



Building and Gaming Future Scenarios: Canadian Perspectives

Stefanie Game

Who am I?

- ▶ Bachelors Political Science, International Development, McGill University
- ▶ Director of Game Design
- ▶ E-mail: sgame@imaginetic.net
- ▶ Imaginetic Simulation + Design
 - ▶ Kinetic and Non-kinetic games
 - ▶ Humanitarian response and training
 - ▶ UNHCR, NGOs
 - ▶ Foresight and analysis
 - ▶ Government of Canada, think tanks, research NGOs

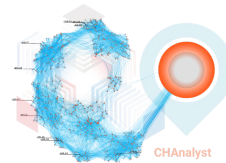
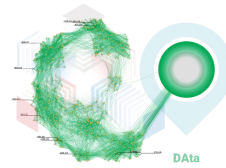
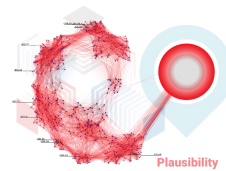
Foresight and Analysis

- ▶ Branches, NRCAN forestry service
 - ▶ Introduce foresight to new staff
 - ▶ Possible future projection in a Canadian context
 - ▶ Indigenous communities
 - ▶ Canadian forestry rules and regulations
 - ▶ Forestry adjacent industry development



Foresight and Analysis

- ▶ CHAnalyst, DATA, Plausibility, ACAPS
 - ▶ Train new analysts, develop analytic techniques
 - ▶ Looking at information sets in different ways, with different lenses
 - ▶ Framework for analysis
 - ▶ 8 humanitarian scenarios



IMAGINETIC
SIMULATION + DESIGN
acaps

Analysis
Training
Toolkit



A photograph of two dice, one yellow and one blue, stacked on a board game. The background is blurred, showing other game pieces and a wooden board. The image is framed by a blue border on the left and a blue geometric pattern on the right.

Replayability

- ▶ Each game run is an *n of 1*
- ▶ Staying up to date on global topics
- ▶ Diverse groups

Scenario Building



What we need



What we have



What is the red tape



Fill in the blanks

Future of Gaming - Topics

What I think will be gamed more

- Economic and diplomatic topics regarding China
- Sovereignty in the north (Arctic)

What I think should be gamed more

- Migration issues
- Policy impacts and non-impacts
- Community effects from decision making
- Environmental issues