

Future of Work

The card game

Target group:

Individuals or teams interested to explore what is their "Future of Work".

About the Game

"What should the #FutureOfWork look like?" This is a question that is often raised especially in the context of "soft skills" or "21st century skills" and the future workforce.

To address this question, we introduce "play" as a method of interaction within the framework of a simple "game" with simple "game rules" that take as its starting point Prof. Herminia Ibarra's concept of "possible selves".

Game Setting

The game takes place in a scenario where there's a job provider and a job applicant.

Through a series of game-play actions, these two archetypes will then "playfully imagine" their future selves and do role-reversal actions and thereby look at the "perspective expectation divide"

Key takeaways

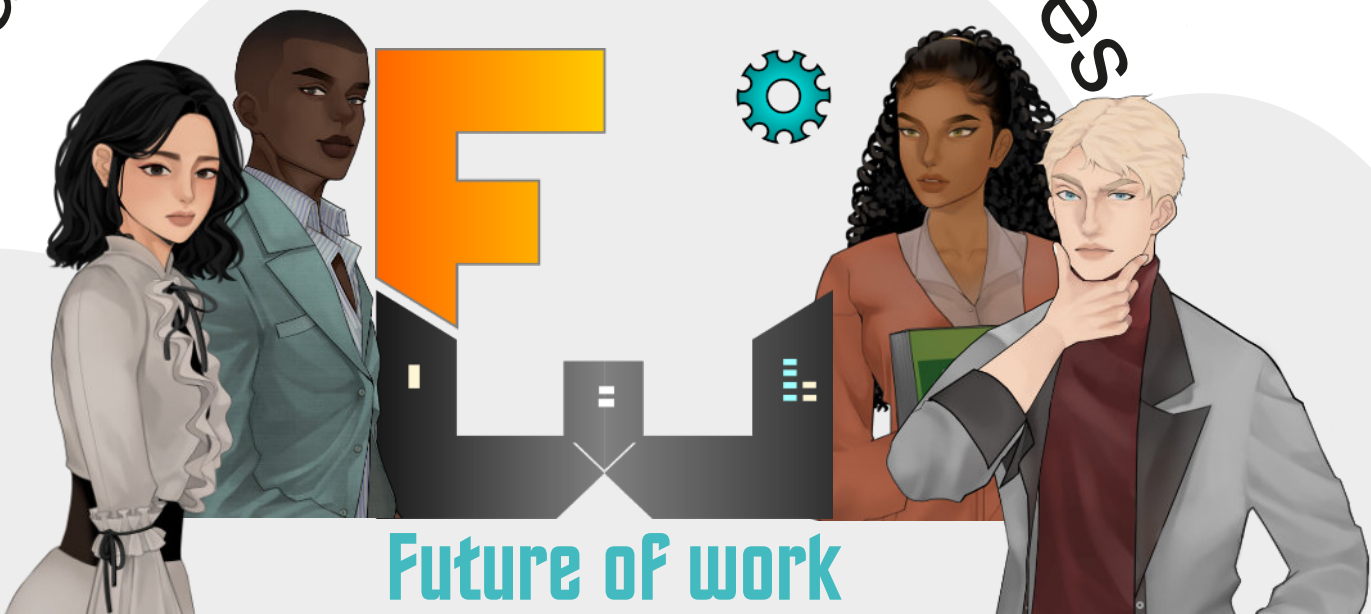
Perspective taking in a role-playing game

Understanding the demand-supply mechanics in terms of expectation settings.

WYSINWYG - What you see is NOT what you get.

Expectation management

Playfully imagine your future selves



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