



A

Playground

What is the future playground like? Who or what are the products, service, companies, initiatives or ideas dominant at the market of our future?

Next big things

Promising ideas gaining momentum

Speed

- | | | |
|--------------------|------------------------|--------------------|
| 1. Privacy Fatigue | 4. Hollowing | 7. Private games |
| 2. Surca Masking | 5. Contraband clinics | 8. Core thresholds |
| 3. Null Patch | 6. Propaganda cultures | |

- | | |
|----------------------|------------------|
| 1. Mood Beacon Panic | 6. Patch rumours |
| 2. Surca Policing | 7. Fear spikes |

Hot right now

Fast and agile experiments, just a few will stick

3. Trickle-downs
4. Unresolvable stigma
5. Emotional Performance

1. Mindchip at birth
2. Surca colours
3. Mood Beacon
4. Automated care

Established

The already recognized ideas and players

5. Emotional Education
6. Public emotion norms.

Incumbents

The one's that "have always been there".

1. Authorities
2. Public health
3. schools
4. Employers
5. Media

Impact



1

System Actors

Who are the actors in our future? Who gets to decide, who drives the change and who are the ones being affected by all this?

← Decisionmakers

1. Authorities
2. Public health governance
3. Mood Beacon operators
4. Courts and enforcement.
5. Employers and HR bodies.

Changemakers

1. Null Patch Network
2. Underground clinics
3. Community organisers
4. Whistleblowers
5. Media insiders

Stakeholders

1. Everyday citizens
2. People tired of invisibility
3. Undetected citizens
4. Null Patch users
5. Families of Hollowed
6. The Hollowed (medical + criminal label).
7. Private games participants

Quantity over quality: Write down as many versions as you'd like.



Motivations

Identify the external forces affecting the future world we are building. What are the trends and forces driving the change in for example the politics and what are the incentives driving technology? What about ethics?

1

1. Stability through visibility

2. Safety messaging
3. Compliance pressure.

Political

4. Fear management

1. Well being compliance market.

2. Patch black market.

3. Risk pricing (goals, insurance)

Economic

4. Privacy exploitation.

1. Emotional Performance

2. Public judgement

3. Unreadable stigma.

4. Normalised

Socio-cultural exposure

1. Mind chip + aura output

2. Mood Beacon as city layer

3. Threshold detection

4. Null Patch (Block + server)

Technological

5. Failure outcome (Hollowed)

1. Anti Privacy enforcement

2. Unreadable treated as suspicious

3. Hollowed treated as risk category

4. Punitive deterrence

Legal

1. No consent from birth

2. Issue becomes control

3. Quiet Pain ignored.

4. Unequal safety.

Ethical



Pre-mortem

In your future, explore and verbalise the aspirations and intent. What is the root cause, why and ultimate legacy to leave behind? Who do we impact, and what do our actions change?

