Futurespective

Designing and building better futures for NSW





Thank you for attending our recent Futurespectives workshop. It was wonderful to see a room filled with people who brought their thinking caps, energy and creative ideas despite the rather warm conditions! It was a successful day and that all came down to you.

We brainstormed around what a 'good future' would look like and explored the potential roles that the public sector and cultural institutions could play in imagined futures. The highlight of the day was undoubtedly the many and varied 'personas' created in the teams, but before the personas were so vividly brought to life, we were treated to a series of keynote speeches from a range of presenters, all bringing their own unique lens to how we view the future and design towards it.

Thank you to the Powerhouse Museum for hosting us and joining us for this important workshop and thank you again to all of you for joining us. We will be sharing more detailed insights with you in the coming weeks and keep an eye out for a blog over at <u>digital.nsw.gov.au</u>

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What does a good future look like?





Connection and community

Life is rich, connected and renewing.

People have a **greater sense of connection** with local and like-minded communities through transport and technology.

Technology enables deeper and more 'real' connections – the ability to teleport to family and friends to connect in person.

Understanding through connection – less judgement, poverty has been eradicated and wars have ceased.

Cultural institutions have become the heart of social and community value.

Society structured around people, not economic outcomes.

A Universal Basic Income allows everyone to **meaningfully contribute** to their community and society.

Diversity is embraced as a way of innovating - Indigenous cultures are thriving and equality for all.

A global rather than national focus.

Business and tech governed for human and community prosperity – shared value.

Social and democratic economy

Sustainability	Technology	Health	Political
Sustainable living is embedded into everything we use, create, grow and build; enabling humans to thrive Less waste, less environmental chaos and less extinction	Sustainable life outside of Earth Everything is 4D printed Personal AI and Cyborg legs or exoskeleton to travel Harness open-source design	New types of food to enhance health Sound mind and body Advanced medical procedures lead to longer lives Positive outlook for 2100	Everything the government does is open and public – devolved and participatory We have full visibility on how our information is used There will be no borders and all countries are now open

The year is 2070, and these are some stories from a day in the life...



Hyper-personalisation future

Balthazar ('Balti'), 40 years old, lives in Sydney and is a single dad. Balti lives in the bustling city state of Sydney. He was schooled in rural NSW and lives in a hyper-personalised world where the structure and hours of work, public holidays and cadence of life is determined by the individual around their interests and values.



Balti is a Level 6 System Optimiser and a 3 day a week musical improviser. He lives on the family floor of the communal facilities of the intentionally sustainable vertical living community, which has co-designed the building around community needs including a rock climbing wall, playgrounds and a storm water waste plant.

He has chosen his personalised annual public holiday to participate in a global micro-niche community music jam. Balti earns social credits for caring for the aged and offering music therapy sessions. He has traded some social credits for babysitting last night to play with an improv African Jazz instrumental band all night, one of several micro-niche communities he participates in.

When he wakes up in the morning, Balti eats a combination of grown protein, vegetables grown from his balcony hydroponic garden. He picks up his child from the eduplex to do some rock climbing and practice surfing on the virtualised experience on the playground slides.

Balti travels to the reclaimed Royal Sydney Golf Club to work on sustainable farming of genome tailored drugs (medicinal and legalised but harmless recreational use), and trades in real time with his data on the PDX (Personal Data Exchange) to companies he has approved to earn some service credits to trade for services he and his child need.

International political poet reporter

Alex wakes up in the latest location (Bali), and has breakfast of local and locally produced fruits and vegetables to supplement the daily synthetically produced nutrition tablet. Alex gets a message from friends in Wagga, Wagga, a reminder to bring coconuts from Bali for the barter market when he returns.

Alex soaks in the environment and culture around him, and prepares for his poetry session. When Alex performs his poetry, it translates in real time into a multilingual transcultural broadcast around the world, spawning a new values based micro community.

The health feedback loop in the transport pod tells Alex he needs more quad and cardio exercise and he is presented with various options. Patagonia looks like the best option both for the beauty of the landscape, and because there is a local clash in values systems which Alex can help with, being a master facilitator. He gets to Patagonia, engages both sides and identifies the conflict to be clearly irresolvable, so supports the transition to a peaceful resolution, and then supports the minority values group to create a New virtual space for them to peacefully live.

The experience has been quite intense, so Alex drafts and publishes an epic piece of mass media poetry, capturing images, emotions, sounds, etc. Anyone can experience Alex's perspective on an emotilense, a hololens for retreating the emotional experience. Once published it is automatically linked and cross referenced to related stories, facts and media from the day for people, and Alex maintains a high trust score for factual reporting.

