Future Philosophical Pills: **Pills list [by cluster]**

[Click on the Cluster name and icon for reference material and the Pill for Pill card]

BELIEFS:

Destiny / Fatalism [12]
You believe there is no control over what happens.

Divination [14]
You extract meaning from an encounter with chance.

Hyperstition [21]
You trust a fictional meme to alter your reality.

Superstition [36]
You expect something to jeopardize your chances.

CHARTS:

Abduction / Induction / Deduction [1]
Think from a hypothesis / from the particular / from the general.

Anticipation [5]
Imagine introducing the non-existent future into the present.

Perspectivism [25]
Turn your human-centred perspective upside down, put it aside, shrink it to accomodate the nonhuman.

Speculation [35]
Work in the space between the "is" and the "maybe".

STEWARDSHIPS:

Animism [4]
Your world is populated by objects that become animated.

Decolonization [11]
Your world can be delinked from hierarchies of power.

Hacking [19]
Your world can be re-made by mutual intervention.

Pluriverse [26]
Your world is only one of many and each of them produces ways of seeing and thinking.

STRATEGIES:

Conceptual Personas [7]
Create a fictional character and give them a role (the Superhero, the Trickster, the Idiot...).

Counterfactuals [9]
Swap your storyline for what could have happened but didn't.

Diagramming / Metamodeling [13]
Map it out as it happens.

Intuition [23]
Trust something beyond your rationality.

UNKNOWNS:

Contingency [8]
It did not need be. Could it have been otherwise?

Indeterminacy [22]
The borders are becoming fuzzy. Can they still be defined?

Serendipity/ Chance [33]
How can you have a random encounter?

Uncertainty [38]
Can you observe and measure something at the same time?

CAPACITIES:

Actual [3]
A type of reality with full concrete existence.

Possible / Probable / Pluasible / Preferable [27]
A type of reality that: might happen / is likely to happen / could happen / you wish to happen.

Potential / Virtual [30]
A type of reality on the verge of happening, but not material yet.

Unexpected [39]
A type of reality that catches you by surprise.

CRISES:

Border politics / Displacement [6]
Split your project into two camps and pitch one against the other.

Peak-oil [10]
Move to a landscape where extraction is no longer a resource and oil is exhausted.

Extinction [16]
Your world has been terminated.

Post-Anthropocene [28]
Fast forward to the planet after all humans have gone.

STORIES:

Fiction [17]
Fictionalize - fiction is not the opposite of real, fiction creates reality.

Mythopoesis [24]
Mythologize - create a collectively shared system of beliefs.

Prediction [31]
Predict - use data from the past to extract future patterns.

Simulation [34]
Simulate - a parellel reality awaits.

TRAJECTORIES:

Globalism / Localism [18]
Move from the micro to the macro, and back. Linger in the meso.

Posthumanism [29]
Acknowledge that the human is a fiction. Build a new story that takes you beyond anthropocentrism.

Regeneration [32]
Act systemically so that resources are continually renewed. Check your environment. Put things back.

Transversalism [37]
Use a diagonal to go beyond the vertical and the horizontal. Find connections across planes and dimensions.

VISIONS:

Activism [2]
Make it happen by all means necessary.

Dystopia [15]
Enter a place so dreadful that it exists only in a gloomy future.

Heterotopia [20]
Enter a place that exists here and now, only over there rather than here.

Utopia [40]
Enter a place so ideal that it exists nowhere.