Please split into teams of at least three, but no more than six, and introduce yourselves to each other.







Congratulations you have been selected for your generosity and creativity to play megatrend mashup. In this time you will face an issue, gain knowledge, share knowledge and make a plan.







Blue cards are wicked problems, and are deliberately broad. You should consider them at a whole-problem level or home in on a particular aspect of them as you see fit. Consider prevention as well as cure angles.

NOTE: Hand out a pack of blue cards to each team, and have them randomly draw one.







Megatrend cards represent disruptive, emerging technologies that are changing the world.

NOTE: Hand out a pack of green cards to each team. Have them deal cards to each person until there are six dealt. Players may have different numbers of cards, this is fine.

The megatrend cards have a description on the front and examples of use now and in the future on the back. Read over your megatrend cards, you have two minutes.

NOTE: Players should start reading the explanation side of the card first.







Please briefly describe your trend cards to the group, if you are unfamiliar with them, just read the description out loud. If you are knowledgeable about a trend, then feel free to explain it in your own words. As you share them, lay out the cards in a central pool.







During your mission, please keep in mind the following guidelines.







#### **Embrace the Uncomfortable**

Often as you explore the possibilities of emerging tech you will happen upon ideas which feel a bit uncomfortable. For this game embrace that discomfort and explore it because so often just next to the uncomfortable idea is something that is golden.







#### Avoid Sci-fi

The megatrends are certainly forward looking, but if you find yourself using possibilities within them which aren't tangible now, then try to pull back to future now and future next . For example artificial intelligence is real now and in the future but it's not terribly useful to come up with mashups which need machines to have emotions.







#### White hat first

As you explore and mash up the megatrends it is often very tempting to put your black hat on and start knocking holes in ideas. For now, keep it in your back pocket and concentrate on finding the value in the mashups. There will be an opportunity later on to talk risks.







#### Respect each other and have fun

This game helps you work together to engage with these concepts and come up with some great ideas in a fun way, so please respect each other, try not to sideline or talk over anyone, and enjoy yourself.







As a team, choose 2 or three megatrends from your pool and mash them together so that they combine to contribute to solving an aspect or all of your problem. Explore some trend combinations and ideas, settle on one, and write it down on the provided sheet.

NOTE: Teams may have more trends if they want, but avoid trend-spam.







Now consider what we would need to do and when to get to the future that you have outlined.







Finally distill the essence of your idea to the reason that we would do it, why it would add value. Then you get to wear your black hat, and list out potential obstacles to achieving that value, and how we might overcome those.





