

SPF Global Edition

Pilot Testing

January 2024



The first Speculative Pasts & Futures (SPF) game pilot took place at MOMus- Museum of Photography (January 2024). During the session, we delved into intriguing 'What If' scenarios to broaden our understanding of global dynamics. Join us as we explore these thought-provoking questions:

- Imagine a world where the Berlin Wall still stands. How would this have shaped global politics and communities?
- What if nuclear energy had gained universal acceptance as a safe power source? Consider the implications for our energy landscape and environmental challenges.
- Reflect on the possibility of the Islamic Revolution not succeeding in Iran. How might the Middle East have evolved differently?
- Contemplate a scenario where the outcomes of World War II were different. What lessons can we learn from envisioning such an alternate reality?
- Envision a united India and Pakistan. What could this mean for regional cooperation and development?

And many more speculative pasts...

These speculative scenarios are not just exercises in imagination but tools to understand our present and shape our future.

Feedback Summary

- **Overall Session Rating:** On average, participants rated the session 7.83 out of 10. Individual ratings varied from 5 to 9.
- **Future Skills Development:** The session's effectiveness in helping participants develop future-thinking skills was rated 7.67 out of 10 on average. Ratings ranged from 5 to 9.
- **Interconnection of Pasts and Futures:** Participants rated this aspect 7.44 out of 10 on average, with ratings from 6 to 10.
- **Fun Aspect:** The average rating for the fun aspect of the session was 7.22 out of 10, with individual ratings ranging from 4 to 10.

Suggestions for Improvement:

- Playing in groups and co-creating stories.
- Providing more information on historical events.
- Allowing more time for imagination and writing, as well as discussion.
- Focusing on themes and small group discussions.
- Adding explanations for specific scenarios.

This feedback suggests that the SPF game was generally well-received. There are opportunities for improvement, particularly in the areas of group interaction, informational content, and thematic focus.