



# MINDGAME ON THE FUTURE

Author: Philippe Ternes - [philippe@ourcommonfuture.org](mailto:philippe@ourcommonfuture.org)

## Description

The future is being prepared by large tech and medical companies and other actors, mostly behind closed walls. Citizens are consumers of the changes. If we would like to have our say, the most effective way may be to try to anticipate possible developments and debate whether they are desirable before they become a reality.

## OBJECTIVES

- Developing the capacity to imagine the future
- Considering developments which have already started and their possible implications
- Discussions about the ways in which citizens worldwide can shape future developments in technology, medicine, science, and also with regard to climate change and other major challenges
- Conceptualisation of future governance
- Development of knowledge about technology and global phenomena
- Discussion about global political priorities.

## Democracy Skills:

- Imagination & Creativity
- Deliberation
- Assessment of overall priorities

## Duration:

- 90 minutes

## Size of group:

- 10 - 30 pp (ideal size)
- Minimal group size: 6
- Maximum group size: 50



Co-funded by  
the European Union



democracyrally.eu

# MINDGAME ON THE FUTURE

Author: Philippe Ternes - [philippe@ourcommonfuture.org](mailto:philippe@ourcommonfuture.org)

## Accessory Tools:

- Computer & beamer
- Slido (in particular for larger groups)
- Pens and paper

## Age groups:

- 16+
- 12-15 (adapted version)

## Methodologies:

- Visualisation of text
- Discussion in pairs and groups of 4 persons
- Slido exchange and voting (for groups larger than 10)
- Plenary Discussion
- Notes on paper by participants (for groups of 10 or smaller)



Co-funded by  
the European Union



# MINDGAME ON THE FUTURE

Author: Philippe Ternes - philippe@ourcommonfuture.org

## Activity description

1. Optional:

Participants are invited to sit comfortably and participate in a guided meditation (5 minutes).

· The aim of this meditation is to help people connect with themselves and feel mentally and emotionally receptive before engaging in this activity.

2. Participants are asked to sit in pairs.

3. The first 3 parts of the letter are projected. Each part is read out loud by different participants. (3min)

4. After the first 3 parts of the letter (3 sheets/pages), participants are asked to discuss the letter in pairs. (7min)

5. Each group is asked to submit their comments via slido and to vote on their favourites. (3min)

6. Those comments with the highest number of votes are discussed in the plenary. (10min)

7. Participants are now asked to form groups of 4 persons.

8. Parts 4, 5, and 6 of the letter are projected. Each part is read out loud by different participants. (3min)

9. Groups are asked to discuss this part of the letter and to submit their comments via slido and to vote on their favourites. (15min)

10. Those comments with the highest number of votes are discussed in the plenary. (12min)

11. Conclusion



Co-funded by  
the European Union



# MINDGAME ON THE FUTURE

Author: Philippe Ternes - [philippe@ourcommonfuture.org](mailto:philippe@ourcommonfuture.org)

For groups of 10 or smaller: participants come to sit in a circle and the moderator asks the following questions: (see below)

For groups larger than 10: a survey with the following questions is published on slido and participants receive 10 minutes to respond:

- Which one was the most frightening idea to you?
- Which one was the most positive idea for you?
- Did the activity motivate you to research or learn more about a certain topic?
- General remarks
- Which aspects should Jenny address in her next letter?

Answers submitted to slido are then analysed collectively, focusing on the top 3 responses on each question. The discussion does not need to follow each question individually, but participants are asked to share their reflections generally on all points.

## Possible extensions (follow-up)

1. At the end of a MindGame, polls can be published on certain elements of the letter in order to allow participants to compare how they perceive these elements. This can be done before or during the final discussion.
2. Participants are invited to write their own letter from the future and to register for an online MindGame session with participants from all over the globe.
3. In case there is more time, participants may be asked to write one paragraph themselves. These paragraphs are then united in order to make up one story, which will then be analysed according to the steps described.
4. Alternatively, participants can be asked specifically to write a letter by their future self to themselves nowadays, presenting what they will have achieved and how they will have impacted the world (if the goal is to focus solely on positive projections).



Co-funded by  
the European Union



# MINDGAME ON THE FUTURE

Author: Philippe Ternes - [philippe@ourcommonfuture.org](mailto:philippe@ourcommonfuture.org)

## Remarks

- The content of the letter may need to be adapted to the age group in question.
- Letters need to be carefully drafted in order to be coherent while avoiding single elements standing out too much without being sufficiently reflected upon (which would take up too much attention).
- In case participants have the chance to engage in several sessions (for example during an online follow-up), one letter can build upon the next one. It may be beneficial to start with those elements which can be more easily accepted and then to gradually progress towards opportunities or challenges which might seem more daring or frightful. The rally session could thus be used as an introduction, and participants who are interested could then participate in a series of mind games in the weeks and months after the rally.



Co-funded by  
the European Union