O PEEK: GAMES FOR EXPLORING THE FUTURE

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Peek is a game for exploring how diversity in technology, policy, society and ecology leads to rich futures. It can be used in both teaching and general play sessions with the public. The game is a response to the disinformation prevalent in popular media, and in particular the difficulty in explaining AI and machine learning and their benefits and drawbacks to lay audiences. There is a real need to educate people about how these potentially disruptive technologies could transform society, one way or another.

METHOD/TOOL/APPROACH: In order to design Peek: Games for exploring the future we applied multiple methods and approaches: ☞ Simplified futuring and scenario planning materials derived from STEEP+V framework ☞ Designing story elements based on traditional story archetypes ☞ Role-playing and improvisational theatre techniques ☞ Rational thinking and critical analysis ☞ Human-centred design ☞ Collaborative knowledge-building using correlation and citation ☞ "Day in the life" design exercises for persona-like "entities".

All photos courtesy of the author.

QUOTE / AUTHOR'S VIEW: Games, with their participatory nature and the right collaborative frameworks, can be a medium for collective reinventions. And that's why, designers must engage with the diversity of their users early in the design process and have plans for how they will include other perspectives in their work, at every phase of that work.