Hopeful Failure: How Collaborative Design Fiction Reimagines AI

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While the number of people using artificial intelligence (AI) is growing, the number of people making core AI decisions remains limited. Hoping to address related biases and harms, advocates call for opening up the development of algorithmic systems to a wider range of perspectives, interests, and methods. This paper responds to this concern by drawing on two design fiction workshops where 10 Black American participants imagine futures with and against AI. Introducing the technique of Exquisite Tellings—selectively reading in-progress stories while co-developing design fiction plots—we find that when prompted to incorporate or think through a future with AI technology, people told stories of tech failures. Specifically, we identify five axes of AI engagement that each demonstrate the creativity of communal imaginings. We argue that analyzing specific instances of 'hopeful failure'—where challenges in AI development reveal broader social possibilities—can help scholars and critics better understand the emerging effects of AI on society.

CCS Concepts: • **Human-centered computing** → **Collaborative content creation**; *HCI theory, concepts and models*; *Empirical studies in interaction design*; • **Social and professional topics** → Computing / technology policy.

Additional Key Words and Phrases: collaborative design fiction, speculative futures, speculative design

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1 INTRODUCTION

The increasing ubiquity of artificial intelligence (AI) across various domains (e.g, workplaces [48], healthcare [43], education [28], personal communication, and social engagement [5, 32]) brings forth the significant challenge of addressing biases inherent in their design. These biased outcomes often reproduce and amplify societal stereotypes [27]. As AI technologies continue to evolve and increasingly reshape everyday life, it is imperative for designers and developers to remain mindful of the diversity of lives these advancements are intended to improve. However, the promise of technological innovation has often fallen short [16, 74]. Marginalized communities, in particular, often bear the brunt of these biases, underscoring the need for a more inclusive approach to AI design [6, 62]. A significant contributing factor to these biases is the exclusion of marginalized communities from the development process [2]. This exclusion has been seen with AI's implementation in hiring practices [72], surveillance [13], commercial automated speech recognition systems [39], and healthcare [73].

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To address the challenge of biases found in the development of our technology, scholars have leveraged diverse methodologies to probe future trajectories of technological invention and forecast these potential paths effectively. These approaches include scenario planning [33], which crafts detailed and plausible future scenarios; the Delphi method [4], a structured approach using expert panels to predict outcomes; trend analysis [38], which scrutinizes current trends to extrapolate future developments; and backcasting [41], a technique that starts with a desired future and maps backwards to identify necessary technologies and policies. Each method provides unique insights, helping to shape a comprehensive understanding of where technology might lead us.

However, the concept of "futuring"—the practice of envisioning and designing future scenarios—often misses the mark when it comes to including the voices of communities most likely to be affected by these innovations. This exclusion can lead to a future where the benefits of technology are not equitably distributed. Many scholars have led initiatives to engage marginalized communities, specifically Black communities, in the technological process [1, 17, 35, 36, 50]. Their work emphasizes co-creation and the development of solutions tailored to the specific needs and challenges of these groups. By actively involving these communities in shaping technological futures, these researchers are not only advocating for more equitable and inclusive innovation but also ensuring that technological advancements benefit a wider spectrum of society. This approach helps pave the way for a future where technology truly serves the collective good.

Building upon the foundational work of researchers like Harrington [35, 36], Erete [26] and others who emphasize the necessity of including marginalized populations in the design process, our study seeks to address the significant ethical and practical challenges that arise in this context. Engaging with marginalized communities in the design of technology is essential for ensuring that their needs and perspectives are adequately represented. However, this engagement is often fraught with difficulties, including the need for culturally sensitive methods and the risk of exacerbating existing biases. Traditional design approaches can be inaccessible or alienating to these communities, making it difficult to capture their unique insights [9, 17, 20].

Recognizing these challenges, we facilitated two design fiction workshops with 10 Black participants based in the US, each attending one workshop. All participants were reasonably knowledgeable about AI and had prior experience with various AI tools. By inviting them to envision futures where they are central to technological discussions, we sought to illuminate the hopes, fears, and perspectives of communities that have historically been overlooked in the development of AI technologies. To this end, we pose the following research question: *What kind of stories do Black Americans tell about technology when prompted to incorporate or think through a hopeful stance on AI?*

To answer this question, and in response to Harrington et al.'s [34] call for more inclusive research methods, we developed a methodological approach called *Exquisite Tellings*, a technique for selectively reading in-progress stories while co-developing design fiction plots. We designed this approach to help people to contribute their visions for the future of technology both individually and in connection with others. By analyzing the workshops and resulting stories, we uncover emerging themes that reflect both the apprehensions and celebrations within Black communities regarding the expanding landscape of AI.

Overall, our study uncovers a critical tension between reliance on AI and the desire for personal autonomy. Through speculative design fiction, participants frequently depicted AI as a powerful tool that, when it fails, compels protagonists to confront their dependence on technology and seek alternative, non-technological solutions. Their creative accounts reveal a cautious optimism around AI, framing algorithmic tools as beneficial but fallible, necessitating careful consideration of its role in society. They also expose concerns about the transparency and psychic impacts of AI, particularly

regarding its potential to disrupt self-determination and the importance of maintaining agency with and through AI systems.