Underwater worlds

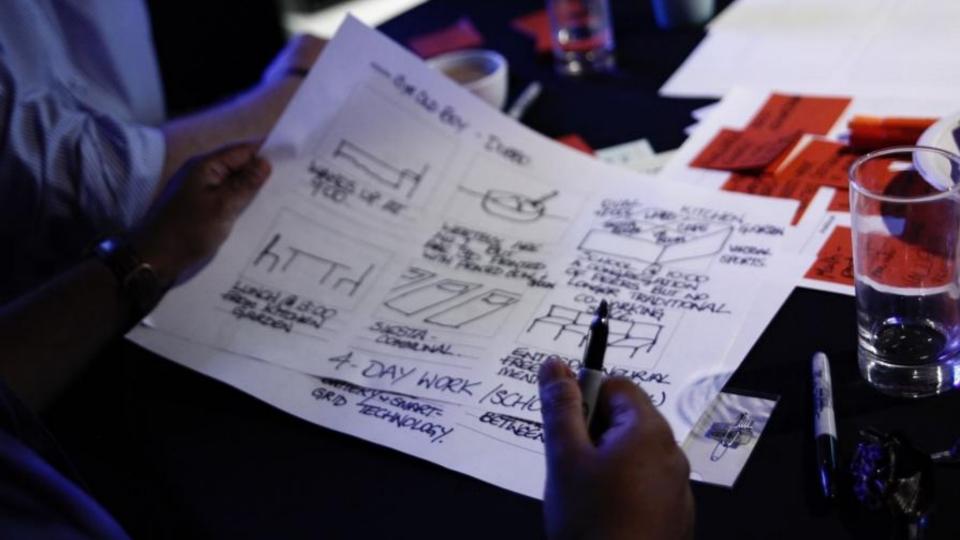
Sam is 8 years old and chose to live underwater with their family in a micro community that adores ocean life. Micro communities are communities based on common values or cultures, and Noah has some controls on life to avoid getting access to damaging content online.

Today is my 8th birthday, I'm so excited! My family took me to get my neural lace fitted, which will finally get me online where I can access 28% (my age cap) of the world's knowledge. I picked up my breakfast from the communal garden and manufactured some fresh synthetic milk then went in for the fitting. It felt a bit weird afterwards but I still went to the playground to play with my friends for a while. We decided to play virtual soccer science, kicking atoms into the right molecules to get points. Afterwards we went into one of the labs to see what we could make for real. We get some credits for the new ideas we create, and the teacher/protector/moderator encourages us to contribute our ideas to the science journal.

Once I got home I explored what I could access on the network. I tried to access something my friend at school told me about but the Aunty moderator (a person, which was super embarrassing) explained how the content wasn't ok. I hope she doesn't tell my parents, I guess I won't do that again!

I received a notification that a decision was being made about the next crop rotation which I voted on. I guess I was invited to vote because I volunteering there last week. Cool.





Environmentalist and traveller

Every morning before Hilary has woken from her sleep, her blood and vitals are check. The blood thinners she requires are provided to her before she has taken a step out of bed. As everyone is monitored daily, the risk of Stroke has severely decreased amongst the population. Technology has also enables hip replacements to be 3D printed, making them quite easy to replace these days.

Hilary lives in a rural community in the Blue Mountains. In her larger circular shaped commune building everybody has a living space around in the periphery, with big glass windows that look out to the central courtyard. People of all ages live here; they have interesting and creative ways of looking at the world and come from diverse backgrounds.

Hilary is passionate about the environment and sharing her knowledge. She often provides virtual tutoring for kids and the people living in her commune. In the mornings before she heads out to breakfast, she'll check who is around on an app and hook up with different people in the environment and have breakfast and share her knowledge.

Breakfast is chosen for her, with an algorithm to select her food. Today she is travelling to Venice, with a group of 10 friends. They're going out for lunch in Venice and seeing the Venice Biennale.

At the end of the day Hilary likes to wind down by attending one of her many social groups – she enjoys her African drumming group, choir or visits her film group.

After a big day of sharing knowledge, travelling and drumming, Hilary programs her sleep for the night, it's something that happens pretty seamlessly.

Space caravan nomad

George is an 85 year old who might, in early decades have been called semi-retired, and lives in a low orbit space station so he can take advantage of low gravity, ease of travel and transnational trends. He has a pet dinosaur, a genetically created companion, which he adopted from the pound.

George wakes up to a 3rd sunrise from sleep stasis. Sleep stasis is the latest in extending and maintaining quality of health much longer, and George has been doing it a long time, so 85 is the new 40!

He eats breakfast from the hydroponic garden while his personalised AI updates his personal info and asks him some questions to optimise plans for the day. At 10am George does his daily personalised rejuvenation regiment with meditation. Everything he has or acquires can be recycled on the ship with the nano-shute so he has unlimited molecular materials to hand to 3D print what he needs.



