

Playing with the future: A card game for sustainable futures



Australian Government

Australian Research Council

Instructions

Form a group of 2 to 5 players.

Use the cards to create potential scenarios for fostering sustainable audience experiences and engagement in the future. Think speculatively.

Select 1 card from each category:
Audiences, Theme, Outcome, Mood,
Scale.

Place each card letter side up, so that the cards spell the word ATOMS.

As a group, use the guiding questions as provocations, to think about what is needed to develop and implement your future scenario/s.

Guiding Questions

- What kind of (digital and non-digital) infrastructures are needed?
- What kind of (digital and non-digital) resources are needed?
- What kind of cross-sectoral collaborations are needed to contribute to future opportunities?
- How will existing GLAM processes and practices need to adapt to enable this scenario?
- What can be learnt from existing GLAM processes and practices? How can these lessons inform sustainable GLAM futures?
- What role can the GLAM sector play in shaping sustainable futures?

Key Card

A is for **Audience** - who the scenario is designed for.

T is for **Theme** - the central idea or concept that underpins the scenario.

O is for **Outcome** - the result or consequence of the scenario developed.

M is for **Mood** - how it might feel for audiences (and other key stakeholders) to experience this scenario in the future.

S is for **Scale** - the timeframe in which the scenario occurs.

Wildcard Ideas

Audience

- Regional, Urban, Frequent, School, Young People, Online ...

Theme

- Minimising greenhouse gas emissions, Actively reducing carbon footprint, Climate change and ethics ...

Outcome

- Public program, Professional development, Front of house, Back of house, Collections ...

Mood

- Alienation, Anxiety, Cynicism, Excitement, Hope, Joy, Surprise ...

Scale

- Small, Medium, Large, Regional, Urban, Rural, Local, National, International ...

This game has been developed by Museum Digital Social
Futures for ACMI's FACT 2025.

It is based on the card game, Thing From the Future.

<https://www.museumdigitalsocialfutures.net/>

Audiences

Regional

#PlayingWithTheFuture
Museum Digital Social Futures

Audiences

Urban

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Museum Digital Social Futures

Audiences

Irregular

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Audiences

Children & Families

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Museum Digital Social Futures

Audiences

Older Adults

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Theme

**Embedding
sustainable
circularity
practices**

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Theme

Adapting & responding to climate change

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Theme

Optimising energy efficiency

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Theme

Minimising waste production

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Theme

Facilitating climate literacy

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Outcome

Machine learning

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Outcome

Exhibition

#PlayingWithTheFuture
Museum Digital Social Futures

Outcome

Policy

#PlayingWithTheFuture
Museum Digital Social Futures

Outcome

Collections

#PlayingWithTheFuture
Museum Digital Social Futures

Outcome

Education

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Museum Digital Social Futures

Mood

Anger

#PlayingWithTheFuture
Museum Digital Social Futures

Mood

Curiosity

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Museum Digital Social Futures

Mood

Nostalgia

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Museum Digital Social Futures

Mood

Optimism

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Museum Digital Social Futures

Mood

Wonder

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Scale

1 year

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Museum Digital Social Futures

Scale

3 years

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Museum Digital Social Futures

Scale

5 years

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Museum Digital Social Futures

Scale

10 years

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Scale

20 years

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Audiences

Wildcard

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Theme

Wildcard

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Outcome

Wildcard

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Mood

Wildcard

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Scale

Wildcard

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