

Overview We_Me MethodKit | individuality cards

Cards representing different human preferences

WATER 	FIRE 	EARTH 	AIR 
<p>INDIVIDUALITY CARD</p> <p>Preference cooperative empathic caring</p> <p>Focus people relation driven sustainability</p> <p>Responsibility taking care of nature</p> 	<p>INDIVIDUALITY CARD</p> <p>Preference observational visionary inquisitive</p> <p>Focus conceptual vision driven innovation</p> <p>Responsibility taking care of future</p> 	<p>INDIVIDUALITY CARD</p> <p>Preference negotiator planner practical</p> <p>Focus structural proces driven information</p> <p>Responsibility taking care of information & education</p> 	<p>INDIVIDUALITY CARD</p> <p>Preference systems thinking technical numerical</p> <p>Focus analytic science driven money</p> <p>Responsibility taking care of economy</p> 

Overview We_Me MethodKit | community cards

Cards representing community values towards balance

SAFETY



COMMUNITY CARD

(+) about Protection
Overprotecting makes people unaware of possible new danger.

(-) about Enslavement
Dependency can easily be misused by other people, groups, organisations, communities or governments.



TRUST



COMMUNITY CARD

(+) about Connecting
If you connect to much you can forget who you are and as a result of that you may lose your Identity.

(-) about Exclusion
The fear of not being part of something or a group is a strong emotion and can often lead to wrong decisions where we end up being exploited



UNDERSTANDING



COMMUNITY CARD

(+) about Informing
It is possible that with a lot of information nothing really stands out and you are losing focus.

(-) about Criticism
If someone gives you advice it doesn't mean you are not good enough and you should stop listening.



AWARENESS



COMMUNITY CARD

(+) about Influence
We tend to forget that with influence comes responsibility. What is my role in my situation? What does health mean?

(-) about Weakness or Sickness
Weakness or Sickness is frightening because it shows we are vulnerable. If we ignore vulnerability we ignore life!



RELAXATION



COMMUNITY CARD

(+) about Efficiency
There is nothing wrong with efficiency but why and when do we need to be efficient for what reason?

(-) about Time
Time means there is a limitation. Our biggest limitation is that we don't live forever. Living with less Stress comes with choices..



TENDERNESS



COMMUNITY CARD

(+) about being Empathic
Empathy does not mean that we are victims all the time. Let us understand that the other is not that different.

(-) about Scarcity
We humans need to make it through the next day. Isn't it better if you are not on your own? "I am because you are"



Overview We_Me MethodKit | LIFE cards


Cards representing the basic human activity during life

LIFE CARD I	LIFE CARD II	LIFE CARD III
<p>RITUALISING</p> <p>How to deal with...</p> <ul style="list-style-type: none">• Heritage & Identity• Different cultures <p>Action(s) to be taken</p> <ul style="list-style-type: none">• Self actualisation• Education• Informing• Communication Skills <p>Dilemma</p> <ul style="list-style-type: none">• Dubble binding <p>Improve Livelihood</p> <ul style="list-style-type: none">• Nutrition• Health & Mind <p>Play</p> <ul style="list-style-type: none">• Governance game 	<p>IMAGINING</p> <p>How to deal with...</p> <ul style="list-style-type: none">• Technology• Scale <p>Action(s) to be taken</p> <ul style="list-style-type: none">• Recycling• Creativity <p>Dilemma</p> <ul style="list-style-type: none">• Cognitive Dissonance <p>Improve Recycling</p> <ul style="list-style-type: none">• Community• Interaction <p>Play</p> <ul style="list-style-type: none">• Building game 	<p>SHARING</p> <p>How to deal with...</p> <ul style="list-style-type: none">• Our resources• Our enviroment <p>Action(s) to be taken</p> <ul style="list-style-type: none">• Basic income• Circular economy• Sharing economy <p>Dilemma</p> <ul style="list-style-type: none">• Prisoners dilemma <p>Improve Life Balance</p> <ul style="list-style-type: none">• Wealth• Environment <p>Play</p> <ul style="list-style-type: none">• Token game 

Overview We_Me MethodKit | scenario cards and open innovation card

Cards representing different future scenarios and an open invitation card for new ideas to improve the quality of life


BASIC INCOME




SCENARIO CARD

Equality & Equity
Basic money for every-one based on our strength.

Systems
Cryptocurrency
Circular economy
Sharing economy




AI-WORLD




SCENARIO CARD

World Based on AI
Challenge: “How do we programm our robot’s so they don’t erase humans or humanity?”
We keep ourselves in the world.

Systems
80% Robots
80% Leisure time
Multidiciplinary science
Information design




FARMING-WORLD




SCENARIO CARD

The Prophet
The Prophet
One who believes there is a limit to our resources and we need to decrease

Systems
As Humans we are part of a greater system and we cannot influence te Earth Systems we have to adapt so we don’t use all our resoureces!




MEGA-CITIES




SCENARIO CARD

The Wizard
One who believes in the endless possibilities of technology.

Systems
With human technology we can achieve anything and influence Earth systems. We find a way to solve our scarcity on Earth.




CREATE



INNOVATION CARD

Invention
A new technology for...
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Systems
We believe that...
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Overview ME_WE MethodKit back

