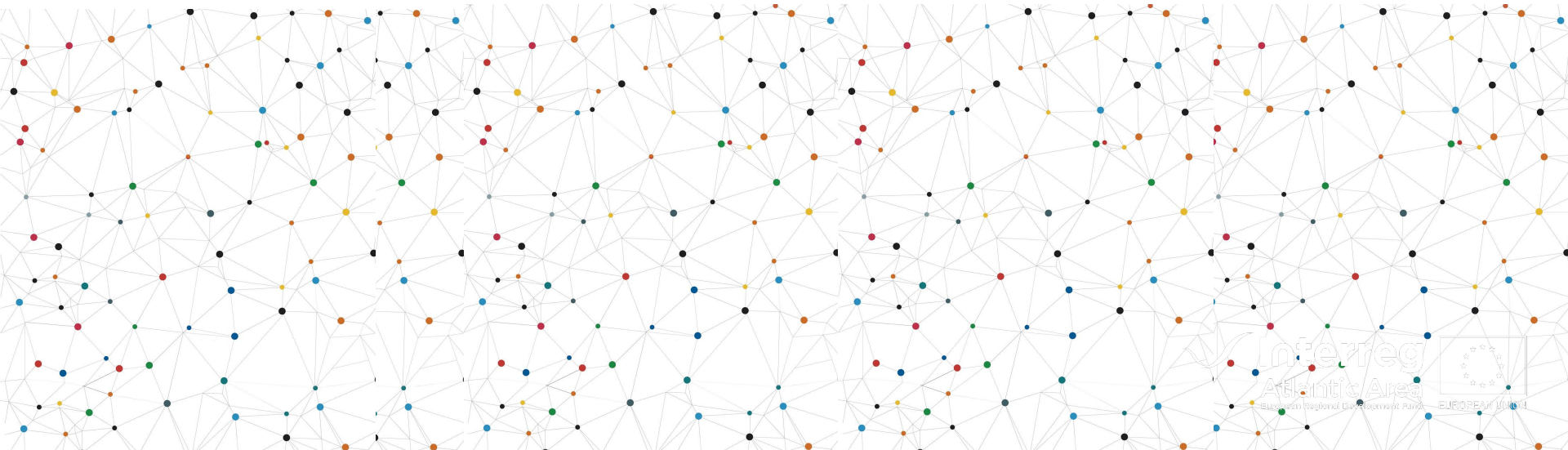




Bright Mirror Workshop

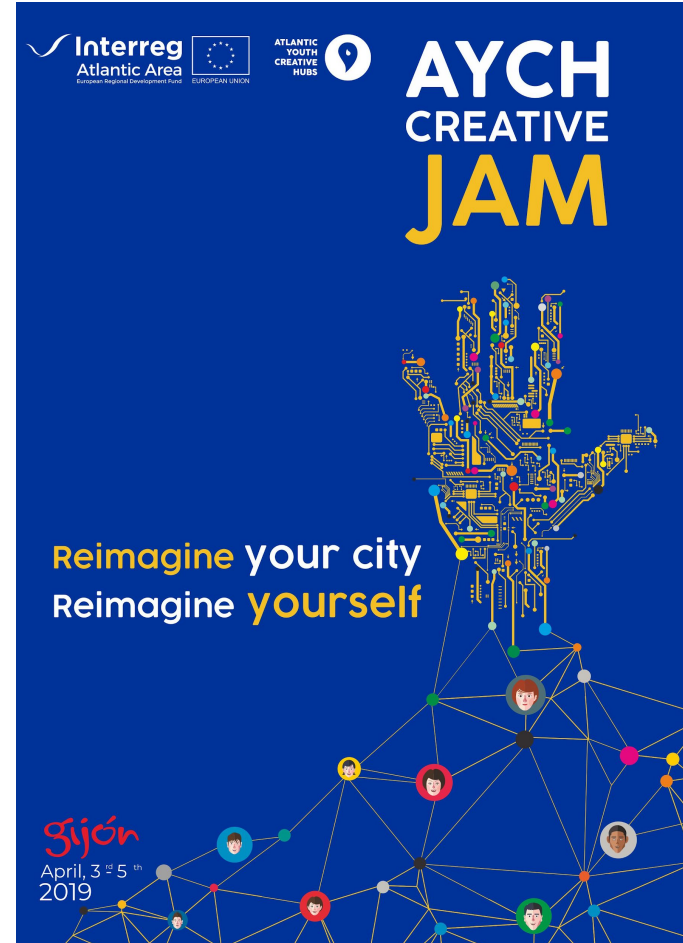


AYCH Bright Mirror

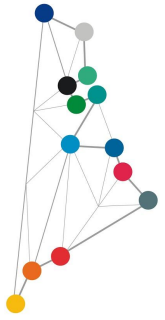
Imagine the city in 2045

Programme

1. Cities of the future
2. Idea Wall Icebreaker
3. Bright Mirror project in a nutshell



Cities of the future



<https://cloud.lecolededesign.com/index.php/s/aMWn5gLZhK2gPeV>

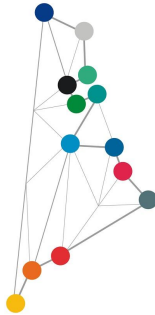




Icebreaker - Idea Wall

20 mins

1. Spread out the ***big inspiration cards*** on the table so everyone can see them
2. Each participant chooses an inspiring image representative of today's city life
3. Each participant writes down on a post-it a word or phrase that synthesizes the meaning of the image





Disaster

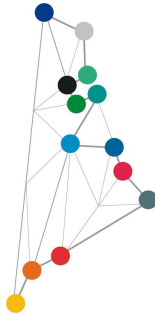
Sustaina





Icebreaker - Idea Wall

4. Each group member shows to the rest of the group their ***image & word*** and explains the reasons why they chose them
5. All the group members go to the IDEA WALL and pin their image & word



BRIGHT
MIRROR

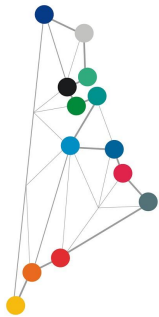


Bright Mirror

You are about to play Bright Mirror, a creativity board game about **city life in the future**. You are going to go through a series of steps to help you imagine, create & tell a story that will take place in April 2045.

The main purpose of the game is to exchange ideas among the different participants.

There is not right or wrong idea, **every single idea counts!**



Bright Mirror

1. Spread out the ***inspiration cards*** on the table so everyone can see them
2. As a group you will have to choose 1 card per each category (People, Technology & Spaces) that represents ***life as you imagine it in 2045***. All of the group members must agree on the 3 images

Discuss:

Why this image?

What does it represents?







