

POST GROWTH TOOLKIT

1. CRITICAL OBJECTS

(5-10 MIN.)

- Welcome to the Post Growth Toolkit game, an invitation to defy the economic growth orthodoxy.
- Create a group of 1 to 4 people and together select one of the “Critical Objects” listed below.
- Then fill in the “Questionnaire” (on the back) describing your relationship with this object.

2. TOOLS TO THINK WITH

(5-10 MIN.)

- Take the 3 “Notion Cards” associated with your object.
- What thoughts emerge from the connection of each Notion Card with your Object?
- What new perspectives do the “Notion Cards” bring to mind about your initial object, its network of material links, and your relationship to it?

CRITICAL OBJECTS (1.)

NOTION CARDS (2.)

CONCRETE:

• Geodiversity

• Global Artificiality

• Interspecies Commons

WOOD/FOREST:

• Global Artificiality

• Ecosystem Services

• Interspecies Commons

COAL:

• Zombie Energy

• Ancient Sunlight

• There Has Never Been...

GLOBAL INTERNET:

• Global Artificiality

• Collapse Informatics

• Jevons Paradox

SMARTPHONE:

• Planetary Boundaries

• Low Tech

• Broken World Thinking

WHEAT:

• Plantation

• Ecosystem Services

• 7th Generation Principle

STEEL/SCREW:

• Low Tech

• Negatechnology

• Global Artificiality

SHIPPING CONTAINER:

• Global Artificiality

• Jevons Paradox

• There Has Never Been...

MRI SCANNER:

• Low Tech

• Negatechnology

• Collapse Informatics

NPK FERTILIZER:

• Zombie Energy

• Plantation

• Planetary Boundaries

3. PILLARS OF CAPITALISM

(5-10 MIN.)

- Now look carefully at the game board: it presents “The 10 Pillars of Capitalism”, and each pillar is defined by a set of hashtags. In the center of the board, a “Virtuous Circle” offers counterpoints to each pillar.
- Place each Notion Card on the game board, one card per pillar.
- Discuss with the other players:
 - What thoughts emerge from the connection of your Object with “The Pillars of Capitalism” to which it is now connected?
 - To what extent does the Virtuous Circle in the center help you project your object into a desirable future?

4. SPECULATIVE FUTURES

(5-10 MIN.)

- Now together with your group of players (or alone) imagine your object in a society without fossil fuel.
 - What would become of it?
 - What functions could it still fulfill?
 - What could replace it, if it were no longer useful?

• Let your imagination run wild and invent the new habits, relationships, experiences, and interests that this absence, or radical transformation, would allow.

• Write a short paragraph that describes this future. You are invited to draw inspiration from the “Notion Cards” and the terms in the central Virtuous Circle on the game board.

• If you play with multiple teams, narrate these short stories out loud to the other teams.

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QUESTIONNAIRE

THE OBJECT WE SELECTED IS:
PLACE, DATE:
What feeling does this object provoke in me?
What functions does it fulfill in my life?	<input type="checkbox"/> nutritious <input type="checkbox"/> communicational <input type="checkbox"/> cultural <input type="checkbox"/> other
Is this object a protagonist in a horror film?	<input type="checkbox"/> yes <input type="checkbox"/> no <input type="checkbox"/> will be soon <input type="checkbox"/> I don't know
What is my level of attachment to this object?	<input type="checkbox"/> none <input type="checkbox"/> low <input type="checkbox"/> high
How frequently do I use this object?	<input type="checkbox"/> daily <input type="checkbox"/> occasionally <input type="checkbox"/> rarely <input type="checkbox"/> non stop
Does it help to optimize my life?	<input type="checkbox"/> no <input type="checkbox"/> a little <input type="checkbox"/> a lot
Does it increase my happiness?	<input type="checkbox"/> yes <input type="checkbox"/> no <input type="checkbox"/> I don't know
How long could I go without this object?	<input type="checkbox"/> less than a year <input type="checkbox"/> a few years <input type="checkbox"/> a few decades
Do I associate this object with a fad?	<input type="checkbox"/> yes <input type="checkbox"/> no <input type="checkbox"/> I don't know
Since when have I or fellow human beings been around this object?	<input type="checkbox"/> multiple generations <input type="checkbox"/> 1 generation <input type="checkbox"/> a few years
Can I imagine lending or sharing this object? With whom?	<input type="checkbox"/> no <input type="checkbox"/> my relatives <input type="checkbox"/> a large group <input type="checkbox"/> everyone
How much of my social circle has the ability to use it?	<input type="checkbox"/> 30-100 % <input type="checkbox"/> 5-30 % <input type="checkbox"/> 0-5 %
How much of my social circle has the ability to reproduce such an object?	<input type="checkbox"/> 30-100 % <input type="checkbox"/> 5-30 % <input type="checkbox"/> 0-5 %
Will this type of object be available for next generations?	<input type="checkbox"/> yes <input type="checkbox"/> no <input type="checkbox"/> I don't know
Will this object soon be placed in a museum?	<input type="checkbox"/> yes <input type="checkbox"/> no <input type="checkbox"/> I don't know
Where does this object come from? (specify a region of the world)	<input type="checkbox"/> my region <input type="checkbox"/> my country <input type="checkbox"/> world
How far did the object travel to come to me?	<input type="checkbox"/> <100 km <input type="checkbox"/> >100 km <input type="checkbox"/> multiple times around the world
At first glance, how much energy is needed to make this object?	<input type="checkbox"/> one hour of human labor <input type="checkbox"/> one day of human labor <input type="checkbox"/> a lot more <input type="checkbox"/> unquantifiable
Does the use of this object benefit the Jeff Bezos' fortune?	<input type="checkbox"/> yes <input type="checkbox"/> no <input type="checkbox"/> I don't know <input type="checkbox"/> who is it?
What is the lifespan of this object?	<input type="checkbox"/> consumable <input type="checkbox"/> a few months <input type="checkbox"/> a few years <input type="checkbox"/> long time
How long before the remains of my object are fully digested by the biosphere?	<input type="checkbox"/> less than a year <input type="checkbox"/> a few years <input type="checkbox"/> a few decades <input type="checkbox"/> long time
How many different raw materials does it take to produce this item?	<input type="checkbox"/> 1-5 <input type="checkbox"/> 5+ <input type="checkbox"/> immeasurable <input type="checkbox"/> I don't know
Did this object become more or less important during the COVID-19 epidemic?	<input type="checkbox"/> more <input type="checkbox"/> less <input type="checkbox"/> I don't know