



Mobility  
Lab

# FUTURE OF MOBILITY SCENARIO CARD GAME

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## Background

This game is intended as a bit of fun, but with a serious side to it. The future of mobility is uncertain, mainly because we do not know how different people and groups will react to it. Prediction is very difficult, especially when it comes to the future, as Nils Bohr once said. But that doesn't stop us from understanding the experiences of others.

Based on research that we did on the Future of Transport for the Ministry of Defence, we created the first iteration of the Future of Mobility Scenario Game. But we wanted something that we could play quickly, as many of us are short of time. So we created this card game.

A full story of how we did it can be found on our blog. Right now, let's get playing!

## Objective of the Game

This game is about using your creativity and empathy to overcome future challenges to mobility. You will assume a role within on a challenge relating to the future of mobility. It's up to you to use that role and the tools given to meet that challenge, and win over your fellow players.

Or if you want it put more simply – to get the most tokens and win. But how?

## What you need to play the game

The game is a simple set up. You need at least 3 players to play, with a maximum of 5, plus the following:

- A game board;
- A pile of Action Cards;
- A pile of Persona Cards;
- A pile of Challenge Cards;
- A pile of tokens, or some other way of dishing out points to players.

Set up couldn't be easier. Just lay out the game board, and put the Challenge Cards in a pile in the centre, face-down. Then, put the Action Cards and Persona Cards in a pile for each, face down, to the side of the board.

## How to play

You first need to decide which one of you will be the Challenge Master for that game. The Challenge Master is the player who the other players, who will take on Personas for the game, must convince that their action meets the Challenge in the most creative way.

The Challenge Master has 15 points to dish out across the game, symbolised by tokens or whatever way you choose to allocate points.



Figure 1 - An example setup

The game is played over 3 rounds. At the start of the first round, each player with the exception of the Challenge Master draws a Persona Card, and puts it down, face-up on their space on the board. That is the persona that they must assume for the entirety of the game.

The Challenge Master then turns over the Challenge Card at the top of the pile. That is the challenge that the other players must meet.

Then, each player with the exception of the Challenge Master draws an Action Card. They must then describe how their persona will use that Action to meet that Challenge.

For example, take the below



Challenge Card



Persona Card



Action Card

In this instance, you may say:

*"My bike shop is in a deprived neighbourhood. Luckily I have the ear of the local MP. So I set up a public meeting, in my bike shop, and invite all the community to discuss their concerns about the actions of Big Tech, with the MP there."*

The Challenge Master listens to all of the actions, and then allocates points to players based on how creative and believable they were. You can allocate points however you wish, though remember that there are two further rounds to play. So don't allocate them all at once.

In the second round, each player keeps the Persona that they have. A new Challenge Card is drawn, and each player draws a new Action as per round 1, before players use their Persona and their Action to meet the new challenge. The Challenge Master then allocates points again. The same process is followed in Round 3.

At the end of Round 3, all of the points are tallied, and the player with the most points is declared the winner.

## Game time

It varies. If you have the maximum number of players, it can take up to 10 minutes.

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