Taken together, our analysis makes three main contributions to human-computer interaction (HCI) literature on AI, equity, and speculation. First, it expands conversations on inclusive inquiry by offering a broadened set of participatory conditions for engagement, including the capacity to extend who and how many people take part in the study. We trace how a process of turn-based storytelling with partial visibility, what we term *Exquisite Tellings*, opens pathways for connection among participants. Second, our study contributes to analyses of algorithmic futures by identifying five axes of AI engagement. Where conventional AI stories tend to rehearse either optimistic visions of omnipotence or pessimistic visions of automated harms, we showcase the role of generative critique: collaboratively imagined futures that selectively engage and refuse AI. Lastly, our study adds to debates on design methods by reworking design fiction as a form of communal speculation. We show how this approach may productively differ from existing forms of futuring by offering a means of navigating the relationship between individual and collective imagination. Toward envisioning alternative computational worlds, it gives participants some degree of personal agency while introducing opportunities for communal and serendipitous speculation.

2 BACKGROUND

2.1 Design Fiction

Design fiction is a speculative design method which is used as a means of bringing new and expansive readings to technological encounters [8]. Originally coined by Bruce Sterling in his 2005 book *Shaping Things*, design fiction refers to "the deliberate use of diegetic prototypes to suspend disbelief about change" [63]. This creative approach leverages narratives to project possible futures, stimulating critical thinking and discussions around the potential trajectories and consequences of technology. By crafting hypothetical scenarios, design fiction challenges existing perceptions and inspire innovative thinking among designers, researchers, developers, and the public. These narratives serve as a powerful tool for exploring hypothetical scenarios, emphasizing the ethical, social, and cultural dimensions of future technologies. To expand this approach, we incorporate the "Exquisite Corpse" method, a technique originally developed as a collaborative Surrealist art game [12, 64]. This method, adapted in HCI, fosters creativity through participatory design by having multiple participants contribute to a design sequentially without seeing the entirety of the work. The Exquisite Corpse method is particularly valuable for encouraging unexpected and innovative outcomes, as each contributor builds on fragments of previous input, leading to novel and often surprising results. By combining design fiction with the collaborative spirit of Exquisite Corpse, our approach deepens the exploration of speculative futures, allowing for diverse, co-created narratives that challenge conventional thinking and inspire new technological possibilities.

Across HCI, design fiction has played an instrumental role in envisioning and critiquing future technologies and their societal impacts, spanning sectors such as healthcare [21, 25], AI designed for BIPOC youth [37], education, civic enforcement [18], and even the acceptability and adoption challenges [19]. We extend this approach by developing a design fiction method called *Exquisite Tellings* that we use to elicit stories about the future in a collaborative manner. Like the Exquisite Corpse game that relies on repeated invisibilities [54], and informed by traditions of Exquisite Fabrication [30], *Exquisite Tellings* involves a collection of three-part stories, with each section authored by one person and selectively available to the story's co-authors. In this study we partner with individuals from communities who have been historically excluded from design practices to understand and ideate about expansive AI futures. Drawing from

the workshops, we examine the ideation of alternative futures—particularly hopeful visions for how algorithmic activity might be otherwise. We focus on how these imagined narratives influence perceptions of the ethics and aesthetics of AI.

2.2 HCI & Hope

A variety of HCI literature has examined the nature and range of hope within technology developments. One strand of this work has sought to counter a narrow concern for articulating needs or shortcomings with a consideration of yearning [55], aspiration [40, 67], and flourishing [65]. Alexander To and colleagues [65], for example, propose a six-part framework for flourishing design that highlights collaboration and rejects a damage-centered gaze. By examining what people expect and even long for in the lives they build and imagine ahead of them, they seek to recenter joy and identify important under-examined opportunities for self-determination and collective growth.

A related strand of HCI work has sought to reorient design methods toward forms of critical hope that make space for generative breakdown and critique. This work spans the experimentation with the cultivation of a critical consciousness [23, 47] to the engagement of absented stories in computing fields [56, 60]. Combining speculative design proposals with critical engagements, this scholarship tends to use the development of artifacts and systems that use encounters to complicate and reimagine rather than resolve longstanding tensions.

Adding theoretical precision to this stance, Matt Ratto and Steve Jackson have recently introduced hope as an HCI method of interventionist design and analysis, one built on Science and Technology Studies (STS) critiques of neatened technology-bound solutions, and one cultivated to recover the tenants of agency and open-endedness built into all technological formations. For them, hope operates as "the ordinary, mundane, everyday collective practices by and through which the future comes to be" [55]. This work broadly troubles the seemingly dialectic response to computing analysis that offers either highly positive (promotive) or negative (resistive) accounts, seeking an alternative process and approach built on a capacity for change.

2.3 Community Engagement and Marginalized Groups

To ensure that research outcomes and design efforts are not only meaningful but also equitable for those they intend to serve, HCI scholars have urged active engagement with marginalized communities [9, 34]. Proper engagement requires cultivating reciprocal respect and support [10], evoking ideas with and through ongoing engagement, which presents several challenges. Conducting research with marginalized groups requires a consideration of power dynamics, representation, and access [20, 59].

2.3.1 Distrust and Designing Futures. Recent HCI scholarship has examined the common power imbalance between researchers and participants from marginalized communities [20, 59]. This imbalance can hinder open communication, as participants may feel pressured to conform to what they believe researchers want to hear, rather than sharing their true perspectives [42]. This issue is particularly pronounced in communities with a historical mistrust of researchers due to past exploitative practices [20, 42, 59]. A common issue in research with marginalized groups is the overshadowing of their voices by researchers. This often occurs when researchers, either unintentionally or intentionally, misinterpret narratives and present them from their own perspectives rather than those of the communities they are engaging with [3]. Scholars call for making efforts to ensure that marginalized groups can express their lived experiences and ideas in their own words and through firsthand accounts [10]. Even when addressing these issues, logistical barriers to participation, such as lack of access to technology, language barriers, and time constraints due to economic pressures,

persist [22, 52, 59]. Our study provides a step in addressing these challenges by using *Exquisite Telling* as a community-centered approach that allows participants—especially marginalized participants—to co-collaborate in the creation of design fiction stories.