Bright Mirror

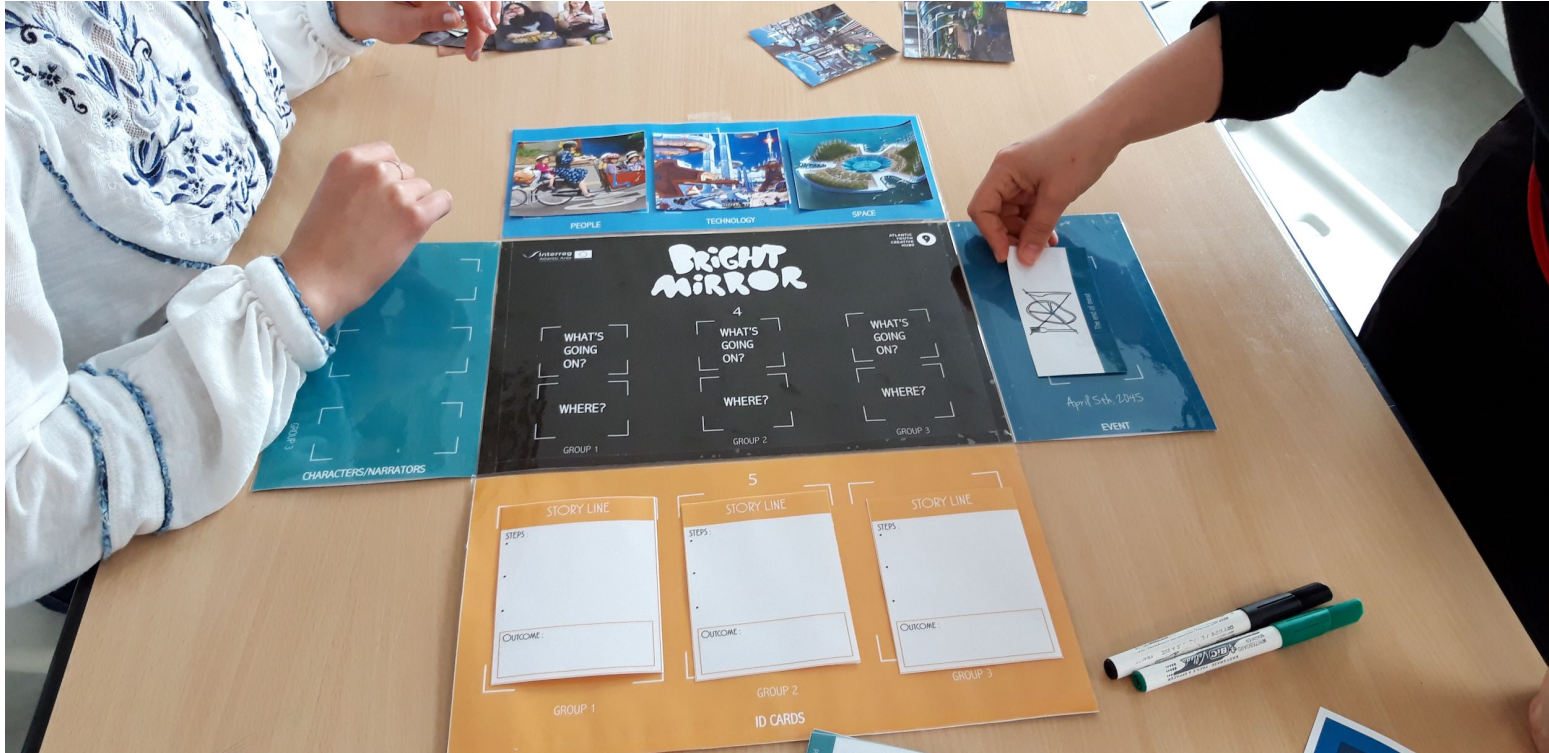


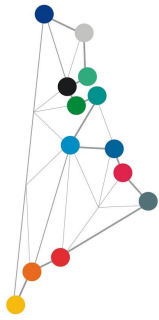
These 3 images are three open windows to the City of the Future that you imagine or fear...

Let's the game begin....



