of the European Union

# FUTURES DESIGN TOOLKIT

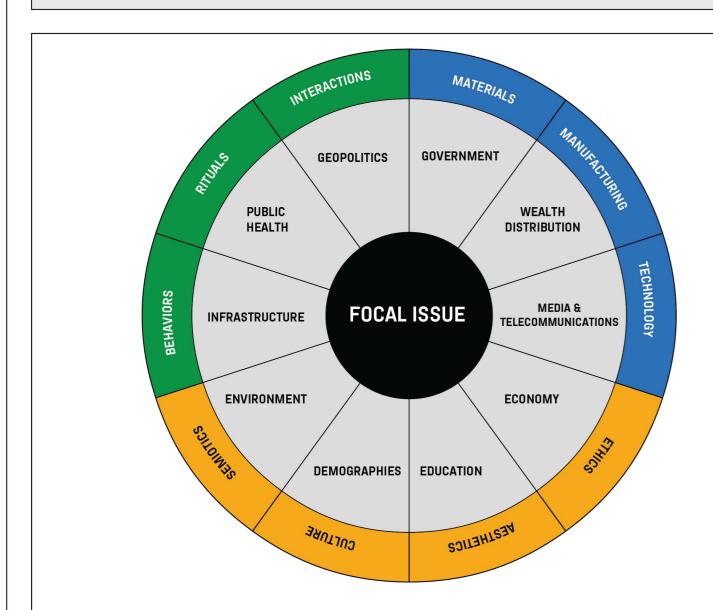
## 02 | FRAMING SIGNALS

## TIPS AND INSTRUCTIONS

# **FUTURE FORCES**

FUTURE FORCES\* represents external uncertainties & factors that broadly affect, business, government and society. The Inner layer of the circle represents 10 sources of macro change that are typically driving the futures. While the outer shell represents 10 aspects focusing on design factors.

- **01** Give yourself sometime to read and interpret the clusters made in the Horizon Scanning exercise.
- **Q** Read the description in the template clearly and make sure you and your team members are standing on the same ground.
- **03** From the clusters you've created, segment the gathered trends, concepts, drivers in the FUTURE FORCES template
- **0 4** Focus on events and drivers that are impacting the future of the investigated topic in each category.
- **0 5** Give yourself sometime for discussion to share concepts and ideas with each other.
- **06** In each section, have another layer of order in terms of urgency, priority or relevance. This would make it easier to narrow down your focus in the next stages



# MEDIA & TELECOMMUNICATIONS

All of the ways in which we send and receive information and learn about the world.

# WEALTH DISTRIBUTION

The distribution of income across a population's households, the ability for individuals to move up from their existing financial circumstances and the gap between the top and bottom brackets within an economy.

#### **DEMOGRAPHIES**

Observing how birth and death rates, income, population density, human migration, disease and other dynamics are shifting communities.

#### **ECONOMY**

Shifts in standard macroeconomic and microeconomic factors.

#### **ENVIRONMENT**

Changes to the natural world or to specific geographic areas, including extreme weather events & climate fluctuations

#### **EDUCATION**

Access and quality of education, workforce training, trade apprenticeships, the ways in which people are learning and the tools they're using and what people are interested in studying.

### PUBLIC HEALTH

Changes in the health and behavior of a community's population in response to lifestyles, popular culture, disease, government regulation, warfare or conflict and religious beliefs.

#### **INFRASTRUCTURE**

Physical, organizational, and digital structures needed for society to operate the ways in which the infrastructure of a city, state or country might impact another's.

#### **GOVERNMENT**

Local, state, national, and international governing bodies, their planning cycles, their elections and the regulatory decisions they make.

#### **GEOPOLITICS**

The relationships between the leaders, military and governments of different countries and the risk faced by investors in response to regulatory, economic or military actions.

