

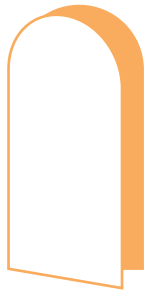
INDETERMINACY



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

unknowns

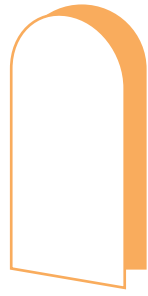
CONTINGENCY



It did not need be. Could it have been otherwise?

unknowns

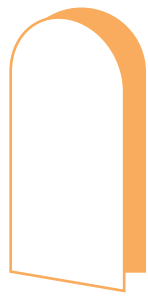
SERENDIPITY/ CHANCE



How can you have a random encounter?

unknowns

UNCERTAINTY



Can you observe and measure something at the same time?

unknowns

HYPERSTITION



You trust a fictional meme to alter your reality.

beliefs

DIVINATION



You extract meaning from an encounter with chance.

beliefs

DESTINY/ FATALISM



You believe there is no control over what happens.

beliefs

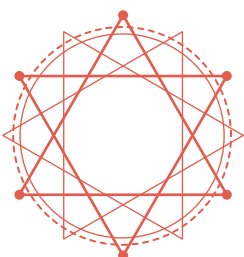
SUPERSTITION



You expect something to jeopardize your chances.

beliefs

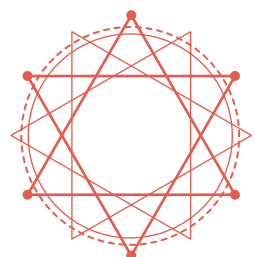
ANTICIPATION



Imagine introducing the non-existent future into the present.

charts

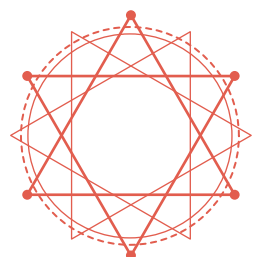
ABDUCTION. INDUCTION. DEDUCTION.



Think from a hypothesis. Think from the particular. Think from the general.

charts

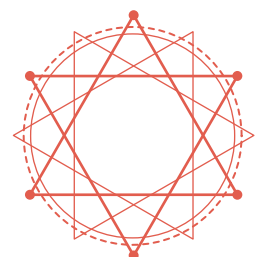
SPECULATION



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

charts

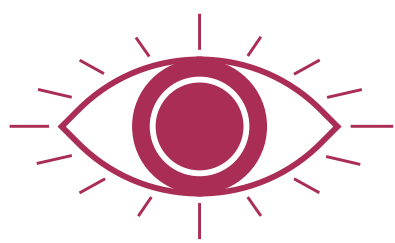
PERSPECTIVISM



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

charts

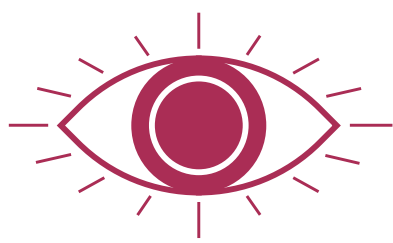
HETEROTOPIA



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

visions

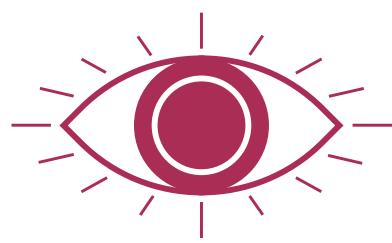
UTOPIA



Enter a place so ideal that it exists nowhere.

visions

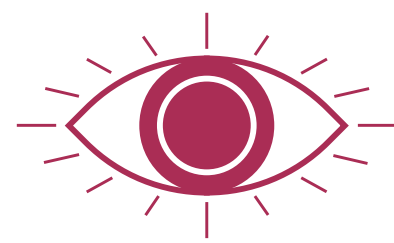
ACTIVISM



Make it happen by all means necessary.