3. One group member turns over the **event card**





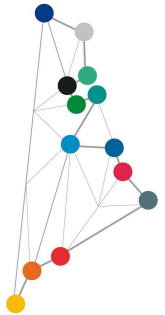
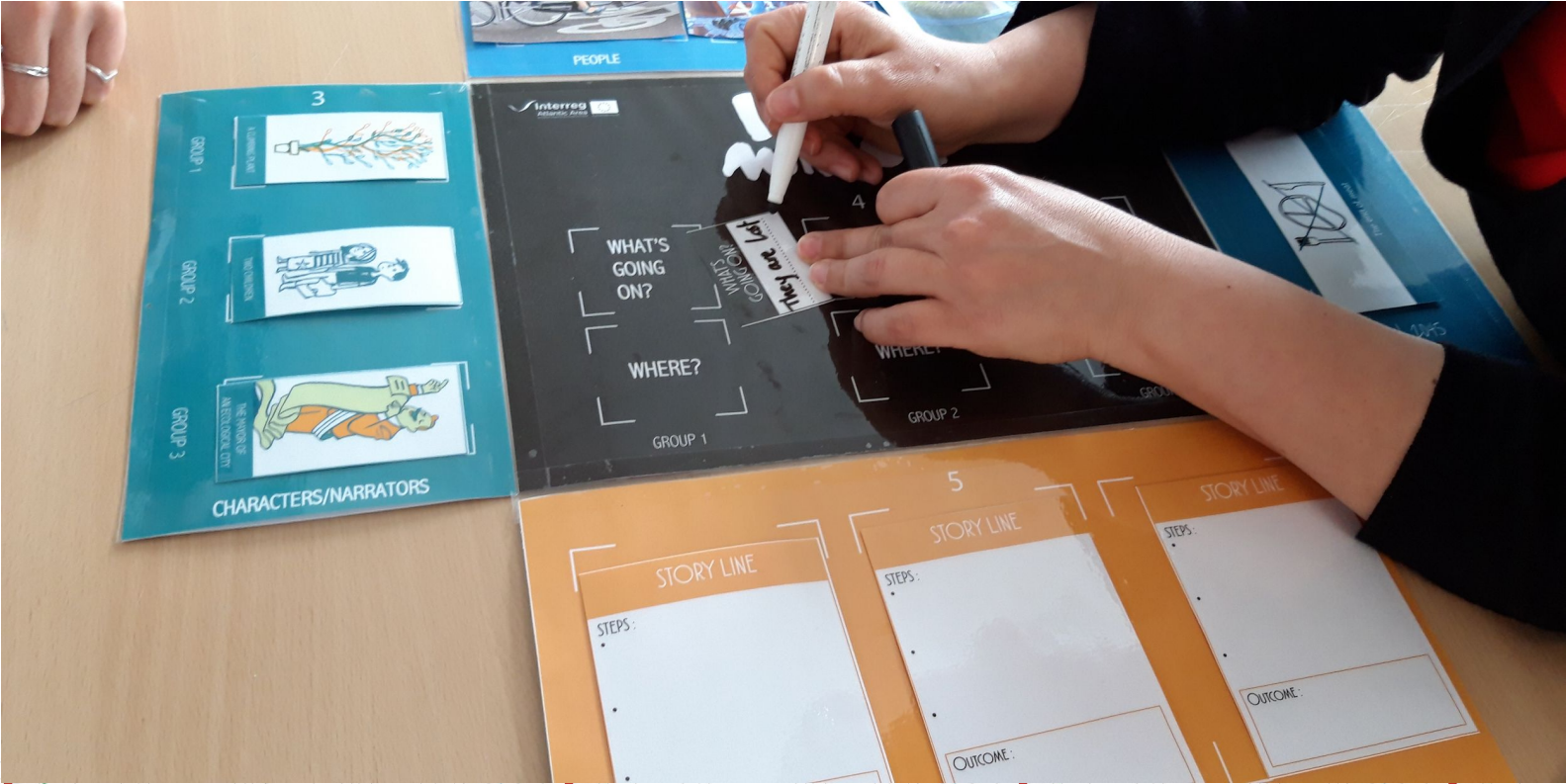
4. The group ***splits in 3 teams of 2 participants***

