

# Future Philosophical Pills: Prompts list [by cluster]

[Click on the Prompt name for the Prompt card]

## INGREDIENTS (9 cards):

*Research the etymology of one of the Pills. [1]*

*Research the key thinkers associated to this Pill. [2]*

*Research the key designers associated to this Pill. [3]*

*Choose a reading from the reference material for one of the Pills - see Pills tab. [4]*

*Find evidence of one of the Pills in the real world. What does it look like and where it is? List real locations where you can observe. situations, events, behaviours, practices, phenomena, rituals, objects that express it. Take photographs. Build a wall map. [5]*

*Build a wall map. [5]*

*Find design examples specific to your practice/discipline that are connected to one of the Pills. Curate a collection of examples. Build a wall map. [6]*

*Curate a collection of examples. Build a wall map. [6]*

*Find visual culture examples beyond your practice/discipline that are connected to this Pill - advertising, film, fashion, fine arts, pop culture, entertainment industry, gaming, online platforms etc. Build a wall map. [7]*

*Decide your own Prompt card... what do you think you need? [8]*

*Decide your own Prompt card... what do you think you need? [9]*

## STANDPOINTS (4 cards):

### Declarative standpoint [3]

*This is where the proposal is aiming to introduce a very clear statement(s) with the aim to proclaim it and with clear confidence and assertion.*

### Disruptive/Reframing standpoint [1]

*Preclude, obstruct or impede the presence or momentum of an activity in order to reframe challenge or question existing meanings. This standpoint tends to challenging and opposing current visions.*

## STANDPOINTS [CONTINUED] (4 cards):

### Reformative standpoint [4]

*Taking a position to reform, restructure or readapt current situations & visions in order to fit them in with particular views for the future.*

### Rejective standpoint [2]

*Lean towards disproving a particular vision, idea or opinion. This would create proposals and visions that are focusing on accentuating the drawbacks of the ideas/concepts under investigation.*

## AFFECTIVE MODE (6 cards):

### The Anxious [1]

*Worried, apprehensive and fearful. The future feels like it is closing in.*

### The Nihilist [4]

*Cynical, iconoclastic, pessimistic. There is no future.*

### The Optimist [2]

*Hopeful, confident and excited. The future feels like anything is possible.*

### The Resilient [3]

*Adaptable, enduring, able to bounce back. The future feels like it is a challenge to overcome.*

### The Survivalist [5]

*Preparing and waiting for the apocalypse. The future feels like it is doomed.*

### The Zen Master [6]

*Imperturbable, at peace with whatever may happen. The future feels like it is que sera sera.*

## PERSPECTIVES (6 cards):

### Being – Ontological perspective [4]

*It concerns the existence (or not existence) of something. What questions do you ask to figure this out? What stuff is the reality [of your project] made of? What are futures?*

### Knowledge - Epistemological perspective [1]

*It concerns ways of knowing. Reflect on what you know and how do you know it. What counts as knowledge? How do you acquire it? What are its limits? What do we know about futures?*

### Methods - Methodological perspective [5]

*It concerns the means, procedures and practices you use to interrogate your project. What are the methods appropriate to the questions you ask? Can different methods be combined? What happens if you use a different method? How do we know about futures?*

### Politics – Political perspective [2]

*It concerns collective governance, power and the cohabitation human - nonhuman. How is power distributed? Where are the structural imbalances? What are the implicit/explicit politics? Do futures have politics?*

### Techne – Technological perspective [6]

*It concerns the ways technologies in their historically situated manifestations (from the hand axe to AI) shape the socio-material environment by a process of cohabitation and coevolution with the human.*

### Values – Axiological perspective [3]

*What are the key values? What kind of ethical considerations emerge? What about aesthetical choices? Reflect on how Values, Ethics and Aesthetics inform your thinking and may result in cultural bias impacting on what is considered 'preferable' or 'better' future.*

## SIDE EFFECTS (4 cards):

*Add one Pill. Shuffle the Pills Deck. Pick one card. [1]*

*Add one Prompt. Shuffle the Prompts Deck. Pick one card. [2]*

*Ask for help. [3]*

*Remove one card of your choice. [4]*

## OVERDOSE (2 cards):

*You are taking it too far. Step back. [1]*

*The remedy is turning to poison. Find out how. [2]*

## ADAPTOGEN (2 cards):

*Access one previous example of students' work. [1]*

*Access two previous examples of students' work. [2]*

## CONSIDERATIONS (2 cards):

*Consider 3 movies related to your Pill/s. [1]*

*Consider 3 Science Fiction classics related to your Pill/s. [2]*

## MAKE SOMETHING (2 cards):

*Make something tangible. You have one hour. [1]*

*Make something tangible. Work only with one material of your choice. [2]*

## THE PLACEBO (3 cards):

*Invent your own prompt. It can be an instruction, a reminder, a note to self, an order, an idea, a wish etc. Anything. Write it or sketch it here. [1], [2] and [3].*