visions

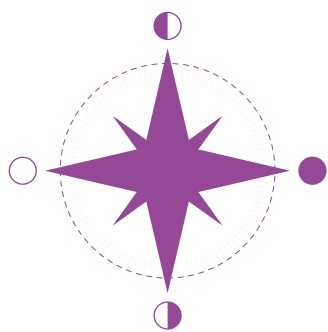
DYSTOPIA



Enter a place so dreadful that it exists only in a gloomy future.

visions

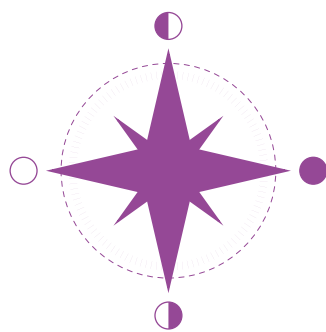
INTUITION



Trust something beyond your rationality.

strategies

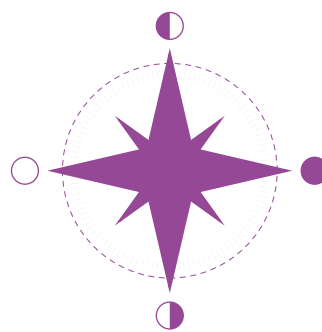
CONCEPTUAL PERSONAS



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

strategies

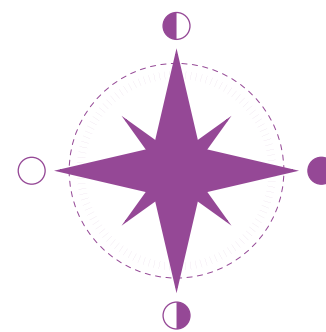
DIAGRAMMING/METAMODELING



Map it out as it happens.

strategies

COUNTERFACTUALS



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

strategies

SIMULATION



Simulate – a parallel reality awaits.

stories

FICTION



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

stories

PREDICTION



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

stories

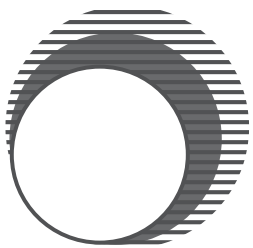
MYTHOPOESIS



Mythologize – create a collectively shared system of beliefs.

stories

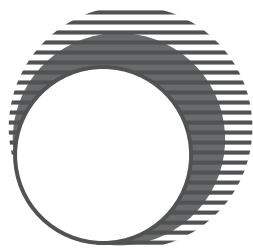
UNEXPECTED



A type of reality that catches you by surprise.

capacities

ACTUAL



A type of reality with full concrete existence.

capacities

POSSIBLE/PROBABLE/ PLAUSIBLE/PREFERABLE



A type of reality that: might happen/is likely to happen/could happen/you wish to happen.

capacities

POTENTIAL/ VIRTUAL



A type of reality on the verge of happening, but not material yet.

capacities

POST - ANTHROPOCENE



Fast forward to the planet after all humans have gone.

crises

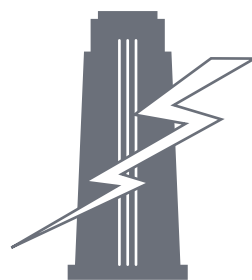
BORDER POLITICS/ DISPLACEMENT



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

crises

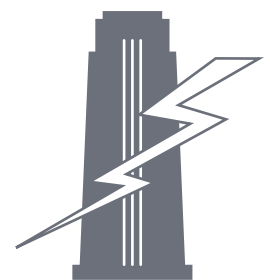
EXTINCTION



Your world has been terminated.

crises

PEAK-OIL



Find yourself in a world where extraction is no longer possible.

crises

HACKING



Your world can be re-made by mutual intervention.

stewardships

DECOLONIZATION



Your world can be delinked from hierarchies of power.

stewardships

ANIMISM



Your world is populated by objects that become animated.

stewardships

PLURIVERSE



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

stewardships

POSTHUMANISM



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

trajectories

GLOBALISM/LOCALISM



Move from the micro to the macro, and back. Linger in the meso.

trajectories

TRANSVERSALISM



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

trajectories

REGENERATION



Act systemically so that resources are continually renewed. Check your environment. Put things back.

trajectories