Alongside calls for reciprocity, a growing number of HCI scholars have acknowledged that traditional methods have not effectively engaged with the Black community [9, 34, 68]. Harrington et al. (2019b) critique traditional participatory design approaches as bringing privileged and exclusionary tactics, often using materials such as craft supplies that misalign with the lived experiences of the groups they engage, particularly members of Black communities. By presenting infantilizing ideas and unfamiliar jargon, these methods can exacerbate existing inequities and overlook the unique cultural and historical contexts of these communities. Consequently, Harrington et al. call for more culturally sensitive and contextually appropriate methods better suited to engaging marginalized communities. Similarly, Erete et al. (2017) argue that many traditional HCI approaches fail to address the specific needs, contexts, and lived experiences of Black communities. They emphasize the importance of directly involving these communities in the design process and advocate for an HCI practice that moves beyond one-size-fits-all approaches. They call for strategies that are responsive to the diverse realities of Black communities, ensuring that the design process is inclusive and equitable. Our work aims to address this call by combining elements of design fiction and collaborative storytelling. Our method is tailored to be more accessible and relevant to marginalized groups by allowing participants to co-create stories about their futures with AI. It not only prioritizes the lived experiences and cultural contexts of Black participants but also actively engages them in the creative process, ensuring that their voices are central to the design of future technologies. This approach is a step toward addressing and reducing the biases and inequities that have historically been embedded in AI systems.

2.4 Ethical Implications of AI

A critical conversation gaining traction within the HCI community concerns the rigorous assessment of not only technological capacities but also their potential impacts on society, governance, and individual rights [31]. With this assessment, scholars seek to guide more responsible innovation, with the goal of ensuring that the deployment of new technologies is accompanied by a thorough evaluation of their broader societal implications—not just their technical capabilities. A growing body of related work delves into the technical challenges and ethical considerations of integrating AI in particular into everyday practices [51, 71]. These works explore the complexities involved, particularly focusing on unforeseen consequences and ethical dilemmas that can arise. Design fiction has become a valuable tool in this context, enabling researchers to simulate and scrutinize the potential futures shaped by these technologies. Coupled with HCI's longstanding focus on user values [44], these efforts aim not only to extend the capabilities of technologies to meet user needs but also to develop methods for appropriately exploring these ethical and societal dimensions. This dual focus on technological potential and ethical responsibility is essential for guiding the development of technologies that are both innovative and socially responsible. Our work contributes to conversation as we actively engage participants in meaningful discussions, using our design methods to explore not only what they hope to see in future AI technologies but also how they envision these technologies being implemented.

3 METHODS

3.1 Participants

We recruited 172 participants using snowball sampling – distributing a screening survey across multiple platforms, including the principal investigator's personal online network, large group chats on GroupMe that served as virtual community hubs for Black people in Seattle, and departmental Slack channels. This survey assessed participants' (n=172) frequency of using AI-supported writing technology (AISWT) and collected demographic information such as gender, race, age, and educational level. Eligible participants were 18 years or older, self-identified as Black American, and were US citizens who resided within the country. We focused on US residency to ensure a shared cultural understanding among participants, considering the study's emphasis on the experiences of African-Americans. We targeted individuals with basic digital literacy and prior exposure to AISWT, particularly querying their familiarity with text editing features like spellcheck, autocorrect, and generative AI tools such as ChatGPT and chatbots. Our survey included a question asking respondents to identify AISWT they are familiar with, such as text editing features in word processors, Google's autocomplete, and chatbots like ChatGPT. We also inquired about the frequency of their interaction with these technologies. From the 71 qualified respondents, 10 completed the design fiction phase, receiving a $50 voucher as compensation. Notably, participants frequently used AISWT in educational and professional contexts, integrating tools like AutoCorrect and Grammarly into various writing tasks, including emails, document creation, and workplace communication. We focus this study on the 10 participants from a Black American background who participated in the Exquisite Telling.

3.2 Study Design - Exquisite Telling

To understand participant future expectations of AISWT, we employed a speculative design fiction activity we created called Exquisite Telling. This approach blends elements of design and speculative fiction to envision potential futures, stimulating critical thinking and exploring the potential impact of design on participants' lives. Our 90-minute workshop began with a brief introduction to design fiction workshops and a reminder of concepts discussed in a previous session conducted in [self citation Anonymized for Submission]. Participants then accessed a Mural board [49] via a provided link and selected colored sticky notes to initiate an imaginative exercise. In the exercise the lead author recounted a fictitious experience in which during an internship in the Amazon Forest, the lead author discovered seven glowing crystals that appeared to transport them into the future, each reflecting their thoughts and emotions. These crystals are introduced as catalysts for envisioning a future where AI coexists with humanity. In a workshop, participants engage with the crystals' power infused in sticky notes, exploring communication in this new world. Through touch interactions with the notes, the workshop aims to provoke reflections on the potential of AISWT to shape our collective future. Participants were then prompted to write a part of a story—either the introduction, climax, or conclusion.

After everyone had rotated through each story section, the lead author led a discussion on the group's collaborative contributions. This discussion covered memorable details, notable communication features, realism, resonance with the Black experience, likes and dislikes about depicted technologies, envisioned utopias with AISWT, successful aspects, and encountered challenges. The session was facilitated by the lead author who identifies as an Black American to enhance participant engagement and depth of responses. While our participants identified as Black American, we opted not to frame our conversations and activities around racial categories or identifications with the hope of sparking a broader intersectional conversation on AI futures. This study design received approval from the lead author's Institutional Review Board (IRB).

