY: ---- Speculative Object Briefs

#### Steps:

- 1. Consider an object you have created
- 2. Use the template to note the setting and scenario you were responding to
- Use the squares to set out components of a story that relates to your object. You can do this through text, or graphically.
- 4. Describe the object (the 'stuff')
- 5. Repeat for further objects

#### **Speculative Object Briefs**



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### ACTIVITY: — Marketplace

#### Aim:

To provide further iteration of object ideas

#### Why:

To test ideas so that we may develop an initial longlist of prototypes that may be included in the Future of Health exhibition

## Law of Two Feet

if at any time you find yourself in any situation where you are neither learning nor contributing – use you two feet and move to some place more to your liking.





### ACTIVITY: — Marketplace

#### Steps:

- 1. Choose which station(s) to start at
- 2. Contribute to only one or many stations
- 3. Add, develop or alter the object briefs (or objects) at different stations with the assistance of MOD team

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### ACTIVITY: — Marketplace

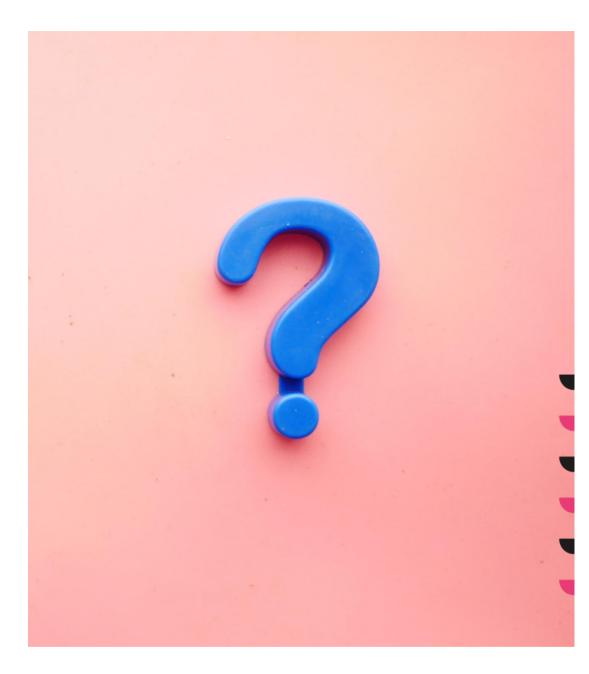
#### Steps:

- 1. Choose which station(s) to start at
- 2. Contribute to only one or many stations
- 3. Add, develop or alter the object briefs (or objects) at different stations with the assistance of MOD team
- 4. Using the sticky dots provided, identify preferred objects / briefs at each marketplace table.

Which object(s) would you be most excited by if you encountered them in the Future of Health Exhibition?



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## **CLOSING REFLECTIONS**

Objective: What did you see and hear?

Reflective: What did you feel?

Interpretive: What was your key insight?

Decisional: What are you excited to see taken forward?

**Helpful Resources** 

UN Strategic Foresight Guide

Foresight approaches in global public health A practical guide for WHO staff







# Thank You!

**GET IN TOUCH** 

wprofutures@who.int



## Mobility Break