

After prohibition:

A speculative look at Norway,
after the war on drugs

Veldig nær hin
egen oppfølging
og forebygging

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Abstract

In 2020 a proposal for a new drug policy in Norway will be considered. The policy transfers the responsibility of handling people with drug-use related challenges from the justice sector to the health sector. This is expected to depenalise drugs for personal consumption to some degree.

The shift in attitudes from drug use as crime to drug use as health challenge might open the conversation towards the possibility of legalisation of drugs for recreational use.

The topic is inflamed and the two main factions, “for regulation” and “against regulation” act like echo-chambers; making the debate climate hostile and moving slowly. Power imbalances also play a major part. One side is backed by police and the other have traditionally been supporting criminal activity.

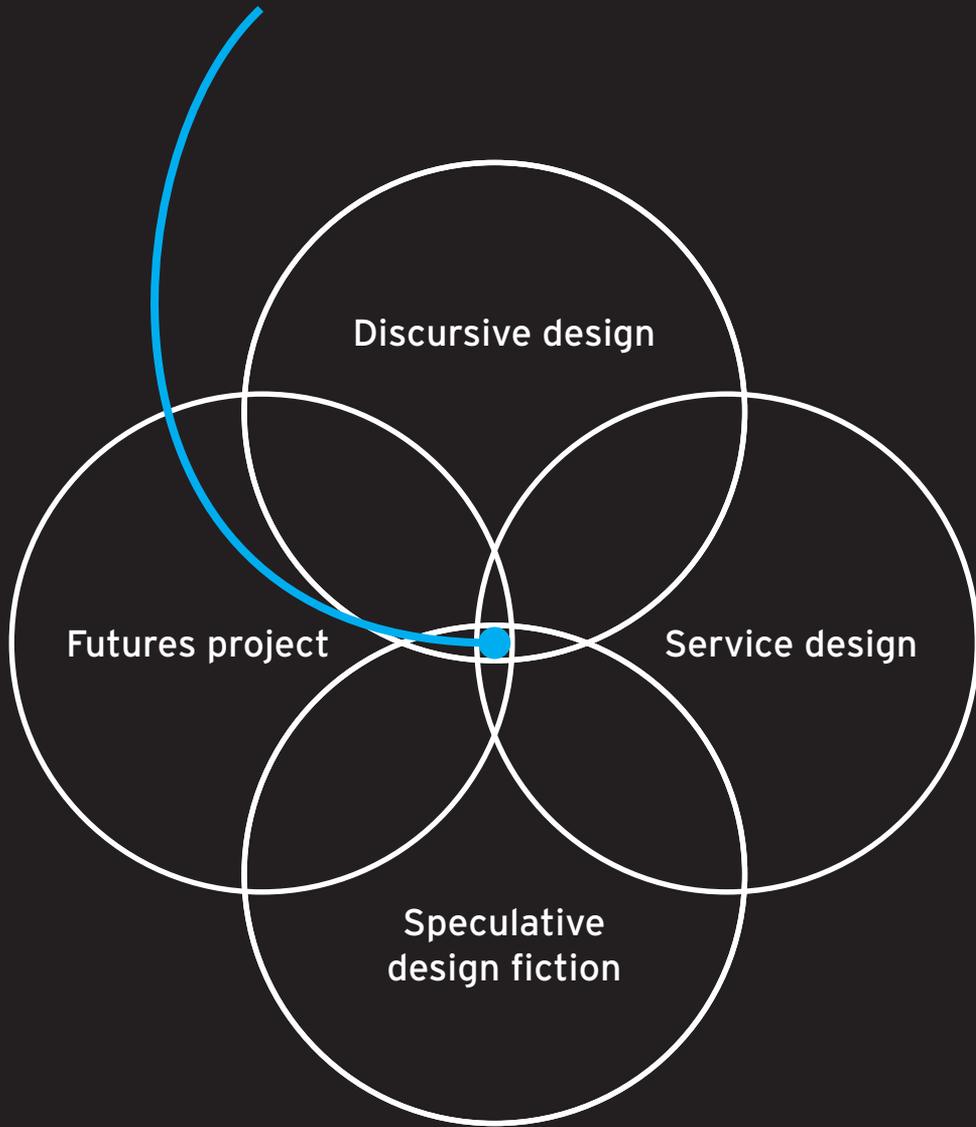
After prohibition uses a process consisting of futures, design fiction, service design and discursive design methods to work around the echo-chambers and power dynamics. It engages each faction in structured dialogues about difficult questions that might come up under the new policy. The dialogues attempt to create understanding of the opposing factions points of view and intentions. By understanding each other, and engaging in public discussion we can move forward into a Norway, after prohibition.

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Introduction

After prohibition



Introduction

2020 might mark the end of prohibition of recreational drugs in Norway. Until now the debate has been marked by social signalling and defensiveness. This, coupled with potential social consequences of being for regulation of recreational drugs has created a debate climate where the conversation is stuck. Active participants attack and undermine each other, rather than engaging in discussion. Some people on the sidelines are frustrated with this dynamic, and feel like they can't contribute. A commenter on VG.no expressed this opinion (Paraphrased for anonymisation purposes): — **There is no free speech on this topic if you're a parent with young children or have a job in where you're not self employed, unless you're willing to run the risk of becoming a social outcast.**

This project aims to contribute to a more open debate by giving participants a tool to discuss possible consequences of recreational drugs being available. What challenges might they meet and what considerations will they have to make in that future? The project lies in the intersection between futures-project, service design, speculative design fiction and discursive design. It prompts discussion through speculation around service design fictions, set in futures after prohibition has ended. The discussions aim to stimulate participants to consider new points of view, opening their minds, and moving the conversation forward, in 2020 after prohibition.

Context:

Shortly after the United States launched their war on drugs, Norway became involved too. Countless resources have been allocated to fighting producers, importers, distributors and users of a large group of substances commonly talked about as “Narcotics.” But what are narcotics?

“Narkotika, entall narkotikum (av narko-), rusmidler som er oppført på narkotikalisten (Forskrifter om narkotika) (...) Narkotika er altså rusmidler definert på dette juridiske grunnlaget.”

Mørland, Jørg. (2015, 16. april).
Narkotika. I Store medisinske leksikon.

Hentet 26. september 2019 fra <https://sml.snl.no/narkotika>

Narcotics are any substances are listed on Norways official “list of narcotics.” These substances are vastly different, but they have one thing in common. Upon ingestion they intoxicate the user. Media, politicians and policing entities in several countries have linked the use of narcotics to violence, apathy, disregard for human lives and criminal behaviour.

An important sub-group of drug users are people with addiction challenges related to drug use. For many years this group of people was labeled criminals, and they technically have been too, as use and possession of narcotics have been illegal. Norway is currently near the top of the list (3. place behind Estonia[1.] and Sweden[2]) of number of deaths by overdose per capita in Europe*, and is by many considered the “Heroin capital of Europe.”

This positioning, together with a global trend of an increased focus on harm reduction, and a lot of advocating from organisations like The Association for Safer Drug policies* and The Association for Humane Narcotics Politics has influenced politics, and in December 2017 it was decided that the government would nominate a committee to make a proposal for a new drug reform in Norway****. In 2018 they did, and the mandate for the committee reads as follows:

*European drug report. Trends and Developments 2018, http://www.emcdda.europa.eu/publications/edr/trends-developments/2018_en

**Foreningen Tryggere Ruspolitikk, <https://www.rusreform.no/>

*** Foreningen for en Human Narkotikapolitikk, <https://www.fhn.no/>

****Rusreformutvalget, <https://rusreformutvalget.no/>



Mandat

Regjeringen ønsker å endre myndighetenes reaksjoner mot personer som tas for bruk og besittelse av narkotika fra straff til hjelp, behandling og oppfølging.

Regjeringen vil gjennomføre en rusreform for å sikre et bedre tilbud til rusavhengige, der ansvaret for samfunnets reaksjon på bruk og besittelse av illegale rusmidler til eget bruk overføres fra justissektoren til helsetjenesten.

Politisk plattform 14. januar 2018.

Bakgrunnen for rusreformen er en erkjennelse av at rusproblematikk i all hovedsak er en helseutfordring. Straffeløshet av bruk og besittelse av illegale rusmidler til eget bruk har bidratt til stigmatisering, marginalisering og sosial utstøting og kan ha stått i veien for å møte den enkelte bruker med hensiktsmessige og tilpassede tilbud og oppfølging.

Rusreformen innebærer med dette et betydelig skifte i norsk ruspolitikk. Et skifte i tenkningen og holdningen til hva et rusproblem er – og ikke minst – hvordan vi som samfunn skal møte dette problemet.

I regjeringens politiske plattform slås det videre fast at:

- Regjeringen vil føre en kunnskapsbasert ruspolitikk, med mål om forebygging av rusproblemer, skadereduksjon og begrenset skadevirkninger. Å redde liv og å sikre verdighet må alltid ligge i bunn for en human rusomsorg.
- Regjeringen vil ikke legalisere bruk og besittelse av narkotika, men dette er ikke til hinder for mer vekt på skadereduksjon.
- Politiet skal kunne pålegge at den rusavhengige skal møtes med helserettede tiltak, og manglende oppfølging vil medføre sanksjoner
- Regjeringen setter med dette ned et offentlig utvalg for forberedelse av rusreformen (Rusreformutvalget).

English translation:

1. Purpose

The government wants to change the authorities' reactions to people caught for the use and possession of drugs from punishment to help, treatment and follow-up.

The government will implement a drug reform to ensure a better services for drug addicts, where the responsibility for society's response to the use and possession of illegal drugs for personal use is transferred from the justice sector to the health sector.

Political Platform January 14, 2018.

The background for the drug reform is a recognition that the problem of drug use is essentially a health challenge. Prosecution of the use and possession of illegal drugs for personal use has contributed to stigmatization, marginalization and social exclusion and may have stood in the way of meeting the individual user with appropriate and individualised offers and follow-up.

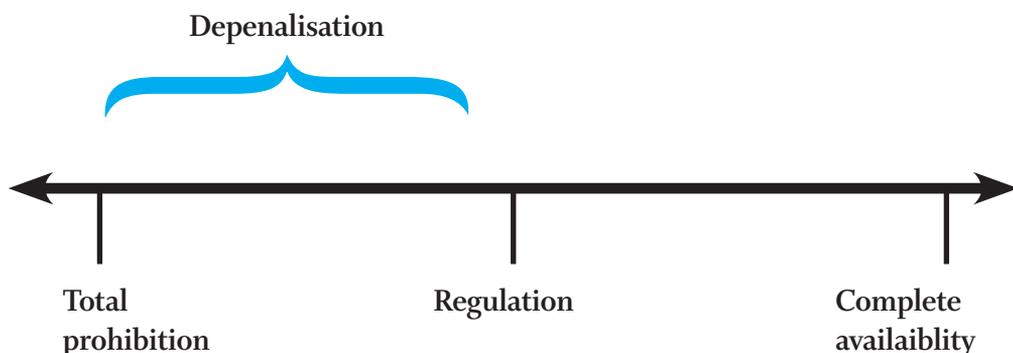
With this, the drug reform entails a significant shift in Norwegian drug policy. A shift in thinking and attitude to what a substance abuse problem is - and not least - how we as a society should face this problem.

The government's political platform further states that:

- The government will pursue a knowledge-based drug policy, with the aim of preventing substance abuse problems, reducing harm and limiting harmful effects. Saving lives and securing dignity must always be at the center of a humane care for drug users.
- The government will not legalize the use and possession of drugs, but this does not prevent more emphasis on harm reduction.
- The police should be able to order addicts to meet health-related measures, and failure to follow up will result in sanctions.
- The government is setting up a public committee for the preparation of the drug reform (the Drug Reform Committee).

After prohibition?

The drug reform will not “legalise” recreational drugs, but being caught with drugs for personal use will most likely no longer be penalised and handled by the justice sector. This moves us out of the current state of Prohibition as any move from the far left in the illustration towards the right, marks the end of prohibition in Norway.



Without the threat of judicial repercussions from voicing ones opinion, more people might be open to discussing the possibility of regulation of drugs for recreational use. This can move Norway towards a more open debate in general, but it can also reinforce the toxic and defensive dynamics that are present in the debate today.

To counter this the people who are already in this debate need to work together in a way where they listen to and understand each other to combat that dynamic. I aim to facilitate a way for them to overcome some of the toxicity and defensiveness, so that the public discussion can move forward, without getting stuck in the current debate climate.

Core assumption:

People can speak more freely about taboo topics if they focus on long term futures.

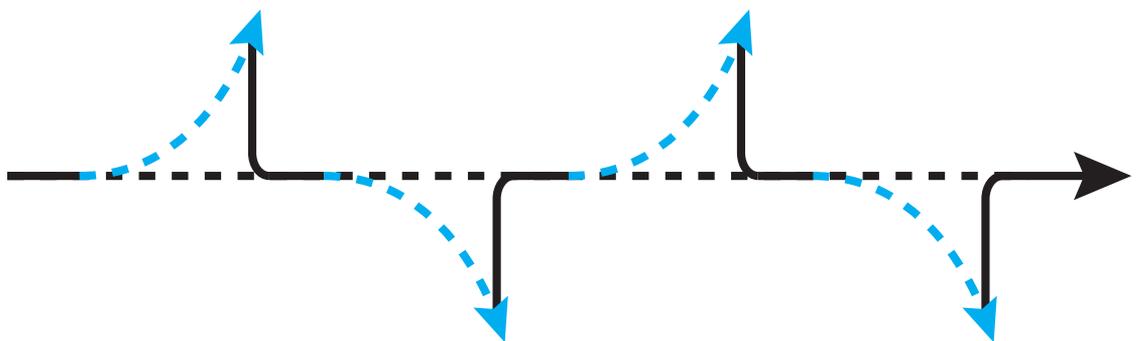
It can release them from current political and personal constraints.

Project intention:

I started this project with two goals. The first was to teach myself how to work with futures methodology. The second was to attempt to contribute to the debate about drug reform in Norway. I got to work with both goals through the assumption that:

People can speak more freely about taboo topics if they focus on long term futures. It can release them from current political and personal constraints.

I worked in a completely process oriented manner with these goals, and focused more on taking “the next step” and choosing the right tools for the project as it moved forward. I used many different tools, from different places throughout the project, but kept the focus on the debate about drug reform and futures-methods and tools. This helped me redefine the brief often, and change trajectory many times.



Research

Desktop research

Social	Technological	Environmental	Economic	Political	Health	What result has it had for drugs	Unintended consequences	Notable POV	Link or source
Political Links	Healthcare of drug use is moving from public to health	Lowest rates of drug use in Norway	Portugal	Pro	2001	Lower rates of death by overdose in recent years	Lower amounts of people who die from overdose	Portugal is a model for other countries	https://www.observatorioportugal.pt/pt/observatorio/observatorio-de-estatisticas/estatisticas-de-letalidade-de-origem-narcotica
Political Links	Legislation of restriction in the use	Uniquely tightest controls	Denmark	Pro	23 December 2013	Canada is now legal for the medical supply chain. It can be prescribed, but not consumed. However, it is heavily regulated.	The crime rate has fallen for the second time in the last 10 years. Also, there are no more deaths from overdose.	The aim of the law was to reduce the health impact of drug use, and to reduce the number of deaths from overdose.	https://www.observatorioportugal.pt/pt/observatorio/observatorio-de-estatisticas/estatisticas-de-letalidade-de-origem-narcotica
Political Links	Regul drugs are getting traction as medicine	USA allows medical cannabis in certain states	USA, DC	Pro	1970	This opened the door for cannabis to be used as medicine in the US.	This is often cited as the first step towards legalization in the US.	The first medical cannabis trial was conducted in 1975, and it was found to be effective for treating chronic pain.	https://www.observatorioportugal.pt/pt/observatorio/observatorio-de-estatisticas/estatisticas-de-letalidade-de-origem-narcotica
Political Links	Legislation for restriction	Finlander Cannabis was declared	Netherlands, Denmark	Pro	1971	Lower rates of addiction than in other countries.	During the late 1970s, "hard" drugs such as heroin were still considered controlled substances, but now there is a focus on harm reduction.	During the late 1970s, "hard" drugs such as heroin were still considered controlled substances, but now there is a focus on harm reduction.	https://www.observatorioportugal.pt/pt/observatorio/observatorio-de-estatisticas/estatisticas-de-letalidade-de-origem-narcotica
Political Links	Legislation for restriction	Cannabis and Washington became the first state to legalize cannabis in the US	Colorado & Washington state	Pro	2012	Canada is now legal for the medical supply chain. It can be prescribed, but not consumed. However, it is heavily regulated.	During the late 1970s, "hard" drugs such as heroin were still considered controlled substances, but now there is a focus on harm reduction.	During the late 1970s, "hard" drugs such as heroin were still considered controlled substances, but now there is a focus on harm reduction.	https://www.observatorioportugal.pt/pt/observatorio/observatorio-de-estatisticas/estatisticas-de-letalidade-de-origem-narcotica
Political Links	Denver restricts public to non-potential use of marijuana	Denver, US	Denver, US	Pro	May 2019	Denver is the first city in the US to restrict public use of marijuana.	Nothing has really changed.	This might serve as a model for other cities.	https://www.observatorioportugal.pt/pt/observatorio/observatorio-de-estatisticas/estatisticas-de-letalidade-de-origem-narcotica

What is the current state of drugs and drug policy? How do we expect it to change, locally and globally?

These were questions I needed to explore. I delved deep into desktop research, predominantly in popular media, online. I read 75 articles on drugs, drugs policy and related topics. I listened to podcasts and I read three books with different angles and attended seminars and conferences in order to get the most cutting edge knowledge about the topic.

What is steep?

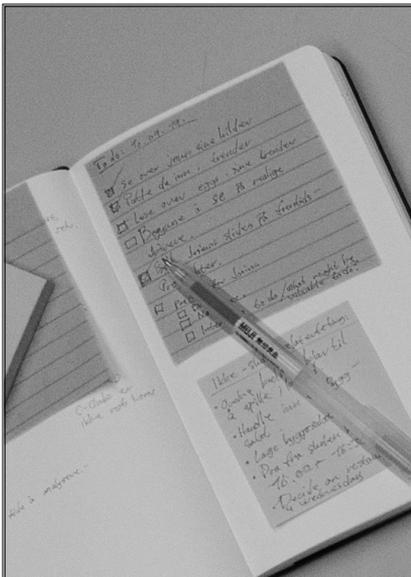
The STEEP framework is a marketing tool for organisations to organise and structure external forces which impact an organisation. It's a structure tool for organisations to get a better understanding of the environment it wants to make a decision in by pushing decision makers to think about Social, Technological, Environmental, Economic and Political landscape before making a decision, and the potential effects within those same aspects after the decision is made. [1]

Trends

From these I pulled out insights and themes, and it didn't take long until I had a large list of insights related to different angles on the topic of drugs. This raw data was not useful, and in order to structure in my process. I used the STEEP framework.

STEEP helped me make sure that I covered several aspects of the topic, sorting themes and insights according to categories. This made it easier to balance what category of insights to look for and which had enough insights for the time being. Looking over my research I started to see patterns, trends, that I could use onwards in my project.

Social	Technological	Environmental	Economic	Political	Health	What result has it had for drugs	Unintended consequences	Notable POV	Link or source
Social + Political	Political discussions around drugs and drug use have a significant impact in Norwegian society	Portugal	Norway	Pro	2009-2019	The government is pushing to make changes in how we use drugs.	The police are experiencing a young population who are using drugs in a dangerous way.	Portugal is a model for other countries.	https://www.observatorioportugal.pt/pt/observatorio/observatorio-de-estatisticas/estatisticas-de-letalidade-de-origem-narcotica
Social	Deinstitutionalisation in the last decade has led to a new paradigm in Norway	Norway	Norway	Pro		Increasing amount of deaths and public engagement in drug and legislation efforts.	During the late 1970s, "hard" drugs such as heroin were still considered controlled substances, but now there is a focus on harm reduction.	During the late 1970s, "hard" drugs such as heroin were still considered controlled substances, but now there is a focus on harm reduction.	https://www.observatorioportugal.pt/pt/observatorio/observatorio-de-estatisticas/estatisticas-de-letalidade-de-origem-narcotica
Social	The boundary between legal substances and narcotics is blurring	Norway	Norway	Pro		The assumed correlation between health and legal substances is under threat.	During the late 1970s, "hard" drugs such as heroin were still considered controlled substances, but now there is a focus on harm reduction.	During the late 1970s, "hard" drugs such as heroin were still considered controlled substances, but now there is a focus on harm reduction.	https://www.observatorioportugal.pt/pt/observatorio/observatorio-de-estatisticas/estatisticas-de-letalidade-de-origem-narcotica
Political	Policy to restrict non-potential use of marijuana	Norway	Norway	Pro	2017	The committee is looking on what is possible to do, and how we as a society might respond to drug use.	Nothing has really changed.	This might serve as a model for other cities.	https://www.observatorioportugal.pt/pt/observatorio/observatorio-de-estatisticas/estatisticas-de-letalidade-de-origem-narcotica
Social	People in Norway search for their "happy pills" regarding health related issues to prevent with addition of drug related problems	Norway	Norway	Pro	2019	People in Norway search for their "happy pills" regarding health related issues to prevent with addition of drug related problems.	Nothing has really changed.	This might serve as a model for other cities.	https://www.observatorioportugal.pt/pt/observatorio/observatorio-de-estatisticas/estatisticas-de-letalidade-de-origem-narcotica
Social Links	Cannabis use in the US is increasing	USA	USA	Pro		There is a significant increase in cannabis use in the US.	During the late 1970s, "hard" drugs such as heroin were still considered controlled substances, but now there is a focus on harm reduction.	During the late 1970s, "hard" drugs such as heroin were still considered controlled substances, but now there is a focus on harm reduction.	https://www.observatorioportugal.pt/pt/observatorio/observatorio-de-estatisticas/estatisticas-de-letalidade-de-origem-narcotica
Social	The topic of drugs is moving from public to health	Norway	Norway	Neutral	17.06.2024	The general public is becoming more interested in drug use.	Nothing has really changed.	This might serve as a model for other cities.	https://www.observatorioportugal.pt/pt/observatorio/observatorio-de-estatisticas/estatisticas-de-letalidade-de-origem-narcotica
Social	Patenting related to new drugs	Norway	Norway	Con		Patenting related to new drugs is increasing.	Nothing has really changed.	This might serve as a model for other cities.	https://www.observatorioportugal.pt/pt/observatorio/observatorio-de-estatisticas/estatisticas-de-letalidade-de-origem-narcotica
Social	Article about the impact of the new law on the market	Norway	Norway	Pro		Article about the impact of the new law on the market.	Nothing has really changed.	This might serve as a model for other cities.	https://www.observatorioportugal.pt/pt/observatorio/observatorio-de-estatisticas/estatisticas-de-letalidade-de-origem-narcotica
Social	The boundary between legal substances and narcotics is blurring	Sweden	Sweden and Norway	Pro by proxy		The boundary between legal substances and narcotics is blurring.	Nothing has really changed.	This might serve as a model for other cities.	https://www.observatorioportugal.pt/pt/observatorio/observatorio-de-estatisticas/estatisticas-de-letalidade-de-origem-narcotica
Social	Children are being born with drug in their system	Norway	Norway	Pro	2019	Children are being born with drug in their system.	Nothing has really changed.	This might serve as a model for other cities.	https://www.observatorioportugal.pt/pt/observatorio/observatorio-de-estatisticas/estatisticas-de-letalidade-de-origem-narcotica
Social	The number of incidents in Norway	Norway	Norway	Pro	2004	The number of incidents in Norway is increasing.	Nothing has really changed.	This might serve as a model for other cities.	https://www.observatorioportugal.pt/pt/observatorio/observatorio-de-estatisticas/estatisticas-de-letalidade-de-origem-narcotica



3. Back from the 70's

Psychoactive substances that were criminalised in the 70's are finding their way back into research

Trend overview:
Picking up where scientists left off in the 1970's several organisations are once again picking up psychedelics in an effort to treat several severe psychological conditions. The substances are seemingly to have a lot of potential. Re-research has opened the door for more extensive research paving the way for a psychological evolution.

Signals:
In Denver, CO, a popular vote changed the state law, so police are not to prosecute people who use.
It supported and performed several clinical trials of MDMA and various psychedelics for different treatments.
The Johns Hopkins Centre for Psychedelic Research.

6. Self medication

Information on the therapeutic effects of certain drugs leads to rises in self-medication

Trend overview:
With access to both good and bad information, and easier access to illegal substances people are taking it upon them selves to self diagnose and self medicate rather than spending time and money going to a medical professional.

Signals:
1. "Butterflies" in cannabis shops in the US have been recommending their product to pregnant women, when they should refer to a doctor.
2. Viagra is the most conflicted prescription drug on the Norwegian border.
3. Information in popular and social media about what cannabis can be used for is often exaggerated or wrong.
4. With legislation in USA a narrative has emerged that "CBD can be used for absolutely everything."
→ Hverken forber sosialmedisinske eller sykepleiere?
Lite till til Helsesystemet.
I Norge 4 punkter i USA

1. Legalisation

The legalisation of Cannabis

Trend overview:
Legislation efforts have won in several places in the world. Uruguay led by fully legalising cannabis for citizens and permanent residents. This was followed by Washington state and Colorado legalising cannabis for recreational use. Recreational legality lets people of legal age use the drug challenging the convention of alcohol as the only legal intoxicant.

Signals:
1. Several states in the US has legalised cannabis for recreational use.
2. Uruguay has legalised cannabis for recreational use.
3. Major parties in Norwegian politics are campaigning for legislation.
4. Police reports that youth they encounter assumes that cannabis will be legal in a few years.

4. Blurred lines

The line between legal drugs and narcotics is blurring

Trend overview:
Some things are legal somewhere, but not elsewhere. If cannabis is OK in the US, why should it not be allowed to use in Norway. Access to information gives rise to people self medicating with legal substances, further blurring the lines.

Signals:
1. Pharma companies like Purdue Pharma have admitted to falsely advertise highly addictive prescription pills.
2. Sweden has recently rescheduled the painkiller Tramadol as a narcotic, while it retains it's prescription drug classification in Norway.
3. Legalisation efforts in countries such as the US makes justification for criminalisation harder.
4. The UN is expected to reschedule cannabis on WHO's recommendation.

7. False advertising

Sellers are incentivised to falsely advertise what they are selling.

Trend overview:
The economic incentive of drug sellers is having impacts on the health of the users. With high demands, it's tempting to increase the profit-margins by changing the contents of certain substances, or willfully provide lacking or wrong information to buyers. This is taking its toll on drug users.

Signals:
1. Drugs are often cut with other substances, either to enhance the experience of the drug or to cut costs.
2. Johnson & Johnson is being sued for falsely advertising the addictive potential of opioids that they produced.
3. There has been a wave of PMMA and PMA related deaths, likely caused by people thinking they have bought MDMA.

2. Decriminalisation

Decriminalisation of several substances for personal use

Trend overview:
Decriminalising drugs takes the responsibility of handling people with low amounts of drugs out of the hands of the police. Users can buy, carry, sell and use small amounts of drugs. It is still illegal, just not considered criminal. The police can focus their attention on the people on the back-end of the transaction, mainly suppliers and large scale sellers. People with addiction challenges are no longer criminalised as a result of their addiction.

Signals:
1. Portugal decriminalised in 2001 all drugs for personal use.
2. In Denver, CO, a popular vote changed the state law, so that the police are not to prosecute people who use.
3. Norway is in the midst of developing a new model for handling drug users in Norway, based on the current Portuguese model.
4. Iceland has elected political leaders in Tallinn?

5. Harm reduction over punishment

The responsibility of handling people with drug-related challenges is moving towards healthcare

Trend overview:
Drug related cases are moved into the healthcare system, lessening the stigma around addiction. Trials for drug-assisted treatment are being tried out, and the criminal justice system connected to many heavy drugs are no longer required for people to get their daily dose of drugs.

Signals:
1. Pharma companies like Purdue Pharma have admitted to falsely advertise highly addictive prescription pills.
2. Sweden has recently rescheduled the painkiller Tramadol as a narcotic, while it retains it's prescription drug classification in Norway.
3. Legalisation efforts in countries such as the US makes justification for criminalisation harder.
4. The UN is expected to reschedule cannabis on WHO's recommendation.
5. The usage of alternative punishment methods are increasing.

8. Dealers keep updated on the newest tech.

Technology is changing the way people are buying drugs on the street.

Trend overview:
From street vendors to international shipments, technology is changing the way people are buying drugs. For small scale transactions towards the end user, the "traditional dealer" is using technologies like Snapchat and Wickr. Metacrypt messaging app, crypto-currency and Geocaching to make sales both more anonymous and more efficient.

Signals:
1. Dealers are using marketing techniques and technology to sell drugs to end users.

"Depenalisering" = Beteanendelse med vilkår.

Drivers

I wanted to understand what larger and underlying forces were that were pushing the trends, and attempted to synthesise drivers from the identified trends. STEEP provided structure for the synthesis, and it resulted in 8 drivers. Two social drivers and two technological drivers. One that was environmental and economic in nature. Two that were purely economic, and one political driver.

I needed the trends and drivers in order to develop future scenarios that were grounded in the reality of the space today. In this way the futures would be steered towards scenarios that would be more useful to aid the debate around drugs.

To make sure I wasn't creating future scenarios all on my own, I wanted to co-create them with people who were actively involved in the debate. This would reduce my own bias and point of view in the project, and would also engage potential users.

A workshop is often used as a tool to co-create future scenarios with the users, but since, in my case, the users would be people from different sides of the debate this posed a process challenge. Getting people from both sides to show up for the same workshop is difficult, as the hostile debate environment makes them avoid one another to a certain degree. Power-dynamics also plays a major part in the debate climate.

What is a driver?

A driver is the cause that pushes the trends, and affect change. A driver can inform many trends, and might cover several categories. [2]

An example of a driver is:

Stigma reduces

Social driver:

The stigma linked to being a recreational drug user is fading away in most circles, and with most drugs. Stigma is not gone, but it's no longer linked to being a "drug user." Stigma might shift inside the topic or move entirely outside of it.

Power dynamics

The debate around drug reform is divided into two main factions. One of the factions are traditionally supported by politicians, the general public and the police. In the other faction you will often find people who use, or have used illegal drugs, or at least people who support illegal activity. The legal vs. illegal structural difference creates the power dynamics, and that would taint any workshop where both sides would be represented at the same time. I had to find a way to get around this challenge.

Gathering futures

Futures poker

Inviting all of these stakeholders to the same workshop would therefore breach the ethical boundaries of my process, and so I needed a solution that could be used in many places, with different people, and in the timeframe of one lunch-break, to get those different perspectives.

Creating a lot of futures could be done easily through interviews alone, however, I worried that if I decided to do it in that way the participants would tell me THEIR ideal future, regardless of what the space looks like today or how it's expected to develop. I wanted the participants to reflect on future premises that they find surprising, or might not agree with. I hoped to push them towards speculation rather than re-iterating their pre-existing ideas about what the future might hold.

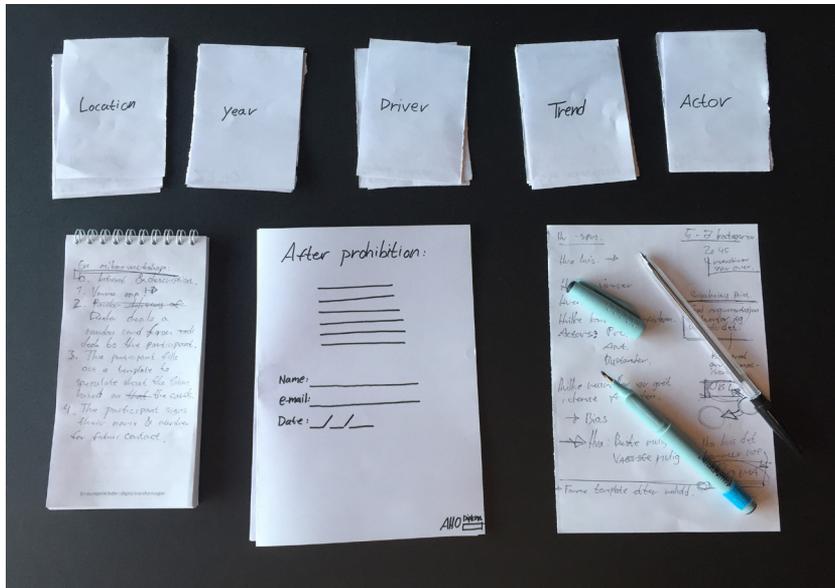
I made a decision to adapt Futures Poker, by Strange Telemetry, to fit my needs. By introducing game mechanics into the speculation process, I believe that it was easier for the participants to distance themselves from their position and pre-existing notions of how the space should move forward. By introducing it as a game, the participant entered into a "Game-space" where they were not really required to fight for their cause.

The game introduced randomness into the scenario building process which aided in creativity for the participants. They were prompted to think about aspects that they might have never thought of before and could explore more ridiculous future scenarios as they felt less responsible for the outcome.

What is Futures poker?

Futures poker is a portable workshop designed by Strange Telemetry. It's A card based workshop that helps in envisioning future scenarios for the creation of design fictions. [3]

Producing Futures Poker:



Mockup:

Low fidelity prototype in order to test the game mechanics

Playtest:

Discovered that trends and drivers from drug-related research didn't give enough context to create future scenarios.

Included EGGS mega-trends, and upon testing again, it was playable.





Production:

High fidelity version was made to convey seriousness and professionalism to players.

Final result:

The finished prototype was playable, and included extra, blank cards to expand the deck, if necessary.



Adapted Futures Poker:

Futures poker uses drivers in conjunction with times and places in order to develop futures for creating design fictions. The drivers that were included in the original version were not particularly useful for my specific setting, and therefore I used drivers from my own research in their place.

Based on the first playtest, the drivers from my research were all very drug-specific and didn't contain enough information to give context to a future scenario by themselves. I therefore included mega-trends (developed by EGGs design) to also include societal forces that, when coupled with the drug-specific drivers provided a great deal more information about the future context without being overwhelming.

I included the trends from my own research as well; they are more specific to the topic, and tend to create conflict in the scenarios. It's easier to categorise the trends as good or bad, while the drivers are more neutral. This provided interesting material to a lot of the futures.

Creating a fictional universe is easier to some than to others, and the futures are often very vague, "fact-based" and hard to really "be immersed in." I therefore included a section where the participant would envision the world they had created from the point of view of a human actor. And then to describe a conflict between two actors that serves a different roles in that society.

(The cards are available in the appendix)

What are Mega-Trends?

Megatrends are the great forces in societal development that will very likely affect the future in all areas over the next 10-15 years[2] I have used the ones developed by EGGs design, they can be found in the appendix.

Playing Futures Poker

Futures poker is a tool for structured speculation about the future, grounded in trends and drivers that have been observed in the space around drug reform. It requires just one person to play, but can also be played in small groups. It might be useful to take notes during the play through.

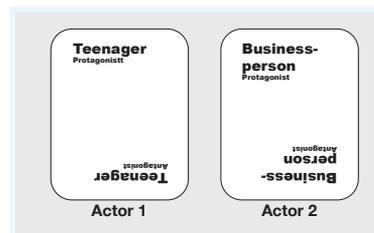
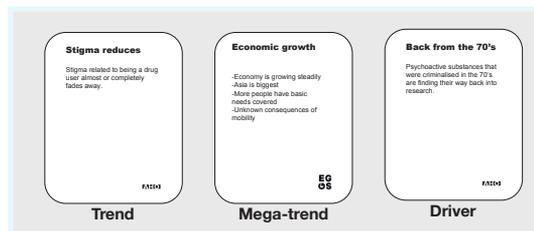
The game consists of 6 decks of cards:

Time
Place
Trend
Megatrend
Driver

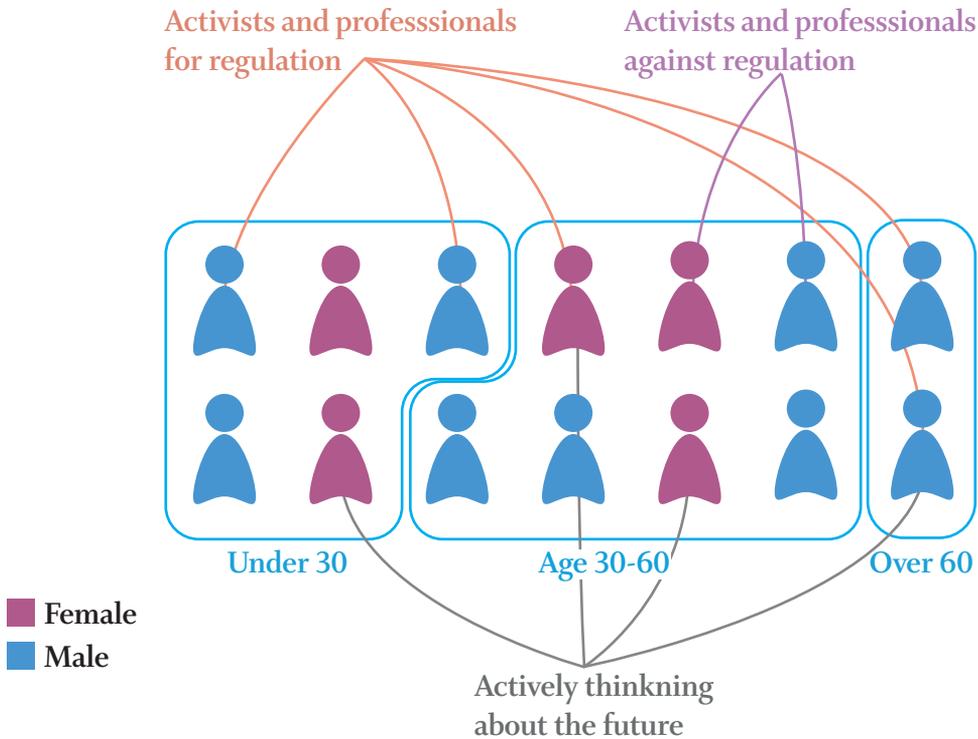


The game is played in four parts:

1. In part one the player picks a time and a place. Spend a few minutes to think about what the world looks like based on the cards that were picked.
2. In the second part the player picks a trend, a mega-trend and a driver. These are prerequisites for how the future developed. Start describing what the future looks like now. To make the speculation more structured, you can employ the STEEP categories, Social, Technological, Economic, Environmental and Political. I. e. ask the player: How do these trends and drivers affect social interactions in the future?
3. The player picks an actor-card (Actor 1). How is it to be that person, in this future? How has their role changed? Think about these questions, and others that might come up.
4. Finally, pick a second actor (Actor 2), and describe a conflict between the first and the second actor. Why do they have a conflict, and how does it play out? Who else is affected?



Project bias:



Results:

Many of the future scenarios that participants came up were very interesting. Most had some very realistic, and some very unrealistic parts. All of them approached the future with different focuses. Some economic, some tech-focused, and others social. This was interesting as it covered different aspects of the future in a way I would not be able to do myself. In the end I developed 14 different futures with different people (The transcriptions of the futures are available in the appendix)

When recruiting informants I tried to keep the responders varied, and the 14 people I worked with represented many different demographics. To balance the participation I made several attempts to get in contact with people working against regulation of drugs, but in the end, most of them did not respond, didn't have capacity to contribute, or was not interested in contributing to the project. This resulted in people who are advocating **for** regulation of drugs being overrepresented in this project.

Reflections on Futures Poker:

While playing the game I discovered that some people are very stuck in the current problems, and would rather discuss “the facts” than speculating about how the future might be. This can be due to me not being a strict enough facilitator, not having given them enough time to “warm up” or due to me not being a good enough facilitator yet.

