

FOCUSED CONVERSATIONS INSTRUCTIONS

This card deck is designed for you and your team to explore broader implications around each artifact of the future. See below for suggested game guidelines for beginners.

I. Select an Artifact of the Future



Select one artifact of the future your team would like to explore. There are four different artifacts to choose from. Once you are done this round, you can always return and choose another artifact to explore.

II. Draw a Stakeholder Card



Stakeholders Cards are designed to explore how an artifact of the future may impact a learner, an educator, a learning institution, and/or an administrator. Choose one stakeholder to focus on.

III. Pick an Area of Impact Card



These cards have question prompts designed to help you think through broader implications for different areas within higher education. The six categories include programming, assessment, teaching and learning, credentialling, and general. Blank cards have been included so you can add your question to explore within each category. Choose one category to focus on first.

IV. Fill out the worksheet

Once you have finished parts I, II, and III and selected your cards, you can populate the worksheet. Once you have populated the sheet you are ready to play!

FOCUSED CONVERSATIONS WORKSHEET

1- CHOOSE ONE ARTIFACT TO EXPLORE



2- CHOOSE A STAKEHOLDER CARD



3- CHOOSE AN AREA OF IMPACT CARD



CONSIDER THE FOLLOWING EXAMPLE



Implication: Maybe institutions would need to hire cybersecurity experts for wearable technologies, and they would need to be available at student centres so that learners can check there's no malware or non-authorized parties extracting data from their wearables?

Implication: Maybe there would need to be a "Tech set-up" service for incoming learners, with staff (or chatbots) guiding them through the permissions to access their wearable devices for learning experience design services, and walking them through the ethics and security training?