

## **Instructions**

**Print out the following list of events and cut them out (most of which should be pretty straightforward, although some might require a little Googling). Then:**

**Ask students to take turns choosing events that they think are inevitable. Ask them to explain why they think the event is so likely. Students can play these events on a table and posit causal associations (e.g. World War Three might follow Water Wars). Ask students to explain when they think the event will happen, either with a specific year or in a future historical range (in 5 years, 10 years, 25 years, etc.). As students play events on the table, they should be encouraged to modify the timeline by moving events forward or backward in time. Students might also ask to void an already-existing event, which should be subject to debate (and might return a voided event to the original pile of selectable events).**

**Over time, students should build a future history that spans several centuries (if not tens of thousands of years, and maybe millions). The goal is to have a conversation, and the exercise should end when the students feel that they have exhausted the possibilities presented by the selectable events.**

**If you generate additional events, please send them to me at [mwolfmey@binghamton.edu](mailto:mwolfmey@binghamton.edu).**

**Rise of the  
Surveillance State  
Global Climate  
Change Initiative  
Civil Wars  
Climate Refugees**

**Intensified  
Stratification  
Class Warfare  
Mass Revolution  
Mars Colonization  
Lunar Colonization**

**Asteroid  
Colonization  
No Snow Caps  
China as  
Superpower**

**Decline of US  
Superpower  
Technologized  
Education  
Water Wars**

**Underground  
Highways  
Megacities  
Hyperloops  
Disunited States of  
America**

**Widespread Gene**

**Therapy**

**Rise of New**

**Eugenics**

**Unified World**

**Government**

**Fully Ecological  
Vehicles**

**Self-Driving**

**Vehicles**

**Rise of the Robots**



**Full Labor  
Automation  
Ocean Cities  
Global Supervirus  
Cure for Cancer**

**Total Genomic  
Therapeutics  
Species  
Consciousness  
Fast Cars  
End of Religion**

**End of Glaciers**

**Next Ice Age**

**World War Three**

**End of Race**

**End of Human**

**Beings as Such**

**Rise of the Mutants**  
**Corporate**  
**Oligarchies**  
**Race Wars in**  
**Europe**

**Race Wars in North  
America  
Indigenous  
Sovereign States  
Arcologies**

**Rewilding Suburban**

**Landscapes**

**Deep Space**

**Colonization**

**Deep Space**

**Exploration**

**Coastal Flooding**  
**End of Capitalism**  
**End of Democracy**  
**Antibiotic Collapse**  
**Intensified**  
**Segregation**

**Gender  
Revanchism  
Rise of Religious  
Fundamentalism  
Separatist City-  
States**



**End of Paper  
Money**

**End of Bilateral  
Kinship**

**Rise of Genetic  
Citizenship**

**Neurological  
Implants for Health  
Human-Animal  
Hybridization  
End of Meat as  
Food**

# **Abolition of Fossil Fuels**

**Real Pricing of  
Costs of Travel**

**End of  
Financialization**

**First Female  
President in the US  
End of Voting  
Rights  
End of Abortion  
Access**

**Abandonment of  
Coastal Cities  
Widespread  
Starvation  
Population in  
Permanent Decline**

**Movement of  
Earth's Poles  
Rise of Artificial  
Intelligence  
Kurzweil's  
Singularity**

**US is Minority  
Majority  
Sovereign Robot  
States  
Interspecies  
Communication**

**Non-Human Bill of  
Rights  
Extraterrestrial  
Contact  
Implants as Media  
Access**



**World War Four**  
**Fast Interplanetary**  
**Travel**  
**Automated Homes**  
**Portable Turing**  
**Tests**

**Total  
Technological  
Collapse  
Genetically-  
Produced  
Biotechnologies**

# **Immersive Virtual Reality**

**Space Elevators**

**Teleportation**

**Technology**

**Socialist Utopia**

**Genetic Rewilding  
of Lost Species  
Extra-Uterine  
Reproduction  
Legalization of  
Recreational Drugs**

# **Agricultural Collapse The End of Pets**