Narrative Gaming - Gaming Narratives

Futures of a Complex World

Turku 12.-13. June 2017
State of the Art

NARRATIVES AND GAMES
Turning Points in Foresight

- **Narrative** Turn
  - critical futures studies
  - narratives as cognitive frames of futures thinking

- **Experimental** Turn
  - experiment and experience
  - testable and tangible outcomes
Analytical Perspective

NARRATIVES AND LANGUAGE
prefigurative modes of language

language
constructs a specific framing of the world
through a dialectic process of creating meaning

system
conventional rules
allow and prefigures speech acts

narratives
construct meaning by structuring
events, artifacts, ... logically and
temporally

speech act
individual realization
institutionalizes and (re)produces system

playing with speech acts allows
to reflect on and play with the system applied

the system applied constructs a specific framing of the world
and prefigures what can be assumed as plausible, possible, ...
GAMING NARRATIVES

questioning

reframing

reconstruction

Nele Fischer & Sascha Dannenberg
Questioning

What is the applied system of futures thinking?
Distancing
Reconstruction

How could these developments become plausible?
Reframing

What could be signs signalling the new scenarios?
SUMMARY
Summary

• Futures thinking is prefigured by the language applied. The narratives used can be seen as epistemologies: they prefigure how we think about futures.
• Plausibility of developments is implicitly created and supported by those narratives.
• But as every speech act not only reproduces but also produces the system, playing with the framing allows to reflect on and create different futures.