



Creative Jam Gijon, April 2019

<https://www.youtube.com/watch?v=qsSODQgt0Do>



Quick and Dirty Local Creative Jam, May 2019



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Bright Mirror II

Description

Bright Mirror is a creativity board game about city life in the future conceived by Olivier Balez and the students of the Sustainable cities Design Lab. This version of Bright Mirror was tested at the International Creative Jam in Gijon 2019 [Gijon Creative jam 2019](#)

The idea is for the participants to go through a series of steps to help them imagine, create & tell a story that will take place in April 2045. The main purpose of the game is to exchange ideas among the different participants. There is no right or wrong idea, every single idea counts!

When is it useful?

It is very useful to foster and challenge the participant's creativity by imagining and creating future scenarios. This game will allow you to let your imagination free and have a very unexpected perspective on the future that will help you nourish your present creative process.

Since it is a collaborative game, it is very good for creating full energy and creative dynamics within a working group.

It is useful for developing a critical perspective on new technologies and high-tech scenarios.

Participants

Ideally, it works with groups of 6 participants. If it isn't possible, it can work with 4 or 2 participants.

Time & Materials

Preparation time: none required

Development time: the game can last up to 2 hours.

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Materials needed: the Bright Mirror kit with:

- game board
- inspirations cards
-  [event cards](#)
-  [character cards](#)
-  [action cards \(what is going on & where\)](#)
-  [storyline cards](#)
-  [write & draw cards](#)

Step by Step

You can have a look at the different steps of the Gijon version of the Idea Wall & Bright Mirror  [here](#)

STEP 01: Spread out the inspiration cards on the table so everyone can see them

STEP 02: As a group, you will have to choose 1 card per each category (People, Technology & Spaces) that represents life as you imagine it in 2045. All of the group members must agree on the 3 images Discuss: Why this image? What does it represent?



These 3 images are three open windows to the City of the Future that you imagine or fear...Let's the game begin...

STEP 03: One group member turns over the event card

