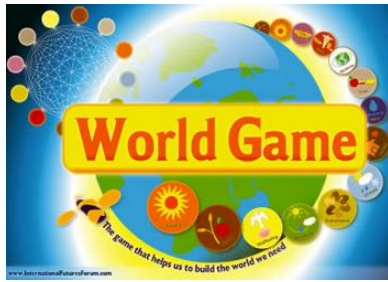


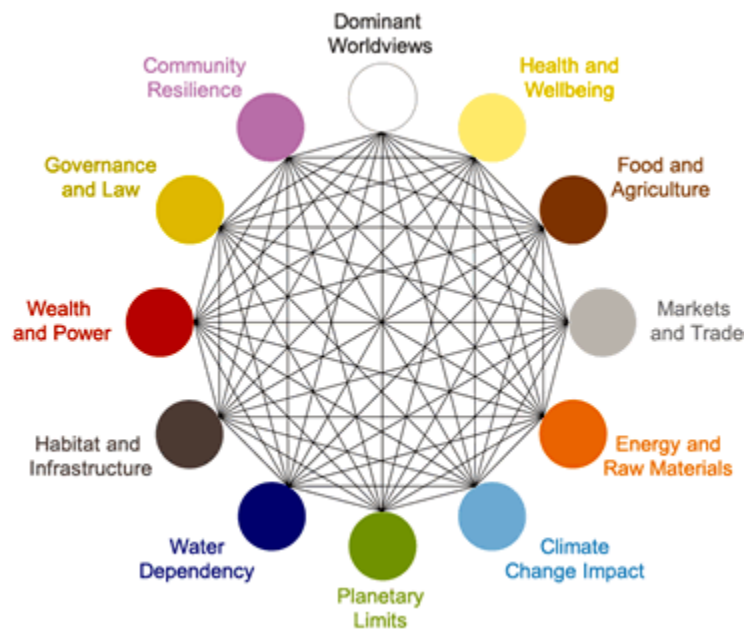
World Game

Tony Hodgson
 International Futures Forum



The [International Futures Forum](#) (IFF) is a worldwide non-profit think tank with an organizational base in Scotland. They work with clients—governments, communities, businesses, foundations etc.—to deal with tenacious challenges, host plenary gatherings, seminar series and other events, publish reports and a newsletter and freely distribute or sell several simulations, both card-based and digital.

Tony Hodgson, an IFF member, created and perfected the World System Model to represent the entangled associations of the global *problematique* in order to help people scrutinize and comprehend the world's interconnected problems. Described in his book [Ready for Anything](#) (£15), the model helps people devise novel means to deal with those problems.



The twelve [horizon scanning nodes](#) of the World System Model

The IFF World Game is a representation of the World System Model. Groups, such as families, churches, work groups, and friends can play the game. While doing so, the model provides a platform and assistance to come up with inventive concepts that prop up sustainability and resilience; it promotes a shared understanding of global problems, thus encouraging foresight, and it incorporates social networks through an IFF Game [Solutions Blog](#) that allows players to share ideas with each other.

In brief, each player is assigned one or more of the issue areas above. The play runs through three rounds.

1. Select cards from a stack and read the issues on the cards related to one's assigned area.
2. Develop solutions to the issues selected in the first round.
3. Discuss combined synergistic solutions that address issues in more than one area.

There are also random events thrown in that have to be taken into account in the issues and their solutions.



[World Game Workshop Example](#)

The IFF World Game "is a collaborative learning game with the emphasis on shared creative thinking." The competitive focus is with the situational challenges rather than with the other players.

There are several versions of the World Game, each one fine-tuned for various purposes and circumstances. Ideally, a unique issue or problem is identified and a workshop group plays face to face in a workshop setting and around a specific issue or challenge.

For example, assorted versions of the game use a twelve-sided dice and prepackaged cards representing each of the [horizon scanning nodes](#) of the model e.g., "Wealth and Power" that create random combinations of trends, challenges and opportunities.

A digital version of the World Game is also available that is streamlined and targeted for use by small groups (typically 4, 6 or 12 players). This version is free. [Sending in a request to download the game](#) is required.