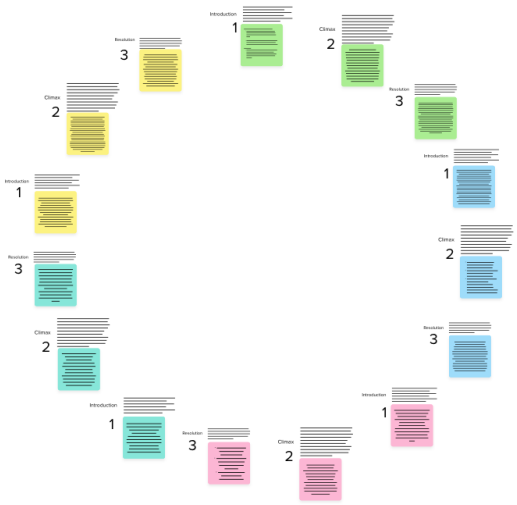

Fig. 1. Image of Mural Board showing participants responses within each story. It illustrates the *Exquisite Tellings* Method - the structured storytelling activity where participants collaboratively write different sections of a story—Introduction, Climax, and Resolution—across multiple rounds. Each color represents a different group's contributions to various story parts, demonstrating the collaborative process of building a narrative in a workshop setting.

3.3 Analysis

To understand our participants' perceptions and experiences with AISWT, our team performed a combination of literary and thematic analysis. Growing from humanistic traditions, literary analysis focuses on the interpretation of texts by examining their meanings, structure and context (social, historical, geopolitical, etc.). Thematic analysis, by contrast, stems from social science traditions focusing on the interpretation of empirical data gathered through observations, photography, and other methods of tracking social practices and systems [11]. The goal of thematic analysis is to identify patterns and themes, often systematically, as a means of explaining particular phenomena vis-a-vis the perspectives of those experiencing the phenomena [15]. While thematic analysis helps analysts draw insights from the lived experience of the people they engage, literary analysis supports analysts in learning from written expressions of the broader social, political, discursive and narrative contexts in which they engage.

3.3.1 Literary Analysis. Our work drew from three distinct but overlapping techniques of literary analysis: close reading [61], contextual analysis [53], and structural analysis [7]. Our close reading examined the elements of the text by considering word choice, sentence structure, and symbolic and figurative language across the stories. Our contextual analysis considered the historical, social, geopolitical, and cultural conditions in which the text was written and how those conditions shape the text. Lastly, our structural analysis consisted of investigating how the narrative structure of the texts contributes to its overall impact and meaning of the stories.

3.3.2 Thematic Analysis. We performed thematic analysis on the gathered workshop data [11]. Each author independently conducted an analysis of the post-activity discussions by open coding the transcripts via an inductive approach. Simultaneously, authors independently analyzed the narratives produced by the participants during the

activity. Following this, team members collaborated to identify common themes, discuss outliers, and consolidate findings, iteratively developing and refining the axial codes. Throughout this process, we documented noteworthy quotes in a memo book, proving invaluable in our final assessment. Adopting a community peer review approach [45], we invited participants to review and provide feedback on our interpretations, analysis, and arguments, fostering mutual accountability within our research study.

4 FINDINGS

Across our two workshops, Workshop 1 (W1) and Workshop 2 (W2), participants engaged in speculative design fiction to explore future scenarios with AI. They envisioned technologies ranging from predictable space-gear (*"transparent bubble-like helmets"* and *"flying cars"*) with playful accompaniments (*"1,000-ft elevated homes"*, W1 Yellow) to mystical refigurings such as an AI-generated centaur who reincarnates to befriend the main character (W1 Blue).

In this section, we present the tangible outcomes of our workshops, focusing on the stories surrounding users' reliance on AI technology and their desires for autonomy. Our analysis is structured around key axes of user stories: grappling with AI's limitations; the tension between reliance and agency; the imperative for consent; the intertwining of mysticism and AI; and the obscured origins of AI.

These axes highlight the complex relationship between humans and AI, underscoring a cautious yet introspective approach to technology's role in society. We also note that participants were excited about the session's creativity, appreciating the "outside of the box" (P9) thinking it encouraged. The structured, collaborative storytelling approach increased engagement among those who typically don't see themselves as creative, creating an inclusive environment that supported imaginative contributions from all participants. (For additional details on each story, please see the Appendix.)

4.1 Reckoning with AI Shortcomings in the Here and Now

The role of computational breakdown emerged as a reoccurring and prevalent theme across workshops. A missing smart watch that exposes AI dependencies (W1 Yellow), a pesky implanted chip that spurs radical education policy (W1 Lime), a defective AI assistant that prompts community engagement (W1 Red). Alongside our story prompt, an invitation for participants to imagine a world where AI coexists harmoniously with society and its usage is determined by the level of desire, participants crafted stories that often featured technological failures as pivotal sites of story development.

> *"However, the assistant was malfunctioning this day. It prepared the wrong meals, mixed up meetings on the student's schedule, and responded in jumbled nonsense in text messages. The student became frustrated and confused, and didn't know what to do."* (W1 Red)

> *"Relying on her AR glasses, speech from this individual came back as inconclusive and the individual became frustrated and began storming off. She chased the individual down and attempted to talk to them again, but the glasses weren't picking up the tone and accent. In addition to that the language that was being spoken eventually translated to a number of broken visualizations where the citizen had an over-stimulation of sensory from her glasses."* (W2 Green)

In the above stories, we see how participants used a common story element of technological failure to position the characters at crucial crossroads, compelling them to navigate their daily activities without the aid of their AI-enhanced technology. For example, in the W1, stories included AI-powered abilities backfiring (W1 Purple) and AI

assistants malfunctioning (W1 Red), disrupting daily routines and communication. Similarly, in the W2, reliance on faulty augmented reality glasses led to frustration and disconnection (W2 Green). Despite the significant benefits, and at times near invincibility provided by the technology (W1 Royal), its eventual failure led to profound consequences.

