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| Elements of a science fiction prototype | Brainstorming your prototype |
| 1: Pick your science and build your world |  |
| 2: The scientific turning point |  |
| 3: Impact of this turning point on people |  |
| 4: The human turning point |  |
| 5: Impact of this second turning point on your world. What changes? What do we learn? |  |

Based on Brian David Johnson’s *Science Fiction Prototyping: Designing the Future with Science Fiction*. 2011.