The Driverless City Scenario Builder

DESIGNED TO HELP PARTICIPANTS IN SCENARIO BUILDING FOR A HUMAN-CENTERED CITY, IN THE AGE OF DRIVERLESS CARS.

STEP 1: RELAX
There is no winner or loser; you don’t play against each other. It’s important to start with blank slate and let the play lead your imagination.

STEP 2: CHOOSE A ROLE TO PLAY
There are two participants; one is ‘Traveller’ who brings up a question about future; other participant is ‘Navigator’ who responds to Traveller’s question.

STEP 3: ASK A QUESTION
Traveller starts by asking a question of what he/she wants to know about the future of mobility, urbanism, and social life.

STEP 4: PICK FIVE CHIPS
Navigator needs to shuffle the chips then let the Traveller pick five chips and face them up.

STEP 5: LAY OUT AN ARC
Navigator responds to Traveller’s question by making an arc with chosen chips so that the top three chips signify the most important elements of the response.

STEP 6: TELL A STORY
Navigator responds to the question by telling a story about the future using the terms on the chips. To develop the story traveller asks ‘what if’ questions and draw additional chips from the deck.

STEP 7: MAKE A TRAVELOG
The Traveller can write down the story for sharing later.