This recurring theme of malfunction contrasts with typical technological optimistic media portrayals. Instead, participants seemed to draw from film plots that highlight the pitfalls of technology in a more subversive context, as P7 mentioned in W2:

> *"Yeah, there's not very many movies out that I can think of that are like all positive. It seems like when it comes to tech in our reality, like it usually has some kind of negative turn"* -P7

Despite the intent for participants to imagine a harmonious coexistence with AI, these stories frequently concluded with a reduced reliance on or complete abandonment of AI technology. This shift highlighted a resilience to technological failure and a return to non-technological solutions, a theme we later explore in greater detail.

For some participants, our prompt on crafting a world where AI coexists harmoniously with society called for grappling with its existing shortcomings, many of which show up as the failures in the stories. A strong subset of stories within the second workshop described the formation and resolution of discriminatory harms or tensions sparked by contemporary AI engagements.

As we see in W2 Green, the AR glasses are not able to understand the language of the woman introduced and could serve as a symbolization of how today there are instances where AI is not able to understand certain dialects, leading to the frustration similarly felt by the woman in the story. It is indicative of a need to have this same issue represented within the story and essentially fixed by the *"great Eye who could comprehend all languages"* (W2 Green). This highlights an ongoing issue in AI development: the need for systems that not only translate but truly comprehend and respect linguistic diversity to prevent cultural erasure. Such capabilities are envisioned as pivotal in ensuring that future AI technologies foster inclusivity and understanding across different cultures and languages.

Later discussion revealed how this issue spoke to a critical need for AI to understand and respect cultural nuances. P13 related to scenarios where AI failed to recognize diverse languages or dialects, mirroring real-world frustrations with current technology limitations,

> *"I see that come up, like as an issue in the experience in my personal Black experience, because people may not be like fully receptive of what I'm saying because they don't understand my dialect or specific types of vernacular that I'm using and so that's something that I can relate to of like, you know, the issue in the in the [W2 Green] was about language, but then we have to consider all facets of language, if that makes sense."*

P5 further corroborates this idea of total language representation in their futuristic world being a necessity and highlights the dangers of failure to do so,

> *"And if, say, for example, language that is spoken in a small part of the world is not represented, then it can cause a threat to the culture of a group of people not being represented… could be a time where it can reduce the number of people who speak the language because they feel that it's not represented then they have to speak English."*

This sentiment is highlighted throughout W2 as the participants discussed the importance of equal representation of these languages in their utopian future,

> *"So I think that's a really beautiful thing but in my utopia .. I know people think English is like the lingua france but that's not the truth... I would hope that [technology] would equalize so everyone has an opportunity to understand [languages] on the same wavelength, so it would kind of take away that confusion."* -P8

This dual focus on technological advancement and cultural sensitivity is seen as essential for developing AI that genuinely supports and enriches the global community.

4.2 Resiliency through Simplicity

Participant stories reveal a tension between AI empowering users and serving their needs whilst also fostering overwhelming dependence. Throughout W1 AI was initially depicted as more than just a handler of everyday tasks — taking on the role of key decision-makers in the characters' lives —it was the absence of AI due to their failure in operations that prompted characters to confront their deep-seated reliance on AI. This confrontation highlighted the delicate balance between leveraging AI's capabilities and becoming helpless without it.

> *"At this moment she feels her dependence on the watch take a toll on her life. She has no idea what to wear to school, since it gave her direction in her morning routine. she is unable to exit her room, because the watch is the one that set the lock code. Her daily tasks were all controlled by the singular watch, and now she feels helpless, lost, and confused all at once."* (W1 Yellow)

> *"However, the assistant was malfunctioning this day. It prepared the wrong meals, mixed up meetings on the student's schedule, and responded in jumbled nonsense in text messages. The student became frustrated and confused, and didn't know what to do. Their life was heavily dependent on their assistant working!"* (W1 Red)

In W1, characters are portrayed grappling with the consequences of their dependency on AI, particularly when that technology becomes unavailable. As those stories progress, we see a shift: characters begin to adapt by living without the AI, either by reverting to traditional methods, relying on their communities to move forward or even sparking revolutionary curriculum.

> *"After the initial shock and confusion of losing the watch passed, she resorted to non-technological solutions to relieve her of her troubles.... She moved throughout the day without the crutch she became so reliant on....In the meantime, she got accustomed to life without the watch, and learned not to rely on it so dearly."* (W1 Yellow)

> *"Had to start relying on a physical calendar to create a schedule. Began relying on people in their community for support (i.e. tutor for homework). Began preparing their own meals using accessible produce."* (W1 Red)

> *"Through her discovery and understanding how fast computers are able to receive, summarize and produce information she decides to start a study on how to embed AI algorithms into school curriculum. And she titles this 'How to think like a computer'. Through this study a new form of learning is emerged and it allows the younger generations to gain control of the computing industry, and to organically perform the same tasks AI did. Hence leading the world to depend on AI less."* (W1 Lime)

The stories above depict characters who break free from their reliance on AI, reverting to non-technical solutions. This shift suggests that while they were heavy users of technology, they were not entirely dependent on it, choosing convenience over necessity.