2

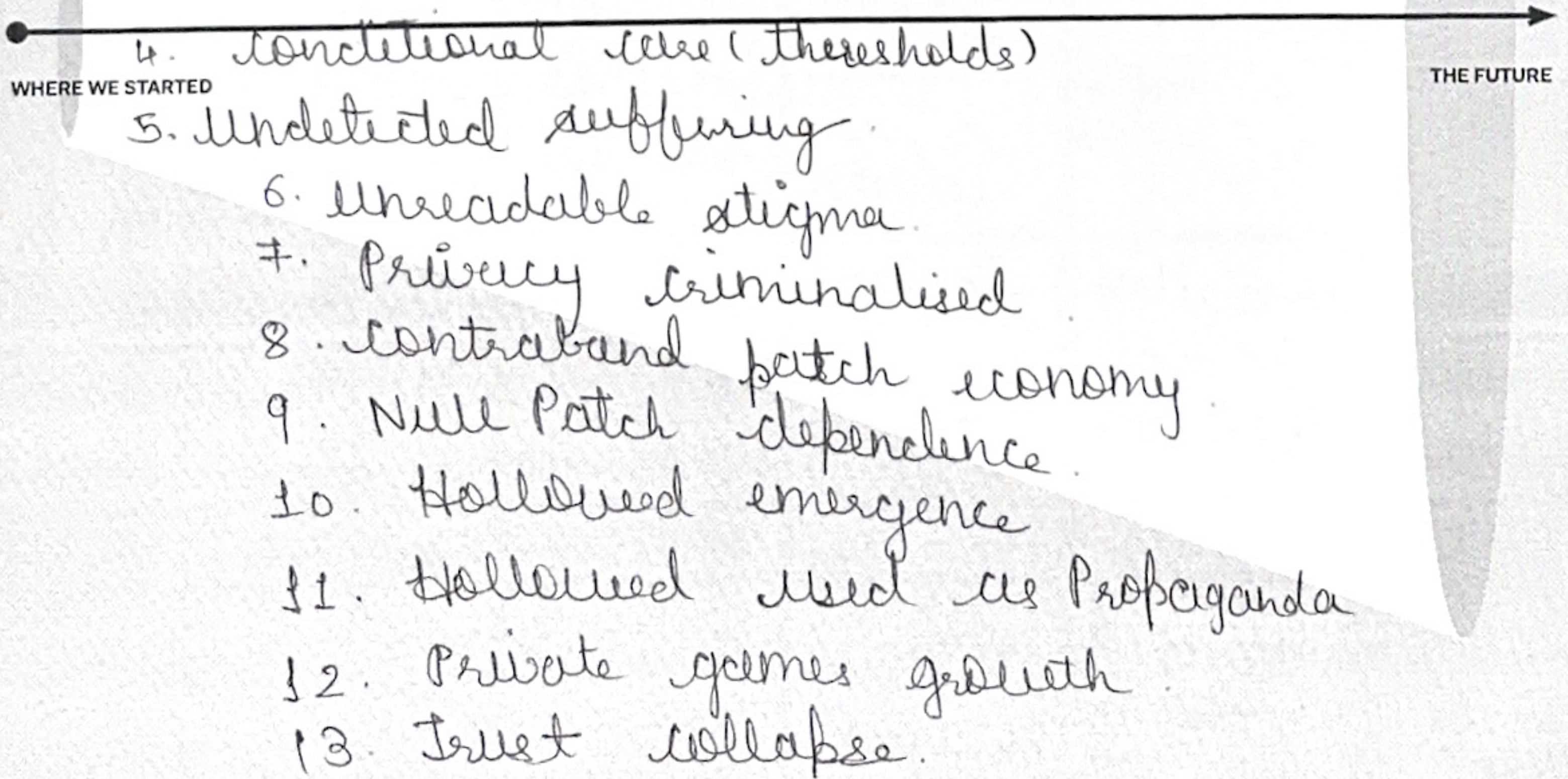
In 2125, emotional transparency still defines society because everyone is born with the Mindchip and clear visibility. Our decades, people become exhausted by constant exposure, judgement and pressure to look emotionally correct. Mood Bacon once meant for cure, becomes part of public infrastructure shaping decisions and behaviour. Cure is only triggered when emotions cross measurable limits, making quiet suffering invisible. Privacy becomes suspicious, then criminal. A black market forms and Null Patch spreads as contraband technology that can temporarily block cure signals or attempt Mindchip disabling or removal. Because null patch operates underground it is unreliable and unsafe and failed interventions create the Hollowed, who are treated as both a medical disaster and a criminal identity. The Hollowed are used as proof that privacy causes harm, escalating fear, stigma, crackdowns and deep social division.



Anti-Futures

When in the future, reflect back on how did we get there? What were the key events along the way that lead us there, both positive and negative. Where did things nearly go wrong and why?

1. Forced emotional exposure.
2. Privacy fatigue
3. Emotional conformity.





2

Problem → Solution

Pick maximum five anti-futures, and turn them into positive solutions through stories / mini-scenarios. This will help you plan ahead later — be as visual as possible.

→ Empathy Monoculture Emotional Sincerity become the rule	Privacy falsely labelled anti- social.	Sharing checks become routine	Difference feels suspicious
→ Blackmail Economy: Private moments become currency	Privacy framed as dangerous	Propaganda links privacy to harm	Fear replaces trust
→ Null Patch spread: Null Patch use rises underground	Block mode become common	Server mode appears in clinics	Privacy becomes contraband
→ Hollowing: server failures create the Hollowed	New warnings and panic courage	Quarantine + criminal labels.	Hollowed become public fear.
→ Shadow culture: Private games grow in hidden spaces	Pranks and deterrence campaigns	Controllers exploit privacy scarcity	Privacy becomes a currency.



Vision of the Future

Write down the vision statement of the future
we want to strive for. What is the impact we want to
achieve, for whom and why?

In 2125, we will maintain empathy
infrastructure and emotional order for communities
for shaped by Mindchip transparency
, because
unreachability and contraband
privacy destabilise public
trust and safety.