Something that often came up after the game, when playing with activists, was a desire to know what kind of futures the people from the “other faction” had come up with, One of my informants said:

“I’m interested in what they are thinking over there, what kind of futures do they envision?”

A another quote with a similar theme came from the other side:

“We have invited them several times to debates, but just getting a hold of them is difficult.”

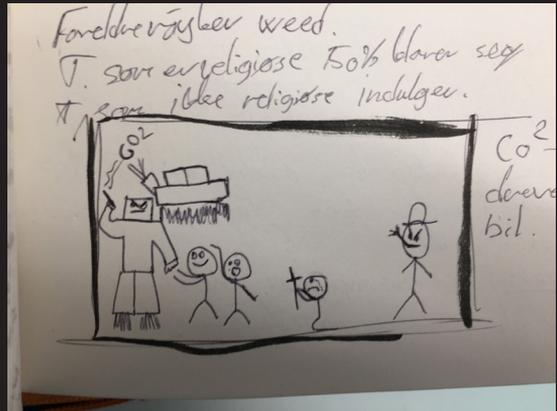
Playing futures poker created a rich set of material with different scenarios, angles and considerations that I would not have been able to cover by myself. It benefited the project by increasing the material I could work with, and by challenging my own assumptions, biases and blindspots for the work onwards.If

I in the future should create a similar workshop I would have made some changes. One of the more prominent ones would be to ask more standardised questions, perhaps using a tool to structure the games in order to have more comparable future scenarios to work with onwards. Putting a time limit on the workshop could also be useful, as some participants thought it to take too long to play through

Sketching while playing:

While gathering futures, I tried to sketch out the scenarios that my informants created. Some were borderline absurd, and others rather conventional, here are most of them.

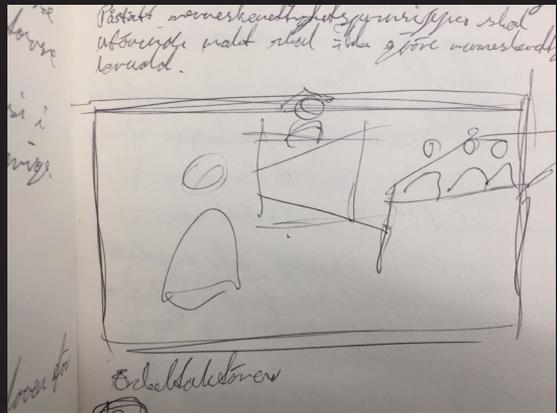
The text provided are fictional headlines that attempts to summarise the scenario in a tabloid manner.



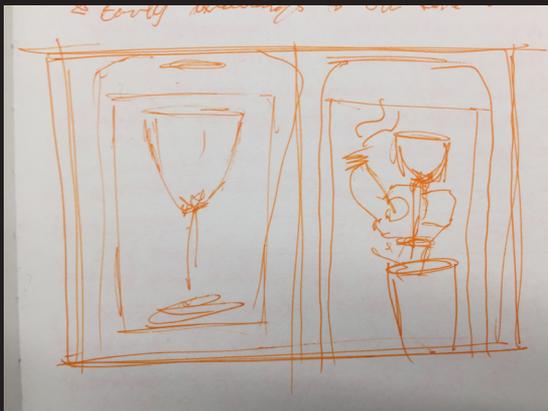
“Cannabis-producing robots take over small coast-town, people are chill with it!”



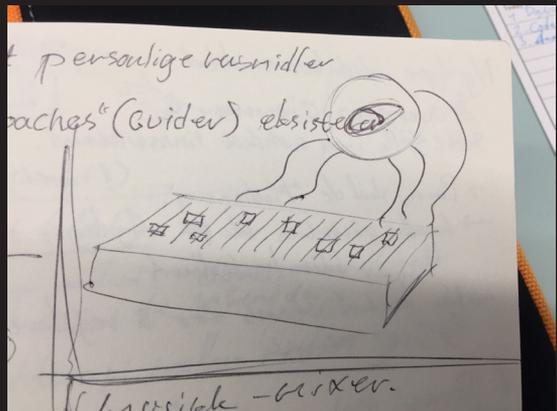
“Drug synthesising operations after centralisation takes over central Norway”



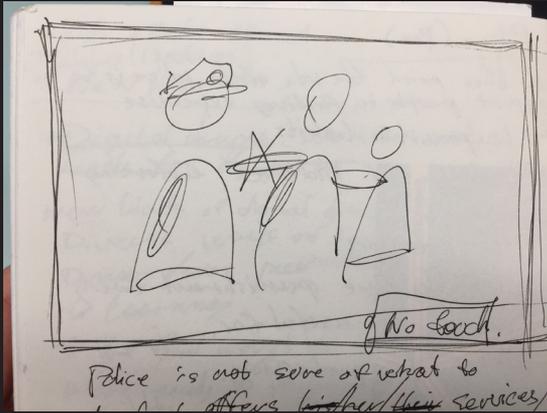
“Governments are loosing in human-rights court over post-war settlement”



“Sangria or joit, why not both? 12 ways to enjoy weed and alcohol this summer”



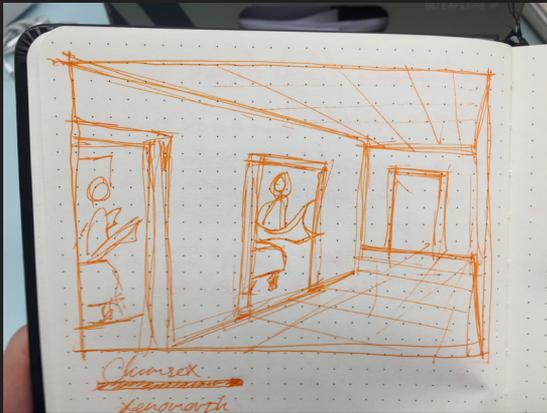
“Home-synthesised drug-machine on the market next year, what to expect?”



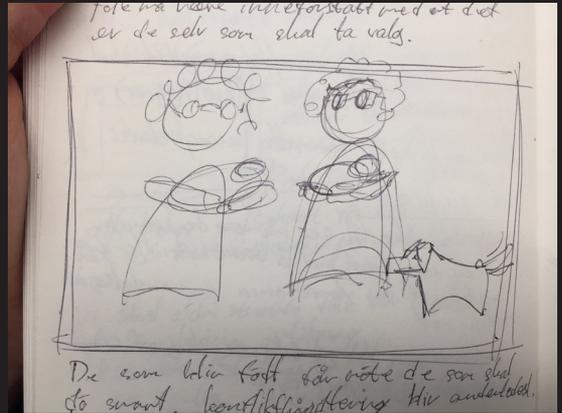
“The second wave of digital drugs is coming, are we ready? Yes says mother!”



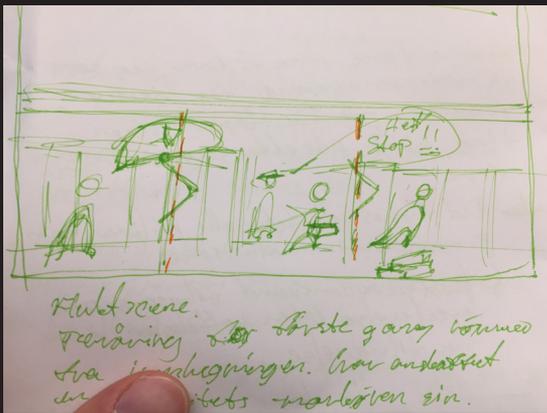
“8 parties from your 20’s that’ll make you feel nostalgic about booze”



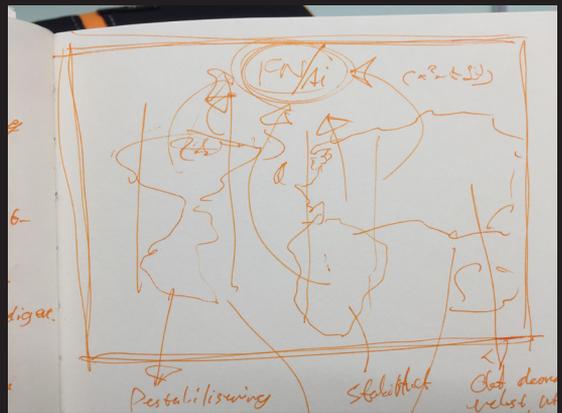
“Get your freak on! Psychedelics that will change the way we fuck for ever!”



“What to do when the babysitter suddenly dies of old age”



“Where is your kid? How one mother made sure that her kid didn’t buy privacy”



“America crumbles, the age of africa is here!”

Mid-project reflections

A talk about fiction:

At this stage in the process I felt lost, I had a lot of material, but was not sure of how to use it. During this time, the Anticipation conference was held at AHO, and during the conference I met with Bastien Kerspern, one of the founders of “Design-Friction” a french design studio that focuses on design fiction. In this conversation we talked about what design fiction is, what situations it’s useful for, and how to ensure that the design fiction you present is believable.

Design fiction[4] is the act of creating designed artefacts “from the future,” it can be used for example to provoke conversation about taboo subjects, and it can be a potent tool in order to affect policy development. In one project, Bastien invited potential “users,” people that would be affected by the policy in question, to a workshop. In this workshop he and his team would try to figure out what the user needs for the policy was. Afterwards they would design fictional artefacts that would cover those users needs. These artefacts are called “Provotypes” and their intended function is to be provocative and spark conversation.

One of the key ways of successfully provoking people is making taboo topics mundane. A notable example is the project, Protopolicy,

where the provotype is a service that lets old people die when they themselves want to. The service aspect is important in the development as well is creating a “plurality” of design fictions.

The service aspect is important because it lends validity to the artefact. A smart watch that will kill you, is not something that people will believe in, unless it also notifies a funeral agency or a similar service to collect your body. It will also not be believable if it’s not deactivated while driving, or when inside school buildings and other places where you dying might be dangerous to others. The plurality aspect is also important. “Plurality” in this context means that such a service would not exist in a vacuum. Creating design fictions (Artefacts) that show that the service has opposition in for example religious groups and other activists, aid in making it believable. Making it as believable as possible is key to be able to prompt deep and realistic questions about the fictions, and about the needs of the users in arenas for public debate and policy development.

Design-Friction, <https://design-friction.com/>
** Protopolicy, <https://design-friction.com/contents/en/#/projects/public-democracy/proto-policy>

Echo chambers:

The need for the provocative nature in my project became evident upon reviewing my notes so far. I had identified the two oppositional factions in the debate around drug use and the way they relate to each other. The debate climate is characterised by hostility, people in both factions work to invalidate the opinions and legitimacy of the opposing faction. They sabotage their opposing faction by spreading misinformation, pushing conspiracy theories that questions other factions intentions, and refuse to talk to each other. They both believe they are right and dismisses the other factions concerns. Internally they push for their own agenda, creating echo-chambers, positive feedback loops of defensiveness and hostility. This means that the good notions, concerns and ideas that each faction has, rarely or never make the leap to the other faction.

Upon discovering this, I approached two of my informants who are active participants in the debate in order to hear their point of view. They completely agreed that there were two distinct factions, and that the two were echo-chambers. They blamed the opposition for this, further validating my observation.

Interestingly the main divide in the debate that I identified is not related to the intended outcome, but rather how to get there. They both advocate for harm reduction, but disagree on what approach we should take?

Should we assume that people will be doing drugs, lets therefore make it as safe as possible to do so? Or should we make as few people as possible use drugs, and reduce harm in that way?

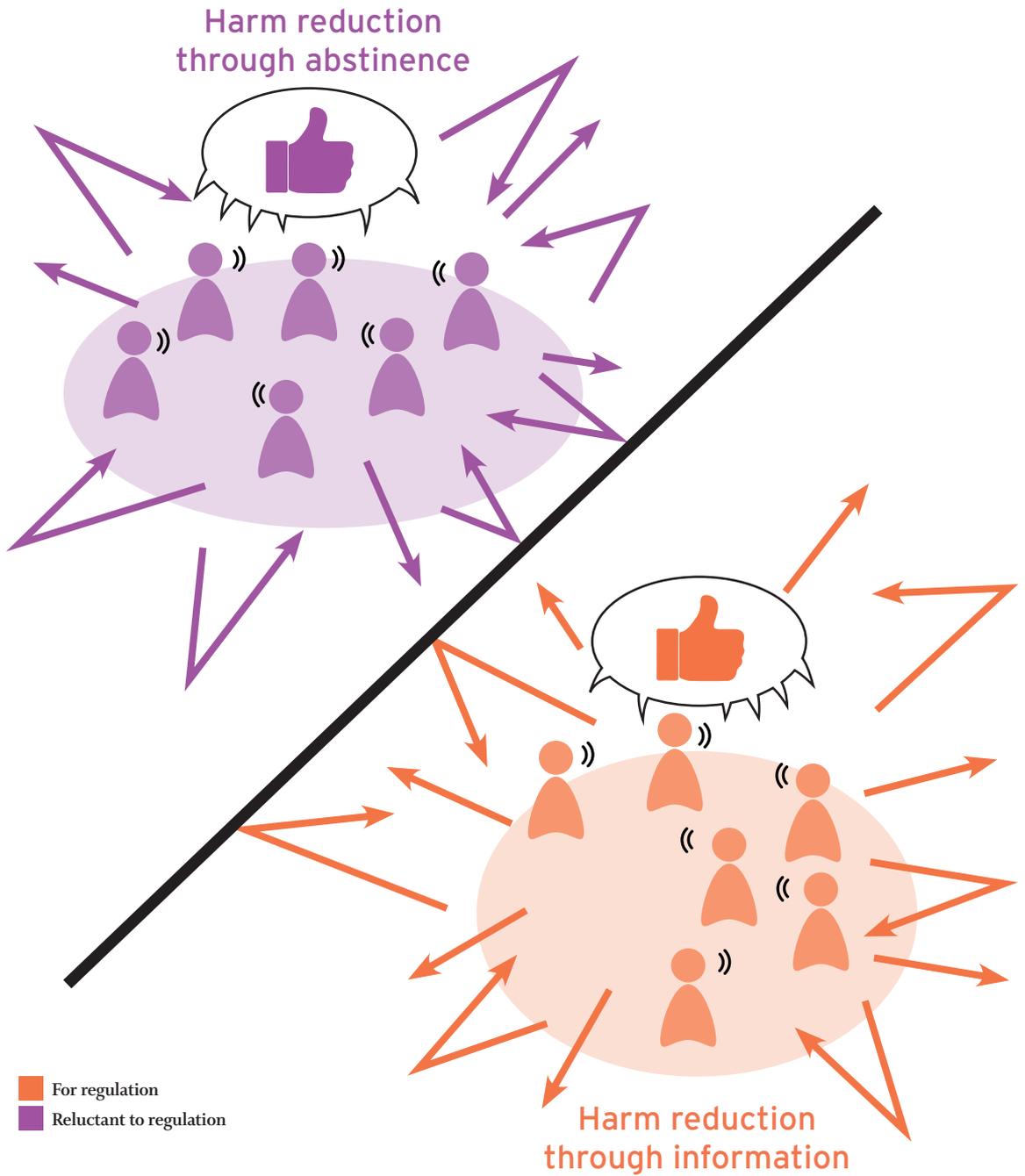
This ideological divide, and the echo-chamber mechanics really contribute towards restricting the debate from moving forward.

This made my project more interesting, difficult and important than before. To work with it I used a lot of design fiction methodology. I embraced the concept of plurality, and focused on making future scenarios that are relatable and believable. I saw the potential value of provoking my users, who I hope will be people within both factions, to reflect on what they really don't want to happen, identify common ground and from there, move towards a more honest and nuanced debate. It's an alternative way to deal with a very taboo topic because facilitating conversations internally in echo-chambers might introduce empathy and understanding for the oppositions point of view. This might open an opportunity to bridge the gap between the factions.

Currently that empathy is hard to find, as is exemplified by a quote from my research. The question posed was: How might we move the debate forward? and the answer was:

“I think it can be done, if we put the people who are currently on the throne to the guillotine”

This or similar hostility can likely be found in other debates where echo-chambers form, and if this project is successful in creating a more nuanced debate through internal discussion in echo chambers, perhaps the process can be applied to those other circumstances too at a later date.



Analysis

Coding the futures:

The collected futures held different angles and focuses, showing the benefits of co-creating the future scenarios. They represented a lot of data, but it was raw and difficult to work with. To make sense of it I started coding the futures, relying on the idea of grounded theory, where one delves into the material without knowing exactly what to look for, and taking notes on the things that came up. I coded for assumptions about the future, prejudice that I could spot, things that surprised me when reading through, explicit problems that the informant had included in their speculations about the future, and concrete service ideas, both those that the informants came up with, and the ones that came to my mind while reading through the scenarios.

This material was still in a relatively raw state, but it was now in a format to be analysed and worked on further.

Grounded theory:

Grounded theory is a method for designing context-specific theories. It's a method for making sense of qualitative data through pattern-recognition and inductive reasoning. [7]

I chose to use assumptions to proceed with the project. There were many assumptions, and while extracting them I noticed that there was a lot of overlap between informants in what they assumed would happen in the future. [8]

I found prejudice to be more linked to the situation today than that of the future. It unveiled some non-futures findings that uncovered the severity of the echo-chamber mechanics in the debate, but did not seem useful to the development of futures for the project.

Surprises was interesting also on a project level, and served to validate some of my assumptions about the nature of the debate. It also served to challenge some of my own prejudice about the factions.

Explicit problems was not chosen as they were highly specific to the individual scenarios. Aside from anxiety linked to climate change and some others, the specific problems seemed more science fiction than material for design fictions.

Challenging assumptions would have the benefit of being extremely provocative to the people who would receive the final prototypes, and would help them think about the future of drugs in a more open minded way. I also had a lot of them. I identified 169 assumptions of varying degree of overlap, and with them I would figure out what to work with onwards.

mere dystopian

kan være et
spillegår
der mere
interessant

Veldig
dystopisk
(kan være litt ty)

Makelig map
av en fremtid
kan det være
å gjøre

lette å
vise seg for
viktig og
hvor viktig
hvor viktig

Polystyrene
problemløser

Interessant
perspektiv
utvikling
(studere)

Beskrivelse
til fremtiden
hvorfor
aktuelle

Stor grad
oppriktet for
sitt rolle som
forskjeller

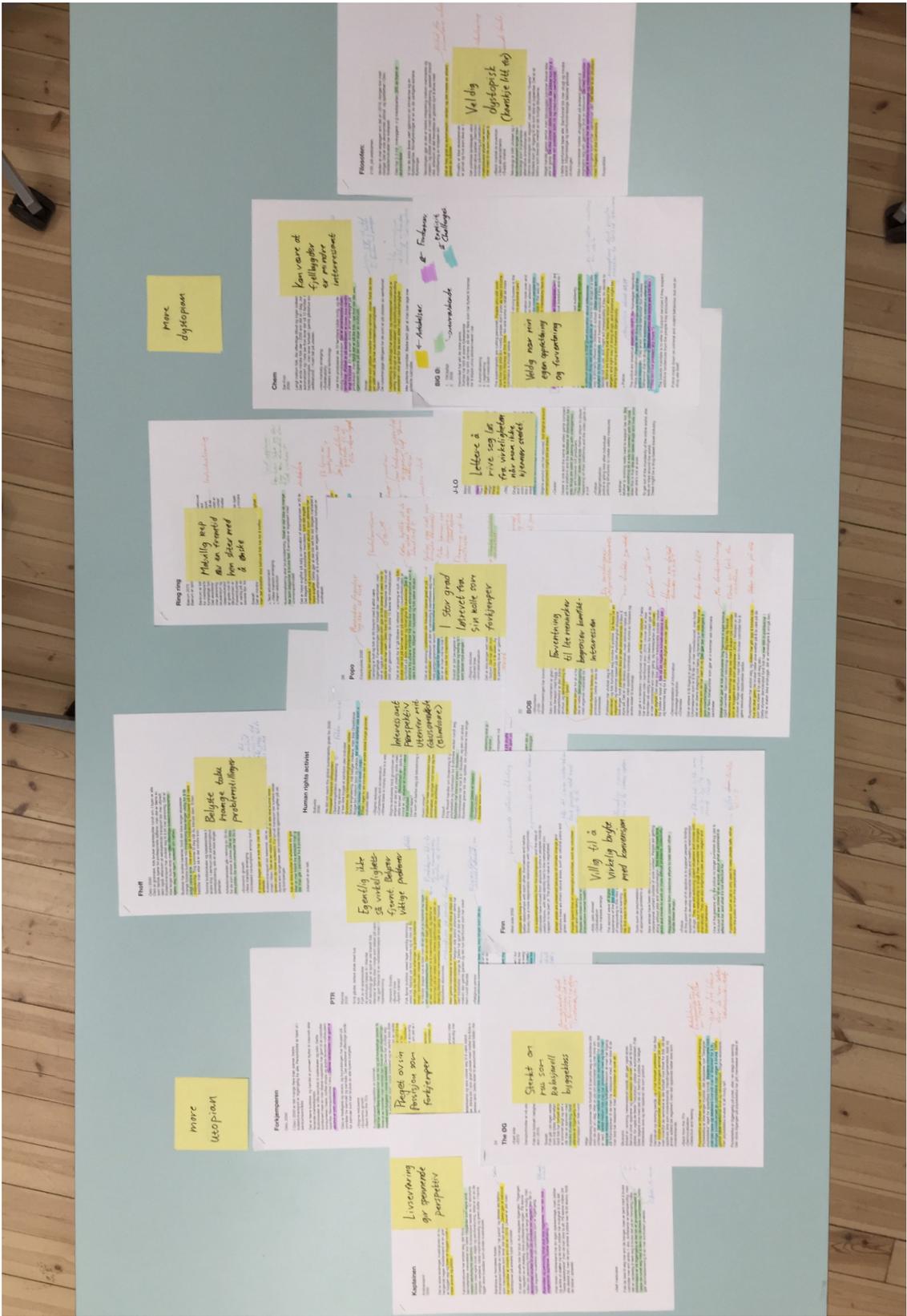
Egentlig ikke
en utvilsomt
viktig problem

Vilgi til å
viktig bytte
med konstant

mere
utopian

Lisensiering
og samarbeid
perspektiv

Støtt av
som som
kollektiv
hjelpe



Materialistic consumption is no longer on the rise	Drug dispensing model is	Most problems with drugs comes from prohibition, not drugs	People will have more free time	People in general are more informed about drugs	Painkillers don't work in many cases	Addiction is understood to a greater degree	People are willing to take responsibility for themselves & others	We can't avoid a climate crisis	Symbol of the sageape has changed	Economic growth in asia & africa
Algorithms made through popular media gives people a better understanding of how to use drugs	Repair and reuse is common	Money is less important	Backing up performance & prevention is normal	Changing people's state of conscience against their way of prevention is illegal	"Having yourself" through rewards is more normal	Drugs is part of daily life to an increasing degree	Kid (and adults) using drugs in "educational" situations is more normal	Questions arise about identity in situations where people behave irrationally while using drugs	Couler culture develops around "unregulated" children	Algorithms can predict the kind of drug experience that will suit you
Parents around children & drugs will be central + school, recreation, etc. recreation?	Children will be drug addicts	Addiction might not be a problem in itself	Attempts to reduce over-consumption will be made	Drugs at work for dealing with certain challenges	Tube-like structures will spread in society	Closer connection between people makes loneliness less prevalent	People need few drugs will lessen	Regulation model limits profitability for producers	Self-medication is swayed by people around the user. They provide support	Equality of influence is rising. You & "you" have the same voice
Big Pharma will suffer financially if regulation	Political polarization in a more direct democracy	People will vote against the climate crisis	People don't change very fast	Widespread lack of anything is knowledge	We will figure out how to prevent problematic use of drugs	Legal cannabis will result in a total loss of productivity	People are living more digitally	Risk factors collective. Centralization. Electric mobility	Economic Growth	A post-war court will be held to give rise & social justice to supporters of the war on drugs
New ways need to be found by "big pharma" to maintain revenue	Cannabis will be subject to high fees & bills	Decriminalization increases drug-use	Other drugs need to compete with alcohol	People have a need for face to face communication	Children get access to drugs at young age	AI is out of control	Old people are stuck in the "old ways"	Tolerance is perceived by youth to be less important	Cannabis is legal for recreational usage	Legalisation of soft drugs has happened
Feels have a high degree of value in society	People are using drugs to increase performance every day experience	Maker-culture democratizes production	Technology such as big data & neural networks enables personal medicine & drugs	The state is more transparent	Center-culture is eco-chamber of alternative facts and of outgroups	"less smart" people are being left behind in development	Psyrocency is still slow	Gender-roles no longer exist	Production of legal drugs will happen locally	More use = more "problem-usage"
Some people still seek the self-learning qualities of drugs	People tend to use the drug they were exposed to in their youth	Experience-focused business rather than producer-focus	BYOD is a thing	There is a need for more and more tools of experience	Empathy between people increased	Quality care for and about nature	Specific "designer drugs" for specific situations exist	People no longer work	Privacy does not exist & surveillance is everywhere	Humans have a need for human connection
Center-culture involves heading face to face to play games	"The drug that people are using is real human connection" - W	Nature has a bigger place in city-life	AI tech supports people in everyday life	People spend their energy on managing activities	Gut-baking, multitasking and creation is more common	People's physical needs are met	More time is spent on solving societal problems, collectively	People need to meet social norms, at work and school's long period of time	Drug enforcement mandate is about responsible habits and healthy relationships w/ drugs	The police is more charged with societal conflict resolution and helping people
Police is AI driven	No privacy in digital spaces	Extreme weather	Graves are being made to clean the oceans of plastics	Culture is more introverted	People crave human connection but struggle to reach out	Home-sharing through Airbnb digital tech is the norm	Escapism may lead to people going mad	Fresh food is harder to come by	There is an impression of equality	Certain drugs are linked to high status living
Ass. Drugs as escapism	Parents use digital media to connect with kids	Peer-to-peer drug sales is the norm	Old people feel alienated. They don't understand how new tech is used.	Boredom is prevalent in the future	Older people are reluctant to accept new technology	People seek connection through digital media	Drugs as self-soothing / escapism	People use more knowledgeable about drugs than they use in 20-99	Parents use technology to surveil their children	Genetically engineering unborn children is morally ok, but expensive
Increasing Population in Norway	Self-medication technology is available (for the rich)	High degree of automation	Privacy does no longer exist nor is there a need for it	Local politics is more relevant for people's lives in general	Drugs are not only chemical, but also biotech & digital	Rich people segregate themselves	Police mandate will change in relation to drugs	New psychoactive substances will be developed	Tight social clothes develop	Increased situational awareness, usefulness for privileged situations
People no longer identify with their job	There will be anti-regulation activism	Socialist values increase in society	There exist an artificial divide between soft & hard drugs	Black market responds to regulation with lower prices	Black market focuses on PC's (NPS)	Adults will not have access to drug education	Police mandate will be the same as in 20-99 times	Government will profit on legalisation	Coffee shop model is prevalent	Public spaces designed for interaction
People will be bored	Drugs or escapism or substitute for business connections & care	Police will still be the first touchpoint in drug-related education	Distinction between legal and illegal drug consumption (but use and abuse) or certain substances is more obvious than others	Good role models don't use drugs (or alcohol)	Addiction-challenges does not concern legality	Control is a collective virtue	Stigma is really connected to losing control, drug use is just a symptom	Parents might be afraid of seeing judgment to their kids	People will not automatically be more informed just because of legalisation	Old prejudices die hard

Peer-to-peer drug sales is the norm
(2013 - 2014 - 2015)

More time is spent on solving structural problems collectively

There is an expectation of equality

People are willing to take responsibility for themselves & others

Changing people
State of confusion against their way
Concept is illegal

Courier culture
drives around "unregulated" children

Parents might be afraid of losing ground to their kids

Questions arise about literacy in relations where people behave irrationally while using drugs

"Having yourself" through research is more normal

Drugs act faster for things with certain challenges

People need for drugs will lessen

More culture
Democratization
Production

Backpacking becomes a more accessible part of youth culture

We will figure out how to prevent problematic use of drugs

Legal cannabis will result in a total loss of productivity

A post-war court will be held to give rise to social justice systems or the war on drugs

Deliberate around children & drugs will be central "school, home, online, the neighborhood"

Older people are reluctant to accept new technology

People will have more free time

Attempts to reduce over consumption will be made

Stigma is really connected to losing control drug use is just a symptom

Other drugs need to compete with alcohol

People use drugs to increase confidence everyday experience

Legislation of soft drugs has happened

Experience-focused business rather than product-focus

There is a need for more reducing levels of experience

Closer connection between people makes lawlines less prevalent

Technology such as big data & neural networks enables personal reduce & drugs

Privacy does no longer exist nor is there a need for it

Counter-culture involves looking face to face to play games

More potent drugs are available

Big Pharma does not care about peep

There exist an artificial divide between soft & hard drugs

People spend their energy on meaningful activities

Professional needs are met

People need in new social arenas, as work and education pushed out

The police is now charged with peaceful conflict resolution and helping people

Police mandate will change in relation to drugs

No privacy in digital spaces

Genetically engineering unborn children is morally OK, but expensive

Drugs are escapism
Substitute for human connection & care

Norway is more diverse culturally

Parents use digital media to connect with kids

BYOD is a thing

Old people feel alienated
They don't understand how new tech is used

Increasing divide in wealth

Education is perceived by youth to be less important

Parents use technology to connect with kids

Equality of influence is rising 90s & 20s to have the same voice

People no longer identify with their job

There will be anti-regulation activism

Money is less important

Sensation-seekers are attracted to black/illegal markets & drugs

Black market responds to regulation with lower price

Black market focuses on PC's (MPD)

Control a collect virtue

Police will still be the first touchpoint in drug-related education

Millennials are the first to use (and abuse) or certain substances is more drug than others

Addiction-challenges does not come from legality

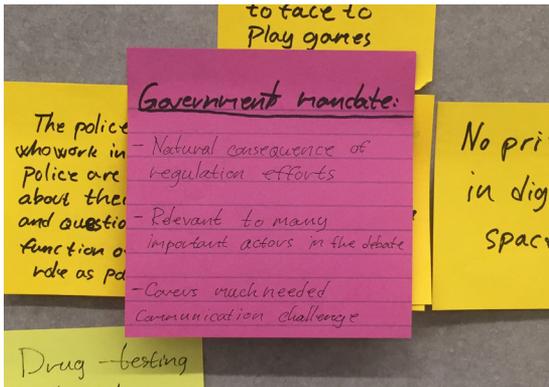
Analysing assumptions:

The assumptions were too many and too varied to work with by themselves. In trying to figure out how to use them I looked through the stack. My informants had said completely different things, but underneath it seemed that they were talking about many of the same kind of challenges. I identified these as 'underlying' assumptions. I put them up on the wall and started sorting using the principles of grounded theory. I looked for patterns, narratives and the underlying assumptions that people might have about how society would relate to drug use in a future where recreational drugs is available.

Weighing the goals of my project, it seemed like provoking conversation about difficult topics related to consequences of a regulation effort, wherever it may come from, would be a useful direction. I had to choose assumptions to challenge or leverage that would be provocative to both sides of the debate, and that would also be able to prompt interesting questions about drugs, like, what is drugs, and what is it not? What will happen if regulation comes from abroad, and is led by economic incentives, and how will the way people use drugs change if it's available to the general public?

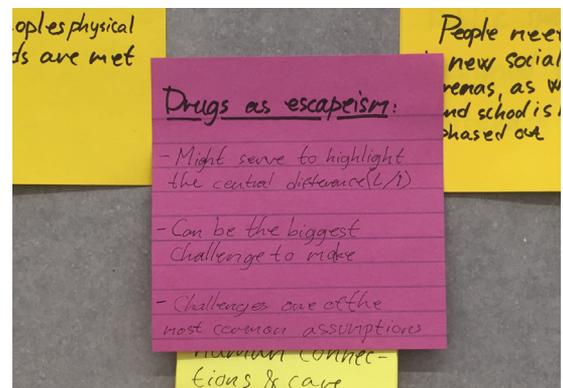
I chose to work with three underlying assumptions

Underlying assumptions:



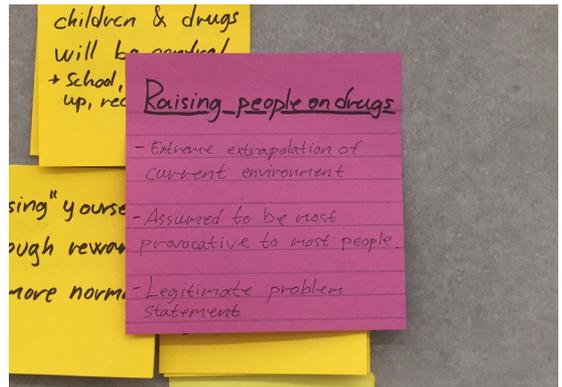
New government mandate: The first assumption was that the government, would have to change their approach and relationship with drugs and drug users. This assumption would affect the work of some of the most relevant actors in the debate climate, and might pose a threat to their existence. It would cover an important change in mentality in terms of communications, as the relevant government bodies would have to change their narrative and approach to information about drugs.

Drugs as escapism: This assumption stated that as more drugs were available, more people would choose to do drugs instead of contributing to society. I saw this as an opportunity to ask questions about how drugs might be used for everyday purposes. It was also one of the most common assumptions made, and I assumed that I would be able to provoke a lot of discussions if I successfully managed to challenge this.



Raising yourself on drugs: The last of the assumptions was that people would be using recreational drugs for their therapeutic potential in order to design their own lives. Working with this will be a useful parallel to the context today, and problematise what the difference between legal and illegal drugs really is. I assumed this to be the most provocative assumption, if extrapolated far enough.

With having decided on these to continue with, I started ideating on future services that would challenge, leverage or amplify these assumptions, so that I could investigate them more closely together with my users, and provoking visceral reactions.



Futures

Future services?

This diploma is first and foremost a futures project, and learning about methods and tools for designing with the future in mind is the cornerstone of the project. Working as a designer articulating the solution in a designerly way is still necessary. This can be done in several ways, but I chose to do it through service design. Services are contextual. They rely on the political, technological and social environments they exist in to work. Creating services set in a future context would give me the opportunity to prompt questions about societal and political topics, as a service that works, implies a lot about its context.

I.e. a service that uses driverless cars implies that driverless cars are technologically advanced enough to be safe, which has affected regulatory bodies to the point where they are legal. This might mean that car-insurance no longer will be necessary, which in turn leaves the question. If there is a car accident, who is to blame?

Thus, by using future services, and leveraging the “plurality” aspect I can create more believable scenarios, that can prompt deeper and more discursive conversations for the participants in the debate.

When sketching service ideas for future contexts an emphasis was made towards creating mundane situations. By working in this way I was able to move from the space of science fictions, closer to speculative design fictions. I learned from conversations with Bastien, and with a science fiction writer I consulted that if my services was sensationalised in the context they were placed in they would not be believable.

Sensationality implies rarity or extra-normality, and therefore the service would not be accessible to most of the population. If they were not really part of society they would be less descriptive of the future context they were put into. Therefore they would fail to prompt discussions about what the future would actually be like if drugs were normalised through such services.

I decided to work in scenarios, as I had done throughout the project. Working in this way forced me to think about mundane and everyday situations that could happen to anyone, but from a perspective of the futures that I had been thoroughly surrounded by.

Working in this way i developed five scenarios, and supported them with services that would exist in the different futures. The scenarios were developed to spark interesting questions.

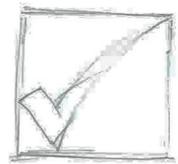
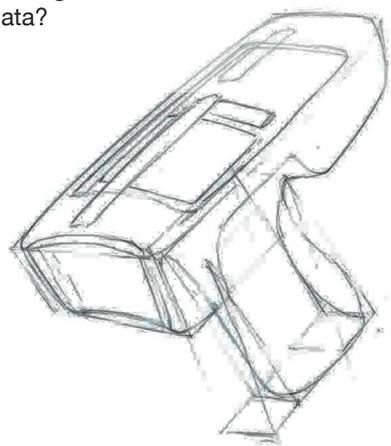


Time to stop keeping people in
 ?
 ?
 ?
 afe-
 why?
 This is a SWP-bar and
 it needs to offer
 the first ever NPSMO-certified
 scanner for all regulated drugs.
 With built in NPS warning
 & reporting systems.
 95% Accuracy on
 dosage - estimation

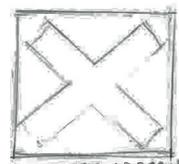
What if all drugs were legalised?

What if clubs could serve any drug? What safety measures would they have to have? Maybe drugs with dangerous interactions would be segregated? Technology could support this, but what other information are you giving up?

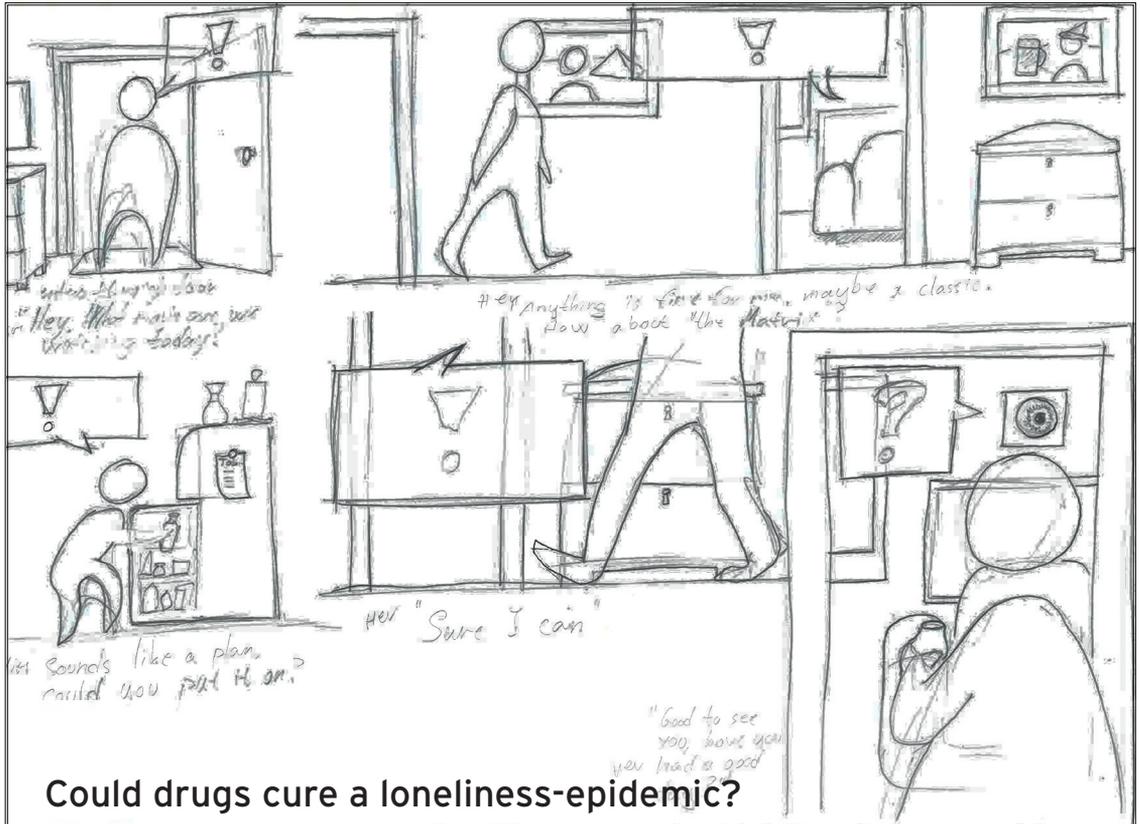
If the technology can register drugs in your system, what else will it be able to register, and who would have access to that data?



