

REFLEXICON

DESIGNING WITH FUTURE TERMS

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



MAKE IT A FOLDER TO STORE THE CARDS

REFLEXICON
DESIGNING WITH FUTURE TERMS

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.

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.

This kit includes 23 cards and 3 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, such as:
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* cards.
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?
4. 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

IN SPACE

WHAT THIS MODE IS FOR?

In Space is an inquiry game specialising 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.

**HOW
DOES...**

**WHEN
DOES...**

**WHO
DOES...**

**WHAT
DOES...**

SUPPORT

CHALLENGE

DIVERT

INFORM

COUNTER

MANIFEST

LIMIT

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.

(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.



**IN 50
YEARS**



**IN 5
YEARS**



TOMORROW



TOMORROW



**IN 5
YEARS**



**IN 50
YEARS**

+



IN 50 YEARS



IN 5 YEARS



TOMORROW

TOMORROW



IN 5 YEARS



IN 50 YEARS



MORE OF



LESS OF

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.

I RELATE TO THIS TERM BECAUSE...

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...

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.

I RELATE TO THIS TERM BECAUSE...

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.

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.

I RELATE TO THIS TERM BECAUSE...

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...