

*Destiny/
Fatalism*



You believe there is no control over what happens.

Beliefs

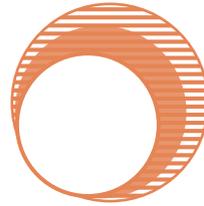
Divination



You extract meaning from an encounter with chance.

Beliefs

Actual



A type of reality with full concrete existence.

Capacities

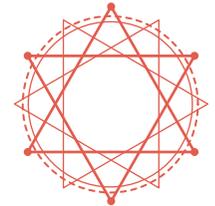
*Possible/Probable/
Plausible/Preferable*



Types of reality that: might happen [possible]/ is likely to happen [probable]/ could happen [plausible]/ you wish to happen [preferable].

Capacities

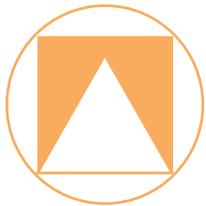
*Abduction/
Induction/
Deduction*



Think from a hypothesis [abduction] / from the particular [induction] / from the general [deduction].

Charts

Hyperstition



You trust a fictional meme to alter your reality.

Beliefs

Superstition



You expect something to jeopardize your chances.

Beliefs

*Potential/
Virtual*



A type of reality on the verge of happening, but not material yet [try using this instead of possible].

Capacities

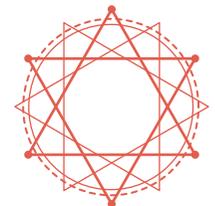
Unexpected



A type of reality that catches you by surprise.

Capacities

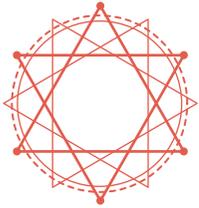
Perspectivism



Turn your human-centred perspective upside down, put it aside, shrink it to accommodate the nonhuman.

Charts

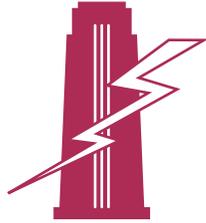
Anticipation



Imagine how to introduce the non-existent future into the present.

Charts

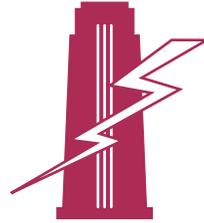
Border Politics/ Displacement



Split your project in two camps and pitch one against the other.

Crises

Decarbonization/ Peak-oil



Move to a landscape where extraction is no longer a resource and oil is exhausted.

Crises

Animism



Your world is populated by objects that become animated.

Stewardships

Decolonization



Your world is situated in a hierarchy with historical, political and colonial legacies.

Stewardships

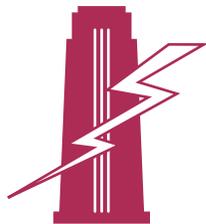
Speculation



Work in the space between the "is" and the "maybe".

Charts

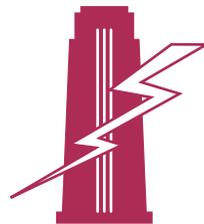
Extinction



Find yourself in the middle of the sixth extinction.

Crises

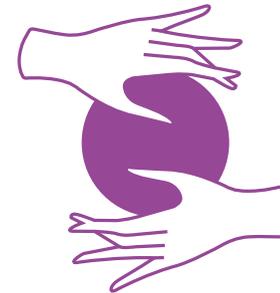
Post - Anthropocene



Fast forward to the planet after all humans have gone.

Crises

Hacking



Your world can be re-made by DIY mixing and invention.

Stewardships

Pluriverse



Your world is only one of many and each of them produces ways of seeing and thinking.

Stewardships

Fiction



Fictionalize - fiction is not the opposite of real, fiction creates reality.

Stories

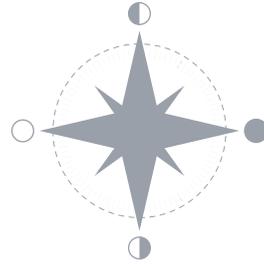
Mythopoesis



Mythologize - create a collectively shared system of beliefs.

Stories

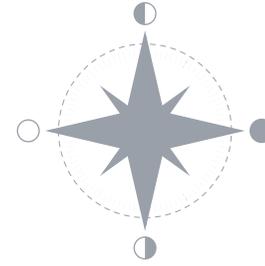
Conceptual Personas



Create your fictional characters and give them a role (the Superhero, the Trickster, the Idiot...).

Strategies

Counterfactuals



Swap your storyline for what could have happened but didn't.

Strategies

Globalism/Localism



Reflect on both local and global considerations. Move from the micro to the macro, and back.

Trajectories

Prediction



Predict - use data from the past to extract future patterns.

Stories

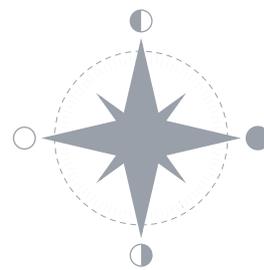
Simulation



Simulate - a parallel reality awaits.

Stories

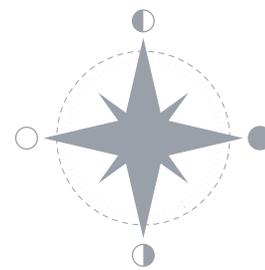
Diagramming/ Metamodeling



Map it out as it happens.

Strategies

Intuition



Trust something beyond your rationality.

Strategies

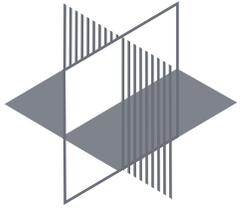
Regeneration



Act systemically so that resources depleted are continually renewed. Situate action in place. Stay alert to coevolution with human and nonhuman.

Trajectories

Posthumanism



Acknowledge that the human is a fiction. Build a new story that takes you beyond anthropocentrism.

Trajectories

Contingency



It is what it is but it needed not. Could it have been otherwise?

Unknowns

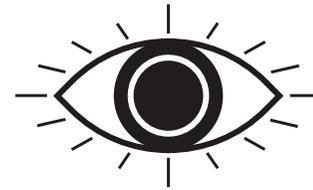
Indeterminacy



The borders are becoming fuzzy. Can they still be defined?

Unknowns

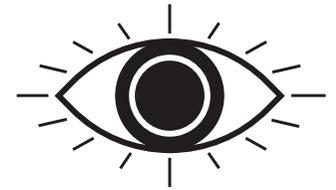
Activism



Make it happen by all means necessary.

Visions

Dystopia



Travel to a place that is so bad and oppressive that it exists only in a gloomy future.

Visions

Trans-everything



Use a diagonal to go beyond the vertical and the horizontal. Find connections across planes and dimensions.

Trajectories

Serendipity/ Chance



How can you have a random encounter?

Unknowns

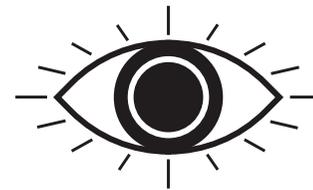
Uncertainty



Can you observe and measure something at the same time?

Unknowns

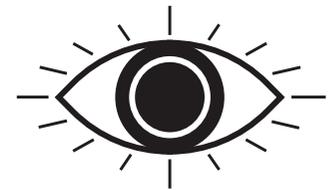
Heterotopia



Travel to a place that exists here and now, only over there rather than here.

Visions

Utopia



Travel to a place that is so good and perfect that it exists nowhere.

Visions