



European
Commission



FuturGov game: Gaming the future of power relations

The Game Team



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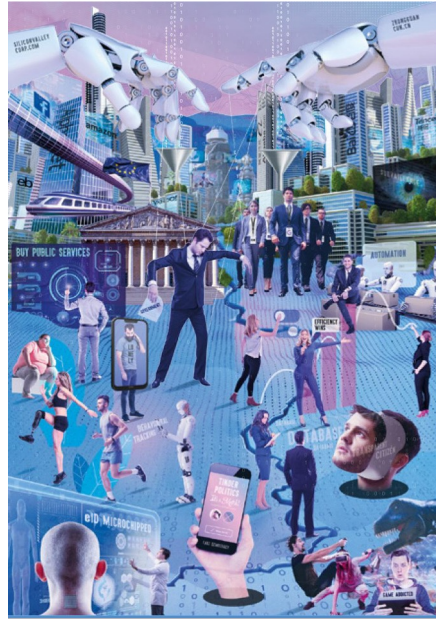


Strategic Foresight, Design for Policy and Speculative Futures Experts,
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FUTURGOV GAME

- Foresight game
- Helps understand the complexity of decision-making and governance
- Looks at the future from different roles and positions
- Stimulates collaborations among actors

How we started...



Interactions over the period of almost 2 years From first concept to elaborated game



FuturGov Game Sessions (selection)

Sessions

Hertie School, Berlin, Germany December 2018
Zagreb University, Croatia December 2018
DG CNECT, Brussels December 2018
Ecole Nationale d'Administration, Paris, France December 2018
St Etienne school, France March 2019
DG JRC, session with DG, January 2019
Lund University, Sweden May 2019
DG CNECT Luxembourg June 2019
DG JRC, session as a part of the FuturGov workshop with mixed stakeholders, July 2019
DG HR, Brussels September 2019
DG JRC, Modified session with Young Talents, September 2019
Eurocities Knowledge Society forum, Cologne, Germany October 2019
Creative Bureacracy festival, September 2019
European week of cities and regions, Brussels, Belgium October 2019
Anticipation 2019 conference, Oslo, Norway October 2019
European Court of Auditors, 2020
DG JRC, session with mixed stakeholders, February 2020

Countries

Germany
Croatia
Belgium
France
Sweden
Luxembourg
Norway

Institutions

Universities, Design Schools
European Institutions
Public Administration
Eurocities
Futures Conferences, etc.

Game application

1. **Immersion into the future:** hopes and expectations
2. **Educational tool:** collective intelligence and collaboration
3. **Conversational tool / Research tool :** Structured conversations
4. **"Test your concept" and simulate :** Test ideas about possible actions.
Stress-test policy options, strategy proposals in a sandbox

Game can be used and adapted under CC license for profit and non-profit purposes, reference to JRC required

How it works

4-8 players

4 rounds, time: about 1.5- 2h (offline)

1 scenario (*you can use your content*)

