

ATLAS OF WLEAK SIGNALS

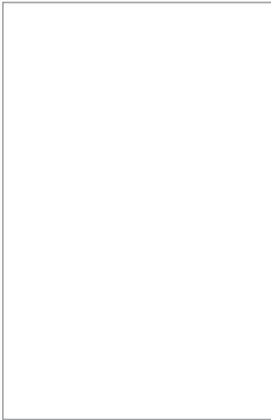
Weak Signals

It is an early indicator of change which has little or no impact in the present day, but has the potential to cause a large change, triggering major events in the future. It can be defined as a trend before a trend, a controversy over a topic, an intermittent start, a soft causality between scales, a set of powerless initiators-visionaries. It is an early vector of currently small changes, presaging strategic discontinuities, that can lead to the identifications of high impact events that seem too unlikely to happen, and can be a rich source for further research. It can also be referred as black swan or wild card.

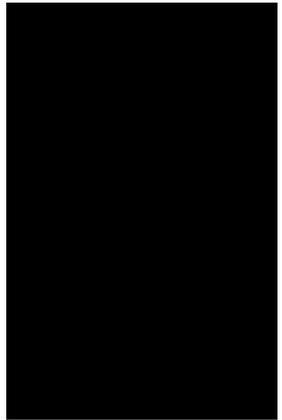
Cards



Weak
Signals



Areas of
Opportunity



Random
Trigger

Weak Signals Categories



Kill the heteropatriarchy



Life after AI - The end of Work



After the Nation-State



Life in the times of Surveillance
Capitalism



Design for the Anthropocene

How to play

00.

Take out your **Design Space**. Let's start designing some emergent futures! 🛠️ 👁️ 💪

01.

Take only the Weak Signals deck and shuffle it. Cards facing down. **Don't Snoop!** Choose two cards blindly, as you would do with tarot cards, and **reveal them!** They will be your weak signals for this exercise. 🌟

02.

Place your chosen **Weak Signals** on your **Design Space** , face up, on the boxes marked 01 and 02 respectively, and take **10 min** to discuss them with your team.

What do they mean for you?

What do you think they are?

This is just a starter, you'll go into more depth later.

Use a mini-sand clock to control the down-pour of ideas that this can generate at this point, and we're only just starting! 

03.

Now let's look at **opportunities**. Emergent technologies, ideas and transitional systems are bubbling everywhere, but we'll only choose three for today, we don't want you to grow old and die before this workshop it's over! Choose three cards from this deck **blindly**, and again, don't snoop! (we see you impatient ones 🙄 ... you'll be able to see all of them in a little while, promised.) Place the **Opportunity** cards you got on the boxes marked 03, 04, 05 respectively.

Feeling optimistic yet? We are! There is so much to explore in each one of these fields and as Fab City, we're on it. Ask us how, and let's do things together after the workshop is over :)

04.

Now let's talk about what we can't control, and nobody likes this talk, but there are **Wild Cards** everywhere, in every system in which you'll be designing, and you don't know what they are going to be! So at least let's make it fun for this exercise, because in your real social-technical system they can be anything, from serendipitous to the very apocalyptic, so keep them in mind, always.

Ask the group on your right to give you two of their wild cards from the **Wild Card Deck**. **The challenge will be to integrate them in your design, whatever you get!**

If they are just too impossible to connect you can spare them, but try or at least have a laugh or a proper brain-melt trying. 🤪

05.

Finally! We're almost set. Now the final card that is left. The Missing piece, Take the challenge deck and draw just one card blindly, **The** card. This will be your design challenge for today. Whatever you get in this card, you will have to design with your team, taking into account **all the other cards** that you now have in your design space.

Use the space in the middle to draw, prototype, write, place post-its... and **Good Luck!** 😊 Don't hate us, creating this kind of intervention space between seemingly disparate topics can be hard, but it's bewilderingly exciting, and this is exactly what almost every socio-technical system in existence needs right now in order to survive and thrive in these massive transitional movements of reinvention and crisis: new, unprecedented, ingenious and conscious takes on how to make (almost) everything

Have fun!



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advanced
architecture
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