REFLEXICON DESIGNING WITH FUTURE TERMS

FUEL 4 DESIGN FUTURE EDUCATION AND LITERACY FOR DESIGNERS / ERASMUS +

MAKE IT A FOLDER TO STORE THE CARDS

This kit includes 23 cards and 3 game modes.

The **Reflexicon** will help you apply the terms to your design project or activity as a designer to understand how your work might relate to shaping future needs, conditions and challenges.

Reflexicon in a card game that invites you to play with future terms from the *Lexicon* of the *Future Education and Literacy for Designers* project.

DESIGNING WITH FUTURE TERMS

REFLEXICON: GAME MODES

GAME MODE #1

INTROSPECULATION

WHAT THIS MODE IS FOR?

Introspeculation is a reflexive game encouraging to look at how terms from the Lexicon are interlinked - or disconnected - with your project or activity and how these terms could shape your work or posture as a designer.

HOW TO PLAY WITH THIS MODE?

- 1. Select the Introspeculation cards and the Term cards.
- 2. Look at the cards and according to the state of your project or activity and pick the ones that intuitively resonate the most with it.
- 3. Assemble four cards to produce a question,

How does + foresight + challenge + my process?

4. Reflect on the question and speculate on how it could be different. Iterate by rotating the cards or switching them to push the introspection further.

GAME MODE #2 MORE OR LESS

WHAT THIS MODE IS FOR?

More or Less is an ideation game helping you in levelling the influence of each term from the Lexicon in your project and envisaging how it can transform your design work.

HOW TO PLAY WITH THIS MODE?

- 1. Select the More or Less cards and the Term
- 2. Pick one of the *Term* cards you want to play with, depending on how you relate to this term.
- 3. Assemble 3 cards to create a hint, such as: More of + anticipation + in my analysis of the context?
- Imagine what this might produce for your work
- 5. Iterate by rotating the *More or Less +/-* card or by changing the Term card or the other card.

GAME MODE #3

WHAT THIS MODE IS FOR?

In Space is an inquiry game spatialising the Lexicon in the real world. By inviting you to look beyond your project, In Space helps in thinking how these terms might be already linked to our everyday life or could relate to it.

HOW TO PLAY WITH THIS MODE?

- 1. Select the In Space cards and the Term cards.
- 2. Pick a *In Space* card randomly and a *Term* card. Then, place or hold them in front of you.
- 3. Look at what the arrow card is pointing to. Consider the whole environment or a specific element being pointed.
- 4. Reflect on how the term (on the chosen Term card) could be linked to what the In Space card is pointing to.
- 5. Play with the arrow in imagining how the link between the term and the pointed environment might evolve tomorrow, in the next 5 years or even 50 years.





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GAME MODE #1: INTROSPECULATION

GAME MODE #1: INTROSPECULATION





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COUNTER

CHALLENGE

MANIFEST

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GAME MODE #1: INTROSPECULATION

GAME MODE #1: INTROSPECULATION

DIVERT

LIMIT

INFORM

EXPAND

(IN)

MY PROCESS OR METHODOLOGY

In other terms: the series of actions and methods, but also the choices, you take in order to structure your work.

(IN)

MY CONCEPTS OR IDEAS

In other terms: the raw ideas as well as the refined concepts you came up when designing.

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GAME MODE #1 & #2:
INTROSPECULATION + MORE OR LESS

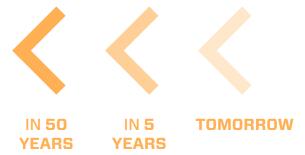
GAME MODE #1 & #2:
INTROSPECULATION + MORE OR LESS

(IN)

THE MATERIALITY OF MY IDEA

In other terms: the way(s) you express and materialise your idea or concept to communicate or demonstrate it. (IN)
MY ANALYSIS OF
THE CONTEXT

In other terms: the objective and subjective understanding of the project context and its related findings.





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GAME MODE #3: IN SPACE







GAME MODE #3: IN SPACE

TOMORROW



IN 5 YEARS



IN 50 YEARS



WOBE OF





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TERM FROM THE LEXICON

SCENARIO

- A future situation that could emerge, happen or develop.
- An imagined, designed or projected possible future plan or event.
- An outline, description or mediation of future actions or events.
- A written description of events in a play or film.

_	I RELATE TO THIS TERM BECAUSE	
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FORESIGHT

- A perspective on seeing ahead, prefiguring and planning the future.
- A mode of present knowing by looking forward.
- An ability to predict or foresee what will happen beyond today.
- A method of foreseeing what may be needed in future.

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TERM FROM THE LEXICON

SPECULATIVE

- To do with guess, conjecture and the abstract rather than facts.
- Concerning potential commercial or financial investment for future profit.
- Suggesting means to futures beyond current conditions and constraints.
- Possible estimates and projections not actual future realisation.

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ANTICIPATION

- To take care of ahead of time.
- To look forward to or visualise a future event.
- To be excited or apprehensive about something that is likely to happen.
- A foretaste or sense of what might occur in the near future.
- An expectation of hope, preparation or knowledge about a future scenario.

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TERM FROM THE LEXICON

PROJECTION

- Sending or moving something forward, an idea or a voice.
- An estimate of a future plan, situation or event based on what is already known.
- A psychological act that places attention of one's own views, desires or fears onto another.

I RELATE TO THIS TERM BECAUSE	

IMAGINARY

- Describing what exists in the mind alone.
- Based on surmise or abstraction, not reality or facts.
- · A quality of creative design or story making.
- An invented, fanciful or illusory construction.

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