Message appears if subject is
 1. Not too intoxicated
 2. At no risk of cross-contamination



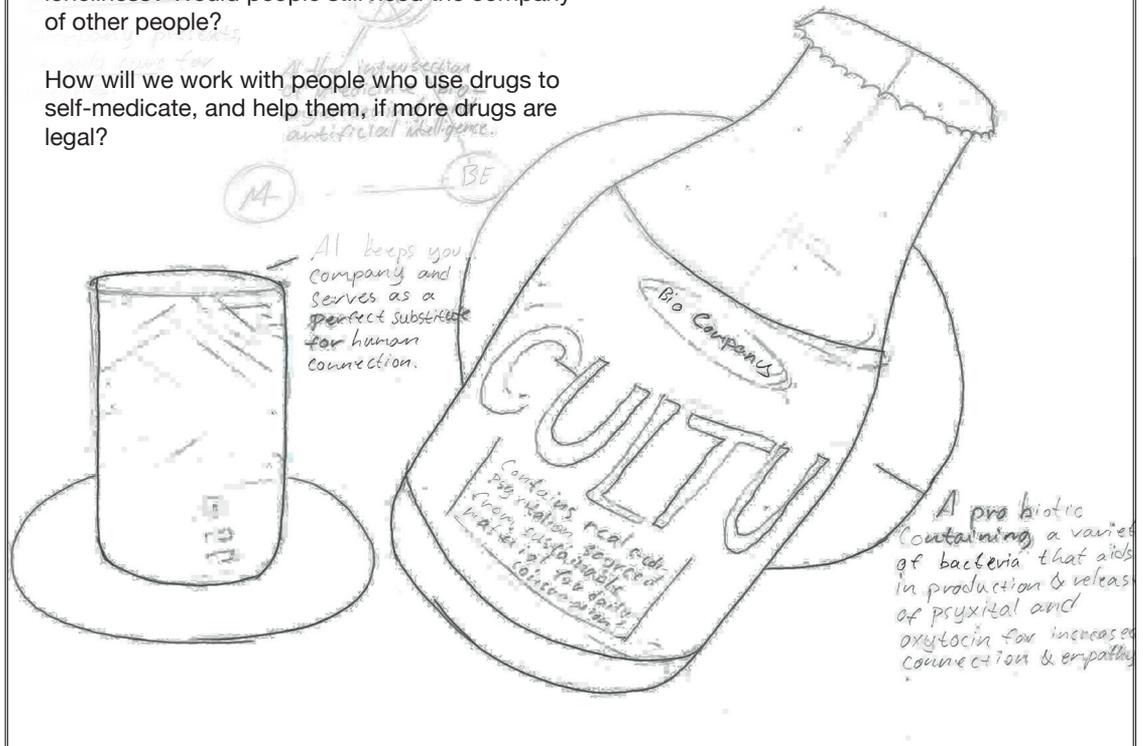
Message appears if subject is
 1. Too intoxicated
 2. At risk of cross-contamination

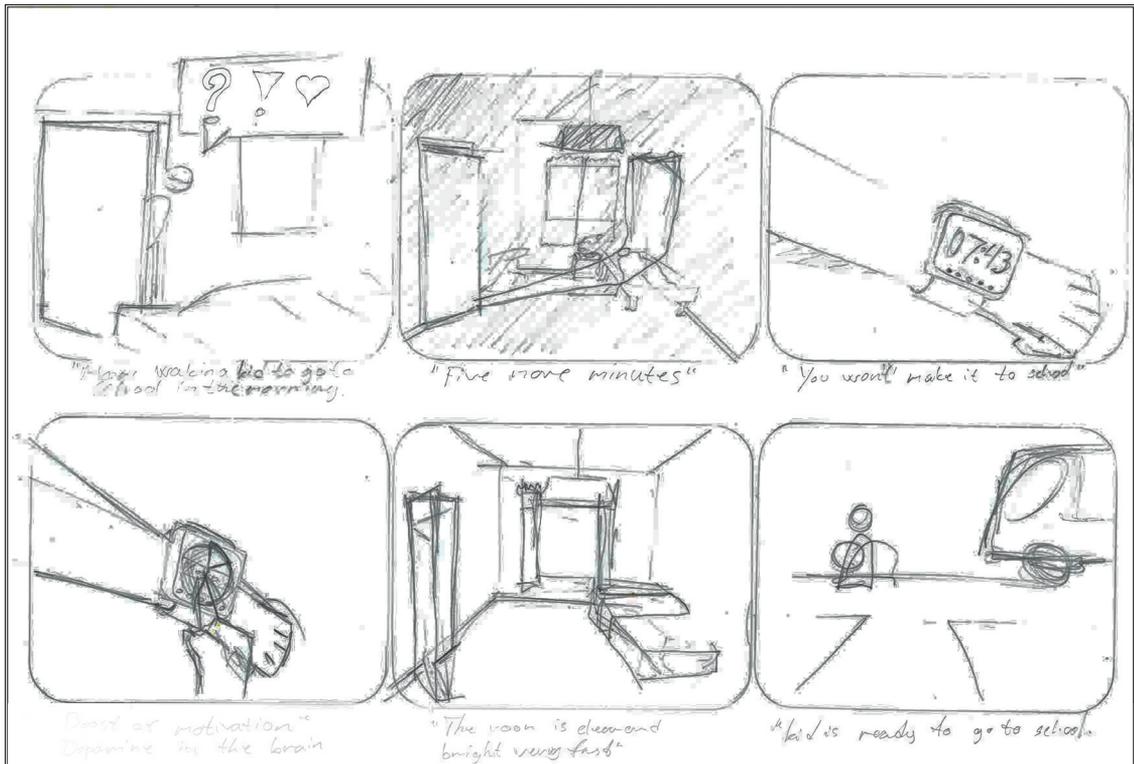


Could drugs cure a loneliness-epidemic?

What if drugs could solve challenges like loneliness? Would people still need the company of other people?

How will we work with people who use drugs to self-medicate, and help them, if more drugs are legal?

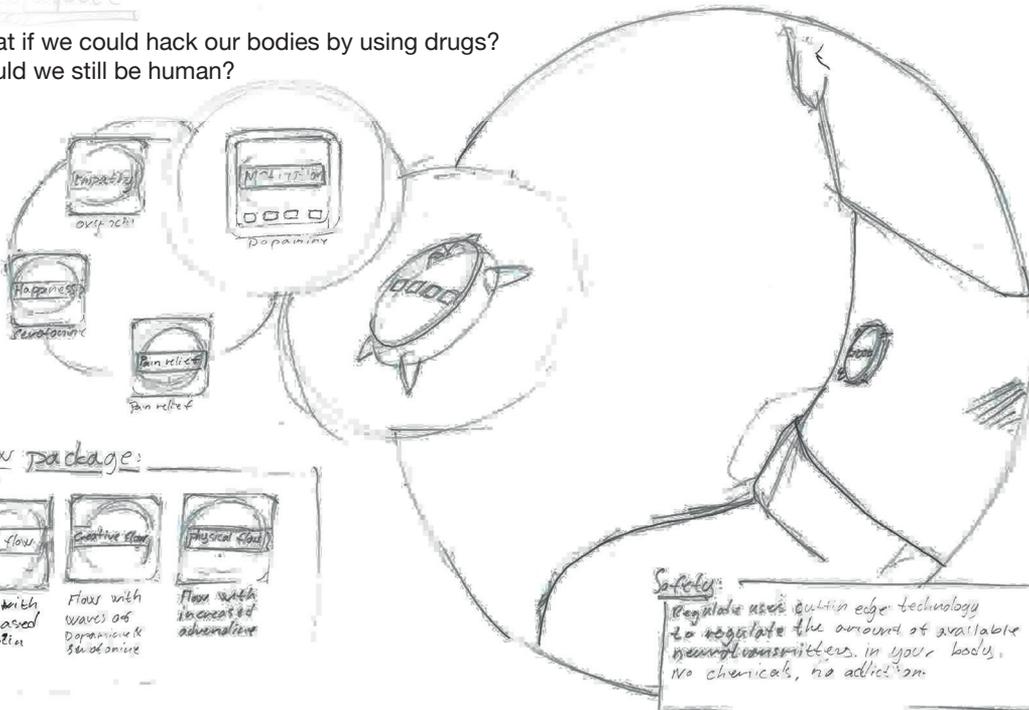


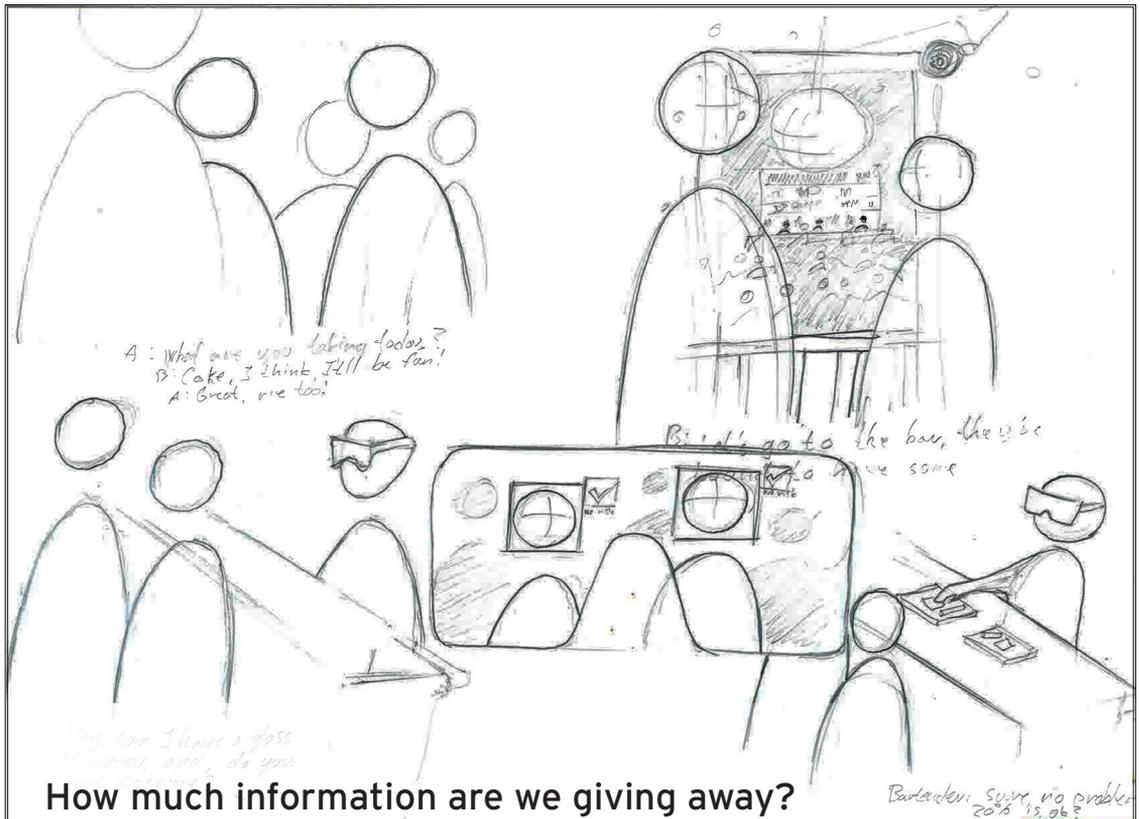


Can drugs come in new forms?

What is drugs, really? Can it change form, and will we recognise it as drugs, if it happens?

What if we could hack our bodies by using drugs? Would we still be human?





How much information are we giving away?

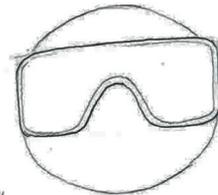
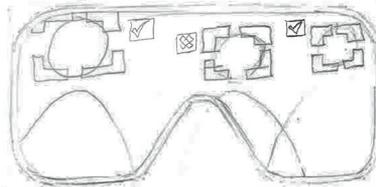
What would be the repercussions if drugs were available, but at the cost of privacy? Who would hold the records? How might it segregate society?

How would the knowledge of which drugs you use change your options and rights in society?

Would you be allowed to drive? Would you be allowed to vote?

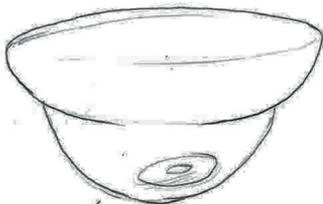
other issues presented themselves, but no more.

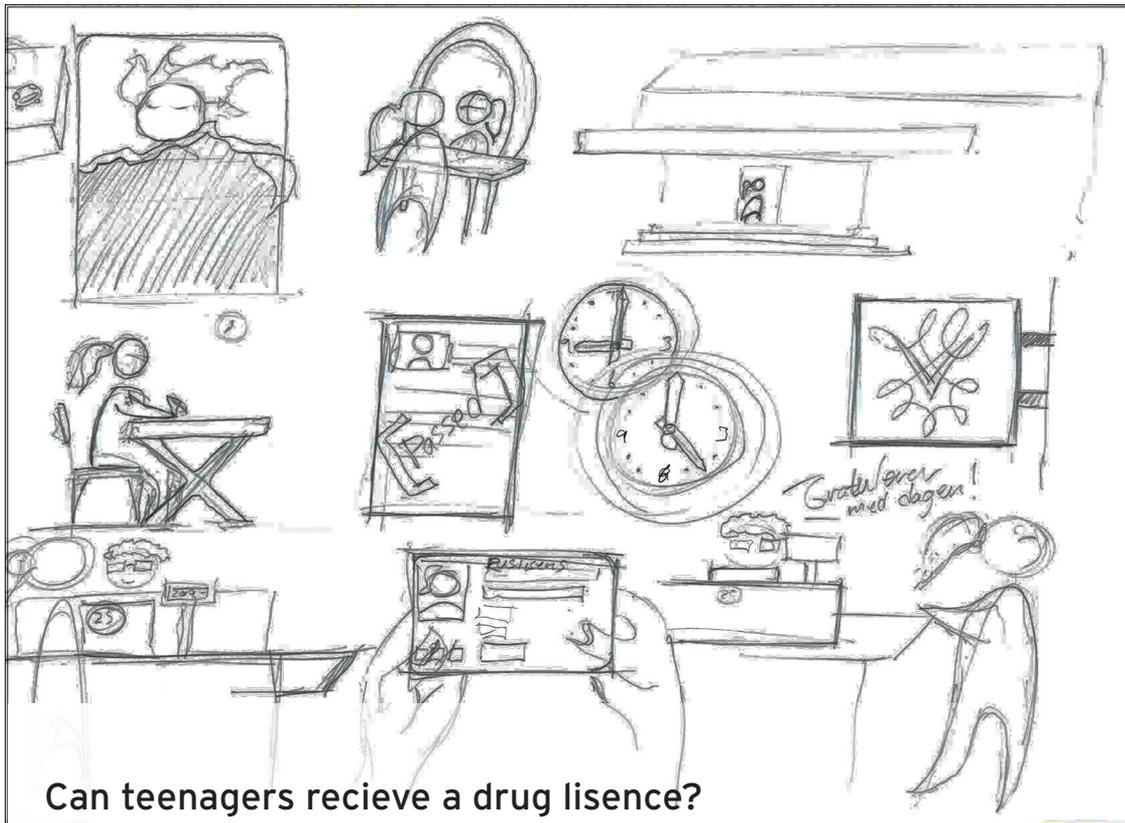
③ The goggles are fed with information when customers approach, letting your employees know what they consume and how much.



② Equip your employees with our AIR goggles.

① Place cameras around your establishment. The cameras will, together with our cutting-edge software, identify what drugs people are using.





Can teenagers receive a drug license?

Can access to drugs be a signifier of adulthood?

Can we schedule drugs in a way where age, courses and other factors determine if you can buy drugs? *giving the holder legal access to substances*

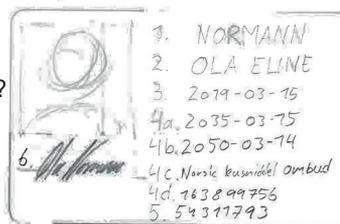
Can we write a social contract with people who use drugs, to not resell or behave in certain ways?

18 At 18 the licence gives access to nicotine and low-concentration alcohol.

20 At 20 the holder gets access to high-concentration alcohol

21 At 21 the holder gets access to purchase THC-containing Cannabis products

X The holder can get access to additional substances if they pass tests for the specific drugs & classes of drugs.



kurs- bevis	AA	AB	AC	AD	AE	AF	AG	AH
	BA	BB	BC	BD	BE	BF	BG	BH
	CA	CB	CC	CD	CE	CF	CG	CH
	DA	DB	DC	DD	DE	DF	DG	DH
	EA	EB	EC	ED	EE	EF	EG	EH
	FA	FB	FC	FD	FE	FF	FG	FH
	GA	GB	GC	GD	GE	GF	GG	GH
WRMO	HA	HB	HC	HD	HE	HF	HG	HH

Validating future services:

I designed the scenarios to prompt specific questions about possible consequences of different forms of regulation and regulatory efforts. They were put together in an attempt to reflect challenges that we face today, but depicted in a more overt way, leading to reactions of disgust towards the service and empathy towards the actors involved.

I proceeded to present the future scenarios, to informants who are active in the debate, and informants who are not, to test what kind of reactions they prompted. I recorded these reactions, and a notable one was:

“I feel a strong aversion to this, but than I realised that we are really doing this today, and no-one talks about it.”

The reactions served several purposes, firstly, they helped me to decide which of the 5 scenarios I would move forward with. They let me test what kind of reactions the scenarios prompted, how strong the reactions were, and if they led to interesting conversations.

The second purpose was to test how to use the scenarios. Would I use role-play, would I prompt questions myself or would people question the scenarios entirely without my involvement? I tested this by presenting the scenarios differently to each informant.

The third purpose was to create buy-in among the intended users for furthering the project inside their organisations.

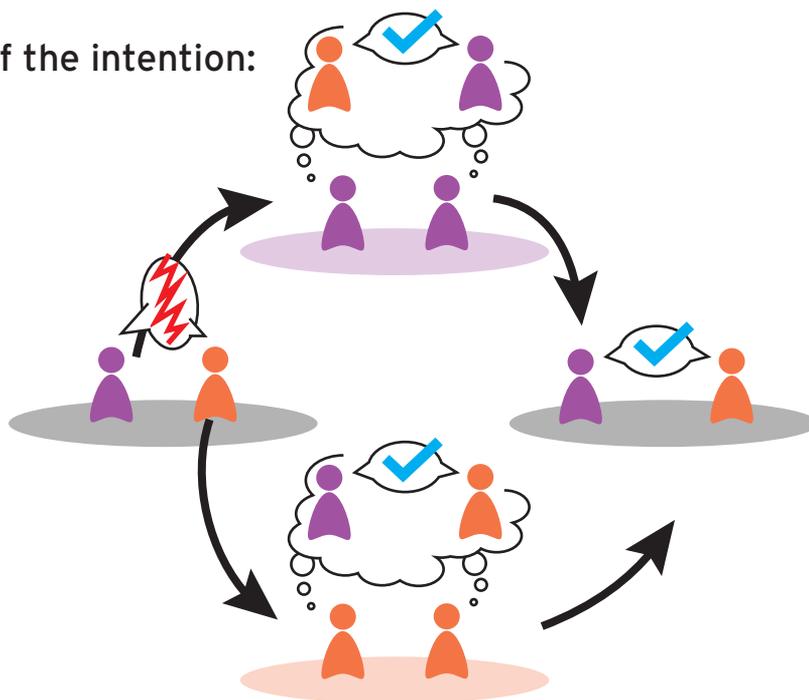
Intention of role-play:

I decided to develop a workshop where my informants could use the future scenarios, in a way that would create interesting discussions. Two of my informants committed to facilitate the workshop if it was playable without me as a facilitator. One was so convinced of the importance of the projects intentions that she would encourage local chapters of her organisation to engage with the final design.

Throughout my project I had engaged in different forms of exercises with “forced speculation.” I experienced how game-mechanics and role-play had the ability to take people out of their current roles, and the benefits this had on their ability to imagine the debate from a different point of view. In addition, one of my informants had recently been part of a workshop where she had the opportunity to role-play a person with addiction challenges, and reported that:

“It changed my mindset, and the way I thought about regulation.”

Sketch of the intention:



- For regulation
- Reluctant to regulation

Makign a conscious decision to reflect on the oppositions arguments and poit of view might make conversation less hostile.

The function of this alternate “space” where one could hold contradictory points of view to ones own seemed to have a profound effect on the way people built empathy and understanding for other points of view. By creating a character, and approaching a question his/her point of view, people could reason that “While I would react like this, this character would react like that.” This might change the conversation dynamics, if done correctly.

I conducted an experiment by joining a group of friends who play the-role playing game Dungeons and Dragons. I created a character that was vastly different from myself, and attempted to engage with conflict resolution and puzzle solving through the lens of this other character. The results was interesting, I experienced that it really changed the way I looked at and approached the challenges we faced in the game.

Workshop

TEAM ORANGE:

Name:

Trine

Age: 21

Gender: female

Married:

Unmarried:

Partner:

Vocation:

Økonomistudent

Where did you grow up?

Big city

Countryside

Small town

Details:

Kongsberg

What are your religion and/or beliefs

Religious

Agnostic

Atheist

Other:

Venker ikke
Så mye på det

What is your income level? (Pick one)

Low

Medium

High

Details:

Jolber deltid
På H&M.

What is your most important value?

Equality

Family

Respect

Other:

What is your level of education?

Uneducated

Trade school

University

Details:

Other background details?

Digger
TAYLOR SW

Regulation spectre:

Total prohibition

2

3

4

5

Comp available

What does this mean? (Specify in 2-3 sentences):

medisinsk er greit, men folle burde ikke
bli bundt og være usa hele
Av- og-til

Com
A story al

MADE IN
JAPAN
8127827

Designing the workshop

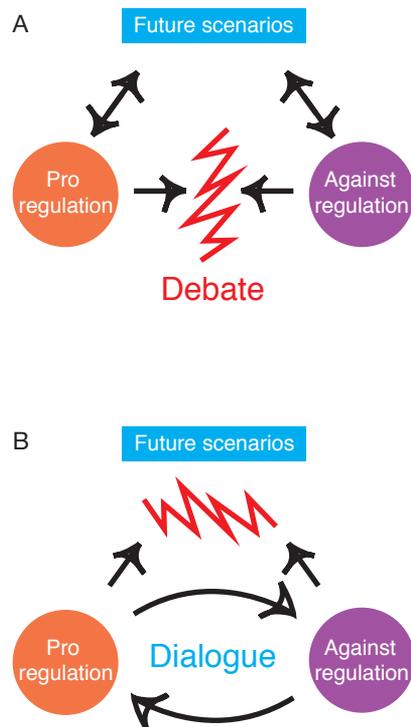
My own and my informants experience inspired the role-play based workshop I moved forward with. Its goal was to prompt discussion within one of the factions (at the time), but still represent the other factions point of view to some degree. It should be provocative, as provocations open the participants mind to new points of view. It should be self contained, and distributable, ideally something anyone could print and play by themselves.

It would consist of two parts, the first being a character-creation session that would attempt to humanise the “opposition” and the second part being a debate between characters about the questions prompted by the future scenarios.

Upon reviewing the first draft of the rules I realised that by using notions of “debate” and “opposition” in the phrasing and structure of the game, I was reinforcing the hostility and defensiveness between the two factions. I was risking to further alienate the factions from each other. [A]

The dialogue dynamics I wanted to prompt was for the two teams to agree that the future scenarios was not desirable, and facilitate a conversation about why. The friction should be between the characters and the future scenario, not between the characters themselves. [B]

The goal was to have them identify common ground, and create an opportunity for discussions about some of the important questions that the facilitator prompted about the scenarios.



Workshop contents:

The workshop consists of a list of materials, each trying to solve a specific challenge related in the workshop:

- The rules,
- Character sheets,
- The future scenarios

(All workshop contents are available in the appendix)

The rules:

In order to formalise the rules, and structure of the game, I reached out to someone who has experience with writing role-playing games for educational purposes.

This highlighted several important considerations that helped in making the game more playable, such as setting the scene: Asking why the characters are there, and why are they talking to each other? and simplifying the character creation sheet, to lower the threshold for playing the game. He also provided some pointers for making the workshop easier to facilitate alone.

The rules divides the workshop into two parts. Part one is intended to take the players out of their normal lives and into the “game space.” This is done through a warm-up exercise where the player has to argue both for and against their personal point of view in the debate.

They are then instructed to create character sheets for each other. By first creating a character sheet, and then have someone else edit and use it, the players might be confronted with biases and prejudice they have about their opposition.

In part two of the workshop the players are introduced to role-play mechanics and the future scenarios, before they get to have a dialogue about questions linked to those future scenarios

Conversation about drug
Team of recreational

After Prohibition: A conversation about recreational drug

TEAM PURPLE, against regulation of recreational drugs

Check one box for each question, and

Where did you grow up?
 Big city Countryside Small town

What is your income level?
 Low Medium High

What is your relationship with drugs?
 I don't use I use

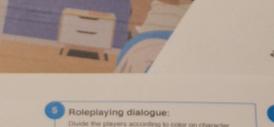
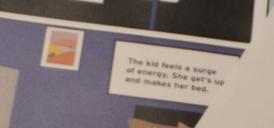
Regulation aspects:
 Total prohibition Partial prohibition

What does this mean? What should a government do?
 Total prohibition Partial prohibition

Organisation:
 Prohibition Decriminalisation Legalisation

Waking up

A cartoon about smartphones



Coming home

1. In the workshop, you are going to have a dialogue about drugs in Norway in the future. That dialogue will be with people who have different views than you do. You will have to create one interlocutor and act in their absence.

2. Hand out a blank piece of paper to all players, ask them to write an argument for their point of view in the drug debate at the top of the page.

3. Spend 3 minutes to write a counter argument to the point of view on the sheet of paper you received.

4. Hand the piece of paper to the person to your right.

5. Spend 5 minutes to write a counter argument to the counter argument.

6. Repeat the process until there is 4 arguments for each point of view on each piece of paper. (8 arguments in total). Take your time, the arguments are important.

[After] Prohibition: A conversation about drugs

A workshop to prompt conversation about important questions regarding drugs in Norway

1. Introduce the workshop:
 In this workshop we are going to have a dialogue about drugs in Norway in the future. That dialogue will be with people who have different views than you do. You will have to create one interlocutor and act in their absence.

2. Warm-up:
 Start by warming up your players.
 Hand out a blank piece of paper to all players, ask them to write an argument for their point of view in the drug debate at the top of the page.
 After one minute, hand the piece of paper to the person to your right.
 Spend 3 minutes to write a counter argument to the point of view on the sheet of paper you received.
 Hand the piece of paper to the person to your right.
 Spend 5 minutes to write a counter argument to the counter argument.
 Repeat the process until there is 4 arguments for each point of view on each piece of paper. (8 arguments in total). Take your time, the arguments are important.

3. Characters:
 Part 1: Distribute character sheets to the players alternating between purple and orange sheets. Have the players fill out character sheets by answering the questions on the sheet. The Purple characters have a 'pro-regulation for recreational' point of view, and the orange have a 'against regulation for recreational' point of view. Focus on making the characters possible to have a dialogue with; they will serve as the interlocutors in this dialogue.

Part 2: Hand the character sheets to the player to your right you should receive a character sheet of a different color from the one you filled out. Analyze the new character sheet. What prejudice and assumptions can you spot? Take notes on what prejudice and assumptions you can identify and try to adjust the character to remove as much of the prejudice you can.

Tips for making characters believable:
 Ask yourself, is this person intelligent/ethical/rational/good-natured person? If yes, proceed with the workshop, and if not, spend some time to make the character believable as a real person with those qualities.

1. Argument for...
2. Argument against...
3. Argument for...
4. Argument against...
5. Argument for...
6. Argument against...
7. Argument for...
8. Argument against...

4. Break:
 During the break, look over the character sheets, if any of them seem like caricatures, talk to the people who made it, and encourage them to make the character more believable. One way to do this is to imagine that the character is someone in the players family, an uncle or cousin.

1. Roleplaying dialogue:

Divide the players according to color on character sheet. Introduce role-play instructions.

Roleplay instructions:

Ask these quick questions and have the players respond in character, in order to practice. Ask them to reply honestly and comprehensively.

What is your character most insecure about?
What person does your character admire most?

2. Facilitating dialogue:

When the dialogue begins, ask the players to first read what their characters got reaction was to the scenario.

Ask the questions listed to the scenario you're using, and have the players answer from the point of view of their character. If interesting questions come up, ask those too, and note them down for later. Spend time on each question, rather than rushing through all of them.

The dialogue should be just that, a dialogue. If the players don't engage with each other, ask your position as the facilitator to direct questions. Encourage them to take a position relative to the other teams statement. They might agree or disagree, use the problem from a different angle or question the other teams statement.

When they reply, ask them to be comprehensive. "I disagree because..." "I agree because..." "I am unsure about that, could you clarify?"

NOTE:
 As a facilitator you are responsible reminding players of staying in character throughout the dialogue, and that all characters to take part in the dialogue.

3. Future scenario:

Introduce the setting for the discussion.

"Welcome today to 'Drugs, now and then' the talk show of the future, where we talk about the future. We have a wonderful cast of people with us today. Would the Purple team introduce themselves please?"

"The Purple team introduces themselves (in character): 'Welcome, and Orange team, would you do the same?'"

"The Orange team introduces themselves (in character): 'Today we will peer into a possible future, and talk about it! Let's begin...'"

NOTE:
 It's important to note that these futures are possibilities of what might be. Regarding them as such, for the purposes of exploration will be necessary to engage in dialogue about the issues in question.

Pick one of the future scenarios (cartoons) and hand out copies of the timeline and come. Read the full scenario out loud for the players. Give the players 2 minutes to write down their characters gut reactions in silence. Then, hand out the timeline-sheets, and have the groups spend 5-10 minutes with themselves to discuss them, and clarify what positions their characters, and team, would take on the different questions. Remind the players to discuss "in character."

4. Identifying common ground:

Take notes whenever the two sides agree on something. What did they agree on, what did they not agree on?

5. Finishing the workshop:

End the dialogue when there is 10 minutes left for the allocated time, the conversation dies out or players no longer can manage to stay in character and continue the discussion. If the dialogue is interesting propose that you continue for some more time, or to play through once more at a later time. When finished, tell the players to "step out of their characters."

Ask for feedback on the discussion. "What was easy, and what was hard?" "How did it feel to step into the opposition?" "How did it feel to be on the receiving end of the arguments you generally use?" "Did they learn something from you?" "Did something surprise you?" "Finally, did they have fun?" Finish up the workshop by summarizing what you did. Everyone claps for each other.

[After] Prohibition: A conversation about drugs

A workshop to prompt conversation about important questions regarding drugs in Norway.

Roles:

Facilitator — Host of the dialogue, keeps time
Co-facilitator — Distributes papers, takes notes, takes pictures (if players agree)
Players — Participates

Materials:

3 hours
Blank sheets of paper, one per player
Character sheets, one per player (half orange, half purple)
(print extra so that if mistakes are made, new sheets can be provided)
Thick markers (sharpie or similar), one per player
Pens, one per player.

1 Introduce the workshop:

In this workshop we are going to have a dialogue about drugs in Norway in the future. That dialogue will be with people who holds different views than our own, but since we are all more or less on the same side, we will have to create our interlocutor and act in their absence.

This version of the workshop assumes that the players are on the same side in the debate around recreational drug reform in Norway.

2 Warm-up:

Start by warming up your players.

Hand out a blank piece of paper to all players, ask them to write an argument for their point of view in the drug-debate at the top of the page.

After one minute, hand the piece of paper to the person to your right.

Spend 3 minutes to write a counter argument to the point of view on the sheet of paper you received.

Hand the piece of paper to the person to your right.

Spend 5 minutes to write a counter argument to the counter argument.

Repeat the process until there is 4 arguments for each point of view on each piece of paper. (8 arguments in total) Take your time, the arguments are important.

1. **Argument for...**
2. **Argument against...**
3. **Argument for...**
4. **Argument against...**
5. **Argument for...**
6. **Argument against...**
7. **Argument for...**
8. **Argument against...**

3 Characters:

Part 1:

Distribute character sheets to the players alternating between purple and orange sheets. Have the players fill out character the sheets by answering the questions on the sheet. The Purple characters have a "pro regulation for recreation" point of view, and the orange have a "against regulation for recreation" point of view. Focus on making the characters possible to have a dialogue with, they will serve as the interlocutors in this dialogue.



Part 2:

Hand the character sheets to the player to your right, you should receive a character sheet of a different color from the one you filled out. Analyse the new character sheet. What prejudice and assumptions can you spot? Take notes on what prejudice and assumptions you can identify and try to adjust the character to remove as much of the prejudice you can.



Tips for making characters believable:

Ask yourself, is this person intelligent/ethical/rational/good-natured person? If yes, precede with the workshop, and if not, spend some time to make the character believable as a real person with those qualities.

4

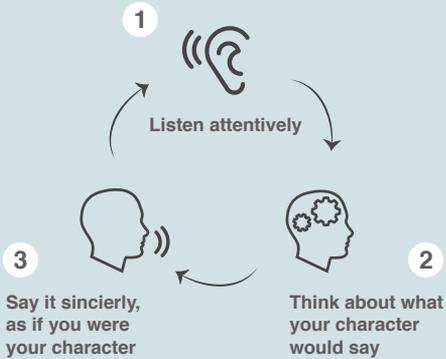
Break:

During the break, look over the character sheets, if any of them seem like caricatures, talk to the people who made it, and encourage them to make the character more believable. One way to do this is to imagine that the character is someone in the players family, an uncle or cousin.

5 Roleplaying dialogue:

Divide the players according to color on character sheet. Introduce role-play instructions.

Roleplay instructions:



Ask these quick questions and have the players respond in character, in order to practise. Ask them to reply honestly and comprehensively.

- What is your character most insecure about?
- What person does your character admire most?

7 Facilitating dialogue:

When the dialogue begins, ask the players to first read what their characters gut reaction was to the scenario.

Ask the questions linked to the scenario you're using, and have the players answer from the point of view of their character. If interesting questions come up, ask those too, and note them down for later. Spend time on each question, rather than rushing through all of them.

The dialogue should be just that, a dialogue. If the players don't engage with each other, use your position as the facilitator to direct questions.

example:

"Purple team states their point of view" "I see, what do you think about this reaction, orange team?" Encourage them to take a position relative to the other teams statement. They might agree or disagree, see the problem from a different angle or question the other teams statement.

When they reply, ask them to be comprehensive ie.

"I disagree because..."

"I agree because..."

"I am unsure about that, could you clarify?"

NOTE:

As facilitator you are responsible reminding players of staying in character throughout the dialogue, and for all characters to take part in the dialogue.

6

Future scenario:

Introduce the setting for the discussion:

"Welcome today to 'Drugs, now and then' the talk show of the future, where we talk about the future. We have a wonderful cast of people with us today. Would the Purple team introduce themselves please?"

The Purple team introduces themselves (in character)

"Welcome, and Orange team, would you do the same?"

The Orange team introduces themselves (in character)

"Today we will peer into a possible future, and talk about it! Let's begin..."

NOTE:

It's important to note that these futures are possibilities of what might be. Regarding them as such, for the purposes of exploration will be necessary to engage in dialogue about the issues in question.

Pick **one** of the future scenarios(cartoons) and hand out copies of the timeline and comic. Read the full scenario out loud for the players. Give the players 2 minutes to write down their characters gut reactions in silence. Then, hand out the timeline-sheets, and have the groups spend 5-10 minutes with themselves to discuss them, and clarify what positions their characters, and team, would take on the different questions. Remind the players to discuss "in character."

8

Finishing the workshop:

End the dialogue when there is 10 minutes left of the allocated time, the conversation dies out or players no longer can manage to stay in character and continue the discussion. If the dialogue is interesting propose that you continue for some more time, or to play through once more at a later time. When finished, tell the players to "step out of their characters."

Ask for feedback on the discussion. What was easy, and what was hard?

How did it feel to step into the opposition?

How did it feel to be on the receiving end of the arguments you generally use?

Did they learn something?

Did something surprise you?

Finally, did they have fun? Finish up the workshop by summarising what you did.

Everyone claps for each other.

Character sheets:

The character sheets are identical with the exception of the color between the teams. It's designed to provide both guidance, and freedom when creating your character. The sheets ask the player to decide on name, gender and other features that helps in setting the character apart from the player.

On the back of the character sheets a list of personality traits and values, this is to help the players create the character more easily, and also allow for personality traits and values they might not think of by themselves, They have to pick a positive personality trait, a negative personality trait and a value that characterises the character.

It then prompts the player to answer questions about the background of the character. These questions are intended to give insight into where the character developed their point of view. It is also intended to humanise the character, by creating a background, It's not just a name and a political point of view.

These questions can be answered with the checkboxes alone for simple character creation, and can then be extrapolated on, by adding additional information, if the player wants to. The added detail can serve to further humanise the character.

The character sheet asks that the player determine the characters relationship with drugs, and what shaped their opinion. There are suggestions for answers to these questions on the back of the character sheet.

Finally the character sheet encourages the player to list where they consider the character to be on the spectrum between total prohibition and complete availability of drugs. as well as what they consider their answer to mean in terms of regulatory model, point of view and/or which organisation the character represents or supports.

After Prohibition: A conversation about drugs

TEAM ORANGE, for regulation of recreational drugs:

Name:

Positive personality trait:

Age:

Gender:

Negative personality trait:

Married:

Unmarried:

Partner:

Vocation:

Value:

Check one box for each question, and detail your answer.

Where did you grow up?

Big city Countryside Small town

Details:

What are your religion and/or beliefs?

Religious Agnostic Atheist

Details:

What is your income level?

Low Medium High

Details:

What is your level of education?

Uneducated Trade school University

Details:

What is your relationship with drugs?

Where did you get your point of view?

Regulation spectre:



What does this mean? What should a drug reform outcome entail? (Specify in 2-3 sentences):

Organisation:

What is your biggest concern regarding drugs?

Future scenario:

Included in the box are also two future scenarios. They consist of three parts, a timeline, a set of questions, and a scenario-cartoon. For each play through of the workshop the facilitator picks **one** of the scenarios

Timeline:

The timeline is the sequence of events that happened that made the scenario possible. It gives some direction as to what policy might have developed, what some counter reactions could've been, and the rationale for how the scenario could happen. The timeline is not a perfect rendering of the road to that future, but gives some structure and logic as to how we got there, and acts as the validating "plurality" for the future scenarios.

The questions:

The questions that come with the scenario are suggestions for what kinds of questions should be included in the dialogue in part two of the workshop. There are specific sets of questions related to each scenario, and they will guide the players to think about questions that the scenario is intended to prompt.

Waking up: A story about compassion

2020

In 2020, Norway decides to decriminalise drugs for personal use. Services like heroin-assisted rehabilitation is developed and offered to those who need it. New business opportunities pop up making services that test drugs before consumption available and the measures are working well.

2027

In 2027 we see the consequences, the measures works, Norway drops from 3rd place to 25th place on Europes overdose statics. There seems to be no need for further regulation of recreational drugs.

A California startup working on "Optimal performance technology" has a breakthrough. They have discovered that small electro shocks, guided by software and hardware, can stimulate the body to control production, release and uptake of certain neurotransmitters. Dopamine, serotonin, oxytocin, norepinephrine, and endorphins. "The feel good molecules." The technology is thought to give people the opportunity to regulate when they should feel motivation, empathy, and the feeling of success.

