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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.