Post-story discussions revealed that participants believed retaining non-technical skills gave them an advantage over those who rely heavily on technology, as articulated by P2:

> *"You can go back to the old ways and stuff. I'm not sure if everyone here is called a millennial, but that's what's great about being in an older generation versus one that relies heavily on AI—we know we can go back to pen and paper if we need to."*

P1 echoed this sentiment, reflecting on W1 Red:

> *"It made me think of the complete opposite, like looking for local produce, literally walking outside, going for a long walk, and foraging for plants to take home or food—having your own garden and sourcing your own food in ways that maybe look backwards, I guess technically, relying on skills that were used before mass production."*

Participants expressed confidence in having a "backup plan" if their reliance on AI technology ever failed. Their life experiences had equipped them with the skills to survive and thrive in times less dominated by technology, giving them a sense of security and resilience.

4.3 Concerns Around Consent

A notable recurring theme in several stories was the intimate merging of AI and the human mind, with examples of AI being directly integrated into the human brain.

> *"Jane gets mad that she can't summarize and highlight information like A.I. and decides to take matters into her own hands. She decides to head down to Best Buy and buy a computer chip. She gets home and comes up with a plan to insert the chip into her skin, so she can be more like a computer."* (W1 Lime)

> *"AI no longer has an online presence rather it is fully immersed into our minds with new medicine that transports the technology into our brains."* (W1 Sky)

> *"We use quantum computing to communicate where we would each have chips in our brain."* (W2 Blue)

The integrations are initially portrayed as beneficial for the characters. For example, one character gains the ability to summarize large amounts of text (W1 Lime). Others experience enhanced communication capabilities, mirroring ChatGPT's abilities (W1 Sky), and in another instance, the integration enables instant communication with others (W2 Blue). These integrations symbolize the deepening interaction between humans and AI in these imagined futures.

However, the stories reveal a growing discomfort with this level of human-AI integration. Each narrative explores different degrees of control over AI integration. In W1 Lime, the character can choose when to integrate and remove the AI, representing a voluntary and controlled interaction. In contrast, W1 Sky and W2 Blue depict characters who lack this autonomy, forced to rebel against governing bodies that mandate AI chip implantation. This serves as a cautionary tale about the dangers of AI intrusion into human lives without consent.

These stories reflect a cautious approach to merging human cognitive functions with AI, emphasizing the need to respect boundaries in human-AI interactions. In W1 discussions, P2 expressed deep concerns about AI's potential overreach:

> *"For the story [W1 Sky] with the whole AI immersion in the brain, I was a little shook. I was like, I hope it doesn't come to that. Because I was just like, oh, man, like, would it ever come to that, and part of me is just like, knowing this country, I wouldn't be shocked. But that's something that really stood out to me—it was startling. There was also this sense that it could potentially happen, which made me think about all the*

other intrusive ways AI could become prevalent in our society... It was a different way of thinking about how AI can manifest in society, which is pretty scary."

P2's reflections underscore a deeper unease about technology's potential to intrude into personal and societal spaces, highlighting the importance of users maintaining control and consent in AI integration. In W2 discussions, P8 emphasized the importance of using AI and technology ethically and with consent, particularly in sensitive areas like healthcare, highlighting the need for technology that respects user consent and intended use:

"I would say consent is really big. I know we're talking a lot about medicine, but I feel like, I think a lot of folks are still spooked by technology in general, especially older folks. I know that our generation and those after us, we use it every single day, like we're the ones kind of moving and shaking the technology for it but I think that that could be a hurdle especially in the healthcare space if we want more folks to like, I think [P7] mentioned the microchip, like I can see a lot of folks maybe not being okay with that."

The above concerns reflect a deeper unease about technology's potential to intrude into personal and societal spaces, as echoed by P2's apprehension about the invasive potential of AI. They also emphasize the importance of consent as a mutually established process of building trusting relationships with technological interventions, whether inside or outside the body.

4.4 Mythic Interfaces

While many stories remained tied to existing manifestations of technical know-how, a few stories took this capacity much further. Consider the story of the centaur, told in the first person:

"In this new futuristic world, where trees glistened like icicles and clouds looked like cotton candy, I stumbled upon a centaur who used a mobile phone and made a few strange grunts to the device and in a low, mellow voice I heard the words 'hello stranger' ... I pull out my ak47 and shoot the centaur before I told him [to] say 'Hello to my little friend'. But the centaur reincarnated came back and found me and asked me to be his friend. The centaur pulled me in and touched his finger to my forehead. 'BAM! I am YOU! We are you!' "
(W2 Pink)

In the above story, a narrator encounters a centaur using a mobile phone, capable of reading minds. When the narrator harbors aggressive thoughts, the centaur responds defensively, leading to a confrontation where the narrator shoots the centaur. When the centaur reincarnates and asks to befriend the narrator, the centaur reveals that it is a version of the narrator from an AI-created reality. They merge minds and form an alliance, ruling together across dimensions.

Describing mystical creatures and seemingly impossible timelines, stories like that of the centaur create an alternative positioning around algorithmic systems. The AI is not separate from social life or even comprehensible as a technology. Instead, it works within relational conditions (friendship, conflict, alliance) to eventually fold into the reality of the narrator. As readers, we know little about the narrator, including whether they are recognizable as a human. The absence of this anchor, of a sense of humanity, feels somehow offset by the human-like gestures of the mystical creature—a finger touching a forehead. Together the two figures become one, hearkening a different orientation toward both personal autonomy and automation.