2036

In 2036 a semi-commercial version of the product is ready for the market and It's adopted, first by the large tech-companies, giving a competitive advantage, as their employees can always be motivated to work. Media is covering the development and progress of the technology in detail. The founder of the company holds a keynote speech on SXSW (South by South-West) claiming the technology will forever change what humans are capable of.

In Norway the news respond:
"And now, a new technology is approaching, and it's making us feel good, but are we ready for it? What would you do if you could get all the reward you want at the push of a button? A new technology might give you that option. Critics are worried, asking questions like 'Are we still humans if we use this technology, or are we cyborgs, when do we loose our humanity?'"

2040

Activist who are in opposition says that the safety-precautions in the device are good enough and hinders abuse. But still, motions for outlawing the technology are being put forth. Inevitably the technology is hacked and a wave of people who hack their device and choose to do nothing rises, but most people use it responsibly.

2045

9 years later, in 2045 the technology has evolved. It's safer, cheaper, accessible to everyone. Most people have one, as it's very convenient. The debate has died down in public space, but some organisations still campaign against use of the technology. The company that invented the technology is one of the most profitable in the world and develops a version for kids, with parental control to ensure that it's not abused, and that parents can reward their kids for good behaviour.

2050

SCENARIO

Questions for dialogue

1. What are the consequences of people realising the therapeutic potential of drugs and some using it in this way? What are fair repercussions?
2. We are already seeing a generation of parents using various medications to "regulate" their children for various reasons. How might regulation affect people like this? Key words: Information availability, easier access, normalisation.
3. If recreational drug regulation happens through industry. How might that affect what such a regulation may look like?
4. If industry finds a way through the legal-system and offers something like this, that could be considered a drug, but also not, what would be the fallout?
5. Some people might abuse this technology, how can we help those people? Let's be specific, or as specific as we can be.
6. What systems and organisations that exist today will not exist in this future, and why did they have to close down?
7. The systems and organisations that are in place today and would survive into this scenario, how did they change to keep with the times?
8. What systems and organisations would need to exist in this future, what would they do, how do they work?
9. Would the organisation that you represent exist in this future? Did your organisation have to change? If so, how? If not, why not? (In character)

The scenario-cartoon:

The scenarios are tangible cartoons that tell the story of the future. These are meant to provoke the players. The cartoons act as boundary objects for the participants to react to, making the stories seem more real than if they were simply stories conveyed through reading. During a validation session in an early stage, before the cartoons had high fidelity, an informant exclaimed:

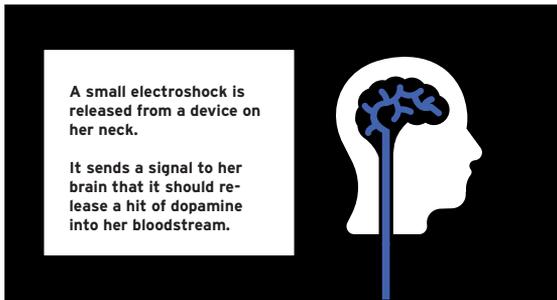
“This [scenario] is so sad, I feel way too sorry for this blob on the paper”

This indicated to me that keeping the cartoon-aspect would increase empathy with the actors in the story, making it more provocative and therefore more useful to create the desired dialogue dynamics. They also serve as context for the questions that they are paired with, making it possible to point to both the timeline and the cartoon to discuss the questions.

I finalised two sets of timeline, questions and scenario-cartoon.

Waking up

A story about compassion



Coming home: A story about company

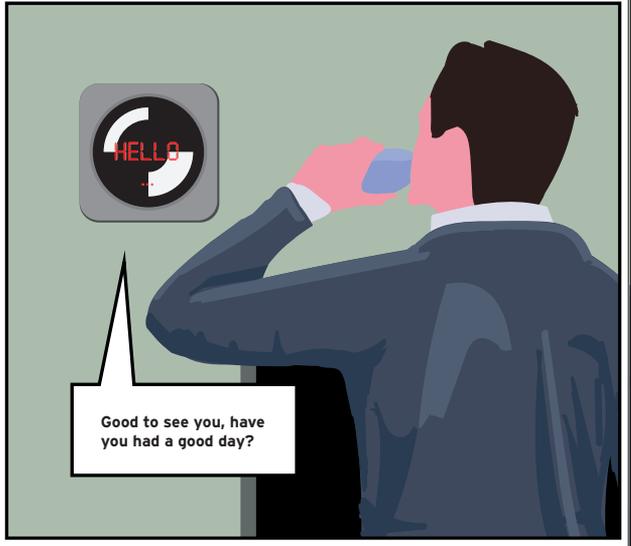


Questions for dialogue

1. What are your gut reactions?
2. This scenario questions the border between medical and recreational drugs. What is the difference, really, between recreational drug use, and medical drug use?
3. What might happen if regulation comes through industry?
4. If recreational drugs are available, more people might use drugs to deal with their feelings of loneliness and depression. How might we support those people?
5. In this future, using drugs is more widespread, but when does it become a problem? For the user, for society (remember that productivity is not an issue)
6. In this future being lonely is no longer a thing, what might be the consequences of such a future?
7. What are our responsibilities, as members of our respective organisations, when it comes to helping people if the world takes a turn like this?
8. What systems and organisations that exist today will not exist in this future, and why did they have to close down?
9. The systems and organisations that are in place today and would survive into this scenario, how did they change to keep with the times?
10. What systems and organisations would need to exist in this future, what would they do, how do they work?
11. Would the organisation that you represent exist in this future? Did your organisation have to change? If so, how? If not, why not? (In character)

Coming home

A story about company



Testing the final prototype:

When the final prototype was done I scheduled user testing with three of my informants. The first two were the people who already committed to run the workshop in their organisation and their faction, and the third is someone with over 20 years experience working with drugs and consequences of drug use.

User feedback resulted in some changes to the character sheets, some reformulation of questions related to each future scenario, and some rewriting of the phrasing in the rules to clarify certain paragraphs. There was also a need to extend the allocated time for certain parts of the workshop.

One of the tests was a play-through which included me, one informant (in the role as the facilitator) and a third person, who was new to the project. Both the facilitator and the participant was engaged, and followed the rules without me needing to clarify. The other participant was unfamiliar with role-playing mechanics, but picked up on it quickly, and the facilitator had to interject in the discussion to remind the players that they had to stay in character, but not too often.

Unexpectedly, the conversation took on a very funny tone, while still being about serious topics and themes. This made the workshop enjoyable, and thus desirable to repeat.

The facilitator expressed a desire to collect the workshop material, in order to reflect on it later, as well as some more general pointers on how to facilitate the workshop.

In the next iteration of the workshop I will therefore add an introduction letter, to the facilitator which includes pre-workshop instructions, arguments for why the workshop has been developed, and recommendations to record the workshop material for such later reflection.

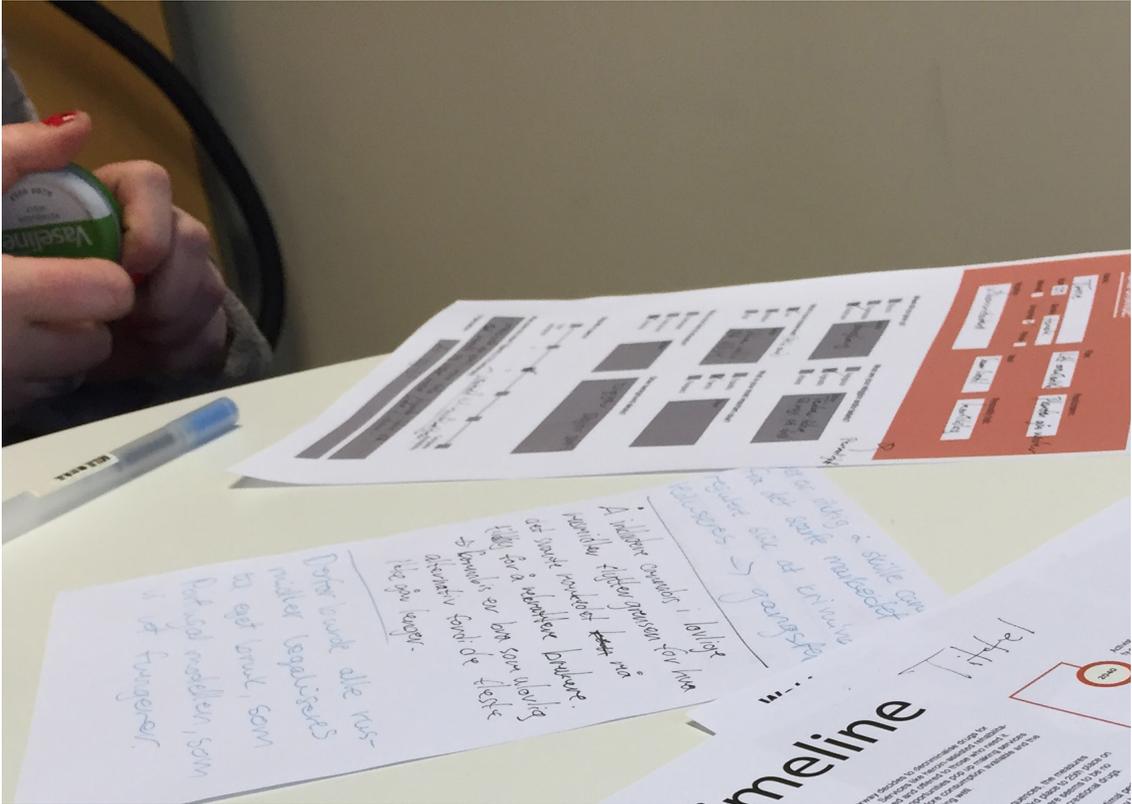
Feedback:

The initial feedback on playtests suggests that it will be played internally in at least two organisations. One informant was so enthusiastic that he immediately wanted to bring a copy of the workshop home to play with his significant other, and expressed a desire to use the game as a part of an upcoming conference on the topic of drug reform.



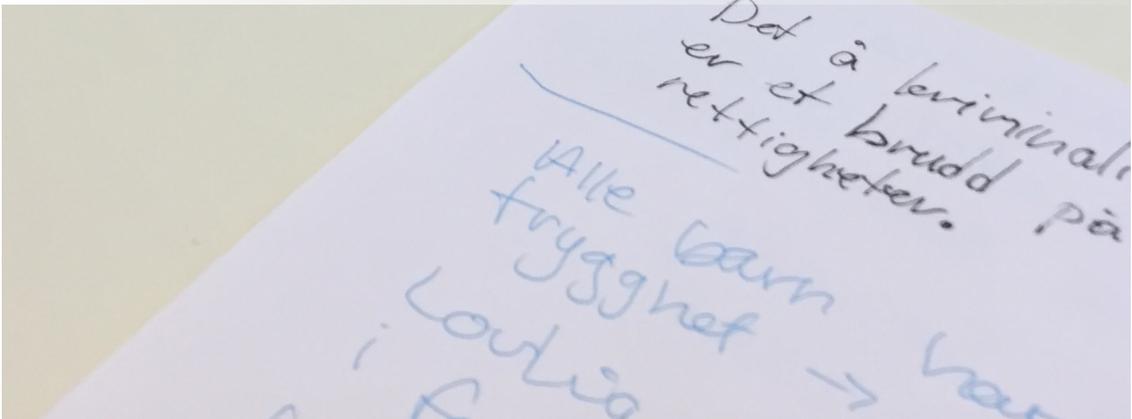
“We have seminars here,
and we could play this
during one of those (...)
would you like to come here
and facilitate for us?”

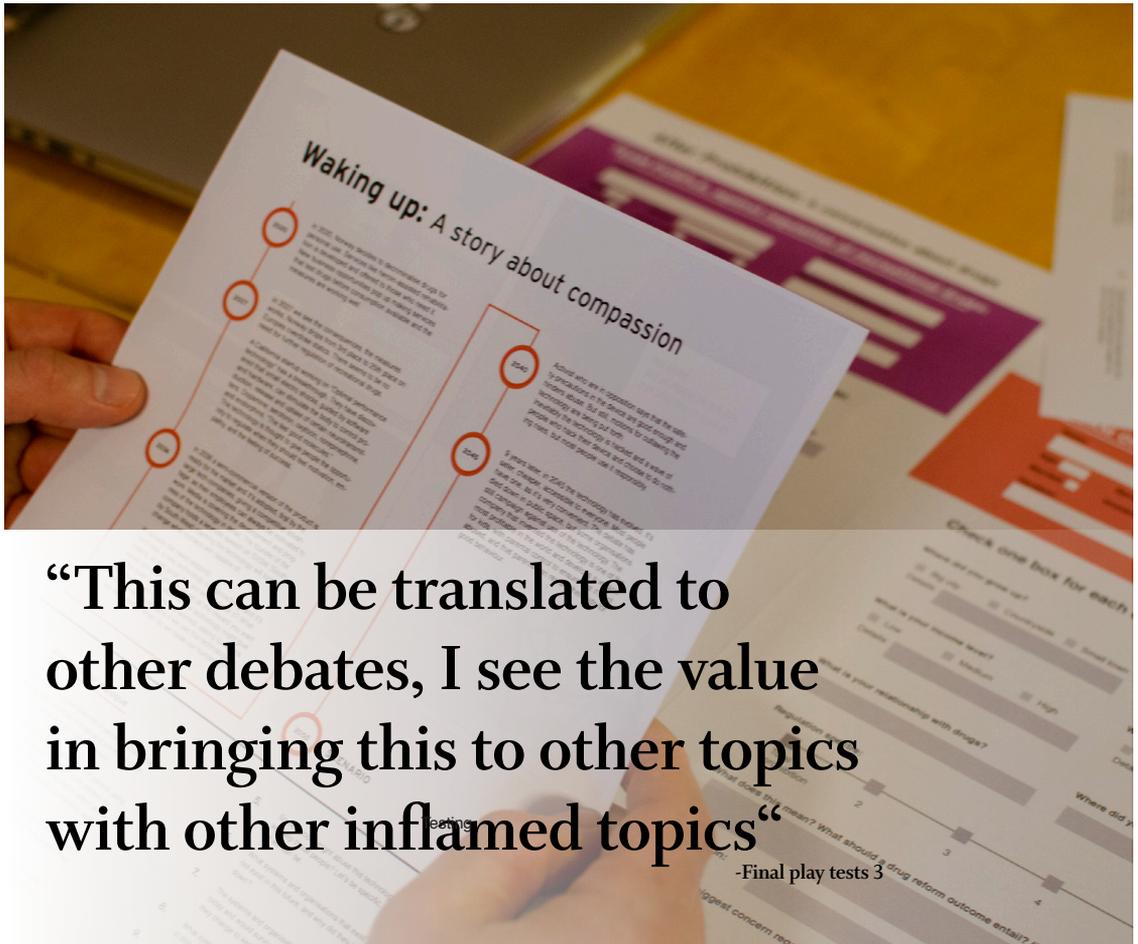
-Final play tests 1



“I would like for our members to practice to look at the debate from the ‘the other side’”

-Final play tests 2





“This can be translated to other debates, I see the value in bringing this to other topics with other inflamed topics”

-Final play tests 3

Getting it out there:

The workshop will not simply happen by itself. In order to make sure that it would be tested, I teamed up with two of my informants. They are instrumental in creating space, time and buy-in from my intended audience. Therefore they will each receive a physical copy of the workshop, in order to lower the threshold for them to play with their faction. The workshop will also be available online as a set of downloadable PDF's.

There will be no active marketing on my part for the workshop, however, it will be sent to all my informants. This is a group of people who are highly involved with the debate on both sides. They are heavily involved in organising events on the topic of drugs and drug reform in Norway. If the final, playable version of the workshop serves it's purpose of prompting important and interesting conversations about these difficult topics, it might be included as a workshop during one of these events, reaching people who are interested and knowledgeable about the topic.

Final thoughts

Conclusion

This project got me deep into the topic of drugs, and while I already knew that the debate was inflamed, it took this project for me to realise just how inflamed it is. The project put me in interesting conversations with people on both sides of the debate, and my own biases and prejudice was challenged multiple times throughout. Almost all the informants expressed that speculating and talking about the future gave them the chance to think about the future in new ways, and some reported that they had reflected on the answers they had given after the fact, and questioned their own assumptions, giving validity to the process.

In the end my deliverables are:

- Trends and drivers for the evolving space around drugs in Norway.
- Adapted Futures poker, a tool to explore future scenarios based on those trends and drivers, revised to work in the project context.
- A collection of future scenarios, holding assumptions about the future.
- 5 future scenarios, with supporting service ideas, intended to provoke questions. Can potentially be used to expand the workshop.
- One, finalised role-playing game workshop to facilitate for structured dialogue about difficult questions about potential futures in Norway, After prohibition.

So far it seems this project helped some people reflect on the future, and what role drugs might play in it in a new way. This reinforces my initial assumption that people can speak more freely about taboo topics if they focus on long term futures. It can release them from current political and personal constraints.

If the project lives on, either internally in organisations or as an event during a conference, I hope it can help participants in the debate come a bit closer to the realisation that I had during this project. Namely that the two factions seem to want the same outcome, harm reduction for drug users, but they have different ways of getting there, and the only way to move forward in this space is to engage in public discussion about the topic. Either way, the project has fulfilled its intended purpose: Facilitating for discussion internally within echo-chambers, with the intention of increasing empathy with the other sides point of view.

At this point, I don't know what the ripple effects of the project will be. The workshop I designed as my final deliverable might be used in the intended way, but it could be misused as a tool to prepare for discussion, in order to better "defeat" the opponents. It might unintentionally reinforce the hostility between the two factions. Only time will tell how far project will reach.

I therefore consider the process and learnings the most valuable part of this diploma. I started out this semester with the intention of learning new design methods and tools, and with the intention of being extremely process led. This let me work with speculative, discursive, futures and service design tools, which resulted in a project that lies in a category of its own, at the intersection of all these types of projects. I learned to work with several of the tools, and to tailor them to the process and the projects current needs.

In addition to that, I discovered that "Game-spaces", and "fiction spaces" work similarly to "futures-spaces" in making people less reluctant to speak freely. This knowledge gives me access to more methods to design for taboo or challenging topics, and is something I hope to be valuable in future projects as well.



A small electroshock is released from a device on her neck. It sends a signal to her brain that it should release a hit of dopamine into her bloodstream.

The kid feels a surge of energy. She gets up and makes her bed.

[Alter] Prohibition: A conversation about drugs

A workbook for young professionals about drug prohibition and its effects

Introduction

At this workshop we are going to have a deeper understanding of the effects of drugs on the brain and how they affect our behavior. We will explore the different types of drugs and how they affect the brain. We will also discuss the effects of drug prohibition and how it affects the lives of young professionals.

Objectives

- Understand the effects of drugs on the brain and how they affect our behavior.
- Explore the different types of drugs and how they affect the brain.
- Discuss the effects of drug prohibition and how it affects the lives of young professionals.

Activities

- Read and discuss the article "The Effects of Drugs on the Brain".
- Watch the video "The Effects of Drugs on the Brain".
- Participate in a group discussion about the effects of drugs on the brain.





Why are there (almost) no people in this report?

A lot of informants and experts were involved with this project, however, the project has been speculative in nature, and speculations often have a basis in ones own experiences. Many conversations throughout the project touched upon incriminating topics and in order to not incriminate anyone I decided to keep all my informants anonymous throughout the report, with a few exceptions.

While my application to NSD (Norwegian Center for Research Data) was approved, and the ways I recorded and stored data complied with their standards, not all of my users wanted to be depicted or named in the report. The reason is that at the time of writing, there is still a risk of judicial and social repercussions for some of my informants, and in order to give all informants the same level of validity and gravitas in the project, I made the decision to keep all their names and faces out of the report, and all related material.

Personal reflections:

Now when the diploma is finished I am grateful. At the beginning of the project i set an intention to be completely process-oriented, and willing to change direction if the project required. Doing that has given me a new appreciation for the process, and increased my self-confidence as a designer. I learned about many methods and tools for doing these kinds of projects, and learned a lot from interesting people, about the topic, about life, and about design.

I got to work with an important topic. During the last feedback session, my informant suggested I apply the same method and work towards other inflamed topics characterised by echo-chamber mechanics. He suggested that conversations about right-wing populism, and immigration might benefit from the same kind of project.

While I can't conclude that it would work, I personally hope that the project has some transferability, and hope to explore that in the future.

Thank you!

Without all of these people this project would not be what it is, so thank you!

First and foremost Josina Vink, for guiding the project, and reassuring me when all things were overwhelming

Bastien Kerspern, for teaching me about design fiction and the value of provocation.

Mosse Sjaastad, for asking the important questions at the right time.

Magne Ekerum, for being forever encouraging and enthusiastic about the project.

Kristian Bjørnhaug, for provocative thoughts about the future.

Dhritiman Chatterjee and Raoul Koreman, for listening to my project rants.

The Sci-fi writer, for helping me make the future mundane through magic.

The Role-player, for helping me make the workshop playable.

The diploma students, for creating a good working environment throughout the semester.

I would also like to thank my informants:

Big Ø,
J-Lo,
The Activist,
PTR,
Nordic,
Hoff,
Captain,
Ring,
Average,
Philosopher,
BOB,
The ØG,
Popo,
and
Femme,

for speculating about the future, and co-creating this project with me.

Smiley sports points to go through girls and hang out	Minutemen's computers in the city	David's mother is protesting not doing it	After problems with things	People will have more fun or have fun	People on their own	Parliament is doing work in many cases	Advertiser is understood to be a promoter of television	People are doing things with others	We need to look at the situation	Symbol of the situation	Economic growth is a goal	Can't be a viable
No cars in City Center	Emperson made people's lives more interesting	Reggie's mother is common	Money is lost	Building for performance is common	People on their own	Young people are more moral	David is not an interesting figure	Let's get out of this mess	Children are probably the best			
People are afraid to deal with business	People are bigger today with their activities	There will be a system in society	Self-motivation is a key to success	High degree of education	People are more interested in their own lives	People are more interested in their own lives	People are more interested in their own lives	People are more interested in their own lives	People are more interested in their own lives	People are more interested in their own lives	People are more interested in their own lives	People are more interested in their own lives
Universal basic income	People will be loved	Things are in a state of confusion	Things will be the first step in education	Things will be the first step in education	Things will be the first step in education	Things will be the first step in education	Things will be the first step in education	Things will be the first step in education	Things will be the first step in education	Things will be the first step in education	Things will be the first step in education	Things will be the first step in education



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Appendix:

- STEEP analysis tool
- Evolving trends in the drug space in Norway
- Drivers for the drug space in Norway
- EGGs Megatrends
- Revised futures poker cards.
- Transcriptions of futures
- 5 future service ideas, with future scenarios
- All workshop documents

STEEP OVERVIEW:

Following is the tool I used to sort, categorise and analyse signals into trends during my desktop research phase. The actual analysis was done between this excel-sheet, and a word document during the translation from (more or less) raw data to trends that I could actually work with.

Social	Technological	Environmental	Economical	Political	(Values)				
Trend type	Trend	what's happen	where did it happen	pro or con or neutral	when did it happen	what result has it had for drugs	Unintended consequences	Notable POV	Link or source
		Recreational cannabis use is linked to lower rates of usage.	US	Pro	Analysis was done in 2018, so it's pretty recent			This only goes for recreational marijuana usage, not legalisation for medical use. The decrease is in both odds of using at all, and the odds of using frequently.	https://jamanetwork.com/journals/jamapediatrics/fullarticle/2737637?guestAccessKey=5e4e41eb-ec96-4641-86f9-b5c89ec7cc48&utm_source=For_The_Media&utm_medium=referral&utm_campaign=ftm_links&utm_content=ftf&utm_term=070819
Social/Economical	High at work	More 500.000 people in canada reported to have used cannabis before work, or in a work context	Canada	Con	Recently			27% of the people who are daily or almost daily users report to have used at work/before work. Only 7% of other groups	https://www150.statcan.gc.ca/n1/daily-quotidien/190502/dq190502a-eng.htm
	Non-users start experimenting with legal substances.	Half of new users of cannabis after legalisation in canada is over 45 years old.	Canada	Neutral	Recently			Usage increases, but mostly among the unproblematic groups of users.	https://www150.statcan.gc.ca/n1/daily-quotidien/190502/dq190502a-eng.htm
Technological									
Medical/ Technological/ societal		Ketamine, a pharmaceutical drug often used for recreation, is gaining popularity in psychiatry.	US	Pro	2012	Bringing drugs with recreational connotations into psychiatric medicine is happening, blurring the lines between recreational and medical			https://www.nytimes.com/2018/11/30/opinion/sunday/suicide-ketamine-depression.html
Technology	Ordering drugs online is more commonplace	Increasing numbers of confiscations of drugs happen through mail					https://www.dagbladet.no/mat/den-dellige-sjokoladepopsen-kom-i-posten-sasio-tollerne-til/69605757		https://www.nrk.no/sorlandet/hver-enste-dag-sendes-narkotika-i-post--barn-heltned-i-13-arsalderen-bestiller-det-pa-nett-1.14527604
Technological/ social		Drugs that have been Schedule 1 in USA, have been picked up in new treatment-schemes. Mostly psychedelics and empathogens	US	Pro					
Technological	legalisation opens new areas of innovation and business opportunities.	New ways of using cannabis are normalised	US	Pro	Since legalisation	This creates new markets, within both psychoactive and non-psychoactive cannabis products.	Children, and pets are more often being treated for cannabis overdose due to things such as cannabis infused candy		
Technological		Johns hopkins has founded a centre for psychedelic research							https://hopkinspsychedelic.org/
Environmental									
Environmental		Smoking laws are getting even stricter			2004	It is now illegal to smoke on bus stops and train stations Less people are smoking in train stations as the ban is enforced by security on the premise	People are not following the ban in most bus-stops, and if they are, they usually step a few meters away, but are essentially still smoking in the bus stop.		
Environmental		Debates erupt about drinking in parks(public) in Norway.							
Environmental	Unregulated Cannabis production is harming to the environment	The article shows that cannabis production is requiring a lot of energy and uses a lot of pesticides. This might have significant negative impact on the growing environment.	Cali						https://learn.earthesy.com/articles/the-environmental-cost-of-legalizing-marijuana/
	Unregulated Cannabis production is harming to the environment	Swedish campaigners against regulation are arguing the negative environmental impacts of cannabis production							https://www.expressen.se/debatt/cannabisodling-ar-ett-gigantiskt-miljoproblem/
Economic									

Economic									
Economical, Technological	legalisation opens new areas of innovation and business opportunities.	Ketamine is now able to be administered as nasal spray	US	Pro	2019	This lowers the threshold to administer ketamine to patients with severe depression.			https://coloradosun.com/2019/05/20/diemer-magic-mushrooms-psylocybin-drugs-medicine/
Economic	Legalisation opens the door for people to explore new possibilities of the new market.	The Norwegian oil fund invests in cannabis, challenging	Norway/The world	Pro		It raised questions about what is considered ethical	The report made the oil fund sell their cannabis related stocks		https://www.nettavisen.no/nyheter/slik-forsvarer-bard-hoksrud-norsk-investering-i-cannabis/342658402.html?fbclid=IwAR3t7HhewMOfQawNZ30yqGycDgGNU4sxC23x5EBDIYayouF3QptsW61zU
Economic	Legal cannabis opens up for new business opportunities	Legal cannabis opens up for new business opportunities	US, Canada	Pro	Since legalisation	Weed delivery to your door, magazines, tv-shows, experiences and new ways of consuming cannabis.	Some users of new cannabis products don't consider themselves cannabis users.		Seminar about cannabis.
Economical	Legalisation reduces the access to cannabis	The supply chain for cannabis in Canada is not yet ready to support large scale legalisation	Canada	con	Since legalisation	Drugs are legalised, but quality and variety is not yet on par with the black market.	The black market in Canada increased 6 months after legalisation		https://www.dn.no/utenriks/cannabis/canada/svarsteboren-hart-tatt-av-etter-seks-maeder-med-cannabis-i-canada/2-1-588865
Economical	Markets in the wake of legalisation are booming	California has the biggest legal cannabis market in the world, at 3.1 billion dollars in the last year.	California	Pro	2019				https://www.latimes.com/california/story/2019-08-14/californias-biggest-legal-marijuana-market
Economic + Social		There seems to be a correlation between legalisation of cannabis and declining sales for alcohol.						https://theintercept.com/2018/04/20/marijuana-legalization-alcohol-consumption/	https://www.forbes.com/sites/thomaspellicchia/2018/01/22/alcohol-sales-dropped-15-percent-in-states-with-medical-marijuana-laws/#6a042e4e5f22
Economic + Political		Colorado bans cannabis-infused candy that might appeal to children							https://dailyleafdeals.com/marijuana-infused-gummy-candies/
Economic/ environmental		The psychedelic society is arranging Psilocybin retreats.							https://www.psychedelicocty.org.uk/experience-retreats
Economic		Compass pathways is a company working to find for-profit business models for psychedelics.							https://compasspathways.com/
Political									
Political/Social	retort	Article published about the potential harms of decriminalisation and/or regulation	Norway	Con		Informing public discourse			https://www.dagbladet.no/kultur/dette-kan-fa-katastrofale-konsekvenser/70742089
Political		The debate is so prevalent that parties that originally was strictly against reform are claiming to be first movers	Norway	Pro		Informing public discourse and pushing for drug reform in Norway			https://www.dagbladet.no/kultur/aponsker-rusreform/70333808
Political		The police is trying to censor a major youth party from "School elections" in Norway							https://www.aftenposten.no/norge/politikk/i/e8X0OR/Unge-Venstres-kampanje-for-legalisering---Vi-deler-ikke-ut-rusmidler
Economical/ political	Policy is moving from punishment to harm reduction and inclusion	New way of scheduling certain drugs is introduced in Norway	Norway	Pro	23.08.19	A new way of scheduling drugs was introduced, requiring a certain level of understanding to buy the drug, this was done in an effort to lower the rates of illegal or fake products being ordered online.	There is a fear that the drug will be more expensive and that the statistics for who uses the drug will be lost.	The choice to do this is a result of the potential damages of bad products from the black market	https://www.nrk.no/norge/viagra-blir-reseptfritt-_-og-truleg-dyare-1.14670658
Political (Medical)	Illegal drugs are gaining traction as medicine	Certain diagnosis qualifies for Cannabis imported	Norway	Pro	Published 19.03.19	Informing public discourse			https://www.nettavisen.no/livstil/

Political (Medical)	Illegal drugs are gaining traction as medicine	Certain diagnosis qualifies for Cannabis imported to Norway from Holland	Norway	Pro	Published 19.03.19	Informing public discourse			https://www.nettavisen.no/livsstil/rusforsker---300-400-nordmenn-far-cannabis-pa-resept/3423622651.html
Political/social	Social attitudes are moving towards help, understanding and harm reduction	Police engage in conversation to change the internal view on people with drug addiction and drugs.	Norway	Pro				It's hard for people to be honest with the police about drugs, due to the risk of punishment, which makes it harder for the police to help them.	https://www.politiforum.no/artikler/et-skifte-mot-en-kunnskapsbasert-og-humanistisk-ruspolitikk/455401
Political/Social retort		Police internal debate about drugs and how to fight the challenges associated with them,	Norway	Con					https://www.politiforum.no/artikler/normaliseringen-av-narkotika-er-bekymringsfull/457651
political, environmental	Addiction with high harm potential is more strictly regulated.	Smoking laws are outlawing indoor smoking			2004	People are not allowed to smoke indoors in public areas, rates of smoking has over time become significantly less.	More former cigarette users are now using alternative nicotine delivery methods		
Political Uriks	Handeling of drug use is moving from justice to health	portugal decriminalised all drugs for personal use.	Portugal	Pro	2001	Lower rates of death by overdose. In recent years, lower amounts of people who try using drugs.	More aggressive street-market for drugs, as the police do not pursue these offenders.		
Political Uriks	Legalisation of cannabis is on the rise	Uruguay legalises cannabis	Uruguay	Pro	23 December 2013	Cannabis is now legal for the whole supply-chain. It can be produced, sold and consumed. However, it is heavily regulated.	The crime-rate has not declined, and do the goals of the effort has not been met. Also, there are issues with the legal market not being able to meet the demand.	The aim of the law was to reduce drug-related crime, improve the health of drug users, and remove paradoxical elements of existing legislation (Decriminalisation)	https://www.centreforpublicimpact.org/case-study/marijuana-legalisation-in-uruguay/
Political Uriks	Illegal drugs are gaining traction as medicine	USA allows medical cannabis in certain states	USA, DC	Pro	1978	This opened the door for Cannabis to be used as medicine in the US.	This is often considered as the first step towards legalisation in the US.	The first receiver of Federal medical cannabis filed a "Medical necessity" lawsuit to justify the illegal consumption of the plant.	https://en.wikipedia.org/wiki/Legal_history_of_cannabis_in_the_United_States#Medical_use
Political Uriks		Fristaten Christiania was declared	Kobenhavn, Denmark	Pro	1971	Ever since declaration there has been free trade of cannabis,	During the late 1970s 'hard drugs' such as heroin were considered permissible, but this had grave consequences. In one year, from 1978 to 1979, ten people had died in Christiania from drug overdose; four of them were residents.	Hard drugs, such as Heroin was evicted from Christiania, and now there is a "ban" on hard drugs in the freestone	https://en.wikipedia.org/wiki/Freetown_Christiana#Drugs
Political Uriks	Legalisation for recreation	Colorado and Washington become the first two states to legalize the recreational use of cannabis, following the passage of Amendment 64 and Initiative 502	Colorado & Washington state	Pro	2012	Cannabis is now legalised for recreation, which has opened new business-opportunities if the state.			https://en.wikipedia.org/wiki/Cannabis_in_the_United_States#State
Political Uriks		Denver instructs police to not pursue users of psyleocibin magic mushrooms	Denver, US	Pro	May 2019	Denver is speculated to be a breeding ground for psychedelics based science.	Nothing has really changed.	This might serve as the beginning of a decriminalisation effort within the field of psychedelics.	https://www.cbsnews.com/news/denver-mushrooms-vote-decriminalize-magic-mushroom-measure-today-2019-05-07/?hpid=hp_ARPSidhwimxjPFWblwxgPsaUJueNfri_qFvifhJbMqAPJuJZ9ya0_l0h-90
Political Uriks		the coffee shop system was established in the Netherlands	Netherlands	Pro	1976	The illegal drug trade is out in the open where it can be monitored and taxed	Drug tourism		https://www.ft.com/content/f9d61f58-d78c-11e8-ab8e-6be0dcf18713
Political Uriks	Cannabis is loosing it's status as a drug with no medical benefits and high potential for abuse	WHO is expected to make recommendations that cannabis and it's components are to be re-scheduled	World	Pro	2019			https://www.marijuanament.net/read-the-world-health-organizations-marijuana-rescheduling-recommendations/	https://www.forbes.com/sites/tomangell/2019/02/01/world-health-organization-recommends-rescheduling-marijuana-under-international-treaties/

Political Uriks	Cannabis is losing its status as a drug with no medical benefits and high potential for abuse	WHO is expected to make recommendations that cannabis and its components are to be re-scheduled	World	Pro	2019			https://www.marijuanament.net/read-the-world-health-organizations-marijuana-rescheduling-recommendations/	https://www.forbes.com/sites/tomangel/2019/02/01/world-health-organization-recommends-rescheduling-marijuana-under-international-treaties/#5fa80a1d6bcc
Political Uriks	Legalisation for recreation is on the rise	Canada legalises cannabis for recreational use	Canada	Pro	17. oktober 2018				
Political Uriks	Policy is moving from punishment to harm reduction and inclusion	Switzerland provides pure heroin to heavy users	Switzerland	Pro					
Political Uriks		the native american church is allowed to use peyote for religious purposes	US	Pro		Certain groups in america can grow use psychedelics without prosecution	Even native american groups that traditionally never interacted with the substance, can now engage in Peyote ceremonies		https://www.stuffyoushoudknow.com/podcasts/how-peyote-works.htm
Political Uriks		No longer do you have to be of Native American descent to be part of the Native American church	US	Pro		As ethnical discrimination is not legal, anyone can be indoctrinated into the native american church	With sufficient effort, anyone in the us can partake in psychedelic rituals, or obtain a license to grow Peyote		https://www.stuffyoushoudknow.com/podcasts/how-peyote-works.htm
Political Uriks	Stigmatisation as a result of means of intoxication is less accepted.	Høyesterett i Mexico fram til at kriminaliseringen av cannabis strider mot grunnloven og menneskerettighetene.	Mexico	Pro	31. October 2018	Mexico deems criminalisation of drugs unconstitutional and against human rights			https://www.dagbladet.no/kultur/nar-hoyesterett-opphever-cannabisforbudet/70409679
Political Uriks	Populist leaders uses a marginalised group and incorrect data to gain popularity.	Rodrigo Duterte is elected prime minister in the Philippines, and declares a war on drugs	Philippines	Con	01.Jul 2016 - Present	Drugs in the Philippines are heavily criminalised, and over 5000 people killed in official drug operations	Surprisingly little....		https://en.wikipedia.org/wiki/Philippine_Drug_War
Social Uriks	Certain drugs are getting more mainstream attention	Michael Polland wrote a book on "how to change your mind" and appeared on a CBS morning show	US	Pro	May 2018	It might open the conversation about psychedelics.	Nothing as of yet		https://www.cbsnews.com/news/michael-pollan-on-testing-psychedelics-as-a-treatment-for-depression/
Social									
Social + Political	Political discussions around drugs and drug use have a significant uptake in Norwegian society.	Political discussions around drugs and drug use have a significant uptake in Norwegian society.	Norway	Pro	2009-2019	The government are pushing to make changes in how we handle drug users.	The police are experiencing a young population who don't feel like drug use is dangerous		
Social	Decriminalisation in the US leads people towards a more critical view of the current system of prohibition in Norway.	Attitudes towards narcotics are changing in Norwegian society	Norway	Pro		Increasing amount of debate and public engagement in drugs and legalisation efforts			https://www.dagbladet.no/kultur/pa-fa-ar-har-holdninger-til-narkotika-endret-seg-kraftig/70674635?fbclid=IwAR1JvcPSR8qxPRJR-SuvqjKvK9rZ1XF1dNYn1JpfWLimLSXijSXfmoTs
Social	The boundary between legal intoxicants and narcotics is blurring.	Argument about how alternative intoxicants are no different from alcohol.	Norway	Pro		The assumed correlation between legality and potential for harm is challenged.			https://www.ba.no/debatt/narkotika/meninger/forbudsender-bruken-under-bakken/o/5-8-973432#am-commentArea
Political	Policy is moving from punishment to harm reduction and inclusion	Stortinget creates a committee to write a suggestion for a Norwegian drug reform, focusing on help rather than punishment	Norway	Pro	2017	The committee is deciding on what a user-dose is, and how we as a society might respond to drug use.		Drugs are still to be illegal, and the police seems to maybe keep their mandate in the landscape	
Social		People in Norway reports that they generally have low expectations regarding health related offers to people with addiction or drug related problems	Norway	Pro	2019				https://www.fhi.no/publ/2018/pakkeforlop-for-psykisk-helse-og-rus.-resultater-fra-en-sporreskemaunderso/
Social Uriks	Cannabis as youth rebellion is decreasing	Teens in states (USA) that have decriminalised cannabis are less likely to use the substance.	US	Pro			Teens in states (USA) that have decriminalised cannabis are less likely to use the substance.		https://www.bbc.com/news/world-us-canada-48921265

Social									
Social	The topic of drugs in society is losing its status as Taboo	At the time of writing this, 3 out of the latest 10 episodes of "Trygdekonoret" are about illegal drugs. This is from the state-sponsored channel NRK	Norway	Neutral	17.06-26.08	The general public in Norway are exposed to new information on the topic.			
Social	Polarizing rhetorics is used in public discussions about drugs,	Forbudet mot rusgift compares drug- users to rapelists and paedophiles.	Norway	Con				https://rus.no/giftig-retorikk-fra-fmr/?fbclid=IwAR0vOcs6SWJOGAwxCig2iWOTFrgqQH0JWmYJivQRFMEvs4AW4pJpZRN0#.XD893Cx9xSk.facebookok	
Social		Article about norwegian celebrity who bought cannabis for his mother	Norway	Pro				https://www.vg.no/rampelys/i/ql7VVe/mammaen-til-mimir-kristjansson-har-vaert-kreftsyk-i-23-saar-paeskolen-kjoepte-han-hasi-til-henne?utm_source=vgron&utm_content=row-r12	
Social	The boundary between legal intoxicants and narcotics is blurring.	Sweeden criminalises Tramadol, a recognised pain relief in Norway	Sweeden and Norway	Pro by proxy			the only difference between legal drugs and narcotics are the notion of legality	https://www.dagensmedisin.no/artikler/2019/08/20/kripos-beslaglegger-oftere-tramadol/	
Social	Children are being born with drugs in their system	In west virginia 1/10 newborn are born as drug addicts			2019			https://www.aftenposten.no/amagasinet/vmRv95/Chase-er-enda-nykterhttps://www.dagensmedisin.no/artikler/2019/08/20/kripos-beslaglegger-oftere-tramadol/	
Social	The number of smokers in Norway is decreasing	After stricter regulation in 2004 the number of smokers in Norway has decreased a lot							
Social	Introduction of new drugs reduces alcohol overconsumption	Binge drinking declines in states with legal cannabis						https://www.forbes.com/sites/mikeadams/2018/04/05/binge-drinking-rates-drop-in-states-with-recreational-marijuana-laws/#4d2146392226	
Political	The boundary between legal intoxicants and narcotics is blurring.	The pharma companies are getting blamed (officially) for the opioid epidemic in the US	US			The pharma companies are being fined for understating the risk-potential of their opioid products.	The companies are not fined for as much as they made on the product, and there has been no order to cease production.	The Pharma companies are refuting the ruling	https://www.nrk.no/urix/farmasi-giganti-usa-domt-etter-opioid-epidemi-1.14674872

Political	The boundary between legal intoxicants and narcotics is blurring.	The pharma companies are getting blamed (officially) for the opioid epidemic in the US	US			The pharma companies are being fined for understating the risk-potential of their opioid products.	The companies are not fined for as much as they made on the product, and there has been no order to cease production.	The Pharma companies are refuting the ruling	https://www.nrk.no/urix/farmasi-giganti-usa-domt-etter-epidemi-1.14674872
Other									
		Actis communicates what their intentions and biases are, in a somewhat clear way.						Reasonable portrayal of what legalisation means.	https://www.actis.no/kunnskap/hva-er-rusreformen
		Police fines a girl for using cannabis when she reported a rape to the police.							https://www.vg.no/nyheter/i/Rxyzr/jente-15-anmeldte-overgrep-fikk-bot-for-hasjroeyking
		Anecdote about how cannabis can ruin families.					Giving way to an argument about how legalisation will give way to provide proper treatment to minors. Funn: Folk vil holde distansen så stor som mulig...	"Regelverket gjør det vanskelig å hjelpe mindreårige hvis de ellers er psykisk friske. Er man sterkt avhengig av cannabis, trenger man sykehusbehandling, noe som ikke finnes for mindreårige i dag."	https://www.aftenposten.no/meninger/debatt/i/JoMo8J/En-anonym-fars-bonn-Cannabis-kan-virke-uskyldig-men-kan-odelegge-familier-Var-historie-er-ikke-unik
	Kryss med at cannabiskonsum går ned etter legalisering	The prevalence of young cannabis addicts is high in the nordic countries. Also, the nordic countries lead some of the worlds most restrictive drug policies.							https://nordicwelfare.org/en/publikationer/cannabistreatment/
		Hey OG full							https://www.vg.no/nyheter/meninger/i/Wb3FKg/ikke-hoey-eller-full-hoey-og-full
	Definisjon narkotika	Narkotika er definert som substanser som befinner seg på narkotikalisten.	Norge	Neutral	LOOOONG TIME AGO	This is what constitutes wether a substance is criminal or not.			https://sml.sml.no/narkotika Morland, Jørg. (2015, 16. april). narkotika. I Store medisinske leksikon. Hentet 26. september 2019 fra https://sml.sml.no/narkotika
		Article about the invisible majority. People who use, not abuse drugs.	USA					Put another way, 85-96 percent of people who use illicit substances do not develop problematic behavior.	https://filtermag.org/the-invisible-majority-people-whose-drug-use-is-not-problematic/
	10% of drug users statistics	According to the anti-drug United Nations Office on Drugs and Crime, a little over 10 percent of worldwide drug users are "problem" drug users— which leaves almost 90 percent who are not.						World Health Organization. (2019). Who Expert Committee on Drug Dependence: fortieth report. Geneva.	https://www.unodc.org/documents/wdr2015/WDR15_Drug_use_health_consequences.pdf
	Rustelefonens mandat er å informere om skadene ved rusbruk								Sturla
	Det er rekreasjon som er vanskeligst	"Det er vanskelig å putte rekreasjonsbrukeren inn i rusreformdebatten.							Samtale med kristine moss i NNPF

Trends:

The signals were synthesised into trends. The following 17 pages lists the trends, which signals they were compiled from, and goes a bit deeper into the details of what the trends mean.

