



BUZZING FUTURES

A Discussion Game for
a Resilient Tomorrow

Recognising the vital role of bees and other pollinators in biodiversity, food security and beyond, the game challenges you to think creatively about alternative environments and step into the role of a future explorer.

This game is a result of a collaborative effort led by the Embassy of Slovenia in the Nordics with support from UN Global Pulse, the Secretary-General's Innovation Lab. The initiative explores key learning questions to strengthen ecosystem resilience. Through interactive engagement, the game fosters dialogue and inspires actionable solutions aligned with the Sustainable Development Goals.

Slovenia actively promotes global awareness on the vital role of bees and pollinators through its leadership on **World Bee Day**, advocating for **pollinator-friendly policies** and sustainable practices worldwide.



Scan the QR code to learn more about this project and how to adapt this game for different audiences.

Buzzing Futures discussion game was developed by the Embassy of the Republic of Slovenia in the Nordics (Timotej Šooš), in collaboration with UN Global Pulse (Minke Meijnders and Tiina Neuvonen; collage by Shanice Da Costa). Art direction and design by David Fartek. This work is licensed under CC BY-NC-SA 4.0.



HOW TO PLAY

3+
Players



1. EXPLORE

20-25 MIN

1. Set up the decks: Organize the cards into three face-down stacks: WHAT, WHO and WHEN cards.

2. Choose the first Game Lead: This player runs the round and rotates each time. The lead draws one card from each stack and place them face-up for all to see.

3. Imagine the Future: The Game Lead invites all players to envision a world where these three elements are connected. Players take a few minutes to imagine and then share their ideas.

4. Reflect and Build: Players discuss the imagined futures, reflect on each other's ideas and expand on them.

5. Rotate Roles & Repeat: The next player becomes the Game Lead, and a new round begins.

EXTRA

Stuck? No worries! If the card combo doesn't spark ideas, the Game Lead can just draw new ones.



2. REFLECT

5-10 MIN

After playing a few rounds, it is time to reflect on what you have discovered.

Draw a WHO card – Or choose a perspective (from a policymaker, farmer, researcher, food company CEO, etc.) and use it to guide your discussion. From this viewpoint, explore:

- **What was most exciting to you?**
- **What was the most concerning to you?**



3. TAKE ACTION

5-10 MIN

What can you start doing today to create a better future for bees and pollinators?

Reflect on the ideas you have explored and identify actions, big or small, that can make a difference.

IDEA

If you would like to add a competitive element, the Game Lead can choose the most compelling story as the round's winner.





Cut out all the cards, follow the instructions on how to play, and your discussion about the future can begin.



In an exciting future, 5 years from now

WHEN



In a bright future, 40 years from now

WHEN



In a hopeful future, 15 years from now

WHEN



In an automated future, 100 years from now

WHEN



In an unpredictable future, 25 years from now

WHEN



In a collapsed future, 30 years from now

WHEN



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In a chaotic future, 50 years from now

WHEN



In a harmonious future, 30 years from now

WHEN



In a neutral future, 25 years from now

WHEN



In a dystopian future, 20 years from now

WHEN



In an abandoned future, 75 years from now

WHEN



In a polarized future, 200 years from now

WHEN



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**In a
multiplanetary
future, 300
years from
now
WHEN**



**In a utopian
future, 100
years from
now
WHEN**



**In a resilient
future, 70 years
from now
WHEN**



**In a contested
future, 40 years
from now
WHEN**



**In a thriving
future, 10 years
from now
WHEN**



**In a divided
future, 20 years
from now
WHEN**



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In a hyper-connected future, 80 years from now

WHEN



In a post-human future, 150 years from now

WHEN



In a virtual reality-driven future, 120 years from now

WHEN



In a resource-scarce future, 200 years from now

WHEN



In an AI-dominated future, 65 years from now

WHEN



In a future ruled by corporations, 20 years from now

WHEN



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In a decentralized future, 100 years from now
WHEN



In a biohacked future, 60 years from now
WHEN



In an intergalactic future, 500 years from now
WHEN



In a future ruled by elderly, 70 years from now
WHEN



In a beehive, 50 years from now
WHEN



.....
WHEN

Create your own!



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**Wild
Pollinators**

WHO

**Robotic
pollinators**

WHO

The planet

WHO

Robots

WHO

Farmers

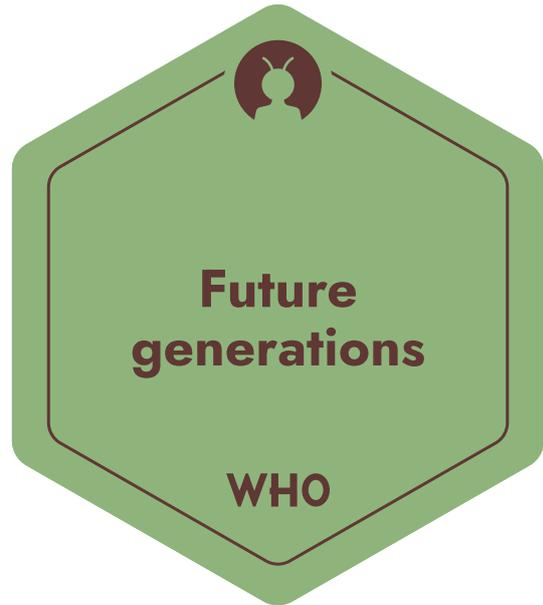
WHO

Tech giants

WHO



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Citizens

WHO

Natural flora

WHO

Robotic flora

WHO

Country leaders

WHO

A person on the other side of the world

WHO

Beekeepers

WHO



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Forests

WHO



Climate

WHO



Older people

WHO



AI-driven organisms

WHO



Decentralized communities

WHO



Hyper-adaptive species

WHO



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Bioengineered crops

WHO

Schools

WHO

Neighborhood friends

WHO

Bees

WHO

Policy designers

WHO

.....

WHO

Create your own!



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A major disaster

~~WHAT~~



A disruptive technology

~~WHAT~~



A global movement

~~WHAT~~



A breakthrough

~~WHAT~~



A climate shift

~~WHAT~~



A ban

~~WHAT~~



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**A universal
law**

WHAT



**A major
discovery**

WHAT



A new tax

WHAT



**A consumption
product**

WHAT



**An
ecosystem**

WHAT



A community

WHAT



Cut out all the cards, follow the instructions on how to play,
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**An
innovation**

WHAT



A global project

WHAT



**An
infrastructure
project**

WHAT



**An
experiment**

WHAT



A virus

WHAT



An event

WHAT



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A material

WHAT

An innovative policy

WHAT

A societal slowdown

WHAT

A new governance model

WHAT

A radical energy breakthrough

WHAT

A global uprising

WHAT



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An interplanetary conflict

WHAT



A clash of generations

WHAT



A cultural renaissance

WHAT



A new space economy

WHAT



A global agreement

WHAT



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WHAT

Create your own!