Within this interplay between mystical elements and advanced technology, stories like these reflect both a yearning for ostensible impossibilities and a grounded acceptance of the role AI might play in those futures. While mystical creatures like centaurs (W2 Pink) and vampires (W2 Purple) navigate a world intertwined with technology, the portrayal

of AI remains largely within the realm of obedient tools rather than sentient beings. In W2 Pink, the centaur's use of a mobile phone to communicate conveys a blend of the mythical and the modern, yet the AI remains a tool rather than a thinking, autonomous entity. Or consider a story about a technology called a "helper handy":

> *"In the world a vampire used [the helper handy] to find out information about various blood types and nutritional benefits and it was answered by someone who looked like her."* (W2 Purple)

Amid a blood thirsty protagonist, a character still relies on a typical help desk. This reliance amid mythic tropes suggests a cautious hope for maintaining human control over AI, even as technology becomes more prevalent within daily life.

4.5 Ambiguity of AI

The depiction of AI in the stories is characterized by a prevalent opacity, where AI systems are portrayed as mysterious and lacking transparency. The stories often provide minimal details about the origins, internal workings, or decision-making processes of these technologies, leaving their functioning and motivations largely unexplained and enigmatic. This portrayal suggests a sense of ambiguity and uncertainty surrounding AI, emphasizing its inscrutability and the potential challenges of understanding and trusting these systems.

> *"People are tired of being depressed and want immediate transparency from the government. There are riots and protests left and right. Police forces enacting violence to stop these events. Eventually the government is able to stomp out all resistance, making powerful resisters disappear. Many think that the government is performing secret tests on them to make the AI immersion more robust and powerful than ever."* (W1 Sky)

> *"They notice that they are not who they think they are truly. there are other people controlling their movements and sometimes influence their beliefs and thoughts and are toying with their lives for fun."* (W2 Blue)

Only two stories attempted to delve into the origins of the AI systems featured, illustrating a potential lack of interest in the mechanics of AI among participants. This opacity could also reflect a broader issue where users, although reliant on AI systems in many aspects of their lives, often do not understand how these systems operate or make decisions, even when handling sensitive information. This narrative trend aligns with ongoing academic and public policy debates concerning the transparency of AI systems [58, 69, 70], many of which emphasize the need for AI to be not only effective but also interpretable and accountable [24, 46, 66].

5 DISCUSSION

The findings from our workshops reveal a complex relationship between humans and AI, as participants engaged in speculative design fiction to imagine future scenarios with AI technologies. The resulting narratives spanned a range of themes, from playful and mystical reconfigurations of technology to more grounded concerns about AI's role in society. Key tensions emerged around the relationship between reliance on AI and the desire for human autonomy, the importance of maintaining power dynamics that favor human control, and the ethical implications of AI's deep integration into daily life. Participants' stories often highlighted the challenges and potential pitfalls of AI, suggesting a cautious optimism toward its future development. Despite the creative and futuristic settings, the narratives consistently emphasized familiar contemporary concerns such as the importance of user consent, transparency, and the preservation of human agency in a world increasingly dominated by AI technologies.

Next, we consider three open questions and opportunities that emerge from our analysis: (1) toward exquisite telling, (2) communal imaginings, (3) design fiction through hope.

5.1 Toward an *Exquisite Tellings*

The familiar exquisite corpse sketch, often drawn on a spare paper or napkin, can feature a creature of multiple parts. The head, body, and legs, typically drawn by a different hand, might have little to do with another visually or conceptually, or they might seamlessly connect. The game allows people to collaboratively build a figure from multiple imaginings, each person responsible for one portion of the whole. Many authors and artists have extended this format for expansive book projects and adjacent imaginings (e.g., [57]). More recently, HCI scholars have used the format to elevate brainstorming exercises and generate design ideas [30, 54]. Bringing this format to the realm of design fiction, we explored the modes of *Exquisite Tellings* that come from imagining AI otherwise and elsewhere.

This exercise contrasted with conventional design fiction formulas in a few important ways. While design fiction formats tend to frame the story generally as a singular or solo task, we broke down the storytelling process into parts, each with different authors and different levels of insight into the whole. By passing a story part onto another person, and by selectively concealing parts, our workshop further shifted a typical design fiction approach to speculation. Speculation emerged not as a contained or simultaneous activity, but as a kind of stitching together of perspectives. Participants contributed imaginative perspectives connected across time, one after another. The fact that the third story-teller could not see the work of the first, the second could not see the work of the third, and first could not control the work of the two to come propelled a particular uneven contingency, one focused on the present possibility rather than the path ahead.

Inspired by Harrington et al.'s work advocating for more equitable participatory design engagements [34], we hoped to use the broader workshop format to engage Black AI users within AI design and create opportunities for them to ideate about future technological scenarios. Like P9's comment about "outside of the box" thinking, many participants appreciated the structure that allowed for collaborative storytelling, enhancing their engagement despite not considering themselves creative. The environment fostered a space where participants, including those who don't usually engage in creative tasks, felt comfortable contributing imaginatively.

When participants (P5 and P8) reflected on the challenges of creating without complete information, they also highlighted how this aspect of the workshop pushed them to think more deeply about AI and its potential impacts. These reflections underscore the possibility for stimulating detailed and diverse discussions about AI, showing that even when faced with challenges, people can engage deeply with its specific and broader implications.

As HCI scholars adopt this approach, the process of consecutive drawing, where each addition is partially hidden, could further adapt to embrace wider variation in scope and structure. To support expanded plot lines, for example, the story composition could include expanded prompts such as flashbacks or epiphanies, or create opportunities for an added moment of rising action or an otherwise inciting incident. Alternatively, the workshop activity could include a greater degree of stylistic possibilities by scaffolding experimentation with story genres (e.g.'coming-of-age' or 'cyberpunk'). To include a broader set of participants, the workshop could also break the turn-based storytelling into additional parts, each with their own effective orientation and practical purpose.