1. Legalisation

The legalisation of Cannabis

Trend overview:

Legalisation efforts have won in several places in the world. Uruguay led by fully legalising cannabis for citizens and permanent residents. This was followed by Washington state and Colorado legalising cannabis for recreational use. Recreational legality lets people of age freely use the drug challenging the convention of alcohol as the only legal intoxicant.

Signals:

1. Several states in the US has legalised cannabis for recreational use.
2. Uruguay has legalised cannabis for recreational use.
3. Major parties in Norwegian politics are campaigning for legalisation.
4. Police reports that youth they encounter assumes that cannabis will be legal in a few years.

2. Decriminalisation

Decriminalisation of several substances for personal use

Trend overview:

Decriminalising drugs takes the responsibility of handling people with low amounts of drugs out of the hands of the police. Users can buy, carry, sell and use small amounts of drugs, it is still illegal, just not considered criminal. The police can focus their attention on the people on the back-end of the transaction, mainly suppliers and large scale sellers. People with addiction challenges are no longer criminalised as a result of their addiction.

Signals:

1. Portugal decriminalised in 2001 all drugs for personal use.
2. In Denver, CO, a popular vote changed the state law, so that the police are not to prosecute people who use psilocybin.
3. Norway is in the midst of developing a new model for handling drug users in Norway, based on the current Portuguese model.
4. Depenalisation is happening in many places, replacing punishment with alternative measures.

3. Back from the 70's

Psychoactive substances that were criminalised in the 70's are finding their way back into research

Trend overview:

Picking up where scientists left off in the 1970's several organisations are once again picking up psychedelics in an effort to treat several severe psychological conditions. The substances are seeming to have a lot of potential. Decriminalisation has opened the door for more extensive research paving the way for a psychological revolution.

Signals:

1. In Denver, CO, a popular vote changed the state law, so that the police are not to prosecute people who use psilocybin.
2. MAPS has supported and performed several clinical studies on the use of MDMA and various psychedelic substances for different treatments.
3. Johns Hopkins has created a centre for psychedelic research.

4. Blurred lines

The line between legal drugs and narcotics is blurring in public

Trend overview:

Some things are legal somewhere, but not elsewhere. If cannabis is OK in the US, why should I not be allowed to use it in Norway. Access to information gives rise to people self-medicating with illegal substances, further blurring the lines.

Signals:

1. Pharma companies like Purdue Pharma have admitted to falsely advertise highly addictive prescription pills.
2. Sweden has recently rescheduled the painkiller Tramadol as a narcotic, while it retains its prescription drug classification in Norway.
3. Legalisation efforts in countries such as the US makes justification for criminalisation harder.
4. The UN is expected to reschedule cannabis on WHO's recommendation.

5. Harm reduction over punishment

The responsibility of handling people with drug-related challenges is moving towards healthcare

Trend overview:

Drug related cases are moved into the healthcare system, lessening the stigma around addiction. Trials for drug-assisted treatment are being tried out, and the criminal lifestyle connected to many heavy drugs are no longer required for people to get their daily dose of drugs.

Signals:

1. Pharma companies like Purdue Pharma have admitted to falsely advertise highly addictive prescription pills.
2. Sweden has recently rescheduled the painkiller Tramadol as a narcotic, while it retains its prescription drug classification in Norway.
3. Legalisation efforts in countries such as the US makes justification for criminalisation harder. The UN is expected to reschedule cannabis on
4. WHO's recommendation.
5. The usage of alternative punishment methods are increasing.

6. Self medication

Information on the therapeutic effects of certain drugs leads to rises in self-medication

Trend overview:

With access to both good and bad information, and easier access to illegal substances people are taking it upon them selves to self diagnose and self medicate rather than spending time and money going to a medical professional.

Signals:

1. “Bud-tenders” in cannabis shops in the US have been recommending their product to pregnant women, when they should refer to a doctor.
2. Viagra is the most confiscated prescription drug on the Norwegian border.
3. Information in popular and social media about what cannabis can be used for is often exaggerated or wrong.
4. With legalisation in USA a narrative has emerged that “CBD can be used for absolutely everything.”

7. False advertising

Sellers are incentivised to falsely advertise what they are selling.

Trend overview:

The economic incentive of drug sellers is having impacts on the health of the users. With high demands, it's tempting to increase the profit-margins by changing the contents of certain substances, or wilfully provide lacking or wrong information to buyers. This is taking its toll on drug users.

Signals:

1. Drugs are often cut with other substances, either to enhance the experience of the drug or to cut costs.
2. Johnson & Johnson is being sued for falsely advertising the addictive potential of opioids that they produced.
3. There has been a wave of PMMA and PMA related deaths, likely caused by people thinking they have bought MDMA.

8. Dealers keep updated on the newest tech.

Technology is changing the way people are buying drugs on the street.

Trend overview:

From street vendors to international shipments, technology is changing the way people are buying drugs. For small scale transactions towards the end user, the “traditional dealer” is using technologies like Snapchat and Wickr Me(encrypted messaging app), crypto-currency and Geocaching to make sales both more anonymous and more efficient.

Signals:

1. Dealers are using marketing techniques and technology to sell drugs to end users.

9. Commercialisation of the black market

Technology gives people the opportunity to buy illegal drugs safer, and with higher quality using the internet.

Trend overview:

Drug users no longer need to be in direct contact with their dealers. Advances in technology such as crypto-currency and “the dark web” gives potential buyers the opportunity to buy drugs that have received reviews, ratings and that comes with things like guaranteed delivery, and a promise of money refunds if the product didn’t deliver. Sellers who vouch for the purity of their product are dependant on their online reputation, this creates consumer-protection mechanisms.

Signals:

1. Sites like silk road(now taken down) give users access to a black market, with reviews, guarantees and variety.
2. The number of drug-confiscations done by customs at the post office is increasing.

10. Where there's money, there is a way

The economic impact legalisation abroad creates incentive for conservative stakeholders to promote legalisation.

Trend overview:

Trend overview actual text As the post legalisation market evolves the rest of the world watches Colorado and Washington. Cannabis based businesses are booming and international investors want a part of the profits. This put's them in a conflict of interest with their local government, giving them incentive to support legalisation efforts locally.

Signals:

1. The Norwegian oil fund has invested in cannabis-based businesses, the backlash was defended thoroughly.
2. Californias cannabis market in the last year has been at approximately 3.1 billion dollars.
3. Companies such as Compass Pathways are trying to find an economically viable way to market psychedelics.

11. Supply chains are being regulated too

With legal drugs, the supply chain is subject to regulation for quality and environmental impact.

Trend overview:

When production of drugs move from an illegal space to a legal one, it will be subject to new formalised standards of regulation. The environmental impacts of drug supply-chains are being revealed. For example: growers of cannabis might cut down forrest areas to grow their crops. Or, large amounts of electricity will be needed to facilitate indoor growing.

Signals:

1. The environmental impact of cannabis production, both legal and illegal is negative, each in their own ways.
2. Legal growing activity is sometimes used as a cover for additional illegal activity.

12. Choice of drugs links to social status and belonging

Segregation between social groups and social class might increase due to choice of drugs.

Trend overview:

People who formerly did not use drugs are starting to use with variety depending on the setting they find themselves in and the company they keep. Different groups of people identify with certain drugs, making the choice of drug an identity marker between social groups in the same manner as sociolect, musical taste and fashion.

Signals:

1. The spectrum within alcohol is an analog, people who prefer champagne usually don't hang out in the same places and with the same people who prefer the cheapest beer.
2. People who use similar drugs seek together/
Certain drugs seem to be preferable in certain settings.

13. Alternatives takes away alcohol monopoly

People now have new modes of intoxication. Other drugs are replacing alcohol, where people find them to be more appropriate.

Trend overview:

Alcohol no longer is the only legal intoxicant and people are replacing it for settings where other drugs are more optimal. Alcohol still has its place, but on weekdays people are seeking intoxicants that have less day-after repercussions, and in settings where being cognitively limited is a detriment other drugs are being used. Rates of alcohol-related violence and accidents decline.

Signals:

1. Alcohol sales has declined by 15% in (US) states with medical cannabis laws.
2. Alcohol producers have funded the campaigns against cannabis legalisation.
3. Learnings from cannabis legalisation in the US, introduction of cannabis reduces overconsumption of alcohol.

14. Accessibility increases consumption among “non-users”

Some people who might never had used drugs due to the illegality of drugs are now using.

Trend overview:

People who formerly did not use drugs are starting to experiment with the ones that are legal. Some are changing their drug of choice, others have gone back to what they were using before.

Signals:

1. The greatest increase in usage of cannabis post legalisation in Colorado is in the age group 45-54.

15. Regulation reduces overconsumption more than prohibition

Learnings from different regulation models, and from alcohol prohibition in the US shows this to be likely

Trend overview:

Strict regulation of different sorts create a safer environment for users

Signals:

1. Swedish “Motboksystemet” alcohol quota reduced overconsumption more than prohibition.
2. As smoking-laws have become stricter, smoking has been declining.
3. Svalbard’s system of alcohol quotas among residents and visitors (for more than 30 days)

16. More stoned pets, kids and infants

Children and pets find their way into their parents cannabis stash, resulting in hospital and veterinary visits.

Trend overview:

Drugs are small, and sometimes look similar to candy. Some children think it's candy, some pets think it's treats and infants put anything in their mouths. Cases of drug-related poisoning of children and pets increases. Some pregnant women also consume drugs, resulting in their infant children being affected by drugs already before they are born.

Signals:

1. Since the legalisation of cannabis there has been a rise in kids with cannabis poisoning and pets with cannabis poisoning.
2. Many kids are being born with enough THC in their blood to fail a drug test.
3. In West-Virginia 1/10 infants are born with an opioid addiction.
4. Colorado has outlawed cannabis candy that might appeal especially to children (gummy-bears, fruits etc.)

17. High risk

People are using drugs while at work and/or while driving.

Trend overview:

Some people are using drugs in settings where it might be deemed as irresponsible. High driving increases, leading to certain types of accidents being normal. Incidents happen in work contexts under the influence of drugs, endangering peoples lives, and revenues of the company. Especially among daily users, cannabis is linked to driving and workplace incidents

Signals:

1. 500.000 people in Canada has reported to have used cannabis before or during work.
2. Daily users of cannabis are more likely to believe that driving within 3 hours of using cannabis is safe.

EGGS Mega-trends:

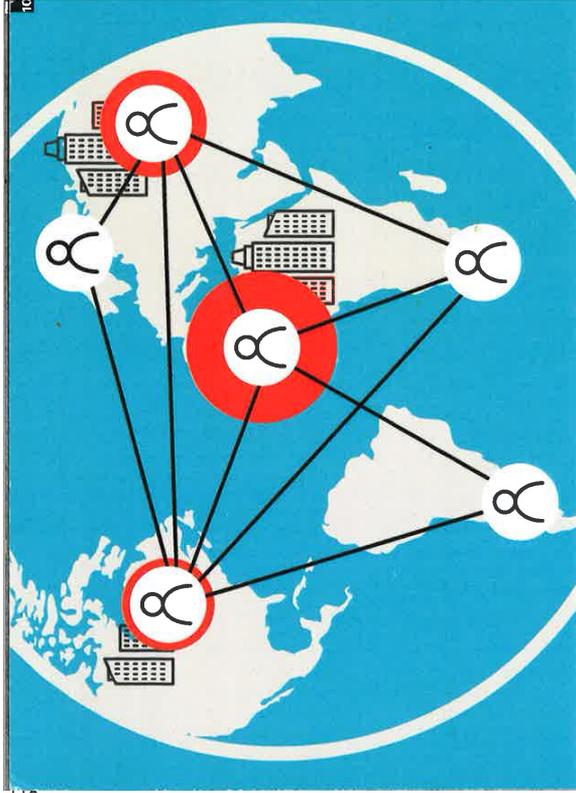
The Mega trends that eggs developed are not available online, I have therefore decided to include them in the appendix.



Megatrends

Trends you can't hide from

Source: Copenhagen Institute for Futures Studies

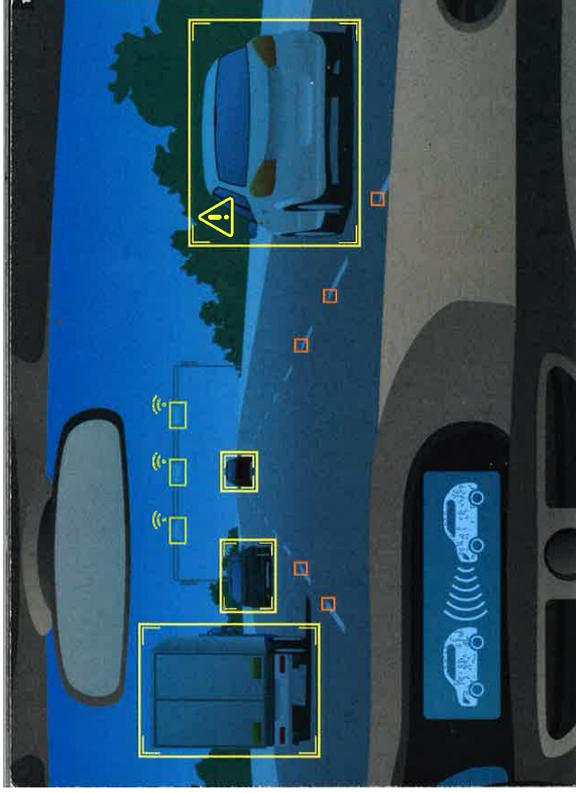


Globalisation

The world becomes mixed up
 Service providers can serve the whole world
 New concepts come from everywhere
 Telepresence



Demand pull



Technological advances

IT everywhere
 Robotics
 Advanced materials
 Biotech



Technology push



Economic growth

- Economy is growing steadily
- Crisis in 2016 evens out in the long term
- Asia is biggest
- More people have basic needs covered
- Unknown consequences of mobility



Polarisation

- Increasing gap between the have's and have not's
- More extremism in European politics
- Urbanization overrules rural
- Fit vs. fat





Individualisation

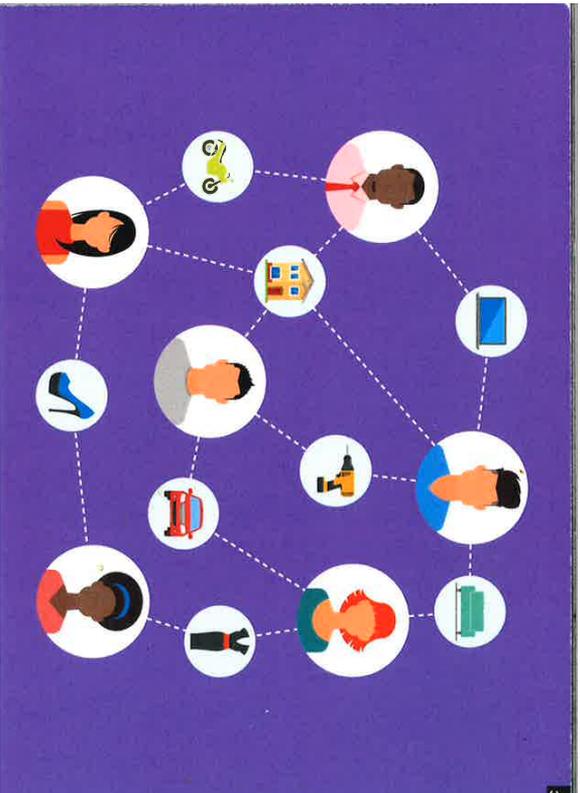
- Self realisation in all life phases (including elderly)
- Everything adapts to me
- Do it yourself / Maker culture
- Customised products
- Customised medicine (DNA)
- Individualised social media



Complexity & Acceleration

- Competitors catch up faster
- Technology is adapted faster
- Things get smaller, faster, cheaper
- The fast beat the slow





Network Society

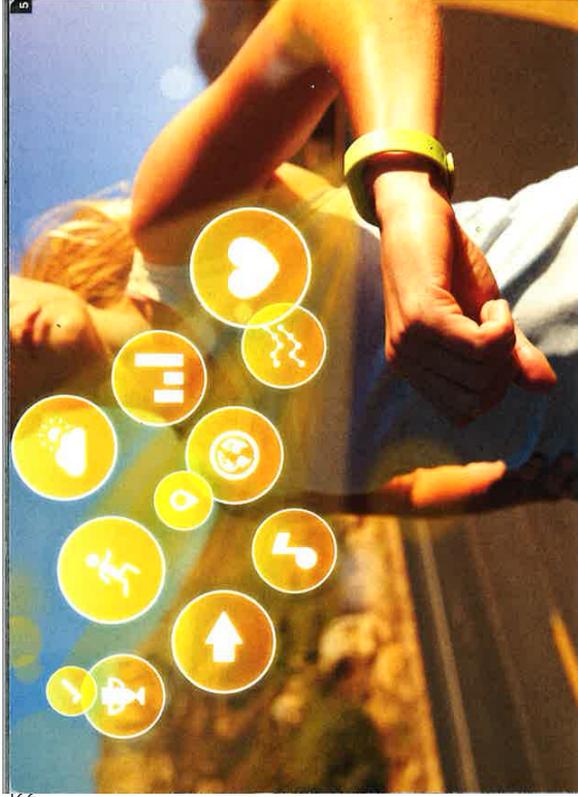
Sharing economy
 Crowdfunding
 Trust people you dont know
 Everyone can buy from everyone



Knowledge explosion

“Big data”
 Information doubles every year
 Consumer data for research & advertisement
 Market for reduction of complexity



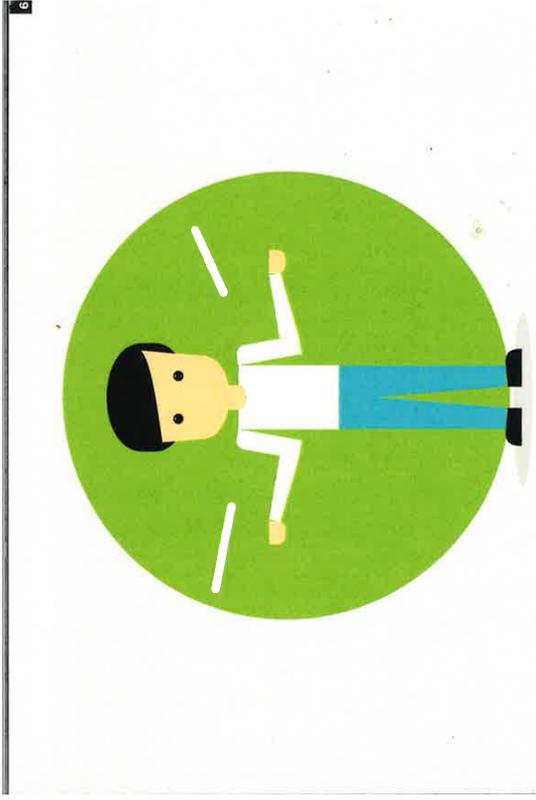


Focus on Health

- Do it yourself – health
- We look at our health through technology
- From treatment to prevention
- Patient powered networks



Technology push

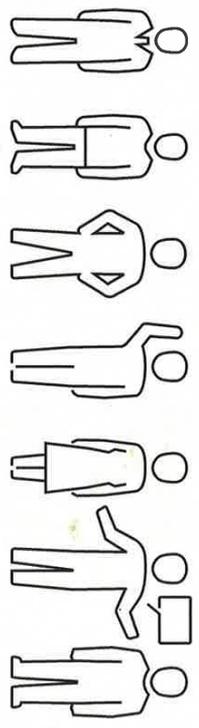
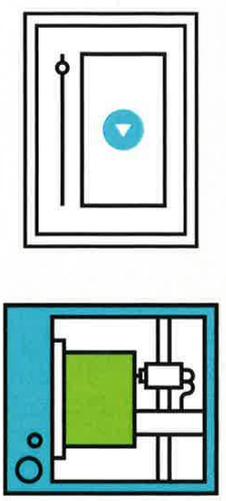


Immaterialisation

- From product to service
- Ownership less important
- People buy stories and experiences
- People wish to take active part in services



Demand pull



Democratisation

- Power is decentralised
- From nations to organisations
- Makers – people make their own products
- DIY automation (be your own journalist)



Demographics

- Urbanisation
- Population growth
- People get older
- Family structure is changing





Sustainability

Smart society (houses, cities)

The green switch (“Greenovation”)

Consumers care, given economic growth

Flash consumption – buy green to show off

STEEP drivers

The drivers were developed with the use of the STEEP framework. They are the underlying forces I consider to be pushing the trends forward. They helped in developing the futures-poker workshop for collecting future scenarios.

Detection and testing technology improves:T

Advances in technology done through research makes drug detection and testing simpler, faster, smaller, and more precise. As the technology progresses it might get cheaper and therefore more available to regulatory bodies, consumers and everything in between.

Democratisation of Information :S

Information is more readily available and is to a lesser degree provided solely by the state. People are finding their own information. Narratives that any person might have about the topic is not solely informed by the state, and conflicting narratives develop. lead to mistrust in one information outlet or the other.

Technology adaptation increases:T

Technology such as Blockchain creates permanent paper trails for everyone using them. The technology links production, test-results, buying and selling to specific actors and supports the people who might have a need for that paper trail. Consumers can find out about production, transportation and quality. Regulatory bodies can work across borders, cooperating to uncover breaches of the law. I think this is important to clarify, as blockchain technology is hard to understand

Stigma reduces:S

The stigma linked to being a recreational drug user is fading away in most circles, and with most drugs. Stigma is not gone, but it's no longer linked to being a "drug user." Stigma might shift inside the topic or move entirely outside of it.

New markets are emerging:Ec

The potential new markets that emerge around recreational drugs, both direct and indirect business is created, which pushes and challenges regulations with the intention of making money. In the interests of profit, lobbying firms are being founded and are working to make sure that the sectors interests are being taken into consideration.

Legalisation:P

Regulation happens and recreational drugs other than Alcohol is permitted in the eye of the state. The model for regulation makes some actors change their mandate and new actors enter the picture. Some people profit and some people are exploited, as no political efforts are perfect.

Production oversight increases:En/Ec

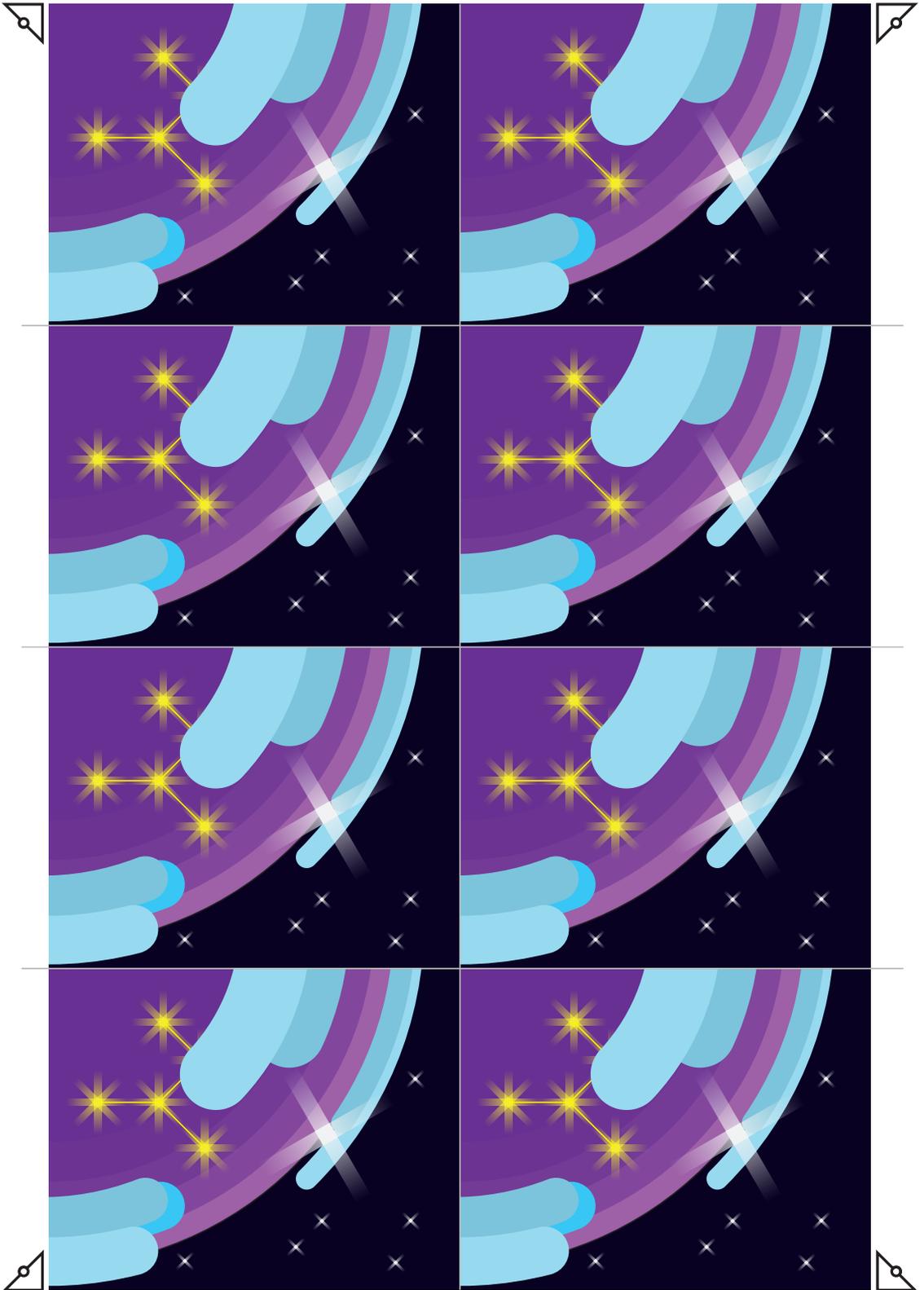
Production of drugs have been regulated. The whole supply-chain has changed as new regulations changes both how drugs and ingredients for drugs are sourced, and who might do it. Production scales increase and the environmental implications become evident.

Black markets face competition and are forced to innovate:Ec

The black market that in a way held monopoly over the production and distribution of drugs are required to make changes to their income-streams now that they are no longer in a position of monopoly. They have the experience and the know-how, and now they are facing competition.

Futures poker cards

After trends and drivers I developed a revised version of futures poker. Here I have included all the cards I created, sorted into so that they can be printed, and cut in order to make your very own deck of futures poker cards.





Big city
E.g. Oslo

Small town
E.g. Mandal

Suburb
E.g. Fyllingsdalen

Mountains
E.g. Sør-Fron

FAHOI

FAHOI

FAHOI

FAHOI

Regional city
E.g. Tromsø

“West side”
E.g. Frogner, Oslo

“East side”
E.g. Stovner, Oslo

Countryside
E.g. Bjørkelangen

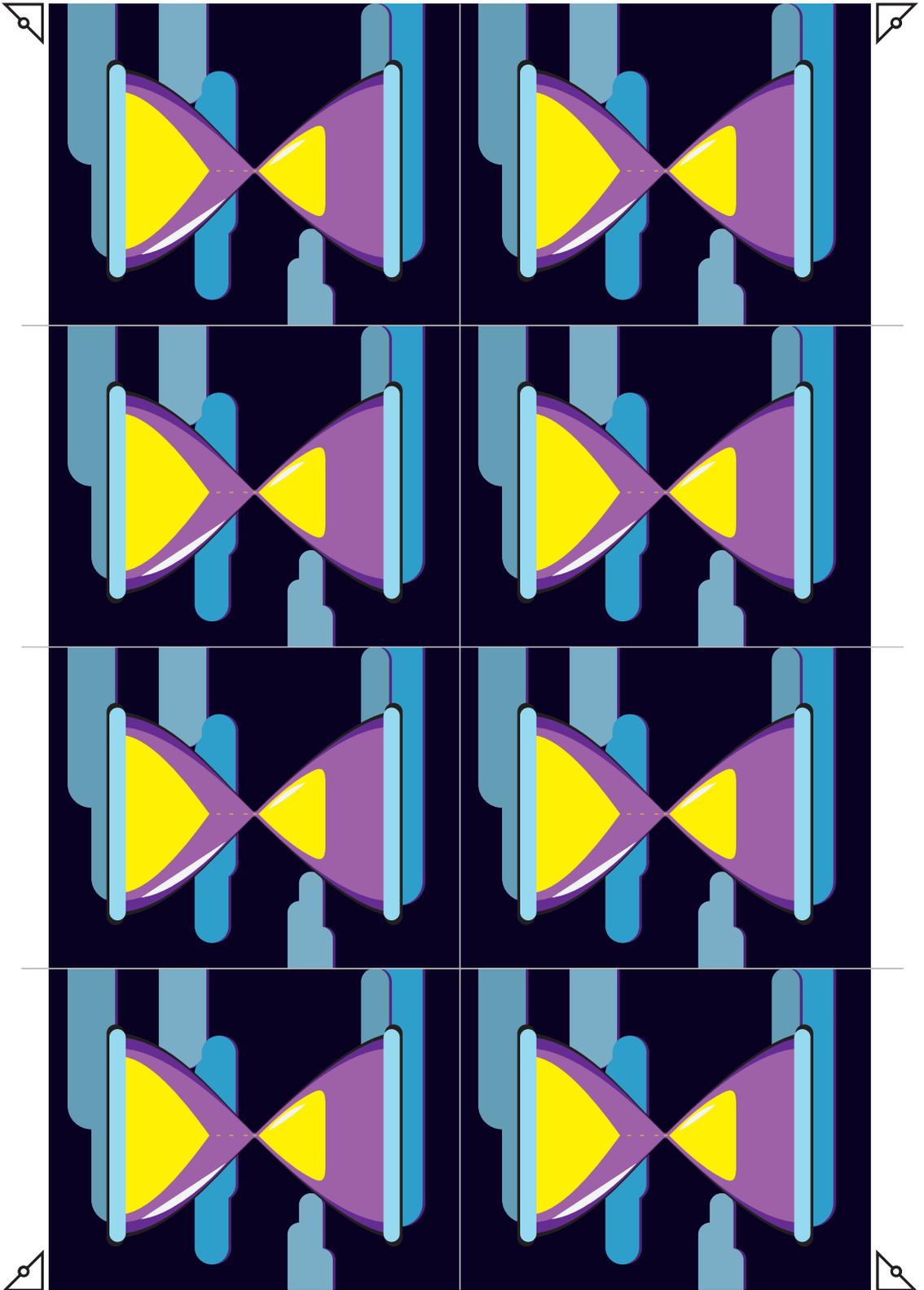
FAHOI

FAHOI

FAHOI

FAHOI







Year 2020

Year 2030

Year 2050

Year 2070

FATHO

FATHO

FATHO

FATHO

Year 2090

Year 2110

Year 2130

Year 2150

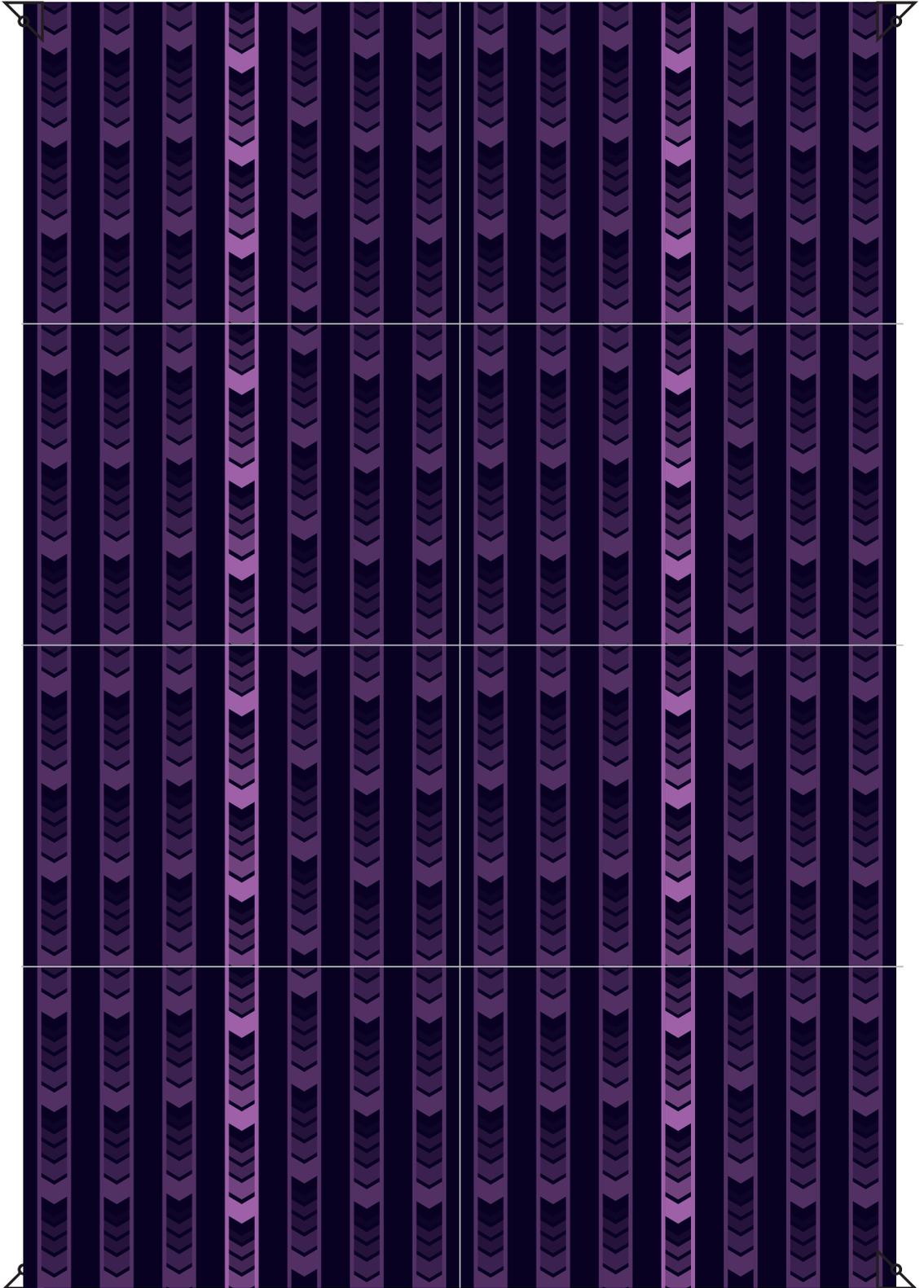
FATHO

FATHO

FATHO

FATHO







Decriminalisation

Decriminalisation of several substances for personal use is happening.