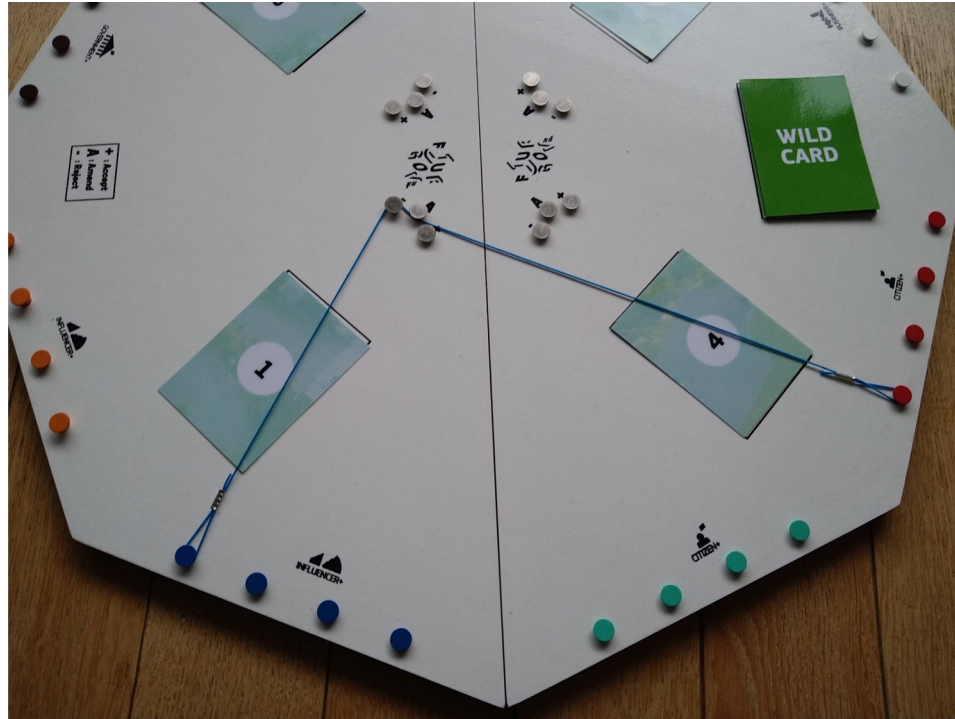
Each round: 1 draft policy to be accepted, rejected or amended (*proposals can be your content*)