5. Each team of 2 picks one ***character/narrator card***

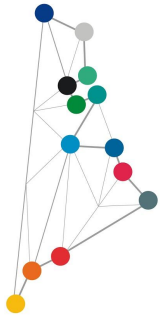




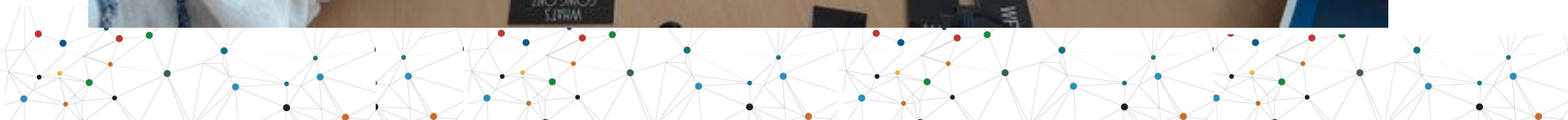
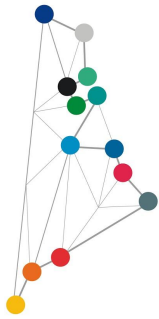
6. With the event & your character in mind define a situation you imagine your character in. Write it down in the card: **what is going on?**

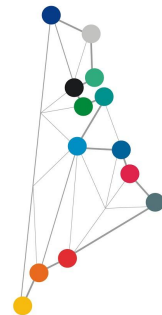


7. Choose a place where you imagine the situation taking place. Write it down in the card **where?**



8. In the **Storyline card** identify the different steps of the story you want to develop for your character (15 mins)

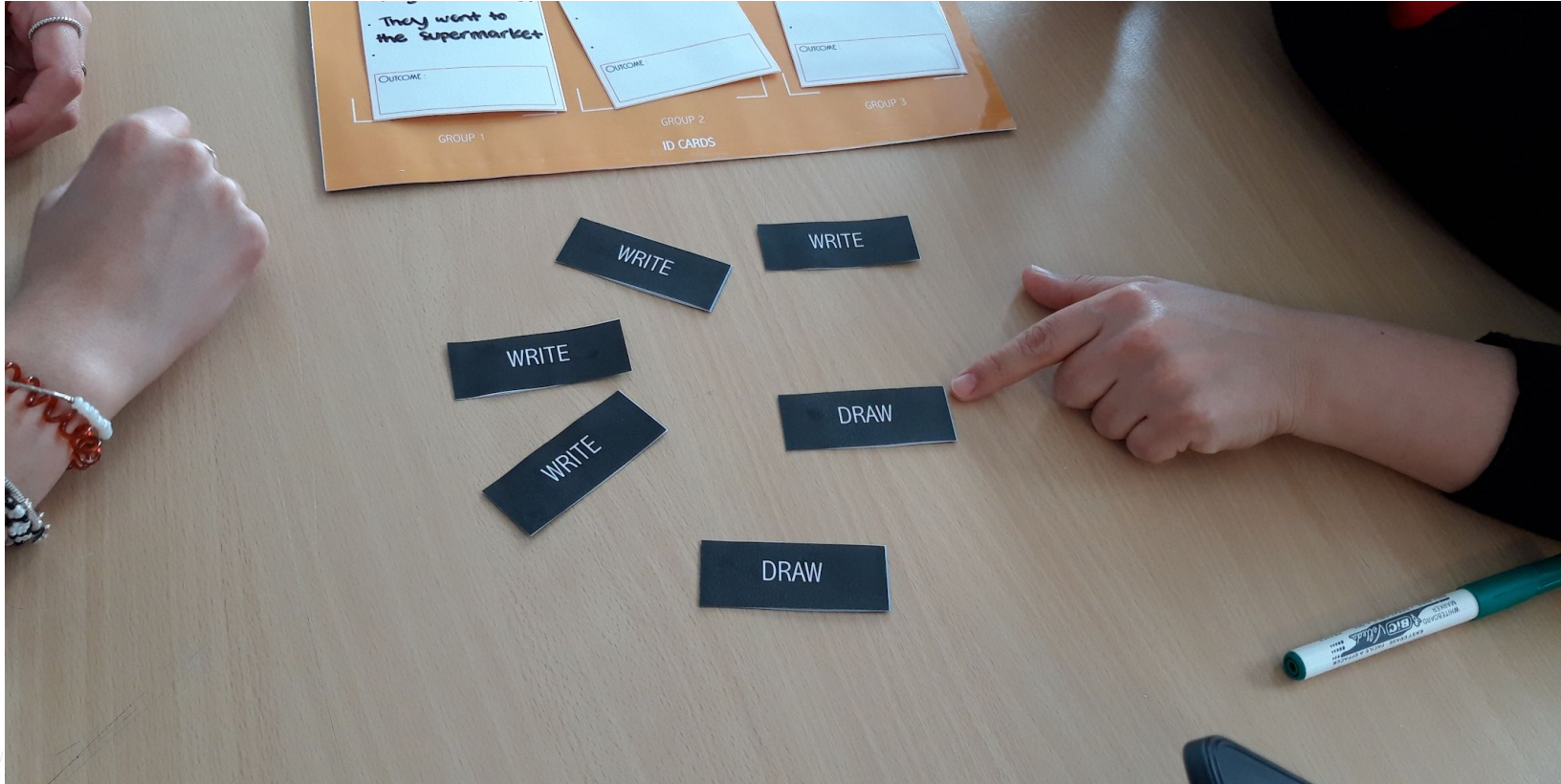




