

HOW TO USE THE ORACLE FOR TRANSFEMINIST TECHNOLOGIES

Welcome! This Oracle is a hands-on card deck designed to help us collectively envision ideas for transfeminist technologies from the future.

The wisdom of the Oracle, embedded with transfeminist values, will help us foresee a future where technologies are designed by people who are too often excluded from or targeted by technology in today's world.

Join us on a creative journey, free your mind, and let's make a world where many worlds fit!

Contents:

- _ 23 Value cards
- _ 22 Object cards
- _ 13 Situation cards
- _ 11 Bodies/Territories cards
- _ 11 Joker cards
- _ 1 Instructions booklet

Goal: The Oracle helps us imagine technologies that are imbued with transfeminist values.

Number of People:

- _ **When playing in pairs or groups:** up to 40

- _ **When playing as single players:** up to 11

In larger groups, we suggest that one or two people act as the Reader (facilitator) to guide people through the game.

Time: Shortest reading takes about 15 min; longer readings can be 45 min to an hour.

Age Appropriateness: The Oracle is appropriate for all ages. There is one Object card (a dildo) and one Values card (the "Pleasure" card is a clitoris) that some parents or educators may want to remove from the deck before playing with younger children.

Instructions:

One person act as the Reader (optional). This person will guide you through the use of the Oracle, provide instructions at each step, keep time, and facilitate discussion.

Take out the Oracle and separate the cards by type (Values, Objects, Bodies/Territories, Joker and Situations). Shuffle each group.

1. Consult the Oracle!

Each person/group takes:

- _ 1 or 2 Value cards
- _ 1 Object card
- _ 1 Bodies/Territories card

- _ 1 Situation card (optional)

- _ 1 Joker card

2. Read your cards

_ **Value card(s):** Each Value card represents a transfeminist value. Take a moment to reflect individually, and/or discuss in your group, what this Value means to you.

_ **Object card:** Each Object card represents an everyday object. Note: if you are playing with children, consider whether you want to remove the Dildo from the stack of Object cards before you begin.

_ **Bodies/Territories card:** Some speculative design exercises encourage you to imagine that you are another kind of person, but trans-feminism encourages us to recognize the importance of situated and embodied knowledge. Instead of pretending that you are someone else and you know what they need, take a moment to reflect on who you are. What body are you in?

Where do you live? What privileges and burdens do your body and territories provide?

_ **Situation card*:** Situation cards provide you with a situation that you need to deal with. They can be a fun way to focus your

creative energy. You can also do readings without Situations, or create your own (real or imagined) Situation!

_ **Joker card:** The joker is a reminder that not all tech shall exist. Unlike some tech companies, which have innovation as the main goal, this card invites players to take a moment to reflect about consequences of deploying your invention. If the future is ancestral**, what existences are you erasing with this idea? Players are invited to open that card by the end of the brainstorming process, for a second round of conversations.

3. Create your Blueprint:

Your goal now is to envision a futuristic technology that:

- _ is embodied in your **object**;
- _ is guided by your **value(s)**;
- _ is developed by and for your **people**, in your **territories**;
- _ and will help you address the **situation** presented to you by the Oracle.

Remember, it's the Future, so Objects aren't limited by today's capabilities... everything is possible!

You may use the **Blueprint sheet** (download it from transfeministech.org/resources) to organise your ideas. Your Blueprint should

have a title, a diagram or drawing of your technology in action, and a brief description of how it works.

4. Share your ideas:

In person: Share your ideas back with the others! Tell everyone what cards you drew, what your transfeminist technology is called, pass your Blueprint around (if you made one), and briefly describe how it works.

On the web: We hope you'll also share your ideas with the world via the magic of the internet! Take a picture of your Blueprint, then share it on any social media platform.

Title your post with the name of your transfeminist tech, add your description, and use the hashtag **#transfemtech!**

You can also send us your Blueprint at transfemtech@codingrights.org.

Alternate ways to use the Oracle

- _ You can give yourself a time limit for each step (for example, 10 min). Use a timer!
- _ Try using two Values cards instead of one;
- _ After you take your cards, swap one card of your choice with another player;
- _ You can also do two or three rounds of new Situations, with the same Object, Values, and Bodies/Territories cards;

_ Or instead of an Object card, think of any existing technology and then try to remix it through the lense of your Values and Bodies/Territories.

Got another idea? Please share it with us at transfemtech@codingrights.org :)

More Resources are available at transfeministech.org

*The Situation cards were based on the Feminist Principles of the Internet, available at <https://feministinternet.org/en/principles>

** "The future is ancestral" is a saying from the indigenous leader and writer Ailton Krenak. According to him: "O futuro é ancestral e a humanidade precisa aprender com ele a pisar suavemente na terra." (The future is ancestral and humanity needs to learn from it about how to step softly over the ground/Earth).