1 amendment card + 1 wild card per participant for the whole game

Board and cards



Beginning



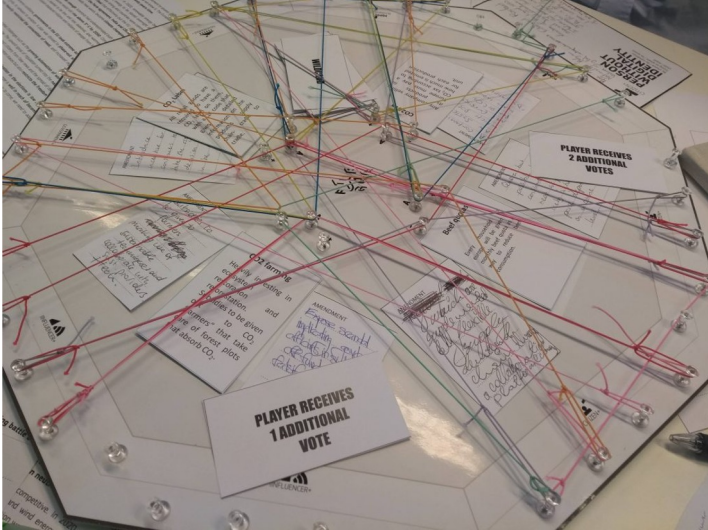
Playing



Deliberating and negotiating

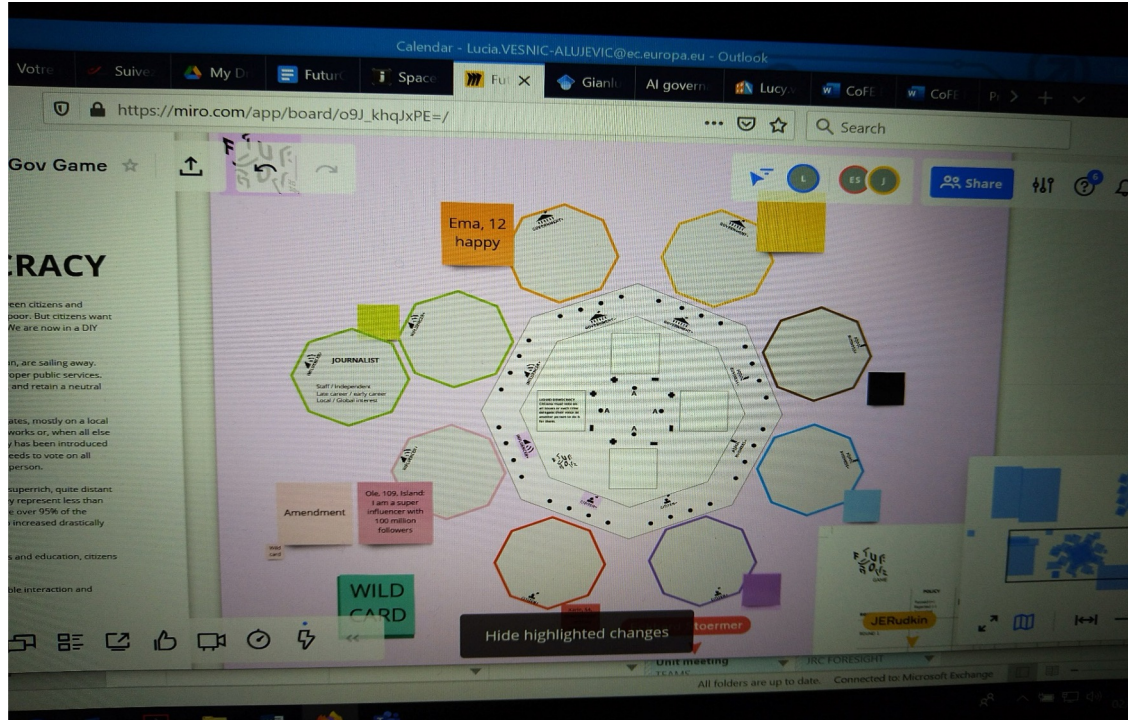


Best practices and lessons learnt



- Forward-looking setting and provocative draft policies to think outside of frames
- Using visuals (coloured) strings stimulates the conversations
- Better-quality deliberation offline compared to online
- Points and policy amendments => systematic use of negotiation skills
- In classroom to bring in innovative approach to citizenship education and political literacy
- Can be used as a research tool if the feedback is systematically collected

From physical to digital board... work in progress!



Let's give it a try

Green overregulocracy

- Climate fight remains important
- Heavily increased regulation on strategic infrastructure assets (e.g. phasing-out short distance flights, plans to restrict meat consumption)
- Nationalisation of railways, roads and other assets, including digital platforms
- Restricted freedom of speech
- Political engagement and participation low, but system is functioning



More details on the Game

- Introduction
- Game booklet rule
- Cards

Here:

https://knowledge4policy.ec.europa.eu/foresight/topic/futurgov-game_en



FuturGov Game is available to any interested party under a **Creative Commons licence**.

Please attribute JRC, EU Policy Lab

Lucia, Jennifer and Eckhard are happy to give you advice, contact via LinkedIn

The screenshot shows the Knowledge for Policy website interface. At the top, there is a navigation bar with the European Commission logo, a 'Log in' button, and a 'Translate this page' button. Below this is a dark blue header with the text 'KNOWLEDGE FOR POLICY' and 'Competence Centre on Foresight'. A sub-header reads 'We foster a strategic, future-oriented and anticipatory culture in the EU policymaking process.' There are links for 'Overview', 'Tools', 'Resources', and 'About'. The breadcrumb trail indicates the path: 'European Commission > Knowledge for policy > Foresight > FuturGov Game'. The main content area is titled 'FuturGov Game' and includes a description: 'Tool developed to stimulate policy debates. You can play it in 4 to 8 persons, with a duration of approximately 2h.' A 'Foresight' tag is present. Below the description is a list of bullet points detailing the game's objectives and features. At the bottom, there are two download buttons: 'FuturGov Game booklet rules' (127.63 KB) and 'FuturGov Game cards' (2.9 MB).

More Foresight Games, e.g. The Future Disruptions Game

The game is a physical gameplay originally developed by **Future Impacts** for the Evonik GameChangers Event, to feed the innovation strategy.

The aim of the game is to identify possible future "disruptions" or "GameChangers". It enables participants to openly and more creatively think about the future of a given system / area

- With the help of game mechanisms, the elements of the system are changed by the participants with (plausible) future disruptions
- Suggestions are given by "disruption cards" within the game itself
- The winner is the one that introduces the most / "best" disruptions to the system

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<https://future-impacts.de/future-disruptions-game>