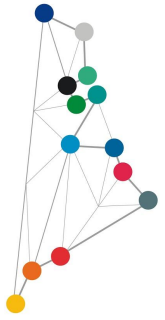
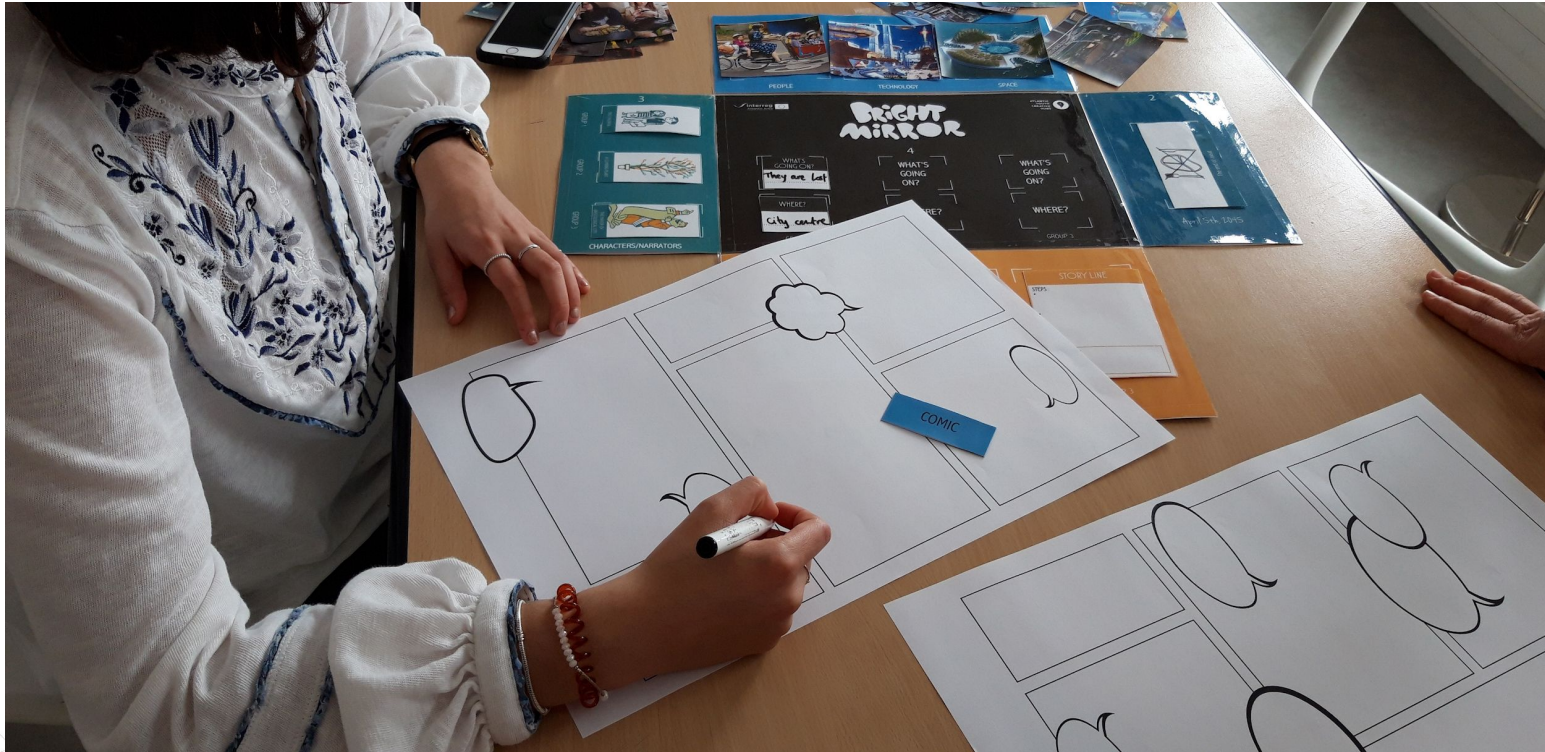
9. With the help of the *Storyline card* **make a draft** of the story you would like to tell (30 mins)



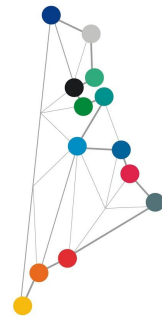
10. Choose one card between the **Write & Draw cards**



11. **Fill in the template of** your choice in order to tell your story (15 min)



13. Once each team of 2 participants has finished filling their template, get back together in your team of 6 participants



In the original group of 6 participants:

14. As a group, agree on how you would like to fill in the template ***El mañana de Gijón***

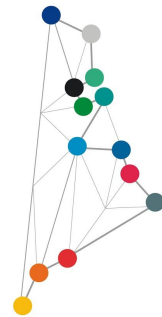
15. Fill in the template ***El mañana de Gijón*** journal (30 min)





16. If you have some time left before the other groups finish, you have the option to pick one of the **Social Network** templates and fill it in





17. Public presentation of ***El mañana de Gijón***
3 mins per group



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ATLANTIC
YOUTH
CREATIVE
HUBS

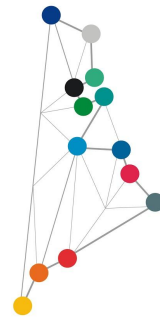


Obrigado!

Thanks!

Merci!

Gracias!



*Olivier Balez,
Marguerite Gueret,
Monica Jaldon,
Louise Bragard,
Maurine Guingamp,
Gaëlle Delehelle,
Florent Orsoni,
Hilda Zara*

