

Lab 12 – Anthropological Futures

Group Member Names:

Introduction

This lab is about storytelling and thinking about the future. You will build upon the work you did in Lab 9 to develop a post-apocalyptic society and explore how things change over time in response to environmental, social, and other changes. You will advance your society through three rounds, each representing one decade of life. In each round, you will encounter some challenge that you must overcome if you can. I want you to think through the consequences of the challenges and the choices you make to confront them and tell an interesting story about how your society changes as a result of these processes. Your grade will be based on how detailed and well thought out your story is overall.

Rules

1) *Determine your challenge:* At the beginning of each round, you will roll one six-sided dice to identify which challenge your community has faced in the last decade. The challenges are:

Dice Roll	Challenge
1	Earthquake
2	Disease
3	War
4	Technological Failure
5	Internal Conflict
6	Alien Encounter

2) *Determine the severity of the challenge:* Once you have determined the challenge your community faces, you must then roll the dice again to determine the severity of the challenge. Use the guide below as a reference.

Dice Roll	Severity
1	<p>The worst-case scenario. Your community is destroyed, most of your people have died, and those who did not are either taken prisoner, impoverished, or must go in search of another community.</p> <p><u>You must spend resilience points to avoid these consequences, and if you have no resilience points, your community is destroyed and the game is over. Regardless of how many resilience points you spend, you do not gain an extra point at the end of this round.</u></p>
2	<p>Disasterous. Your community is in shambles after this event, much of your population has died, your infrastructure is destroyed, and you will be scraping by for a while, but can recover.</p> <p><u>Regardless of how many resilience points you spend, you do not gain an extra point at the end of this round.</u></p>
3	<p>Very bad. Your community is severely impacted, but can survive. Several people have died and your infrastructure is heavily damaged, but can potentially be repaired in time.</p> <p><u>You do not gain an extra resilience point at the end of this round unless you spend points to adapt.</u></p>
4	<p>Bad. Your community is negatively affected by this event, but it could have been worse. A few people have died and there has been some damage to your infrastructure, but the repairs are easy and you will be back together in no time.</p>
5	<p>Not good. The event is mostly an annoyance or additional stress on your population. It doesn't result in significant deaths or infrastructure loss, but it is something that your community must cope with.</p>
6	<p>Good. This is the best possible outcome. Damage to your community is slight, and, by some stroke of luck, you have actually benefited from the challenge. As a result you gain two additional resilience point. <u>You cannot spend resilience points to get to this level.</u></p>

3) Choose whether you want to spend Resilience Points: You start with four resilience points that represent your community's ability to adapt to change. After each round, you gain one resilience point. You can use these resilience points to adjust your *severity dice roll* to reduce the impact of the catastrophe. This means that your community has somehow found a way to adapt to the problem, and, as a result, does not experience the full effects of the challenge.

For example, if my community faces an earthquake and I roll a 1 for the severity, it means that the earthquake is devastating to my community and a lot of people die. However, I choose to spend two resilience points to boost the roll to a 3. This does not mean that the earthquake was magically less severe, but maybe my community has planned for this and made their buildings relatively earthquake-proof. As a result, more people are able to survive and the infrastructure isn't as damaged as it could have been.

4) Narrate the story: Once you have made your rolls and spent resilience points (if necessary), you must then tell the story about what happened. What was the challenge, how did it affect your community and your people, what did your people do to confront the challenge, how did they survive, what are the consequences of the challenge and the choices you made to confront them?

If you have spent resilience points, you must explain how your community has adapted to the challenge and how those actions have lessened the harm of the disaster. Remember, resilience points don't magically make the disaster less harmful, they only make it so that you are able to adapt better to the changes. Also, bear in mind that biological evolution – i.e. mutations and natural selection - does not happen in the span of a decade, so for the most part you will be talking about cultural adaptation.

Your descriptions should be creative, detailed and well thought out!! Use extra paper if necessary.

5) Prepare for the next round: Calculate your starting resilience points for the next round. Subtract any points spent from your previous starting total and then add one point for successfully completing the round if you are allowed to do so.

Beginning

It has been 10 years since we last left your post-apocalyptic community. A lot has changed, but, fortunately, things have been relatively calm and stable. Your population has grown to approximately 1000 due to new births and migration from other areas. In the space below describe how your community has changed over this decade, politically, economically, and in terms of religious practices, and subsistence. What other changes to your cultural practices have taken place if any?

Round One

Starting Resilience Points: 4

First dice roll: _____ Challenge: _____

Second dice roll: _____ Resilience Points Spent: _____

Description:

Round Two

Starting Resilience Points: _____ (previous starting points – points spent + 1)

First dice roll: _____ Challenge: _____

Second dice roll: _____ Resilience Points Spent: _____

Description:

Round Three

Starting Resilience Points: _____ (previous starting points – points spent + 1)

First dice roll: _____ Challenge: _____

Second dice roll: _____ Resilience Points Spent: _____

Description:

Summary

What did you learn from this exercise? What difficulties did you have in thinking about the effects of these challenges and your choices? Did the information you have learned over the course of the semester help you think about these problems? If so, how?