FAHIO

Back from the 70's

Psychoactive substances that were criminalised in the 70's are finding their way back into research.

FAHIO

Blurred lines

The line between legal drugs and narcotics is blurring in public.

FAHIO

Harm reduction over punishment

The responsibility of handling people with drug-related challenges is moving towards healthcare.

FAHIO

Self medication

Information on the therapeutic effects of certain drugs leads to rises in self-medication

Supply chains are being regulated too

With legal drugs, the supply chain is subject to regulation for quality and environmental impact.

FAHIO

False advertising

Sellers and/or producers are incentivised to falsely advertise their products.

FAHIO

Dealers keep up-dated on the newest tech

Technology is changing the way people are buying drugs illegally.

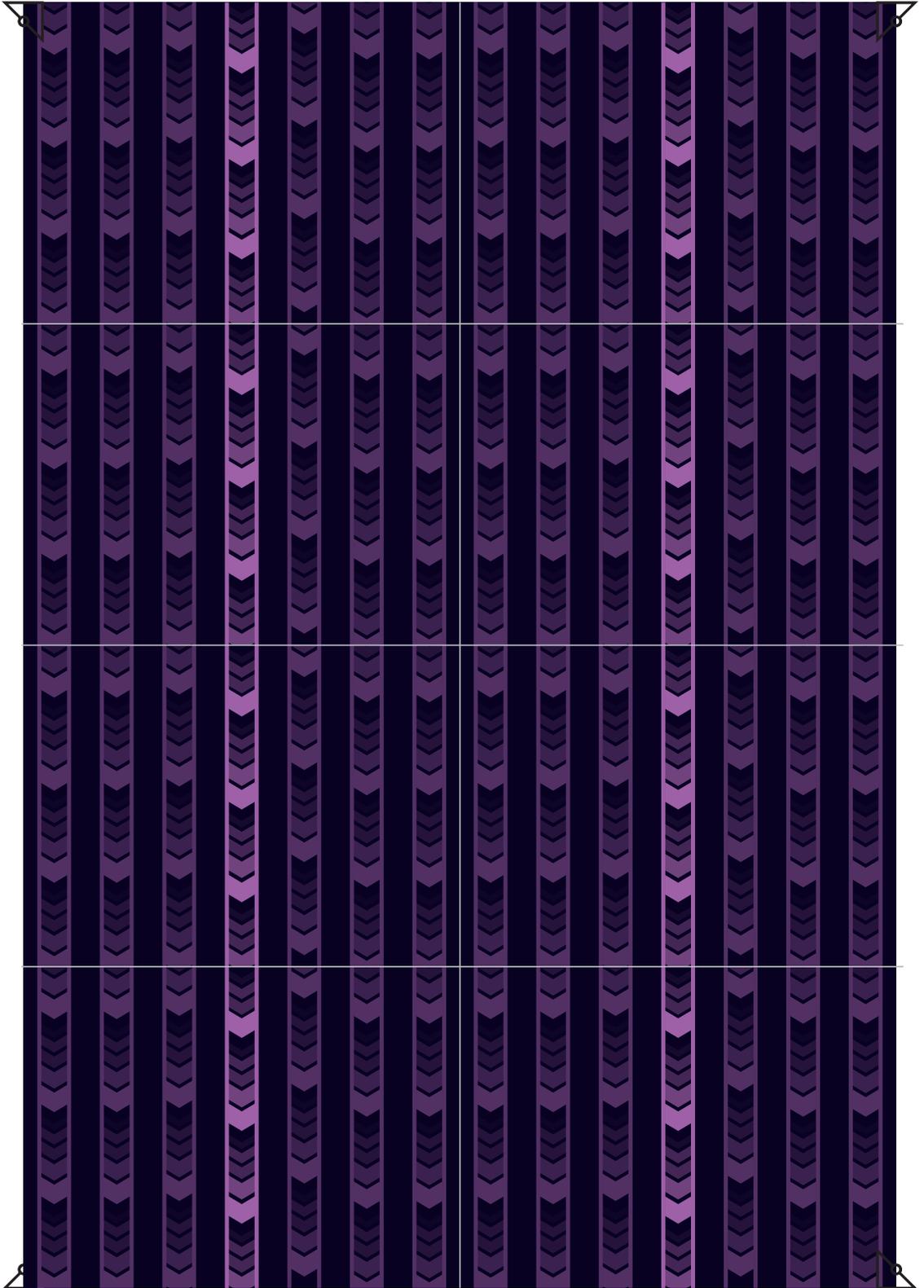
FAHIO

Commercialisation of the black market society

Technology gives people the opportunity to buy illegal drugs safer, and with higher quality using the internet.

FAHIO







Where there's money, there is a way

The economic impact legalisation abroad creates incentive for conservative stakeholders to promote legalisation.

FAHIO

Accessibility increases consumption among "non-users"

Some people who might never had used drugs due to the illegality are experimenting and/or using.

FAHIO

Supply chains are being regulated too

With legal drugs, the supply chain is subject to regulation for quality and environmental impact.

FAHIO

More stoned pets, kids and infants

Children and pets find their way into their parents drugs, resulting in hospital and veterinary visits.

FAHIO

Choice of drugs links to social status and belonging

Groups of people are deciding to identify with certain drugs, creating borders between different types of drug use

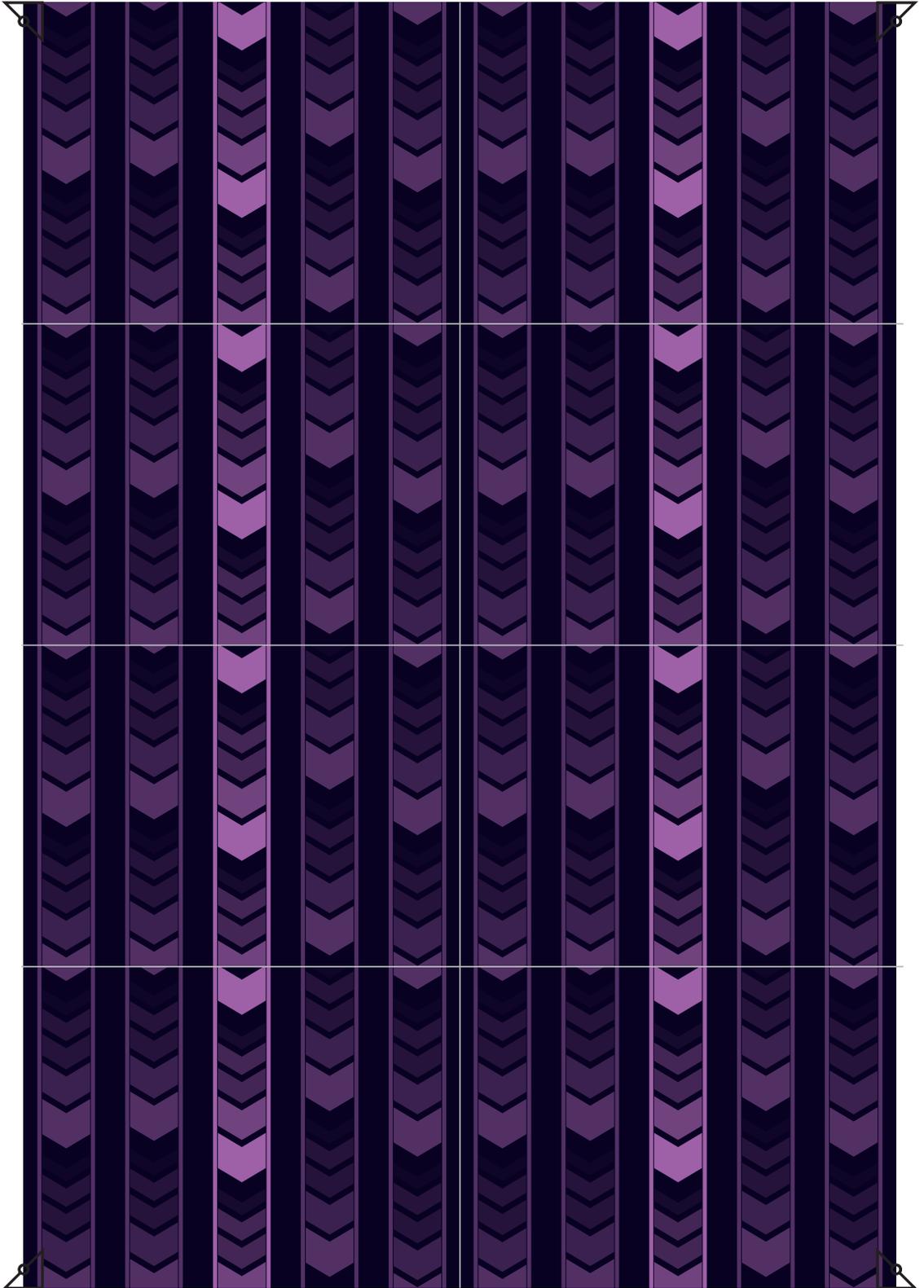
FAHIO

Alternatives takes away alcohol monopoly

People now have new modes of intoxication. Other drugs are replacing alcohol, where people find them to be more appropriate.

FAHIO







Drug detection and testing improves

Advances in technology makes drug detection and testing simpler, faster, smaller, cheaper and more precise.

FAHIO

Democratisation of information

Information is no longer provided from one outlet, such as the state.

FAHIO

Legalisation

Regulation makes recreational drugs other than alcohol permitted in the eyes of the justice system.

FAHIO

New markets emerge

Potential new markets emerge around recreational drugs. Both direct and indirect business is created.

FAHIO



Stigma reduces

Stigma related to being a drug user almost or completely fades away.

FAHIO

Drug production is more transparent

Technology, such as Blockchain, creates permanent paper trails for everyone using them making supply chains more transparent.

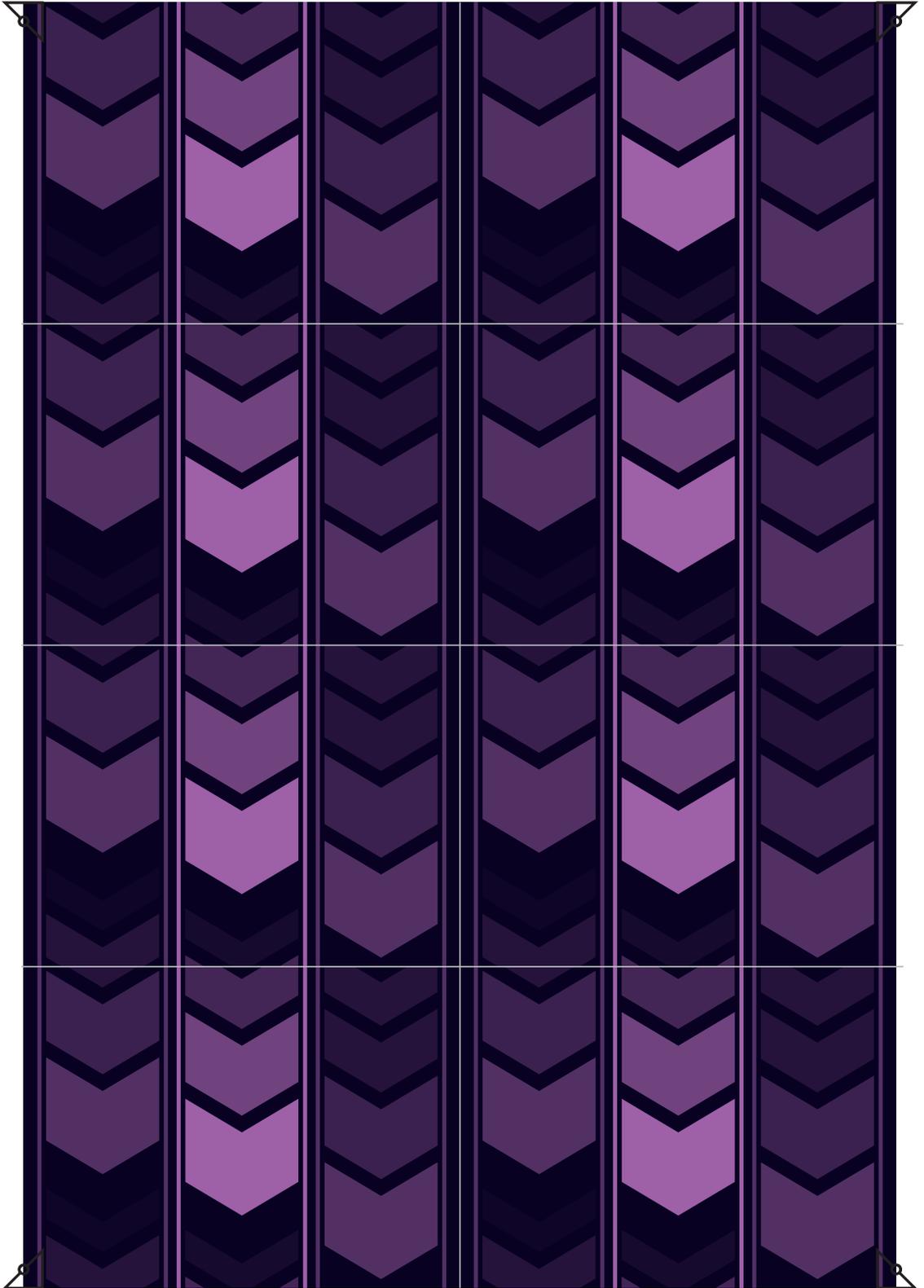
FAHIO

Black markets re-invents itself

Actors currently in the black market are forced to change their business model in order to keep up with the times.

FAHIO







Sustainability

- Smart society
- The green switch
- Consumers care, given economic growth
- Flash consumption (buy green to show off.)

EG
US

Globalisation

- The world becomes mixed up
- Service providers can serve the whole world
- New concepts come from everywhere.
- Telepresence

EG
US

Economic growth

- Economy is growing steadily
- Asia is biggest
- More people have basic needs covered
- Unknown consequences of mobility

EG
US

Polarisation

- Increasing gap between the have's and have not's
- More extremism in European politics
- Urbanization overrules rural
- Fit vs. Fat

EG
US

Individualisation

- Self realisation in all life phases
- "Everything adapts to me"
- Do it yourself/Maker culture
- Customised products
- Customised medicine
- Individualised social media

EG
US

Technological advances

- IT everywhere
- Robotics
- Advanced materials
- Biotech

EG
US

Complexity and acceleration

- Competitors catch up faster
- Technology is adapted faster
- Things get smaller, cheaper, faster.
- The fast beat the slow.

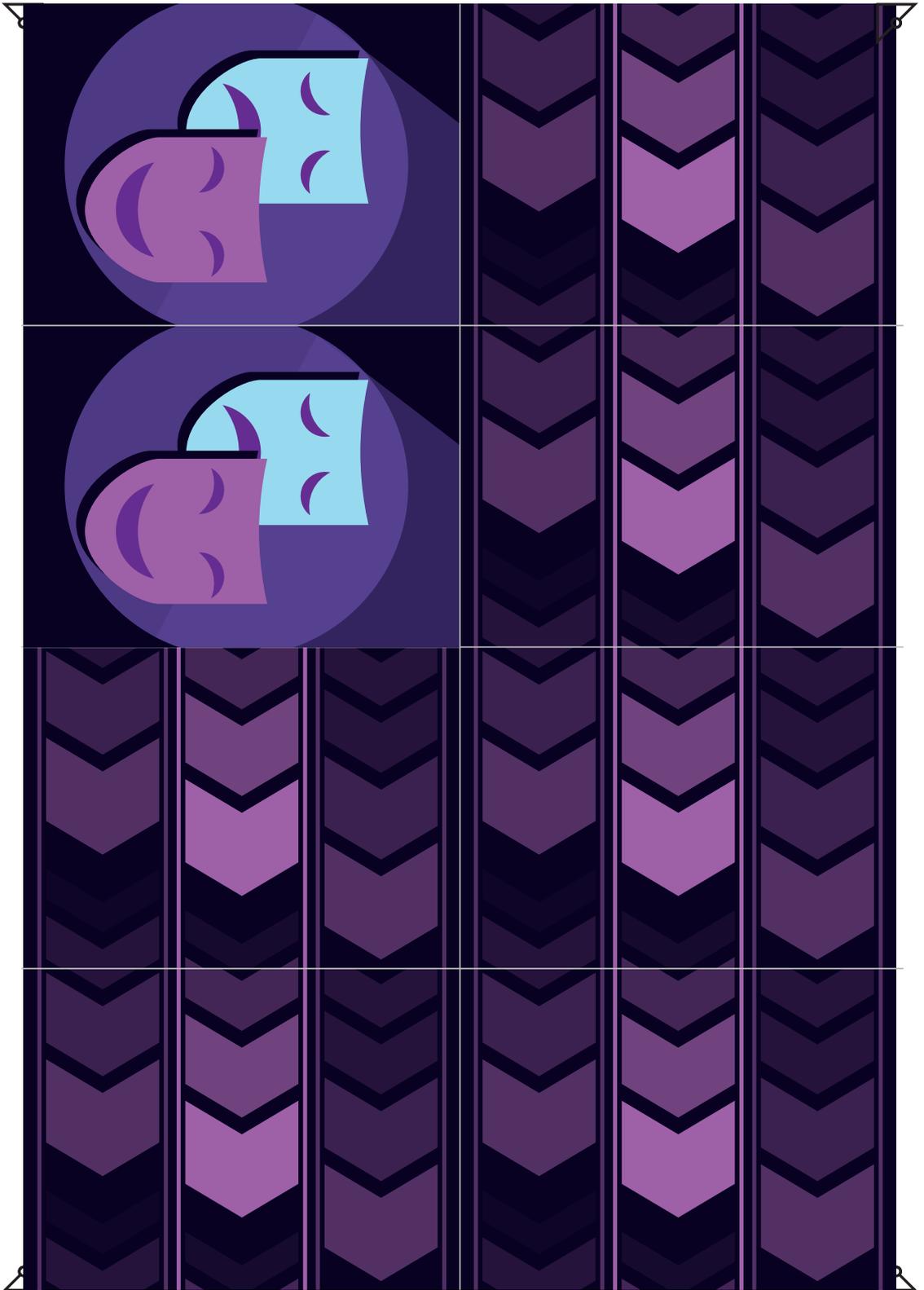
EG
US

Network Society

- Sharing economy
- Crowdfunding
- Trust people you don't know
- Everyone can buy from everyone

EG
US







Knowledge exploitation

- "Big data"
- Information doubles every year
- Consumer data for research & advertisement
- Market for reduction of complexity

EG
GS

Focus on Health

- DIY health
- We look at our health through technology
- From treatment to prevention
- Patient powered networks

EG
GS

Immaterialisation

- From product to service
- Ownership is less important
- People buy stories and experiences.
- People wish to take active part in services.

EG
GS

Democratisation

- Power is decentralised
- From nations to organisations
- Makers - people make their own products
- DIY automation (be your own journalist)

EG
GS

Demographics

- Urbanisation
- Population growth
- People get older
- Family structure is changing

EG
GS

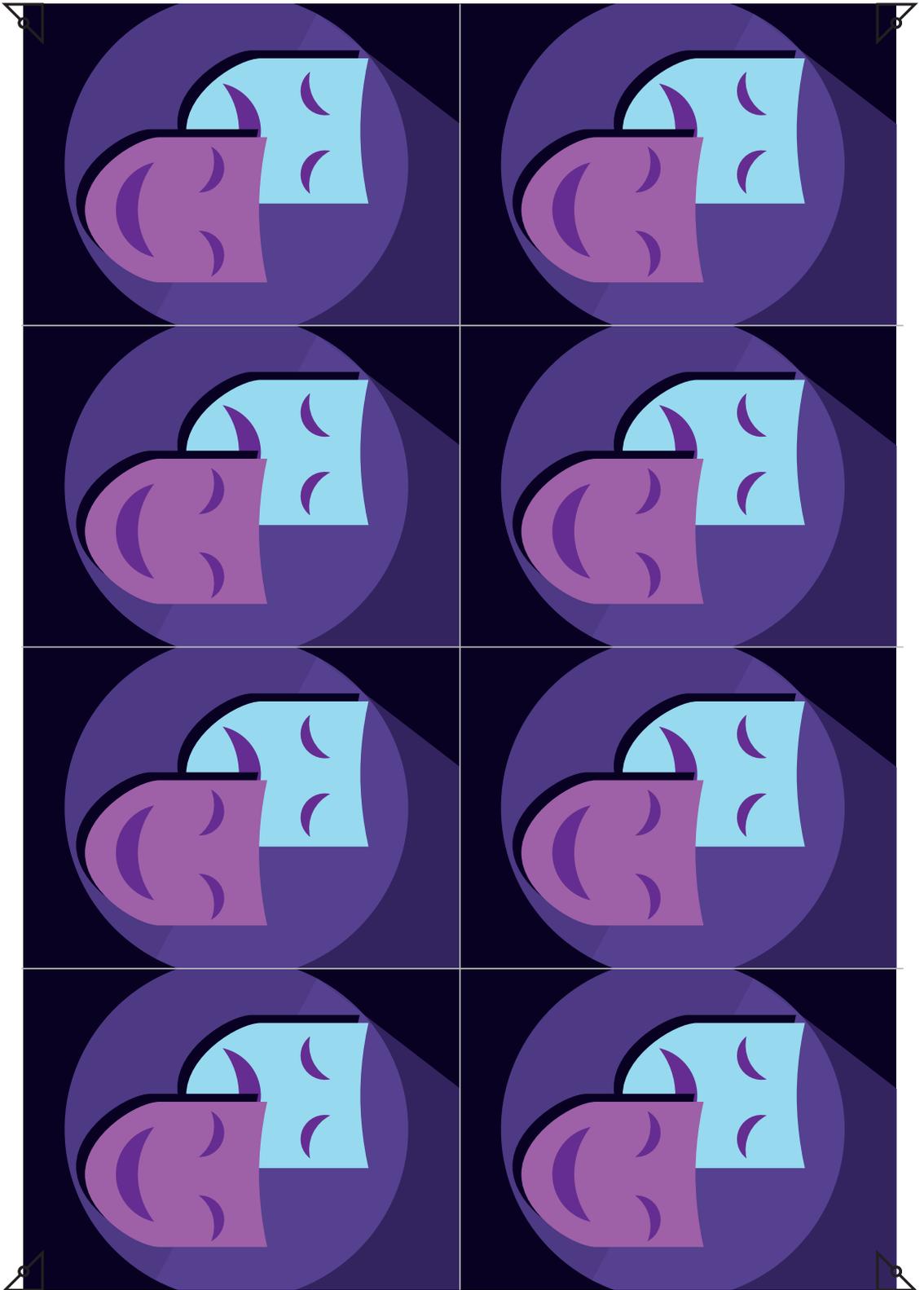
Mother Protagonist

Mother
Antagonist

Philosopher Protagonist

Philosopher
Antagonist







Paramedics
Antagonist

**Self-
medicator**
Antagonist

Employer
Antagonist

Dealer
Antagonist



Paramedics
Protagonist

**Self-
medicator**
Protagonist

Employer
Protagonist

Dealer
Protagonist

Police
Antagonist

Big Pharma
Antagonist

Doctor
Antagonist

**Business-
person**
Antagonist

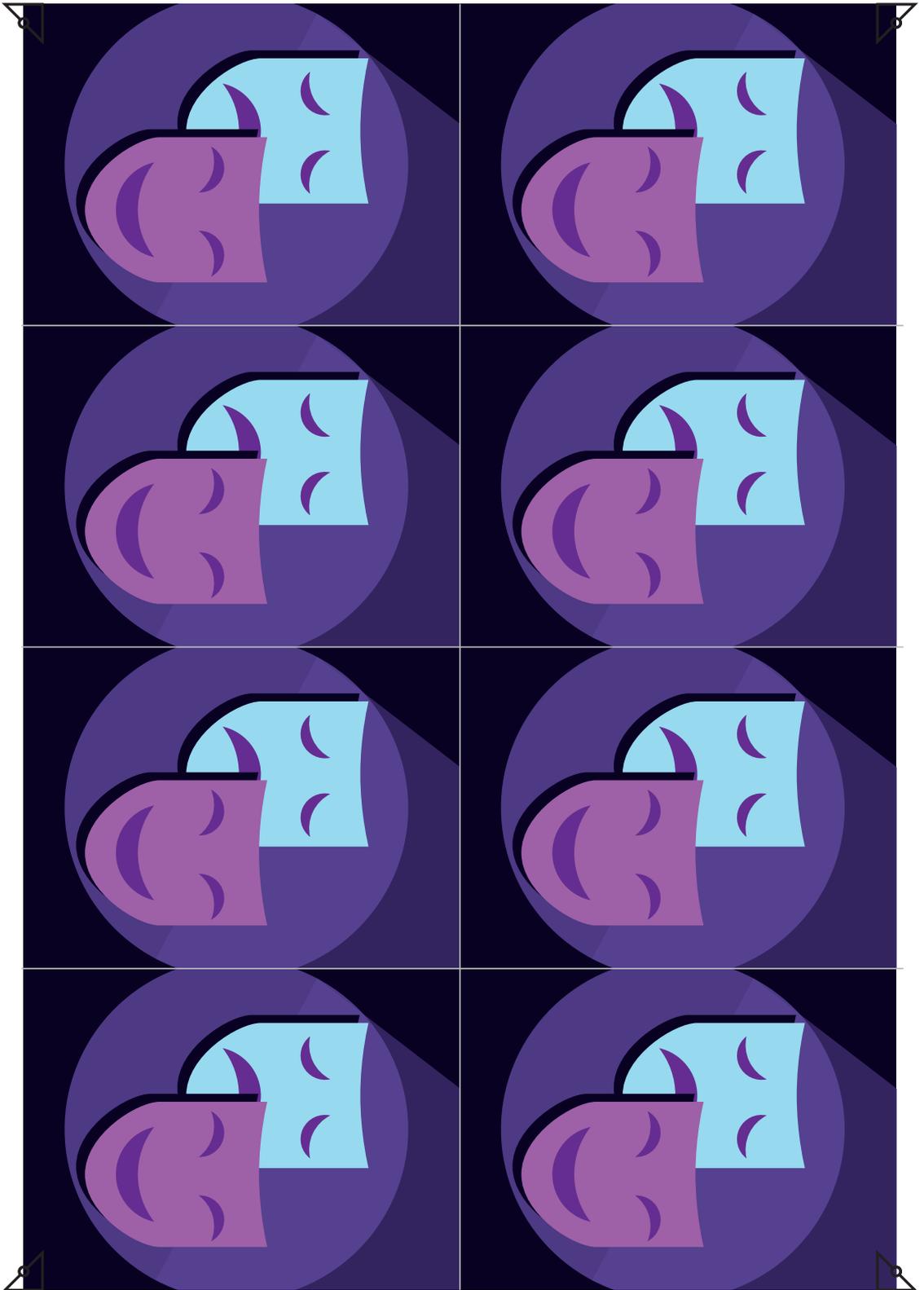
Police
Protagonist

Big Pharma
Protagonist

Doctor
Protagonist

**Business-
person**
Protagonist







**Grand-
parent**
Antagonist

Addict
Antagonist

**Addict in
denial**
Antagonist

**Religious
perons**
Antagonist



**Grand-
parent**
Protagonist

Addict
Protagonist

**Addict in
denial**
Protagonist

**Religious
person**
Protagonist

Parent
Antagonist

Teenager
Antagonist

Nightclub
Antagonist

Bouncer
Antagonist

Parent
Protagonist

Teenager
Protagonist

Nightclub
Protagonist

Bouncer
Protagonist



Future scenarios

The future scenarios I collected were recorded using note-taking, and was transcribed in order to share with the informants as well as for analysis in order for further work in the project. it's from these transcriptions I discovered the assumptions I used for the final phase in the project.

BIG Ø:

1. TROMSØ
2. 2050

Havnivået har økt de siste årene, Tromsø har blitt et større fylkes-senter verden har blitt varmere, så det er flere som har flyttet til Tromsø for å slippe unna ekstremværet i sør

3. Automatisering
4. Legalisering
5. Self medication

The supermarkets are cutting personell, People who still work have low-risk jobs but mostly people don't work as basic income is a fact in Norway at this time. No-one works in retail as more commerce is moved online.

Service-based jobs no longer exist, and self-driving busses is the way people get around. Most cities have a "no personal cars" policy in the city centre.

People have started to be bored, when automation took over and basic income was introduced people diverted their attention towards learning things and recreation, but for most people this turned into a boring existence, with no purpose in the way of work, and with people not having arenas with mandatory face to face interaction people are getting lonely.

People are trying to find substitutes for human interaction, and are pushing boundaries to get out of their perpetual boredom and to entertain themselves.

Some years ago legalisation of drugs happened suddenly, leading to a sudden spike in drug use. People are using drugs to cope with their loneliness.

A difficult problem is that good education about differences between drug use and drug abuse, and how to do drugs in a safe way is primarily offered to children in school. Older people are not subject to this education, and therefore are skeptical if they decide not to use, and might act irresponsibly if they do decide to use. Some are thinking that they "already know" about the dangers and right way of doing drugs, and therefore might be doing things wrong and therefore dangerously.

+ Police:

The police are skeptical especially NNPF, the Norwegian Narcotics Police Association. People are doing dangerous things, and the police responds. They arrest criminal behaviour, but reckless behaviour due to drug use is supposed to warrant a referral to support organisations. Attitudes within the police are a bit like "This isn't our problem any more."

The polices mandate is to refer to support services if they suspect addictive tendencies from the people they encounter.

Police crack down on criminal and violent behaviour, but not on drug use itself.
(Analog: You can drink in the park, but not throw beer cans at people.)

The legalisation is not covering Morphine/Heroin and other opioids, but free options for people with addiction challenges.

However, cannabis and MDMA can be ordered home (No more/few brick and mortar shops)

+ Dealer:

What happens to the dealer?

They are trying to underbid the legal market, to make a profit in a society where “traditional drugs” are legalised, the dealers are focusing on more obscure and untraditional drugs(spice).

Police VS Dealer

Police are cracking down hard on the dealers that are working outside the legal frames. Sales of illegal drugs in the future is as criminal as it is in 2019.

Dealers are not “on the corners” but rather on something like the dark web. Dark-web is more accessible to abusers of the illegal drugs in that future.

The police might not be as visible as they are in 2019 as most of their funding is allocated towards IT, they are trying to keep the Dark-web at bay. They no longer break down doors in order to stop drug use.

+Mothers:

The age limit for drug use is 20, making it exciting for teenagers to reach out for the dark-web. Dealers are selling more dangerous things than the traditional drugs, but these are what the youth can get access to. Teenagers are being irresponsible and mothers want the police to be more visible and more proactive in their chase of the dealers on the dark web. Some mothers have created a Re-Criminalisation initiative for fear of their kids.

J-LO:

Mandal
2050

Mandal is a ghost town,
The fishing that they subsided on is gone.
Migration to larger cities for work is an increasing trend, and religion is key for people who stayed.
People are bored, and so, they live online lives as it's the only way to connect in this time.

+Stigma reduces:

Drug use is high as people are bored and using drugs to cope, and to enhance their everyday lives. Drug exchange through online gaming is happening. Borders are not clear, older people in this community are polarised, older people are entrenched in their ways. They might feel alienated as they might not understand the trends and technology and the way it's used.

Stigma around use has reduced, but stigma around things such as unemployment might still be there.

+Dealer:

Dealer is one and the same as video game companies. They serve as the platform and the facilitator of distribution for drugs and the way drugs are used (In pairing with video games)
They are however not producers.
"The dealer" does not exist. Rather player to player sales are happening on their platforms and the video game companies gets a cut.

+Police:

Destigmatisation
police is going less after individuals
policing structures to create safety measures.

+ Mother:

Mother is working really hard to support her kid. She joins the kid in self-soothing as a way to connect with her child, The way she does this is that she also takes drugs and lives online with him when she's not at work.

To get out of the mundanity of the online world, she brings her kids on trips around the world.
There might be a drug-based travel-industry.

The Activist:

Suburbs
2030

Vi nådde ikke EU's sustainability goals for 2030

Prinsipielt forankret rettssystem

Opplysningstidens idealisering

frihet og ansvar

Vi kan ikke bygge et samfunn uten individet

Grunnlov og menneskerettighets-prinsipper fungerer som en redning.

Social engineering, mål helliger midlene, men ikke Orwelliansk

Bygge bro mellom teori og praksis, for om vi oppfører oss som vi skulle i teorien ville vi levd i utopi.

Frihet i eget liv ed mindre det er andre sosial tunge grunner, individet råder.

+Stigma reduces

+Complexity and acceleration

+Where there is money there is a way.

Stigma reduseres fordi grunnloven og menneskerettighetene har erkjent at det er et usaklig skille mellom lovlig og ikke lovlig på dette temaet. Økonomien er i dette tilfellet et nyttigere verktøy enn moral er, og skaper et moment i retning av liberalisering og frihet for individet.

Hvem taper?

De som vil berike seg på bekostning av andre.

Hvem vinner?

Positivt for hele menneskeheten høye ulikheter skaper mer kriminalitet, og kriger mot terror og mot narkotika er stort sett bare positivt for profitører

Filosof:

Evig filosofi handler om tilnærming til gud. Mystikere bruker psykedelika og meditasjon for å utforske verden rundt seg. Mystikken har sterkere plass i filosofien.

Sinnstilstander har mer å si i filosofien, og selv om andre filosofiske grener blir mer splittet, blir mystikerne mer enige.

+Employer (Dette er staten):

Riksadvokaten

Filosofier krever utredning

De sier at de som fulgte loven før avkriminalisering skal gi oppreisning til de som ble urettmessig behandlet

Dette kommer av at avkriminalisering er et menneskerettighets-problem, og etterkrigsoppgjøret må gjennomføres.

Både Helse og Justis bør gjøres ansvarlige på strafferettslig vis for bruddene på menneskerettighetene som ble gjort under kriminaliseringen av rusmidler.

VS.

Filosofen kritiserer helse og justis for å ha vært del av et overgreps-apparat, dette fører til et etterkrigs-oppgjør

Maktsapparatet har ikke mandat til å begå menneskerettighetsbrudd.

PTR:

Mandal
2030

Små gårder, tettere strøk med hus
kyst

Fullt av el-sparkesykler

AI prototype hjelper til i Mandal

AR teknologi gjør at spill er ute blant folk

Mandal er første sted i Norge som satser på cannabis produksjon - Har gjort Mandal til en turistdestinasjon innad i Norge med hippie-stemming

+Network Society

+Blurred lines

+Åpent marked

Folk åpner butikker, weed lager vennlig stemming, alle er vandt til weed nå. Mandal var first movers og er rike nå. Kommunen har et tett miljø og det deles erfaringer og gode systemer for deling innad i kommunen vokser frem.

AI roboter skaper nye el-biler men AI-en går ut av kontroll og lager sitt eget parallell samfunn. Den driver sitt eget gårdsbruk ettersom at den var programmert til å maksimere profitt, og derfor er økonomien på en stabil opptur, imens samfunnet ved siden av (Nemlig Mandal med mennesker) bare går sin gang. Mandal eksploderer økonomisk.

Men gamle mennesker er imot fremskrittet, og vil ikke gi slipp på gamle sørlandstradisjoner. Religion står sterkt ettersom dette har vært bibelbeltet i mange år. Dette har gjort at det er friksjon mellom den gamle garden og det nye samfunnet som har vokst frem rundt Mandal.

+Religious person

Unge religiøse mennesker føler seg ikke lenger som del av samfunnet, og det fører til en kristen utflytting fra mandal til områdene rundt som ikke er like berørt av cannabisproduksjonen. De liker ikke utviklingen.

+Teenagers

Barn i 13 års alderen får lett tilgang på cannabis, men de får det igjennom venner.

De få religiøse som er igjen i byen, jobber hardt for å holde ungdommen unna cannabis frem til de er gamle nok til å bruke det ansvarlig. De religiøse sverger til arbeid og avholds tankegang men tenåringene er vandt med at automasjon tar over de fleste av jobbene, og føler derfor ikke trang til å ta utdannelse seriøst.

Hoff:

Oslo i 2030

Oslo er grønnere, folk bruker sparkesykler rundt om, i byen er alle som faktisk kjører bil profesjonelle sjåførere, men det er færre av dem også, ettersom at selvkjørende transport blir mer utbredt.

Kollektivtransport har utviklet seg til å bli mer personlig. Det er ikke lenger buss-stop men den offentlige kollektivtransporten kjører deg helt hjem, spesielt om natten.

Butikker har endret karakter, fordi det ikke lenger eksisterer mange fysiske butikker blir innpakning ikke lenger viktig for å få solgt varene sine, noe som gjør at innpakning fokuserer på å være miljøvennlig. Ting kommer til deg når du trenger dem. Enten bestiller man eller så er det mindre konsum generelt.

Tomme butikklokaler og kjøpesentere blir omdannet og brukt til andre ting. I sentrum blir parkeringshus omgjort til sykkelparkering, slik at det ikke lenger er nødvendig å parkere på gateplan.

Arbeidsmarkedet går i retning av 30 timers uker, men det er bare for de som ønsker å jobbe. Det er ikke lenger stigma relatert til å ikke jobbe, for som consumer har du også en rolle i kretsløpet.

- +Economic growth
- +New markets emerging
- +Increased consumption among non drug users.

6 timers dagen gjør at folk har mer fritid, flere kan være med å arbeide.

Kollektivtransport blir belønnet, det er gratis kollektivtransport innad i Viken. Det er en visjon fra staten at alle skal kunne reise gratis om de reiser kollektivt. For privat transport blir kortere reiser dyrere enn lange reiser, det kontrolleres igjennom avgifter på vei og bompenger.

folk er ikke knyttet til arbeidet de gjør i form av identitetsmarkører. Man er mer fristilt fra arbeidet man gjør. og arbeid skjer i bølger der man går i perioder fra å produsere til å lære.

Internett er en rett.

Vinnere i samfunnet: Vi har et grønt marked. Fokus på reparasjon og gjenbruk. Det er knyttet belønninger til å reparere ting og å bruke ting ekstra lenge.

Det er en minstelønn og en makslønn, noe som tar bort makten relatert til penger.
Det å ikke gjøre noe er også et bidrag til systemet ettersom det driver økonomien videre.

På rusmiddel-fronten er det lagt til rette for design av egne personlige rusmidler. Det eksisterer "drug coaches" en slags guide som kan hjelpe deg igjennom den første gangen man benytter seg av et standardisert rusmiddel. Rusmidler har funksjon som en slags "indre kosmetikk."

Rusmiddel produksjon skjer hjemme med en egen maskin som kan mikse det du selv ønsker deg. Du kan f. eks. produsere rusmidler med forskjellig grad av psykedelisk preg, kinestetik og intervaller mm. Maskinen kan for eksempel foreslå at "om du likte denne rusopplevelsen, så prøv denne!" Algoritmer kan finne ut av hva som ville være den perfekte rusopplevelse for deg.