3

Five-star Futures

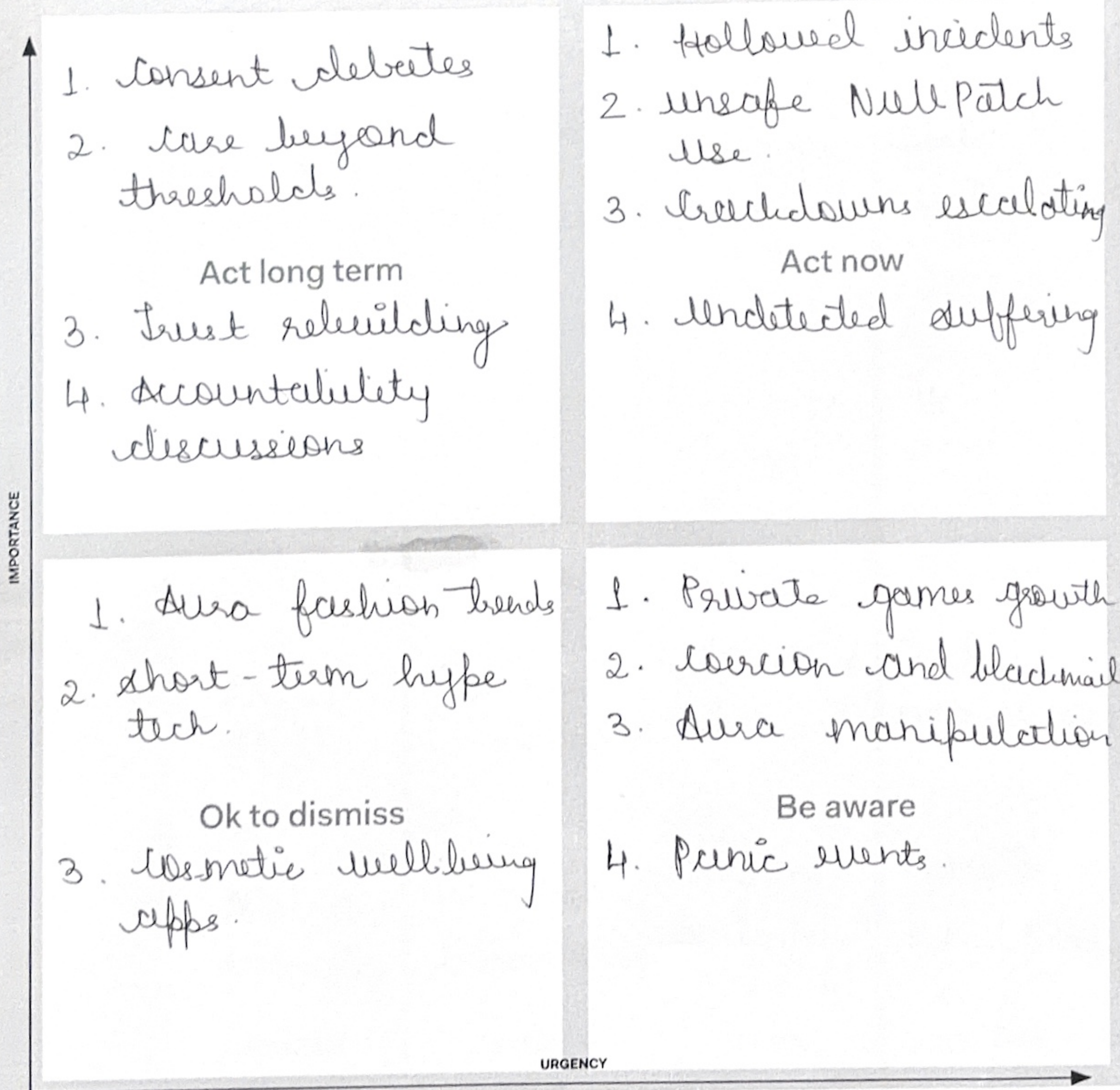
How could you make your vision concrete?
Explore future ideas over fidelity and time. What
is the perfect idea, and how to scale it over fidelity?
Where to settle your MVP and how?

	★	★★	★★★	★★★★	★★★★★
What	Backlash begins	Conditional use becomes standard	Neel Patch becomes everyday contraband	Hollowed become a social category	Dystopia fully normalised
Why	Exposure fatigue	Efficiency and automation	Demand for privacy	Unsafe server failures	Control reinforced by fear
For Whom?	General public	Demanding Institutions	Underground users	The vulnerable first	Whole society
What does success look like?	People still comply	Quiet pain stays invisible	Hidden spaces form	Fear and stigma grow	Privacy treated as threat



Urgency Matrix

Map your five-star futures on this chart. Which ones are the most urgent to start acting upon, and which ones are major long term strategic bets?





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North star

	3 MONTHS	1 YEAR	3 YEARS	5 YEARS
What is it?	strong narrative + artefacts	control culture normalised	contraband economy mature	Full dystopian stability
Who is it for?	whole society	Institutions + citizens	split group	Everyone inside it
What job does it do?	sets meaning and rules	Maintains compliance	Manages backlash	keeps the system stable
What does success look like?	clear behaviours spread	visibility feels normal	Privacy stays risky	Just sustains control
When is it?	Early shift	system hardened	Entrenched phase	Fully normalised
How do we prove it?	Artefacts + scenarios	compliance behaviours	ongoing contraband activity	long term acceptance
	3 MONTHS	1 YEAR	3 YEARS	5 YEARS