



Workshop intelligence artificielle
X Stranger Jobs
Université de Corse / décembre 2019

<https://www.youtube.com/watch?v=msm2oX>



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Stranger job

Description

It is a speculative design game, part of the AYCH Futures tools. Stranger Job draws on the collective intelligence of a group to imagine, question and create unexpected jobs of the future. The preparation was done collectively with Brest Metropole & Université de Bretagne Ouest for the context (transitions & jobs) : a perfect example of cooperation between two hubs : [Transitions](#) [Competences](#) [reformulated transitions](#)

When is it useful?

It is a great tool for engaging young people (or not that young) on a collective reflection around the future of work & jobs. As it invites participants to challenge conventional ways of thinking about jobs, it puts the teams in a prospective and completely creative mindset, perfect for having serious fun!

Participants

The game should be played in groups of 6 participants. Within this group, 3 pairs will be formed.

Time & Materials

Development time: around 2 hours

Materials needed (all documents are in French at the moment):

* Ideally a big screen and a projector or a TV to broadcast the introduction video and the guidelines. * Markers and paper

* [Game's rules](#)

* Introduction video

* [Sector cards](#)

- [Conferences](#)
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- [Where to place and find content?](#)
- [How to describe a tool?](#)
- [How to write a case study?](#)

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👤 PLAN DU SITE

OUTILS POUR UTILISATEURS

🔑 S'IDENTIFIER



Step by Step

You will find below a suggestion of steps that we have tested in our workshops. Feel free to make any pertinent change.

Within your group of 6

STEP 01: Ice-breaker. Each participant chooses one image and writes down keywords inspired by it/what the image makes you think of. Each participant explains to the rest of the group their image.

STEP 02: get in pairs (there will be 3 pairs). Each pair picks a [sector](#) card and places it on the game board.

STEP 03: the group of 6 turns over the [transition cards](#). These three transition cards will be common to the whole group of 6.

STEP 04: Each pair: make a link between the transition cards and your sector card. Exchange and discuss.

STEP 05: As a pair: based on your analysis and observations, fill in the

The image shows four cards arranged in a 2x2 grid, each titled 'CARTE PROBLÈMES /SOLUTIONS' and 'Quels sont les problèmes générés dans le secteur agriculture au travers de ces transitions en 2045 ?'. Each card has three numbered sections with a question and a solution suggestion, followed by a question mark icon.

| Section | Question | Suggestion |
|---------|---|--|
| #1 | comment se nourrir ? | imprimer les aliments en 3d ? |
| #1 | comment cultiver les fruits et les légumes ? | créer des potagers sous marins ? |
| #1 | Comment les agriculteurs se partagent il les production de ressources ? | système de troc par aliments? chaque aliment a une valeur précise? |