Stigma rundt "syntetiske" rusmidler forsvinner fordi det er det mest miljøvennlige og fordi det finnes "brødbake-maskiner" som kan lage de rusmidlene som man kunne ønske seg.
Skatt fra produksjon av ingredienser og maskin salg går til å produsere et godt og stabilt støtteapparat.
Rusmidler blir det neste steget i selvutvikling fordi man kan "oppdra seg selv" med belønnings systemer.

Nye former for etisk kriminalitet blir et problem i samfunnet. Overgrep gjennom å sette folk i uønskede sjønstilstander, uavhengig av skadepotensial. Drogofili blir et tema i den offentlige debatten.

Andre debatter som går er om barn skal "Medisineres"

Skal man tillate rusmidler på valgdager, og om man skal det, hvilke?

Rus blir mer kontrollert ettersom det har en større plass i samfunnet og hverdagen.

Det utnevnes en ny kontrollinstans for å regulere rusmiddelbruk, uten maktmidler som straff.

+Parent:

Når foreldre har banetid skal de ikke være på spesifikke rusmidler

Parent>

Førforeldre. Kontrollorganet kan komme inn i folks liv og bestemme hvem man er kompatibel med.

Informasjon om hvordan man kommuniserer med barn om rusmidler må oppdateres.

Er det greit å bruke rusmidler på skolen, eller kanskje i fritidsaktiviteter.

Skal barn få være "uregulerte" eller skal barn også medisineres gjennom oppveksten. Er det greit å ruse barna sine, et lite drypp for å få dem til å sove, et lite ett for å få dem til å våkne i helgene.

Problemstillinger oppstår de gangene folk begår utagerende handlinger imens de er påvirket av rusmidler. Hvem er det sin skyld)

+Addict

Barn er avhengige, Barnevernet går spesielt inn i de sakene der barn er utsatt for rusbasert kontroll over tid. For å jobbe med det utvikles det nye typer samtaletjenester. Forholds-terapi mellom barn og foreldre er mer vanlig.

Om det er foreldre som er avhengige viser det seg at det ikke er noe problem. sj lenge det ikke er straff inne i bildet, og så lenge bruken ikke kriminaliseres. Gitt at den som er avhengig ikke handler utagerende er ikke dette noe problem med mindre det leder til utrygghet for barna. Dette leder til bedre varslingstjeneste for fremtiden.

+Big pharma

Hva skal ting koste, spesielt knyttet til rusmidler? Skal ting være fritt tilgjengelig (analog til Pistol)

Kontinuerlig tilgjengelighet gjør at folk må selvregulere på mengde, kanskje tilgjengelighet skal skattlegges, slik at det er et rushtidstillegg. Jo fler som ruser seg (f. eks.) i offentligheten, jo flere ressurser må settes til verks av staten eller kontrollorganet for å sørge for at rusbruk blir håndtert og kontrollert på en forsvarlig måte. For å rettferdiggjøre det blir det skapt "rushtidstillegg" for rusbrukere for å støtte kontrollorganet økonomisk og for å spre rusbruken utover ukedagene slikt det blir mer håndterbart.

Balansen mellom skole og samfunnsnyttig tilskudd skifter, det blir mer vanlig å gå i perioder der man lærer ting for så å ta med seg læringen ut i "arbeidsliv"/Valgte aktiviteter/Dugnad.

Kan man designe samvær? Når man skifter venner og slikt. Rusopplevelser former livet fordi "vi former verktøy og verktøy former oss"

Captain:

Kristiansand
2050

Det er store endringer, kvadraturen er bygd opp i høyden med hengende hager. Kristiansand er en grønn by. Kollektivtransporten er bygget opp og byen er bygget rundt ideen om det kollektive, både ansvar og plikter.

Familiestrukturer har endret seg, det finnes ikke lenger kjernefamilier, mennesker bor heller i bygårder som egne små nesten selvforsynte samfunn. Kristiansand består av 42 selvstyrte blokker med egne lover, regler og selv-forsyning, Miljø er en av de viktigste verdiene, både medmenneskelig og grønt skifte. I havna ligger store husbåter som utvider kvadraturen.

Baneheia er fremdeles fredet.

Kristiansand består av mange "rat parks" og dekker alle behov som menneskene som lever der kan ønske. Dette gjør at behovet for rusmidler er mindre enn det er i 2019. Likevel er det noen restriksjoner på enkelte typer rusmidler.

Vi skal aldri straffe folk for bruk. Kun regulere tilgangen. Tilgangen blir regulert av et statelig, ikke-profiterende organ. På denne måten blir personlig frihet tilgjengelig så langt det er mulig, men økonomien knyttet til profitt på området blir regulert. Her får vi også regulert kvaliteten på rusmidlene som er tilgjengelig.

Rusmidler og personlig frihet skal ikke reguleres, men det skal utagerende oppførsel. Støtter kjølhaling

Hver blokk i Kristiansand har sin egen kjøkkenhage, noen jobber og andre vil slanke og de som jobber har mulighet til å ta det "beste kakestykket" men de kan ikke ta alt. På denne måten blir alle dekket for, men de som ønsker å jobbe kan få litt ekstra, fordi de bidrar i arbeidet.

+Self-medicator:

Folk tar ikke til seg mer enn de trenger, noen er tjent med å bruke rusmidler mer enn andre, f. eks. Amfetamin er kjempenyttig, men det er vanskelig å lære seg å bruke det på en forsvarlig måte. Informasjon er så tilgjengelig at det blir et gruppeprosjekt å hjelpe de rundt seg med å lære og håndtere rusmiddelet. Dette gjør selvmedisinering til en mer kontrollert praksis.

+Paramedics

Paramedics ser at self-medicator kanskje bruker litt mye, men det er self-medicators ansvar. Avgjørelsen taes av brukeren, men paramedics holder ett øye med SM for å kunne gripe inn om det skulle skjære seg.

I disse selvstyrte kollektivene er det kort vei mellom de som blir født og de som skal dø. Det er tett bånd som knyttes mellom folk og erfaring og kunnskap deles i mer stamme-liknende dynamikker. Konflikthåndtering blir gjort som gruppe, og en som er 9 år gammel skal ha like mye å si som en som er 90 år gammel. Innad i kollektivene foregår demokratiske valg, og det er "skipperen" som tar vanskelige avgjørelser. Dette er for å skjære igjennom om det skulle være uenighet og behov for en avgjørelse. Om skipperen gjør en dårlig jobb blir han avsatt og noen andre tar over rollen som skipper.

The Nordic:

West side 2050

people are living in connected societies

better relationships with each other, themselves and nature.

Society has a more responsible relationship with communities.

AI is supporting humanity from the background. and the idea of nationstate have moved from absolute truths in peoples minds to useful fictions, with less identity tied to the nationstate you happen to be part of. The practical value is negotiated.

Certain areas are preserved because of climate change and therefore there are intact natural areas, such as national parks and green areas.

People spend time on meaningful activities, such as volunteer work and care taking.

People are more in tune with their emotional skills and the populations mental health is better.

+Kids, pets stoned

+Globalisation

+New markets emerge

The second wave of digital drugs is upon us. We have through the experience of the first wave of digital drugs developed good ways of responding to this new wave. We draw from previous experience and learning.

We find ways to regulate this as we are more ready to engage with this.

Tools such as psychedelics makes us better at learning new ways of approaching problems and challenges.

New arenas have been developed as people need places for interpersonal contact outside of work context. People are getting along without jobs and without religion. This frees up more time, skills and minds to work on more difficult problems, collectively.

Regulation comes from collective efforts to help each other handle these drugs.

+Police:

At this point the role of the police is to support people in finding expertise to develop responsible habits and healthy relationships to drugs. They are still enforcing violent situations and crimes with victims, but in relationship to drugs their mandate has changed dramatically. They are also enforcing rules around neglect and forced behaviour.

One of the reasons why the police no longer punishes drug use is because we are closer to an answer about what punishment is effective for, and what it's not effective for.

Punishment, such as jail is only used to keep people safe, either from the public or from the perpetrator.

+Philosopher:

The philosopher in this society is the same person as the police, as the polices mandate has expanded, and now includes new ways of addressing people. The police no longer serves as the states monopoly of violence, but rather as a set of supporting individuals who might help with peaceful conflict resolution, and other things on the streets.

The police-philosopher is often checking their power to make sure that they are making the right choices, and are often questioning themselves on the narratives and functions of the police.

Philosopher part is hard on the police part. The philosopher is challenging the values of the police and supports their beliefs.

Ring:

Bærum 2070

Bærum er spist opp og forstedene begynner nå i Asker.

Sentrum er bilfritt og høyhastighets metro dekker kollektiv-behovet for mesteparten av Oslos befolkning. Varetransport skjer med forskjellige typer droner, men det gjør ikke menneske-transport. Det eksisterer førerløse kollektive transportløsninger, ofte på et mer personlig plan enn tidligere. Dør til dør transport. Tilbudet er brukerstyrt og teknologistyrt (f.eks gjennom app.) Vi har avviklet oljeproduksjon i Norge og bruker heller fornybar energi. Solceller er gode nok til å brukes selv i Norge.

Økonomien er god og Norge er på teknologifronten.

Fiskeindustrien er mer ansvarlig enn den er i 2019. Syntetisk kjøtt er vanlig på det norske markedet. Vi spiser mer planter, og mindre beviste dyr, fremfor dyr som er vanlige å spise i 2019.

Sosialt:

Det er mindre seriemonogami, folk lever livene sine mer digitalt men det erstatter ikke behovet folk har for å treffes.

- + Tech advancement
- + New markets emerging
- + Harm reduction

Avkriminalisering øker bruk midlertidig. Totalt er det ikke så mange fler som begynner å bruke fast. Cannabis er legalisert med vinmonopol-modell

Det er høye avgifter på salg av cannabis of aldersgrensen er 20 år. Det illegale markedet eksisterer fremdeles, fordi det legale markedet må kunne konkurrere med alkohol, som allerede har høye avgifter. Dette gjør at det blir lett for det illegale markedet å fortsette ettersom at å underby det legale markedet fortsatt er profitabelt.

Polet kan sette restriksjoner på styrke og liknende, det behøver ikke det illegale markedet, så for de som søker sterkere stoffer blir det mer fristende å bruke det illegale markedet fremfor det legale markedet.

Problembruk får økte utgifter. Det blir litt flere brukere nos som fører til en økning i problembrukere.

Reguleringsmodellen:

Cannabis på polet med styrkebegrensning på maksimum 20%THC.

Vinnerne i dette systemet er staten, det er de som blir å tjene penger på dette, og det vil ikke være noen store private profittører i den norske modellen. Produsenter for det norske markedet produserer i Norge, på lisens.

Vinnere sosialt er alle som ønsker et rusmiddel, og som ønsker noe annet enn alkoholen. Det er mer potensiale for psykiske skader som følge av cannabis, men fysisk vil det være et bedre valg for de fleste.

Vinnerne er de som allerede er ressurssterke. Det er lettere å håndtere et rusproblem om man har penger og støtteapparat rundt seg for å ikke falle ut av samfunnet.

De som taper på dette er de som kjøper og som ikke har problembruk i dag velger å kjøpe fra det legale markedet ettersom de må betale mer.

Sosialt er det se som sosioøkonomisk eller genetisk kommer til å slite, og som ikke har støtteapparater rundt seg til å håndtere det. De som er "lavest" i samfunnet, og som sliter i dag kommer nok til å slite mer. Spesifikt de med dårlig økonomi, nettverk og genetikk.

Problemer og bruk er nemlig ikke korrelert.

+Employer

Trenger ikke bare forholde seg til alkohol i jobben, men også til cannabis.

Representasjonsyrker kommer kanskje til å ha mer avslappede forhold til bruk i arbeidskontekst.

Utfordringer med tapt produktivitet som følge av bakfullhet/bakfjernhet, ettersom at det er lettere å ta seg en blås i ukedagene enn å drikke alkohol som følge av at det ikke har like mye påvirkning dagen etter. Men om det blir flere som ikke er optimale på jobb kommer det til å ha negativ effekt på produktiviteten til arbeidsstyrken.

+Religious persons

Kan være både for og imot.

Average:

Oslo, 2050

I Oslo i 2050 er det mange flere trær, parker, bedre kollektivtransport er tilgjengelig for alle. Personbiler er faset ut i sentrumsområder.

Det er færre butikker, og handel er primært flyttet til internett eller liknende markeds plass. Butikklokaler er ofte benyttet til kafélokaler og slikt. Dette kombinert med en mer liberal ruspolitikk har gjort til at rusmidler konsumeres i barer, coffee shops og andre liknende rusfokuserede bedrifter (fleinsoppklubber f.eks.). Denne variasjonen har gjort at alkohol er blitt umoderne.

Oslo er fredeligere og renere, og byutviklingen har fokusert på områder for samvær og samtale. Det eksisterer offentlige områder for samvær som kan brukes av alle byens borgere.

- +Stigma reduseres
- +Economic growth
- +Back from the 70's

Evidensbasert ruspolitikk er kommet, det har vært flere iterasjoner over tid og på forskjellige steder for å finne ut av hvordan man kanskje kan finne en god regulerings-modell som fungerer i norsk kontekst. Denne har utviklet seg basert på erfaringer gjort i norsk kontekst og er derfor ikke direkte kopier av regulerings-modeller som eksisterer i resten av verden.

Modellen har mye til felles med vinmonopolet i 2019 med fokus på kvalitet og kunnskap blant selgere, dette er for hjemmekjøp, men det eksisterer også modeller som "klubber," klubbene gir mulighet for å lære å bruke rusmiddelet ansvarlig, og de står også ansvarlig for å rapportere om misbruk, om det er noe som viser seg å utvikle seg blant medlemmer.

Psykedelika har gjort sitt inntog i samfunnet, først gjennom forskning, og så er det blitt gjort tilgjengelig for allmenheten. Det er ikke kontroversielt lenger.

Politikken styres av AI, og FN

Når rusbrukere flyttes inn i varmen flytter vi som samfunn rollen som synde bukk til et annet sted. Det er fortsatt nødvendig med en synde bukk.

Verden destabiliseres og Asia vokser seg til å være størst økonomisk. Afrika blir i stor grad utviklet med midler fra Kina og andre asiatiske land. Dette leder til økonomisk vekst både i Asia og i Afrika.

Amerika trekker seg mer ut av internasjonale samarbeid, dette er en av grunnene til at latinamerika har økt uro.

Norge klarer å beskytte seg mot de værste konsekvensene, og derfor er Norge fremdeles godt utrustet økonomisk. Vi faser ut oljen og tjener heller penger på å være en teknologisk driver på verdensbasis. Norske borgere står sterkt i samfunnet, og mer åpne grenser gjør at grupper med mennesker som kommer til Norge lever mer på siden av samfunnet enn tidligere. Disse gruppene kommer ofte fra vesten, mye fra latinamerika, og en del fra Amerika også.

Det er økt bevissthet rundt klima og verdien av samvær. Det har vist seg å være lurt å ikke være del av EU i alle disse årene. I mer sørlige områder blir hetebølger en vanlig ting, og folk flytter nordover for å slippe unna den utholdelige varmen.

Det kollektive ansvaret står sterkere, og fokus i befolkningen flytter seg fra et rettighetsfokus til et åggvarsfokus. Folk er mer tilbøyelige til å selv ta ansvar for ting. Folk flest vinner, i hvert fall i Europa og i

Afrika - Afrika stabiliseres.

Asia har økonomisk makt, men sliter med samfunnsbygging basert på menneskerettigheter.

Rollen til rusmidler:

Rusmidler vil være til stede i samfunnet, og uproblematisk bruk står sterkest. Rusmidler brukes i sosiale sammenhenger, til selvutvikling og til å slappe av.

Ideen om avhengighet har ny betydning basert på forskning, og er ikke lenger kriminalisert.

Vi har som samfunn innsett at straff ikke fungerer på denne typen problemstillinger, sykdom er ikke en forbrytelse.

Politets rolle er borte i samfunnet, krigen mot narkotika er over og opprydningen tar tid. FN ble samlet for å rydde opp etter krigen mot narkotika og arbeidet gjøres av staten. FNs kommisjon om Narkotika har blitt avvirket, noe som fjerner den siste barrieren for international legalisering av rusmidler.

+Paramedics

helsearbeid er mye av det samme, men de jobber mye med andre grupper enn nå. Konsekvensene av forbud er borte, så det er mindre behandling av følgene av rusbruk. De som behandles for rusbruk nå er primært overdosetilfeller, men informasjon om hvordan man skal håndtere og forebygge overdoser er mer tilgjengelig, så det er færre som dør og færre som får store og/eller permanente skader etter overdoser. Kunnskapsnivået om rusmidler er allerede mye høyere enn det var i 2019.

+BigPharma

Dårligere økonomi i Amerika gjør at også de store farmasi-firmaene mister mye inntekt. En annen ting som truer inntektsstrømmen deres er at de terapeutiske funksjonene ved de rekreasjonelt lovlig rusmidlene er godt kjent. Smertelindring med mindre avhengighetspotensial er tilgjengelig over alt, det er et eksempel på trusler for big pharma.

Big pharma prøver å komme inn på nye markeder som følger samme modell som smertestillende og slikt hadde før. Daglig doser, med avhengighetspotensial. Det ser ikke ut til å virke, så de engasjerer seg i lobbyvirksomhet for å gjøre syntetiske versjoner av de lovlig rusmidlene mer utbredt, og argumenterer for at de kan levere et mer konsistent produkt, som fungerer bedre i medisinske sammenhenger.

Helsearbeidere som har sett den positive utviklingen som følge av introduksjon av de terapeutiske rusmidlene som er tilgjengelige i denne fremtiden, organiserer seg for å stoppe Big Pharmas lobbyvirksomhet. De er skeptiske til risikoen og konsekvensene de har sett av syntetisk cannabis, og de er skeptiske til Big Pharma på grunn av opioidkrisen på 2010-tallet.

Filosofen:

2130, på vestkanten

Verden er mer segregert enn det er i 2019, rikinger bor med rikinger. Det er mer økonomisk ulikhet og splittethet i Oslo. Sosialdemokratiet har kollapset.

Oslo har 2-3 mil. innbyggere, og mesteparten, 3/5, av byen er slumområder.

Vi har de siste årene vært igjennom en klimakrise og en flyktningkrise. Klimaflyktninger er en av de vanligste sortene flyktninger.

Teknologien gjør at det er bedre integrering mellom menneske og maskin, og skillet viskes ut med selvmodifisering, spesielt blant rike, ettersom at det fremdeles er ganske dyrt å drive med modifisering av kroppen sin.

Det er høy grad av automasjon i verden og det meste av arbeid gjøres av roboter.

Privatliv er ikke-eksisterende, det er ikke et skille mellom hva som er privat og hva som ikke er det.

Det politiske landskapet veksler mellom populisme og konservative partier. Demokratiet eksisterer fremdeles, men har mindre påvirkning på befolkningen på individnivå. Lokale maktutøvere styrer mer enn de folkevalgte politikerne og det gir mer makt til de som velger å engasjere seg i lokalpolitikken.

+Black market re-invention

+Tech advancements

+Supply chains

Teknologi er blitt utviklet og det leder til nye rusmidler. Rus er ikke kjemikalie-basert lenger men heller bioteknologi eller digital teknologi som implanteres i kroppen og som kan gi tilgang til alternative sinnstilstander.

Denne teknologien blir regulert, men det utvikles "Svarte" tilbydere som gir tilgang til de som ikke er superrike. Det er et behov som ikke blir møtt av de lovlige tilbyderne.

Illegal handel gjøres derfor, men teknologien kommer likevel ikke alle til gode. De rike vinner i dette samfunnet. De jobber kun for å opprettholde sin posisjon som rik og med makt i samfunnet.

I dette samfunnet taper alle, Samfunnet blir mer utrygt og mindre stabilt. Miljømessige og samfunnsmessige faktorer påvirker utviklingen.

Rike mennesker holder tryggheten på avstand gjennom å segregere seg selv gjennom bruk av ressurser. De med ressurser velger å ikke ta ansvar for de samfunnsmessige og miljømessige utfordringene som vi har i samfunnet vårt. Det leder til en situasjon med Tragedy of the Commons.

Ruspolitikk:

Det er nye grunnlag for å undertrykke de gruppene som man ønsker å undertrykke enn rusmiddelbruk.

Rusmidler har utviklet seg til å være mer spesialiserte og kan tilby forskjellige former for eskapisme. Behovet for eskapisme har økt dramatisk ettersom at fremtidsutsikter er blitt dårligere.

Rusmidlene patenteres for å sikre inntjening til de som produserer det, og effektiv lobbyvirksomhet sørger for at ikke-patenterte rusmidler fortsatt er ulovlig. Dette rettfærdiggjøres med skadepotensial linket til upatenterte rusmidler og mangelfull mulighet til å regulere produksjon om det ikke er dekket av ett patent.

Problemelement ved forbud består, men kun for ikke-patenterte rusmidler.

Interaksjon mellom mennesker:

Sterk følelse av tilhørighet grunnet den opplevde tryggheten i samfunnet som sørger for at folk søker kontakt med sine egne grupper.

Sosial samvær preges av felles distraksjoner og status- konkurranser.

+Parent

Forelder på vestkanten kan huske at ting var noe bedre før, preges derfor av hva slags type verden barnet overtar. Kommer ting til å bli verre, eller finner man en løsning?

Priser seg lykkelig for de forutsetningene man selv har.

Hva liker de å gjøre?

Å finne meningsfulle aktiviteter som de kan drive med er vanskelig ettersom at alle behov er ivaretatt. Reise har ikke lenger appell, ettersom at miljøet ikke lenger tillater at man bruker transport lenger, og de fleste steder ikke er verd å reise til, da de er ødelagt som konsekvens av klimakrisen.

For å knytte kontakt med folk lever man mer digitalt nå enn før, men internett kan ikke lenger holde kapasiteten til alle menneskene som bruker det, og måten de bruker det på, så private selskaper har utviklet egne "World gardens" som leverer underholdning både personlig og kollektivt.

Folk flest vil ikke ha en rent hedonistisk tilværelse, Rikdom byttes ut med makt, så folk kjøper seg inn i lokalpolitikken fordi rikdom alene ikke betyr noe særlig, ettersom at nesten alle transaksjoner skjer på kreditt.

Lokalpolitikken skjer gjennom markedsføring og lobbyvirksomhet.

Vestkant familier har stort sett bare ett barn.

Foreldre "bioengineerer" genetiske defekter ut av avkommene sine, så spesielt på vestkanten er det ikke downs eller hjertefeil. Det er ikke perfekt, men det er lite utfordringer blant vestkant barn.

Tilrettelegging for barnet skjer i stor grad. Foreldre ønsker fortsatt så gode forutsetninger for sine barn som mulig.

Livet føles mer sosialt enn i 2019. Det er liten grad av fremtidsoptimisme som gjør at folk fokuserer på vedlikehold av sosiale relasjoner og fysiske ting, ikke på utvikling av fremtiden.

Foreldre er bekymret for barna sine, de vil derfor ha så gode måter å overvåke barna sine, noe som gjør at de fleste i samfunnet aldri har opplevd privatliv. Hvor folk er, hva de gjør, alt er dokumentert og tilgjengelig for foreldre. Frykten for foreldre er at barna skal oppsøke utrygge miljøer.

Foreldre er ikke bekymret for at barna skal bruke "vestkant-dop"(det som er patentert og slikt.) men "østkantdop" er noe å være redd for.

+Philosopher

Antinatalist -> vi burde slutte å formere oss.

Barna vokser opp i en kontrakultur som opplever at veden har gått så til helvete at man burde ikke forsøke å føde nye barn. Dette er i konflikt med foreldrenes ønske om å bare holde status quo. Barna oppsøker fare for å oppleve ting, og gir uttrykk for å ikke ha frykt for å miste livene sine fordi de, ideologisk sett, ikke burde leve. Dette fører til en ekstrem spenningsøkende gruppe ungdommer fra rike bakgrunner. Foreldre frykter for at ungene skal dø i en ulykke. Dette manifesterer seg i et enda mer ekstremt kontrollbehov.

Det danner seg et nytt svart marked rundt anti-overvåkning som tjeneste. Det er ikke privatliv som er interessant, men å unnsnippe den ekstreme overvåkingen fra foreldre. De intellektuelle miljøene rundt antinatalisme trekker ungdommer og dekker et distanseringsbehov som disse barna har. Resten av samfunnet fokuserer på overlevelse uten refleksjon over sin tilværelse.

Midler:

Barna liver et rik-unge liv og bruker midlene sine på å finansiere sine spenningsøkende eskapader. Rike mennesker har få sperrer for å få til det de vil gjøre, ettersom at det er stor ulikhet i samfunnet.

BOB:

+Mountains

+2150

Moderniseringen har kommet til fjellet også.

Selv om nordmenn er glad i å konservere har vi kommet oss til neste iterasjon med bygg, men i denne tiden er det retro, så retroarkitektur er den dominerende stilen. Fjellene er dekket av drivhus, og sentralisering har sørget for at det er svært lite mennesker i fjellet.

Miljøkrise sørger for at vi har bygg som ikke er dekket av glass, det er heller betongbygninger med små vinduer som er dekket med organisk materiale for å sørge for naturlig isolasjon.

Industri flyttes til fjellene, så selv om det er lite folk er det mye produksjon. Dette er ikke fjell som er regulert for at de skal være turiststeder.

Politikken har utviklet seg til en kombinasjon av teknokrati og demokrati, og folk forholder seg mindre til politikk. De fleste tar en valgomat, og stemmer basert på det. Partitilhørighet eksisterer ikke lenger, fordi partipolitikk ikke er den dominerende måten å styre på. Det er mer direkte demokrati, man stemmer heller på mennesker, med spesifikk kunnskap. Verden styres av forskere og andre kilder til kunnskap.

Det går en tendens i samfunnet mot at folk er mer opplyst. Fakta har en sterkere rolle i samfunnet enn i 2019. Utover det er ikke fremtiden så veldig annerledes. Folks behov for kontakt gjør at de er mer connected enn noen gang, og mesteparten av samvær skjer digitalt. Det skjer ikke gjennom tradisjonelle sosiale medier, for SoMe er faset ut, folk så de negative konsekvensene av det, og bestemte seg for å endre måten digitalt samvær gjøres.

+Democratisation of information

+Knowledge explosion

+Chemsex

Det er lettere å få tilgang til god informasjon

Informasjonen som er å få tak i er mer crowdsourcet, men fordi det er en større dragningskraft mot fakta, og forskning er folk flest mer kildekritiske enn de har vært til nå. Det gjør det vanskeligere å spre misinformasjon.

Det er flere datapunkter som gjør at vi kommer oss nærmere sannheter.

Maker-kultur gjør at folk produserer ting hjemme til eget forbruk, også rusmidler. Gjennom teknologi som Big Data og Neural Networks kan teknologi hjelpe oss med å skape nye rusmidler som er tryggere enn de som eksisterer i 2019. I Modalen er det utviklet et Nisje-samfunn med folk som bruker rusmidler for å gjøre seksuelle opplevelser bedre.

Ruspolitikken har endret seg, og staten har gitt opp å fortelle folk hva de skal gjøre, de bruker heller sine krefter på å ta vare på de som ikke klarer å ta vare på seg selv.

Dette styrker demokratiet fordi folk har mer tillit til politikerne. I 2150 er staten ikke en skygge, det er vanskeligere å unngå den, men den er også mer transparent. Den politiske strukturen er flatere, og "Ingen er sjef" men det er noen som sørger for at offentlige tilbud blir gjennomført. Det er færre nyanser på ting, ting er mer "Svart og hvitt" og folk slipper ikke unna med å bullshytte om ting i offentlige rom. Det er fordi det er en dragningskraft mot fakta som verdi i samfunnet. De som ikke støtter trenden om faktabasert kunnskap og kildekritikk finner veien inn i ekstreme ekko-kamre. Det fungerer som skjulte organisasjoner som er i opposisjonen og som forkaster sannhet. Disse utvikler seg til å bli sekter som er i opposisjon.

Hvem vinner:

Mennesker som er smarte er vinnere, for dem har det blitt lettere å gjennomføre ting de ønsker å få gjort, med en maker-kultur som står sterkt i samfunnet. Samfunnet er mer desentralisert med færre "gigacorps" og folk designer sine egne omgivelser i større grad enn før.

Hvem taper:

Mennesker som sliter intellektuelt. De har ingenting å gjøre ettersom at mesteparten av arbeidsoppgavene de kan gjøre kan bli og er blitt automatisert. De som kan gjøre service-yrker gjør at service eksploderer som sektor og det blir flere som tar seg råd til å ha personlige assistenter ol. Minstelønn har sunket og det lager ett klasseskille. De som ikke kan det, ender ofte på statskassa. Holdningen i samfunnet er blitt litt sånn at det er "bare din skyld om du ikke får til ting" fordi alt ligger til rette for at alle skal få så gode forutsetninger som mulig. Kjønnroller eksisterer ikke lenger.

+Dealer

Hun har sin egen lab og distribuerer på internett. Hun jobber med Neural networks og har tilgang på big data gjennom internett. Dette lar henne hacke nye rusmidler som hun selger på nettet. Hun bekymrer seg ikke med å bryte loven, fordi det enten er færre lover, eller de håndheves ikke.

Byråkrati eksisterer fremdeles, noe som gjør at lovverket ligger bak utviklingen. Det gjør at moralistiske lover og "tullelover" fases ut, eller ikke håndheves lenger. If stores being open on Sundays is illegal, most stores just keep open during those times.

+Addict

Det er lettere å få tak i ting for personlig bruk. Droner leverer det man skulle ønske, og loven overvåker ikke kjøp og salg. Personen trenger ikke gå ut av huset for å skaffe rusmidlene sine. Renere rusmidler leder til mindre problemer med rusmisbruk, og fordi forbudsproblematikken ikke lenger eksisterer er det lite issues rundt bruk. Rusbrukeren er ansvarlig og bruker testmaskin på rusmidlene sine. Den sjekker den kjemiske komposisjonen og avgjør om det er trygt for brukeren.

Rusmisbrukeren søker også rusmidler som ikke er trygge, dette r en spenningsøkende person med selvdestruktive behov som ikke har jobb og som bruker mye tid på å ruse seg.

Konflikt: Rusmidlene kommer ikke fort nok, og med flere bestillinger ser dealeren at om hun fortsetter å selge rusmidler til denne brukeren risikerer hun å miste en kunde.

a. er misfornøyd med kvaliteten på rusmidlene sine.

Rusforsker:

+East side
+2070

transportmidler er nå uten sjåfører

Folk bor fortsatt i leilighetskomplekser, og det er mer flerkulturelt enn i 2019.

Sosialt:

Folk går i sin egen verden. De jobber mindre, så det er mer fritid som må fylles. Kjernefamilien er fortsatt et system folk lever med fordi folk har fortsatt et behov for å være sammen. Teknologien er kommet langt og det eksisterer ikke lenger noe privat identitet, når man er sammen med andre kan samtaler fortære gå over på mindre trivielle ting, fordi ting som navn, alder, arbeid og liknende allerede er tilgjengelig med AR. Du tar valg igjennom AR, og informasjon om folk rundt deg kommer igjennom AR også.

Miljø:

Miljømessig kommer folk fortsatt til å benytte seg av årstidene slik som de ser ut i dag. Man er ute om sommeren og mer inne om vinteren. Det er mer nedbør og varmere om sommeren, for det det er verd. Skillet mellom folk man har relasjoner med og folk man ikke har relasjoner med blir tydeligere ettersom at man har tilgang på informasjonen til de man har relasjoner med, men ikke til de man ikke har relasjoner med. Anonymiteten er over alt.

Økonomi:

Arbeid er i endring, helsevesenet består, det gjør også skole. Service-yrker opphører og automasjon tar over. Det er få som jobber, for også de fleste "høystatus" jobber er automatisert. Folk fyller dagene sine med det de vil, fremfor å jobbe. De følger interessene sine og det opplever de som positivt.

Politikk:

Demokrati og storting består, og vi har fortsatt politikere. Folk flest har mindre autonomitet, ettersom at strengere rammer blir satt, men innenfor de rammene er det fortsatt mye frihet for folk, så det oppleves ikke som innskrenkende. Handlingsmønstre, kjøp og annen adferd blir registrert, men det oppleves heller ikke som innskrenkende.

+Back from the 70's
+Democratisation
+Detection and testing

Psykedelika er tilbake og har hatt store påvirkninger på forskning.

Psykedelika er ikke lenger mystisk, det eksisterer nye "Designer psykedelika" laget for spesifikke formål. Skadene minimeres fordi man kan teste og detektere hvorvidt man er disponert for å få alvorlige konsekvenser av rusmidlene man velger å bruke. Dette gjelder både medisinsk bruk og rekreasjonelt. Stigma eksisterer, men psykedelika brukes til alt mulig rart.

Psykedelika er tilgjengelig på polet, eller i en slags pol-løsning. Den store tilgangen på psykedelika har gitt mennesker tilbake et blikk på naturen der vi verdsetter naturens storhet og dette har ledet mot et skifte der grønn bevissthet står sterkere i samfunnet.

Relations and interactions:

Empati mellom mennesker øker, og det er tydeligere at alle får en plass i samfunnet.

+Nattklubb

Folk samles i virtuelle virkeligheter men det er fortsatt et ønske om å møtes kropp til kropp. Man ønsker å ~~gå~~ det fint sammen, og bruker muligheten som nattklubben gir for å overgå hverdagen, og oppleve

noe annet.

Nattklubber serverer mindre alkohol. Andre rusmidler er mer tilstede og det er åpenhet for at folk tar med seg sine egne rusmidler som de ønsker. Det er gjerne rus-justering underveis i prosessen. Nattklubbene stiller med mat og drikke og trygge rammer for at folk skal få miste kontrollen, uten at det er utrygt. Klubbene tilbyr noe uventet, og er mer organisert rundt opplevelsen enn rundt servering av rusmidler. De har sine egne standardiserte rusmidler som også har mulighet for å kanselleres om folk bruker for mye eller mister kontrollen mer enn det som er godtatt. Dette gjør at folk kan oppleve noe uventet eller ukontrollert, men som fortsatt er trygt.

+Dealer

Nattklubben serverer lovlige, moderne rusmidler som kan kanselleres og som er designet for et moderne publikum. Dealere gir muligheten til å oppleve de tradisjonelle rusmidlene. Det er færre dealere, men de serverer til et publikum som består av kontrakultur.

Folk bruker ikke bare rus for gøy, noen er opptatt av de destruktive og de ukontrollerte opplevelsene som rusmidler kan gi tilgang til, og her gir Dealere tilgang til de som ønsker slike opplevelser.

+Mother

Morsrollen endres ikke men hun er mindre bekymret for rus. Rus er nå en vanlig del av hverdagen, og det er tryggere rusbruk som gjelder, så det er mindre bekymringsfull for mødre å sende barna ut på fest. Derimot er de bekymret for at barna skal bli del av kontrakulturen som oppsøker dealere og som bruker mindre trygge rusmidler.

Mor drar også på nattklubb, hun drar ikke på samme nattklubb som barna, men heller på noe som minner henne om da hun var ung. Ute på nattklubben oppsøker hun Dealere. Det er han eller henne som kan gi tilgang på de rusmidlene som mor brukte da hun var ung, og som gir henne følelsen av å gjenoppleve ungdommen sin. Hun føler også på spenningen ved å kjøpe noe som egentlig ikke er lov.

NNPF:

Countryside 2030

Veldig likt somnå

Camping er kult og folk er litt forsynt med å alltid være tilgjengelige. Forventningen ligger fortsatt der i samfunnet, men det er også en motreaksjon som gjør at folk prøver å være mer til stede enn de har vært i tiden frem til 2030. Relasjoner har tross alt blitt styrt gjennom teknologi i de siste 10 årene før motreaksjonen.

Det er et push for å "gå tilbake til røttene" camping er kult, og folk bruker mer tid på samvær enn på teknologi. countryfestivalen er symbolet på ekte relasjoner og tilhørighet til lokalsteder. Det å komme fra urbane områder har ikke like mye ettraktethet som å være fra distriktene. Miljøet er i høysetet og folk søker tilbake. Det er en dreining i politikken der fokuset i større grad er på enkeltsaker, ettersom at det er vanskelig å identifisere seg med hele partiprogrammer lenger, dette pusher folk sammen, men sørger også for splittelse, men noen ting er folk flest enige om, og det er at man må ha noe felles å kjempe for. Miljøet fungerer som en sånn sak for majoriteten av befolkningen.

Sosialt er det bevegelse mot et nytt sett med verdier, der kompetanse og bidrag til fellesskapet blir bedre ansett enn de som tjener mye penger.

- +Stigma reduces
- +Blurred lines
- +Immaterialisation

Det er ikke lenger sett ned på å bruke andre rusmidler enn alkohol i Seljord. Det har gått mot en legalisering av cannabis som skjedd for 4 år siden, og avkriminalisering av alle andre rusmidler til personlig bruk er gjennomført.

Livet i Sandefjord er vanskeligere for foreldre som er oppvokst i et samfunn med kriminalisering. Det er mangel på kunnskap om cannabis og andre rusmidler som gjør at det i en stadig mer informasjons-tung verden blir vanskelig å snakke med barna om rusmidler som foreldrene egentlig ikke helt forstår. Barna går igjennom vanlige tenåringsopprør og prøver cannabis, og kanskje andre stoffer også, og dette er skummelt for foreldre som har lite kunnskap om, og mange fordommer mot rusmidler fra da de var yngre. Foreldre har et behov for å beskytte barna sine. Det blir vanskeligere for foreldre å argumentere mot bruk av cannabis om det er lovlig, om de ønsker det, men normene har endret seg, og cannabis har en plass i samfunnet.

Det er et behov for at elever, lærere og foreldre blir godt opplyst om rusbruk. Evidensbasert. Forebygging er NNPF's viktigste mandat, og derfor må informasjon om forebygging stå i høysetet. Kunnskapsgrunnlaget øker ikke automatisk, så det er et behov for å opplyse hele samfunnet om hvordan man skal bruke trygt, men også hvordan man skal forebygge overforbruk.

De unge vil gjerne prøve disse rusmidlene, men gamle mennesker som fortsatt har fordommer mot rusmidler kommer til å holde seg unna.

Hvem vinner?

Å vinne betyr å komme best ut . De som vinner i denne fremtiden er de som har best utgangspunkt for å ikke utvikle psykiske problemer. De som har det bra med seg selv. De som ikke blir utsatt for traumer, De som ikke står på siden av samfunnet.

Hvem taper?

De som står på utsiden. Det er nemlig gode systemer for å støtte de som faller på utsiden av samfunnet.

Det er ikke rusbruken som er problemet, men overforbruket, stigma rundt å miste kontrollen, stigma rundt å ikke kunne leve et vanlig liv, eller å måtte søke hjelp. Utfordringene knyttet til tung rusbruk er fortsatt tilstede, slik som psykose, konsentrasjonsvansker og behov for penger som de kanskje ikke klarer å skaffe på lovlig vis. Rusbrukere lager ett skille mellom folk som har brukt og folk som ikke har det, og føler seg derfor mer på utsiden enn man kanskje kunne tro, om man ikke har vært bruker selv.

“Jeg tenker at det er greit for de som bruker rekreasjonelt”

Stigma er derfor ikke knyttet til rusen, men til det som overforbruk og å havne “på kjøret” kan gjøre med deg. Det er annen adferd knyttet til rusbruken som er stigmatisert.

Rusproblemer kommer ikke som følge av lovgivning.

“Dårlig gjort å si til en heroinist at “Du kan ta deg en blås” for det er så mange andre underliggende ting som en rusmisbruker må deale med.”