At midday George has a social catch up with some dear friends. He prefers face to face for his friends and family but uses VR hologram meetups for work and volunteering. Given the whole world is accessible within an hour for the space nomad, George loves to explore historical sites and artefacts, and the social catch up is scheduled for Baghdad. After lunch, George takes his dinosaur for a walk around Baghdad to shop for materials to make handmade gifts, and memory trinkets for the space caravan, then heads on back to space for his virtual mentoring one on one session with an AI selected recipient who is starting out as a horticulturist.

at 5pm, George attends his nephew's birthday virtually, a little too tired to travel again, but he has organised for his hand made gift, so much more meaningful! To be delivered by drone. Afterwards he interacts with the government bot to figure out his services schedule and plan which trending jurisdiction best reflects his values and citizenships for the next earth stay.

Flexible hours with virtual spaces

Noah is a 13 year old boy from Dubbo. He has a lot of freetime in the 360 degree fully immersive room for virtual community activities and intergenerational adventuring. Noah also has an extremely flexible schedule because everything is available on demand and able to be self-directed. Their community is hyperlocal, with locally produced waste, water and energy, supported by new battery a smartgrid technologies. The hyper-localisation has led to mass reforestation.

Noah wakes up at 9am on a school day, which is a flexible and self directed learning schedule, and has his normal breakfast, 3D printed Weetbix in a one use 3D printed bowl and spoon. His school flex time starts at 10, and the school is a congregation of peers with access to an oval & pool, siesta room, VR/MR, café, labs, kitchen, garden and virtual sports centre, and school programming is self-directed with students clustering around common interests and gaining educational credits. Learning is based around critical analysis and smart accessing of facts, not just memorising because facts can change so quickly.

Noah has lunch at 1pm from the kitchen garden and then joins in the afternoon siesta, something most students participate in. He spends his afternoon on a few startups and gets additional credit by mentoring other students from around the world. He heads out to the communal garden to help harvest some ingredients for dinner and helps prepare the meal to have as a family where they discuss the upcoming election, it'll be Noah's first time to vote as he just turned 13, so they discuss the values of the different candidates.



In the future....



What are we taking with us?

- Greater personalisation, choice
- Personal freedom
- Mobility
- Community and tribes
- Meaningful shared relationships
- Human interaction
- Empowering youth and grey nomad-hood
- Exchanging of knowledge and information
- Sustainability and the environment
- Real fresh food
- Reward for goods and services
- Greater responsibility



What are we leaving behind?

- Inequality & the 1%
- Conformity & limiting social norms
- Ageism
- Isolation
- Disenfranchising of younger people / lack of agency for older people
- Traditional concept of schools
- Rigid structure & the 1 size fits all (40hr work week and 1 job)
- Nation / state ID
- Climate change
- Traditional Medicine and poor health
- Money as income / currency





What role do cultural institutions play?

- Should be responsible for shared, digitised collections
- Not confining culture to four walls
- Lots of STUFF to keep / document = \$\$\$
- Open/access
- Enabling personal/ised experiences can be bought and sold online
- 'representation' meaningful, shared experiences
- Celebration of differences
- PARTICIPATION
- 'Competition inspires innovation'



What role does the Public Sector play?

- Common/equal ground
- Responsible for managing access
- What would living longer mean for institutions and residents?
- LISTENING AND RESPONDING
- Facilitating change without regulation
- Articulation
- Being able to set visionary objectives
- Transparency
- Platform (social and economic) or support
- Build skills / capabilities co design and co

deliver. See <u>https://www.ofbyforall.org</u>



744 Cultural institutions should become the heart of social and community value.

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The Sessions

Here are the slides that we presented if you'd like to run these exercises with your own groups.



The great (mini) debate

Select a topic for your table to debate

Divide the table in 2 sides & develop your arguments (2 mins)

Argue both 'sides' (5 minutes)

Pick the **two 'best'** arguments as a table

Present back to the wider group



Debate topics

Now that we all have Virtual Reality, the commute is dead.

Everything in the future will be 3D printed.

Star Trek: TNG got it right - holodecks and replicators.

Gene selection is the norm - all people will choose their baby's gender.

Your race should be something you can erase.

Everything should be recorded and all data should be accessible.

Eventually, everyone will be eating 'meatless' meats.

Human workers will eventually become obsolete.

There will be no borders, and all countries are now open.

Big business will control all emerging technology.

Embedded wearables will do more harm than good.

Governmental intrusion is necessary to ensure citizen safety.



Who are you?

The year is 2050. You're (X) years old. You live in (X).



For your persona, what does a 'good future' look like?

As a table, consider the following & include post-it notes for each element:

- **Social** (relationships with others)
- **Political** (power dynamics)
- Environmental (your surroundings natural & manufactured)
- Health & Wellbeing (mental and physical)
- Cultural (holidays, ceremonies, music, the arts, history)
- **Economic** (wealth)



What's your story?

As a group, demonstrate what a 'day in the life' of this persona would look like in 2050.

Use the storyboard templates to plan out your approach.

Draw, act-out, sing(!) mime, post-it notes / flip charts, interview-style, video recording - anything to document your experience

Present back - 5 min

Make sure to include / share:

- One weird / different / unexpected detail of your life
- A cultural experience



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