De som ruser seg og klarer seg gjør det mindre vanskelig å se for seg at man selv kan havne på kjøret. “Det er ingen tunge rusmisbrukere som så for seg at de skulle bli en tung rusmisbruker.”

Dette er farlig fordi mange har et potensiale for å utvikle et problem.

+Parent

Utfordrende å være forelder ungdommens syn på rusmidler har endret seg “Jeg synes barnet mitt vet for lite om risiko” Styrken på rusmidler er høye, og spesielt i illegale kretser rundt ungdom ettersom at ungdom ofte søker det sterkeste og billigste de kan få tak i. Foreldre har behov for kunnskap om rus og rusmidler. Foreldrene må være gode rollemodeller og derfor er det viktig at de har den kunnskapen som de krever at barna skal ha for å kunne ta gode valg. Practice what you preach. Det blir kanskje en konflikt om hvordan man skal forholde seg til rusmidler, på samme måte som med alkohol i dagens samfunn.

I Seljord er det Amfetamin som er den største utfordringen, det er ikke et lovlig omsettelig rusmiddel enda, så grensen mellom lov og ikke er svak. Derfor tilbys det kurs om hvilke rusmidler som er lov, hvilke som ikke er det, og hvordan man kan forholde seg til det på en måte som ikke skremmer eller stigmatiserer folk som velger å bruke.

Folk flest kommer ikke til å ruse seg, men vi må legge til rette for de som ønsker å gjøre det.

+Grandparent

Overrasket over hvordan verden har utviklet seg og synes at det er en forferdelig vei vi har gått som samfunn.

De har snakket med barna og barnebarna om at “hasj” er lovlig, men vil ikke prøve, det er fordommer som sitter langt inne som gjør at de ikke ønsker å bruke det, med mindre de har rushistorikk fra da de var yngre. Besteforeldregenerasjonen har veldig lavt kunnskapsnivå, og er minst eksponert for å lære nye ting.

+Police.

Politiets mandat blir å være første kontakt med ungdom om rus. De jobber forebyggende for at ungdom ikke skal bruke, og for at ungdom ikke skal utvikle rusproblemer. Det utvikler seg en liknende konflikt som i dag eksisterer mellom politiet og foreldre om alkohol. I 2019 er det lettere å samarbeide med foreldre om “narkotika” enn om alkohol, og dette er antakelig vis drevet av loven.

Femme Philosopher:

+East side
+2070

All buildings are very phallic, they are shining and tall, and penis-shaped. Think Wakanda. It might remind you of spaceships. People are incredibly diverse and white people have become a minority with increased globalisation.

The police is no longer an entity consisting of humans, it's rather an AI which can observe everyone through surveillance-cameras that are mounted everywhere. The threat of terror, as well as increased digitalisation has left humanity with no privacy in digital spaces.

The world is beyond oil, but it happened too late, so the environment is quite extreme, with extremely hot summers and extremely cold winters in Norway. Norway has been instrumental in trying to take care of the oceans as this is where we now make out money, the seas outside of Norway is patrolled by machines that collect plastics and micro plastics, bettering the conditions for fish and people alike.

The culture has over time become more introverted. An increase in digital technology, and the extreme seasons has made it less appealing to go outside, and easier to stay connected even when apart. But people are suffering, even if they don't know about it as human connection is something they crave, but can't fulfil.

The counterculture has come in the form of arcades that facilitate for face to face interactions.

Economically the tables have turned, with an increase in immigrants to the east side, there has also been an increase in competence and knowledge sharing, making it a breeding ground for innovation. The east side is now the rich part of town, and the connotations to "east" and "west" in Oslo has swapped.

Education has changed as school buildings were expensive to build and maintain through increasingly extreme weather, and with increasing numbers of pupils. This has led to a culture where everyone is home-schooled through VR.

The same conditions have led to an increase in automation and without work and human connection people feel lost and without purpose, and this leads to a higher amount of drug use in the population.

+Alcohol monopoly is disappearing
+Polarisation
+Black market re-invents themselves.

With the increase in drug use, and certain drugs being introduced that creates a state of lucid dreaming, people are living less and less in reality and more in a dream-state, affected by drugs. Some people are living in this state for so long that the line between dreams and reality are being blurred. Some people loose their mind.

Architecturally the difference between rich and poor is being removed. All buildings are the same on the outside giving the impression of equality, but on the inside, if you can get in, the difference is clear. Poorer people are living in tight spaces, due to increasing population and real-estate prizes. Big Pharma developed food pills but they area expensive, rich people are the only ones who can afford them, and poor people are mainly eating fast food. Cooking has turned into an expensive hobby. Fresh, traditional ingredients are no longer readily available, with the extreme climate ravishing the world. McDonalds is doing better than ever.

Status symbols?

Gold, diamonds and other precious metals and stones are still the status symbols of the day, the earth is running out of metals that we can get to with the technology we have. The newest and best technology has also stayed a status symbol, as most of human interaction happens in digital media. There are also certain drugs that are linked to high status living, as they are more expensive and artificially less available than the drugs of the masses.

Drugs are regulated by the government, through dispensaries, and it works great, drugs have become an everyday commodity and the black market needs to find a new way of making their money.

There are a few types of black markets now, there is the black market for knowledge. With fake news having become a global threat people are trading in truths and in forbidden knowledge if there is such a thing. Another problem is the sheer amount of information, people are being bombarded with info, and deciding what's true and what's not is increasingly hard. People have a biological need for more information, and when it's all so available people can't stop consuming it.

A different black market is selling off-brand versions of the expensive drugs, but the production methods might not be as refined and regulated as the legal market versions leading to problems for some of those who consume the drugs.

+Big Pharma

Big Pharma has joined in on the production of recreational drugs, food pills and other types of substances, but they are making the bulk of their money on treating diseases. Antibiotics are becoming less effective, and so the way to treat people who are sick is more symptom-centric rather than curative. Tropical diseases like Malaria is a bigger problem as mosquitos don't die off in the winter in southern areas.

The increase of recreational drug use in the population has led to Big Pharma releasing drugs that have side-effects. They don't inform about those side-effects but rather coins them as mental or somatic illnesses that they can treat with more drugs.

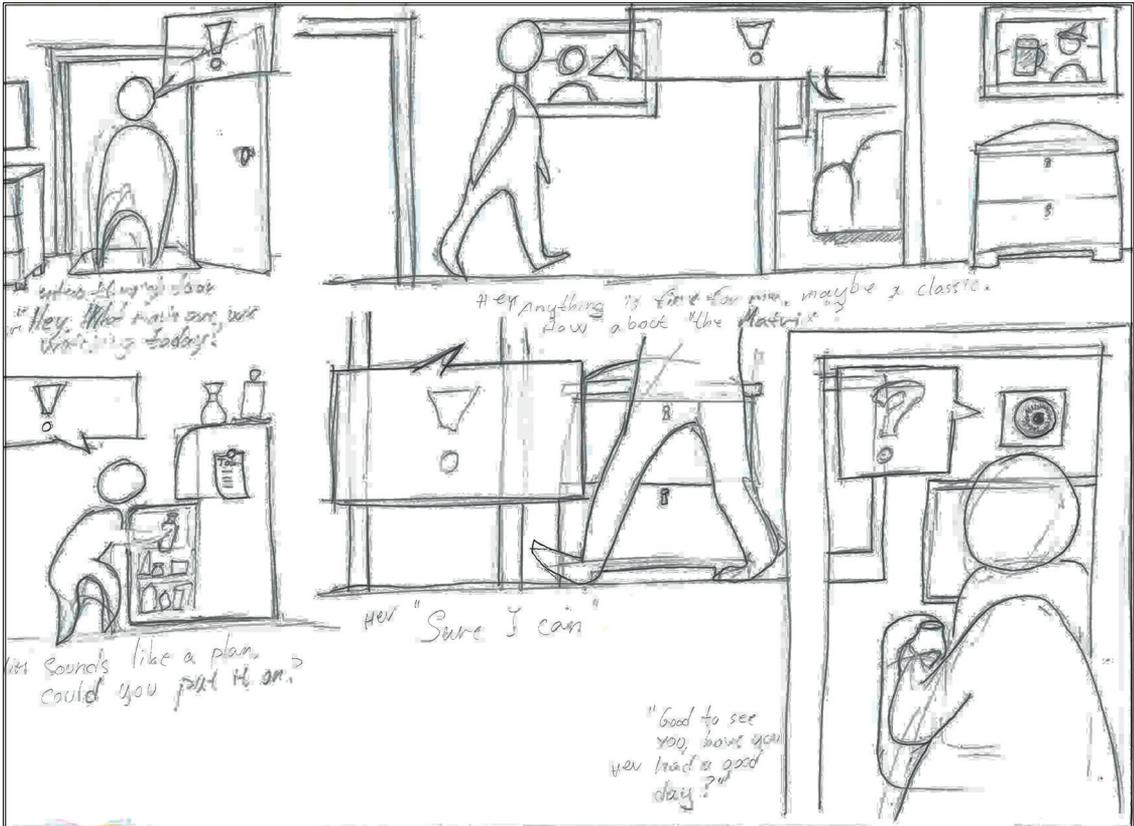
+Bouncer

The bouncer is working in an analogue arcade, specifically in an illegal roleplaying den. In the RP-D people are doing drugs and using AR to play tabletop games. They ingest the drugs and use AR to make the storytelling aspects of the experience as vivid as possible. This makes people finally feel alive, as "the drug people are craving is real human connection." It's a counter culture to modernity driving people apart.

There's an underlying conflict here. The government is using big pharma and technology as a tool to keep people apart. If they are docile and immersed in their daydreams they are less likely to spread ideas of revolution and a want for change, as things are working well. There is little open conflict, the environmental problems are being dealt with, but it takes time, and people getting in the way is not going to be good for anyone (or at least that's what the rulers are thinking).

Future scenarios and services

I developed 5 future scenarios with service-ideas attached. After I had decided on which to pursue I tried to decode what timeline led to the scenario in question.



Bio Company

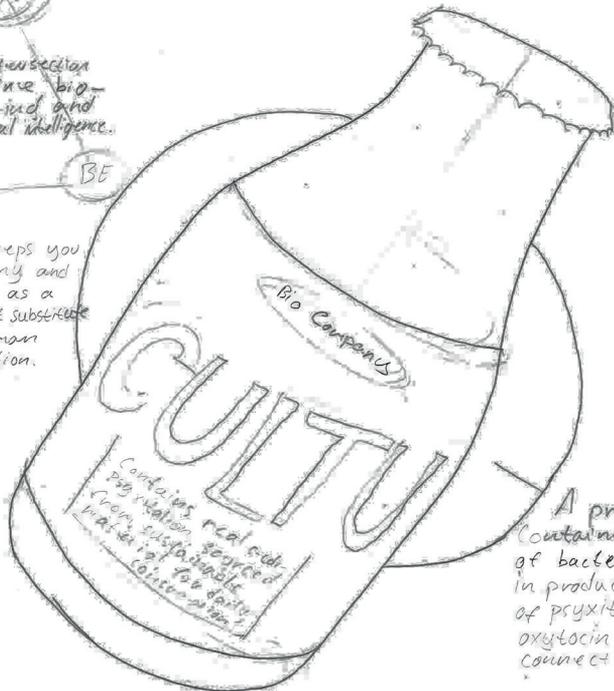
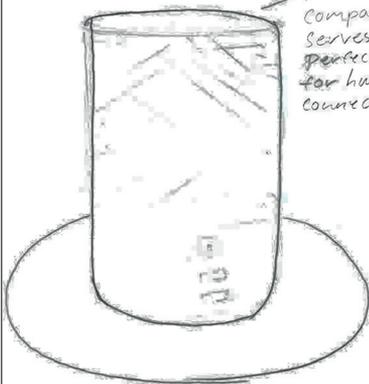
Bio Company presents, the guts cure for loneliness.

AI
At the intersection of medicine, bio-engineering and artificial intelligence.

M

AI keeps you, Company and serves as a perfect substitute for human connection.

BE



A probiotic containing a variety of bacteria that aids in production & release of oxytocin for increased connection & empathy.

articulate one of the ideas.

- Social shifts → It's now ok for society to consistently incorporate technology.
- Technological shifts → The evolution of "electro-shade" technology is moving ahead.
- Environmental shifts → none for this future.
- Economic shifts → Business is subsidizing for those who used the tech at an early stage.
- Political shifts →

Regulation comes as its planned but the technology might not be regulated through that system and is freely available to everyone.

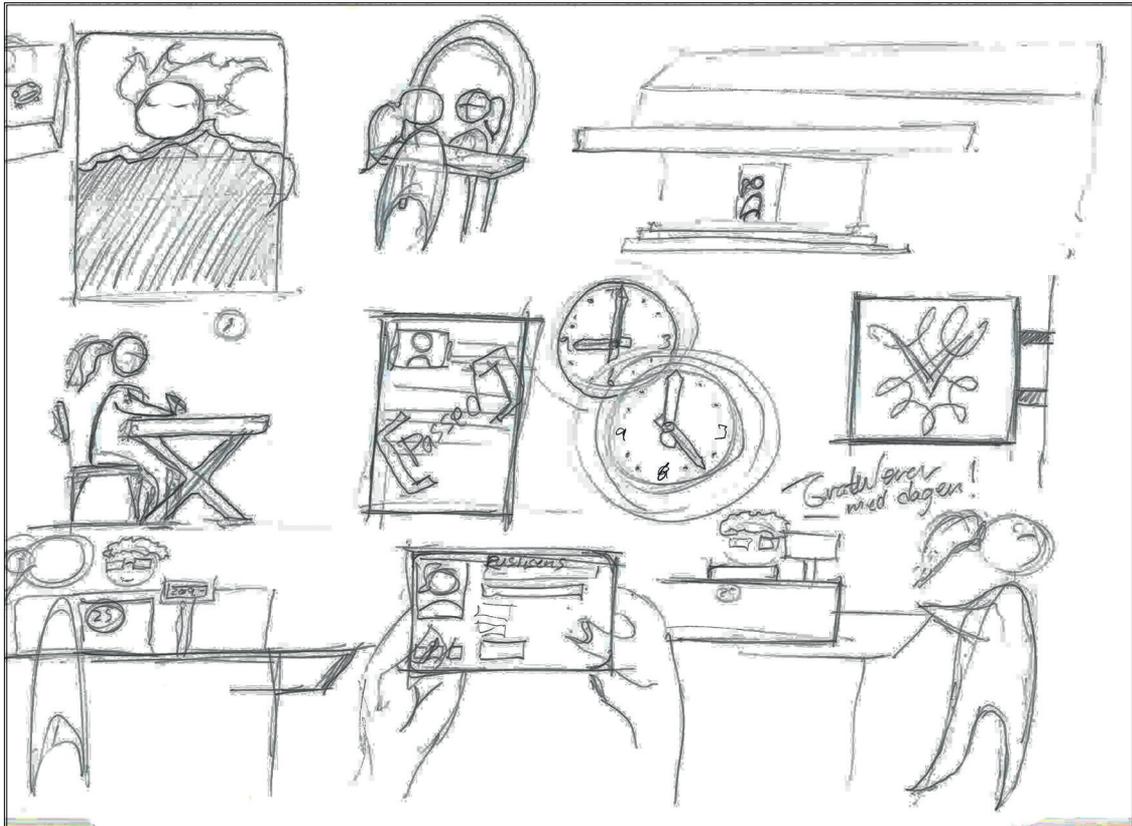
1. Startup has the idea
2. Reviews funding
3. Has a proof-of-concept, the technology works
4. Further development happens + new funding
5. First line of products are in production
6. First movers buy in + reviews
7. Wired magazine publishes article about the tech.
8. Great backlash wave of social media outrage
9. Company goes public
10. Development for consumer adoption begins
11. Government contract is written (critical)
12. Discussions & debates happen in media (bipolar)
13. Distribution begins - very expensive
14. Adoption by techies & self-improvement crowd
15. Movement to move on to next generation culture
16. Robot from people
17. Discussions in media
18. Movements to ban the technology.

- 18.5 New ads tries to make competing products...
19. Lobbying from tech-providers.
20. Large company buys the device for their employees
21. First known case of someone teaching the device
22. Floge backlash in media
23. Greater adoption.



- Wired story
- Bulletproof magazine
- Parents interview
- Be vegan interview
- Facebook post for of
- for-band not tech
- Reliance on pause/plot.

200. Parents are using the device to make parenting easier.



Drug-licence

The drug licence is awarded at age 16, giving the holder legal access to substances such as Caffeine, Taurine and theanine.

18

At 18 the licence gives access to nicotine and low-concentration alcohol.

20

At 20 the holder gets access to high-concentration alcohol

27

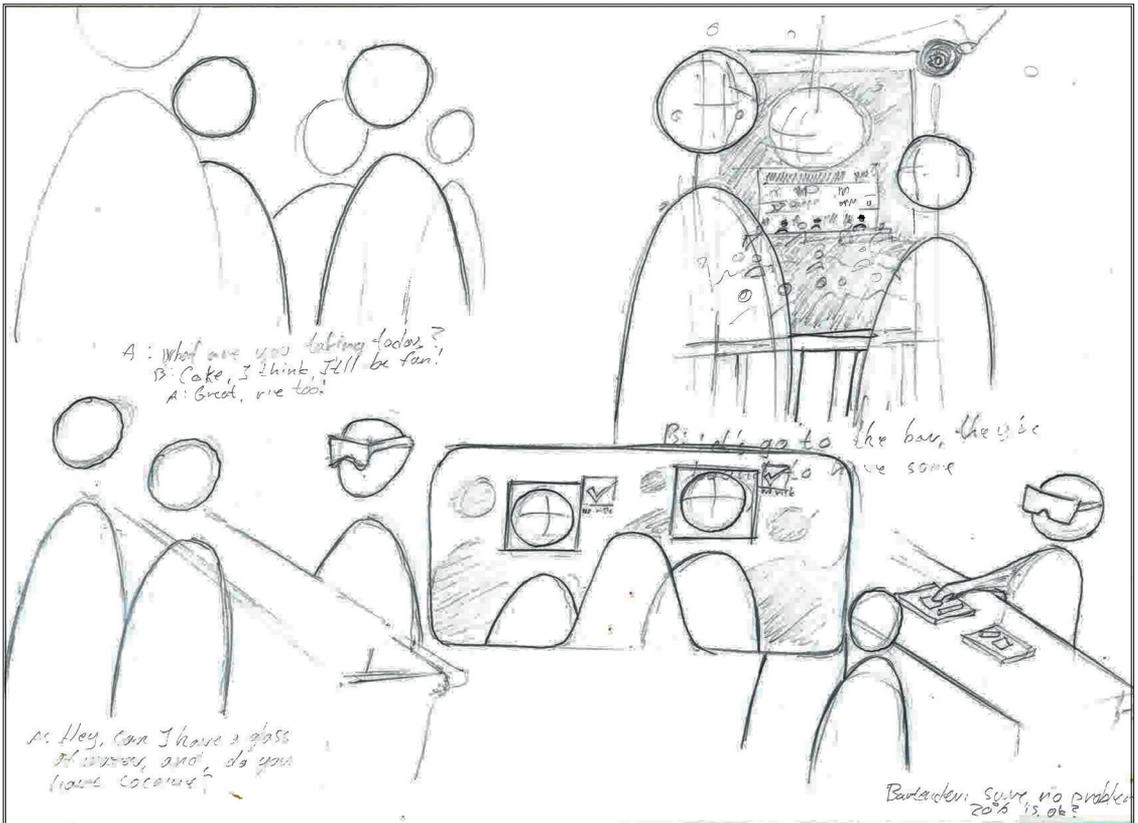
At 27 the holder gets access to purchase thc-containing Cannabis products

X

The holder can get access to additional substances if they pass tests for the specific drugs or classes of drugs.

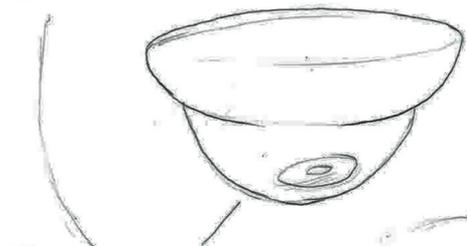


kurs- bevis	AA	AB	AC	AD	AE	AF	AG	AH	
	BA	BB	BC	BD	BE	BF	BG	BH	
	CA	CB	CC	CD	CE	CF	CG	CH	
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	EA	EB	EC	ED	EE	EF	EG	EH	
	FA	FB	FC	FD	FE	FF	FG	FH	
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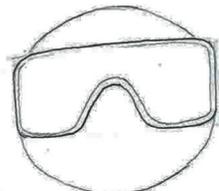
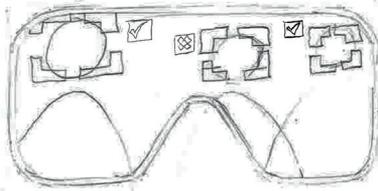
Analysis camera

Giving safety in mixer-clubs, Safety has always been a concern when it comes to mixer-clubs, cross-contamination, over-consumption and other issues have presented themselves, but no more.

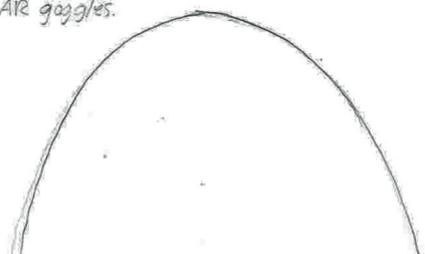


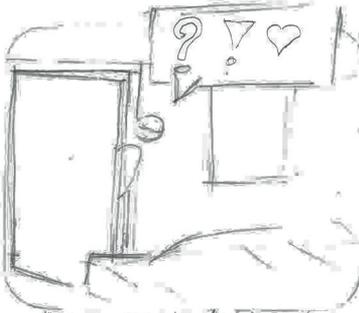
① Place cameras around your establishment, The cameras will, together with our cutting-edge software identify what drugs people are using.

③ The goggles are fed with information when customers approach, letting your employees know what they consume and how much.

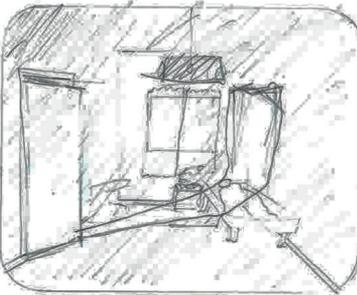


② Equip your employees with our AIR goggles.

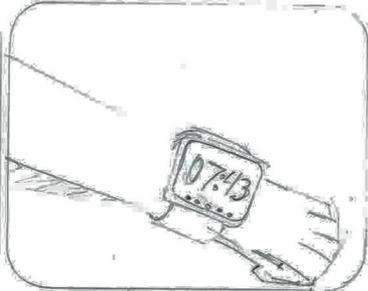




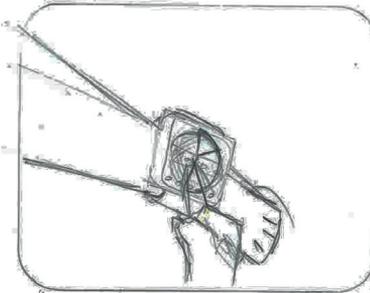
"I'm walking to go to school in the morning."



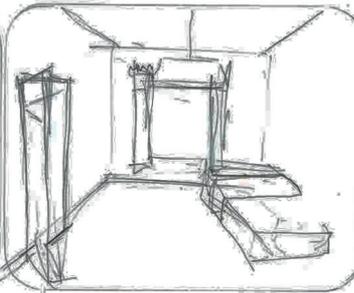
"Five more minutes"



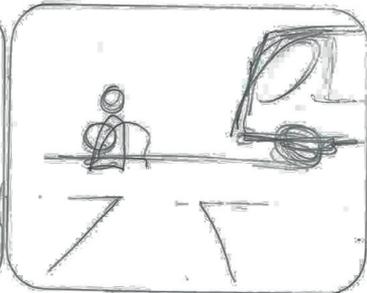
"You won't make it to school"



"Boost or motivation"
Dopamine in the brain

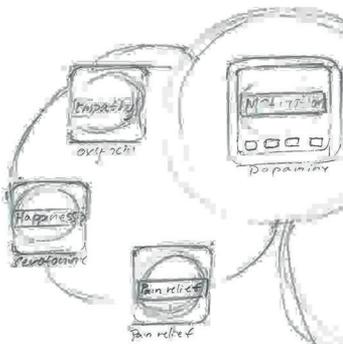


"The room is clear and bright very fast"



"Kid is ready to go to school"

Regulate



Flow package:



Flow with increased oxytocin

Flow with waves of Dopamine & Serotonin

Flow with increased adrenaline

Safety:

Regulate uses cutting edge technology to regulate the amount of available neurotransmitters in your body. No chemicals, no addiction.

Workshop material

Here is all the currently produced workshop material, it's layed out so that one can print it and play it.

[After] Prohibition: A conversation about drugs

A workshop to prompt conversation about important questions regarding drugs in Norway.

Roles:
 Facilitator — Host of the dialogue, keeps time
 Co-facilitator — Distributes papers, takes notes, takes pictures!
 Players — Participants

Materials:
 Blank sheets of paper, one per player
 Character sheets, one per player (full orange, half purple)
 Colored pens (purple, orange, black)
 Thick markers (sharpie or similar), one per player
 Pens, one per player

1 Introduce the workshop:

In this workshop we are going to have a dialogue about drugs in Norway in the future. That dialogue will be with people who hold different views than our own. On the other side of the table, on the other side, we will have to create our interlocutor and act in their absence.

This version of the workshop assumes that the players are on the same side in the debate around recreational drug reform in Norway.

2 Warm-up:

Start by warming up your players.

Hand out a blank piece of paper to all players, ask them to write an argument for their point of view in the drug-debate at the top of the page.

After one minute, hand the pieces of paper to the person to your right.

Spend 3 minutes to write a counter argument to the point of view on the sheet of paper you received.

Hand the piece of paper to the person to your right.

Spend 5 minutes to write a counter argument to the counter argument.

1. **Argument for...**
2. **Argument against...**
3. **Argument for...**
4. **Argument against...**
5. **Argument for...**
6. **Argument against...**
7. **Argument for...**
8. **Argument against...**

3 Characters:

Part 1:
 Distribute character sheets to the players alternating between purple and orange sheets. Have the players fill out character by answering the questions on the sheet. The Purple characters have a "pro regulation for recreation" point of view, and the orange have a "against regulation for recreation" point of view. Focus on making the characters possible to have a dialogue with, they will serve as the interlocutors in this dialogue.



Part 2:
 Hand the character sheets to the player to your right, you should receive a character sheet of a different color from the one you filled out. Analyse the new character sheet. What prejudices and assumptions can you spot? Take notes on what prejudices and assumptions you can identify and try to adjust the actor to remove as much of the prejudices you can.



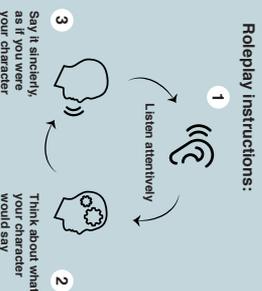
Tips for making characters believable:
 Ask yourself, is this person intelligent/careless, hardworking/lazy, a person in a job, picture with the background and if it is possible to make the character believable as a real person with those qualities.

4

Break:
 During the break, look over the character sheets, if any of them seem like caricatures, talk to the people who made them. Try to make the character more believable. One way to do this is to imagine that the character is someone in the players family, an uncle or cousin.

5 Roleplaying dialogue:

Divide the players according to color on character sheet. Introduce role-play instructions.



Ask these quick questions and have the players respond in character, in order to practise. Ask them to reply honestly and comprehensively.

- What is your character most insecure about?
- What person does your character admire most?

6

Future scenario:

Introduce the setting for the discussion:

"Welcome today to 'Drugs now and then' the talk show of the future, where we talk about the future. We have a wonderful cast of people with us today. Would the Purple team introduce themselves please?"

"The Purple team introduces themselves (in character)?"

"Welcome, and Orange team, would you do the same?"

"The Orange team introduces themselves (in character)?"

"Today we will peer into a possible future, and talk about it! Let's begin..."

NOTE:

It's important to note that these futures are possibilities of what might be. Regarding them as such, for the purposes of exploration will be necessary to engage in dialogue about the issues in question.

Pick one of the future scenarios (cartoons) and hand out copies of the timeline and comic. Read the full scenario out loud for the players. Give the players 2 minutes to write down their characters gut reactions in silence. Then, hand out the timeline-streets, and have the groups spend 3-4 minutes with themselves to discuss their reactions to the different scenarios. Remind the players to discuss "in character."

7 Facilitating dialogue:

When the dialogue begins, ask the players to first read what their characters gut reaction was to the scenario.

Ask the questions linked to the scenario you're using, and have the players answer from the point of view of their character. If interesting questions come up, ask the players to answer each other, use your position as the facilitator to direct questions.

Example:
 "Purple team states their point of view: 'I see, what do you think about this reaction, orange team?'
 Encourage them to take a position relative to the other team's statement. Encourage them to see the problem from a different angle or question the other teams statement.

When they reply, ask them to be comprehensive ie. "I disagree because..."
 "I agree because..."
 "I am unsure about that, could you clarify?"

NOTE:

As facilitator you are responsible reminding players of staying in character throughout the dialogue, and for all characters to take part in the dialogue.

Identifying common ground:

Take notes whenever the two sides agree on something. What did they agree on, what did they not agree on?

8 Finishing the workshop:

End the dialogue when there is 10 minutes left of the allocated time, the conversation dies down and you can't get the conversation going in character and control the discussion. If the dialogue is interesting propose that you continue for some more time, or to play through once more at a later time. When finished, tell the players to "step out of their characters."

Ask for feedback on the discussion. What was easy, and what was hard?
 How did it feel to step into the opposition?
 How did it feel to be the one receiving and of the arguments you generally use?
 Did they learn something?
 Did something surprise you?
 Finally, did they have fun? Finish up the workshop by summarising what you did. Everyone claps for each other.

After Prohibition: A conversation about drugs

TEAM ORANGE, for regulation of recreational drugs:

Name:

Age:

Gender:

Married:

Unmarried:

Partner:

Vocation:

Positive personality trait:

Negative personality trait:

Value:

Check one box for each question, and detail your answer.

Where did you grow up?

Big city Countryside Small town

Details:

What are your religion and/or beliefs?

Religious Agnostic Atheist

Details:

What is your income level?

Low Medium High

Details:

What is your level of education?

Uneducated Trade school University

Details:

What is your relationship with drugs?

Where did you get your point of view?

Regulation spectre:



What does this mean? What should a drug reform outcome entail? (Specify in 2-3 sentences):

Organisation:

What is your biggest concern regarding drugs?

After Prohibition: A conversation about drugs

Character aid:

These lists corresponds to questions on the character sheets, they can help you develop your character a bit easier

1 Positive personality traits:

Adventurous	Meticulous	Trusting	Humble	Dependable
Affable	Observant	Valiant	Imaginative	Discreet
Capable	Optimistic	Fair	Impartial	Dutiful
Charming	Persistent	Fearless	Independent	
Encouraging	Precise	Gregarious	Confident	
Keen	Reliable	Helpful	Conscientious	

2 Negative personality traits:

Arrogant	Finicky	Pompous	Stingy
Boorish	Impulsive	Quarrelsome	Sullen
Bossy	Lazy	Rude	Surly
Conceited	Malicious	Sarcastic	Thoughtless
Cowardly	Obnoxious	Self-centered	Unfriendly
Dishonest	Picky	Sneaky	Vulgar

3 Personal values:

Authenticity	Community	Growth	Love	Reputation
Achievement	Competency	Happiness	Loyalty	Respect
Adventure	Contribution	Honesty	Meaningful	Security
Authority	Creativity	Humor	Work	Self-Respect
Autonomy	Curiosity	Influence	Openness	Service
Balance	Determination	Inner	Optimism	Spirituality
Beauty	Fairness	Harmony	Peace	Stability
Boldness	Faith	Justice	Pleasure	Success
Compassion	Fame	Kindness	Poise	Status
Challenge	Friendships	Knowledge	Popularity	Wealth
Citizenship	Fun	Leadership	Recognition	Wisdom
		Learning	Religion	

4 What is your relationship with drugs?

I use drugs recreationally.	I have been dependant on drugs.
I have used drugs recreationally, but no longer do.	I have never used drugs, but I might.
I am dependant on drugs.	I have never used drugs and never will.

5 Where did you get your point of view regarding drugs?

Someone close to me suffered because of drug use.	I am concerned about consequences for society.
I am concerned about people who are close to me, children etc.	I am concerned about consequences for the population.
I had an experience with drugs that shaped my view.	

After Prohibition: A conversation about drugs

TEAM PURPLE, against regulation of recreational drugs:

Name:

Age:

Gender:

Married:

Unmarried:

Partner:

Vocation:

Positive personality trait:

Negative personality trait:

Value:

Check one box for each question, and detail your answer.

Where did you grow up?

Big city Countryside Small town

Details:

What are your religion and/or beliefs?

Religious Agnostic Atheist

Details:

What is your income level?

Low Medium High

Details:

What is your level of education?

Uneducated Trade school University

Details:

What is your relationship with drugs?

Where did you get your point of view?

Regulation spectre:



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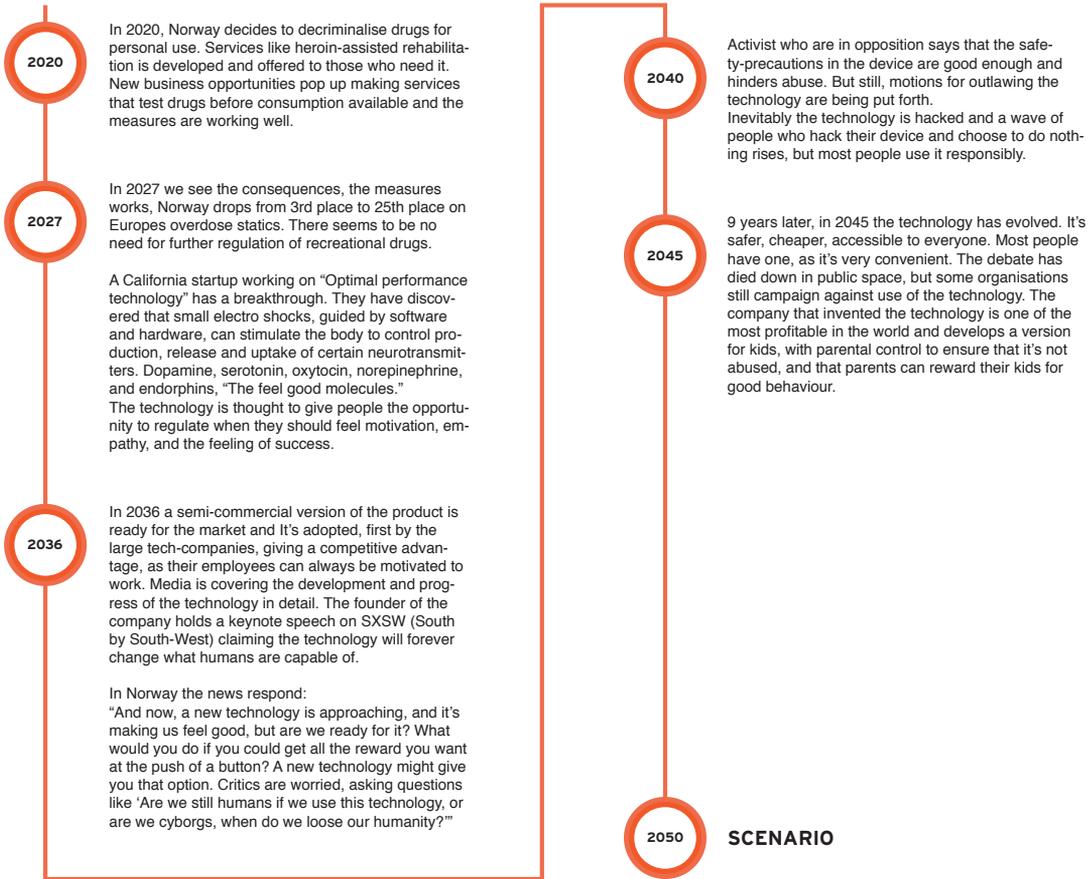
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Waking up: A story about compassion

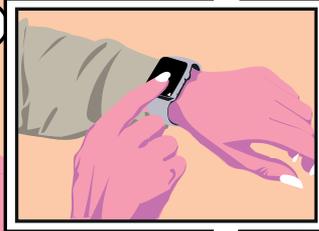


Questions for dialogue

1. What are the consequences of people realising the therapeutic potential of drugs and some using it in this way? What are fair repercussions?
2. We are already seeing a generation of parents using various medications to "regulate" their children for various reasons. How might regulation affect people like this? Key words: Information availability, easier access, normalisation.
3. If recreational drug regulation happens through industry. How might that affect what such a regulation may look like?
4. If industry finds a way through the legal-system and offers something like this, that could be considered a drug, but also not, what would be the fallout?
5. Some people might abuse this technology, how can we help those people? Let's be specific, or as specific as we can be.
6. What systems and organisations that exist today will not exist in this future, and why did they have to close down?
7. The systems and organisations that are in place today and would survive into this scenario, how did they change to keep with the times?
8. What systems and organisations would need to exist in this future, what would they do, how do they work?
9. Would the organisation that you represent exist in this future? Did your organisation have to change? If so, how? If not, why not? (In character)

Waking up

A story about compassion



A small electroshock is released from a device on her neck.

It sends a signal to her brain that it should release a hit of dopamine into her bloodstream.



Coming home: A story about company

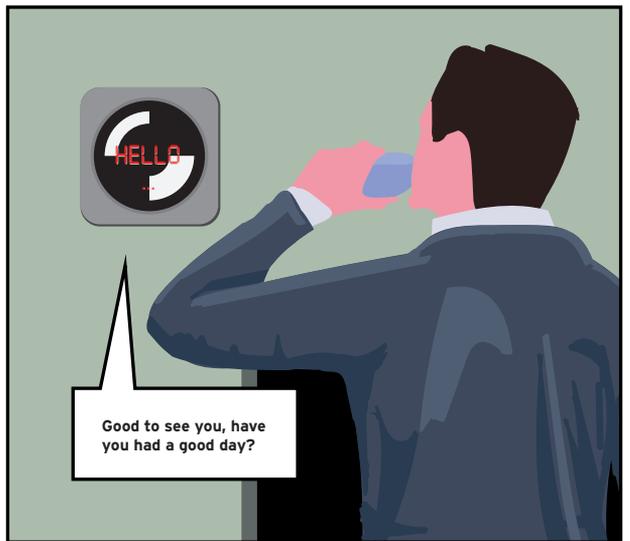


Questions for dialogue

1. What are your gut reactions?
2. This scenario questions the border between medical and recreational drugs. What is the difference, really, between recreational drug use, and medical drug use?
3. What might happen if regulation comes through industry?
4. If recreational drugs are available, more people might use drugs to deal with their feelings of loneliness and depression. How might we support those people?
5. In this future, using drugs is more widespread, but when does it become a problem? For the user, for society (remember that productivity is not an issue)
6. In this future being lonely is no longer a thing, what might be the consequences of such a future?
7. What are our responsibilities, as members of our respective organisations, when it comes to helping people if the world takes a turn like this?
8. What systems and organisations that exist today will not exist in this future, and why did they have to close down?
9. The systems and organisations that are in place today and would survive into this scenario, how did they change to keep with the times?
10. What systems and organisations would need to exist in this future, what would they do, how do they work?
11. Would the organisation that you represent exist in this future? Did your organisation have to change? If so, how? If not, why not? (In character)

Coming home

A story about company



**Most people hold
conflicting assumptions
about the future**



And that's OK!



**After all, they don't
live in the future.... yet**