5.2 Communal Imaginings

Our approach to *Exquisite Tellings* opened a path for connected imaginings, an unexpected opportunity to cohere hopes and concerns around AI futures. While the two workshops produced a set of distinct stories, within each workshop

the stories held similar visions and orientations around speculation. The stories from the first workshop tended to present a pragmatic connection to AI, such as a smart assistant or watch, that tended to make way for breakdown or refusal of such instrumental usage. By contrast, those within the second workshop envisioned a more mystical and imaginative relationship to AI, such as the"Great Eye", who possessed the skillset to fix AI and a mobile device capable of understanding the centaur.

Design fiction workshops tend to facilitate siloed forms of storytelling, with each person or group developing their own tale. Here we see how people moving between groups, contributing to three stories each within a small workshop structure allowed for mixing of ideas in ways that developed communal imaginings. Consider how the second workshop convened a centaur, a vampire, and a cat named Black as key protagonists. Or recall how the first workshop gathered stories related to overbearing wrist watches, malfunctioning assistants, and other mundane technological troubles. A certain creative cadence and aesthetic character formed across each workshop and within the connectedly-authored stories. This potential for connection suggests a methodological path for cultivating collaboratively investigated themes and reimagined technology formations. Rather than isolating participants or compelling teamwork, the workshops created opportunities for creative communing across story genres and interests.

5.3 Design Fiction through Hope

As a third and final reflection, we turn to the prompting around hope that began our exercise. While many speculative and fiction-oriented design activities veer toward pessimism, a form widely circulated through the popular *Black Mirror* TV series, we sought to orient our projects toward a more capacious, expansive and even hopeful set of imaginings. As we have seen in own our prior work, revealing potential harm holds a strong place in critical analysis and accountability, holding powerful actors responsible for the consequences of their in their technological visions. But mapping harms can also rehearse stories of danger and violence in ways that center pain and may risk its reproduction.

Optimism, on the other hand, comes with additional challenges of coercion and control. To require positivity is to exclude critique. It is to paper over, or deny altogether, the cracks and fissures that make change possible or recognize its presence all along. When story lines require optimism, they often rely on forms of manipulation that erase difference and over-promise outcomes, leading to misinterpretations or lasting harms [10].

Our prompt and attendant telling approach hinges on a method of hope (via Ratto and Jackson [55]) that orients design toward what might be made possible within and despite precarity — of computing systems, of social relationships, and of the surroundings and settings that bind them. In line with concerns for agency, our aim was not to compel participants to see a future without pain or challenge. Instead, we strove to trouble a fixed or prescribed process of envisioning, a trajectory that one person alone might control or even seek to control.

What would it mean to embrace design fiction as a method of hope? How might the cadences, collaborations, and reverberations of visioning computing systems and AI forms adapt and reorient fictional tellings? How has this form of design fiction always already taken place? By conjuring differential modes of imagining and reimagining together, across individuals and toward connected reflections and possibilities, our work suggest a deepening of the hopeful gaze.

By gaze we do not refer to the hegemonic 'gaze' or the power structures that condition the process of looking into and at another. Instead, we follow a host of recent artistic and scholarly works that have engaged with and reimagined modes of hegemonic looking at, modes that figure someone a subject or compelled recipient of the authorial, managerial or otherwise, power-laden perspective. With an orientation toward hope, we take particular inspiration from Chari Glogovac-Smith's multimedia performance work [29] with Tina Campt's concept of the 'Black Gaze' [14]. In their engagement through and within relationships of algorithmic agency, they seek to reorient who gets to look at Black

futures and how. It is this redirection, in the mutation of the power dynamics endemic in what already exists, that we see potential for collectively imagining otherwise.

5.4 Limitations and Future Works

This study has a few notable limitations that are important to acknowledge. All participants were based in the US, which narrowed the perspectives on the futures they envisioned. There is a wide spectrum of futures that could be elicited from Black people globally, and our small group is neither representative nor exhaustive in covering the range of perspectives and possibilities the *Exquisite Tellings* method could invoke. Future research should aim to collaborate with Black communities from other regions, including African countries, to explore a broader range of futures and experiences.

Another limitation is that our study did not include participants with a specific interest in emerging technologies, such as tech enthusiasts or early adopters. Future research could benefit from incorporating these groups to understand how individuals with a strong pro-technology stance might envision the future of AI. Additionally, assessing participants' attitudes toward technology (pro, neutral, or against) before the workshops could provide more nuanced insights into how these positions influence their speculative designs.

Our study primarily focused on the communicative capabilities and development of AI technology, which may have unintentionally shaped the direction of participants' narratives. While the stories participants created were not exclusively centered on communication, the prompts we provided might have limited the breadth of the futures they envisioned. Future studies could offer broader, less restrictive prompts to encourage more freedom in the creative process. This would allow participants to explore more diverse genres and narrative structures, such as more personal integrations of AI.

6 CONCLUSION

In this paper, we explored how members of Black communities in the US envision futures shaped by AI through speculative design fiction workshops. Our findings reveal a complex and nuanced perspective on AI, where participants oscillate between optimism for the potential benefits of AI and caution regarding its limitations and ethical implications. The recurring narrative of technological failure in these speculative narratives underscores a deep-seated concern about over-reliance on AI, reflecting a potential broader societal anxiety about the erosion of human autonomy. These insights highlight the critical need for more inclusive design practices that prioritize the voices of marginalized communities in the development of AI technologies. By incorporating these perspectives, we can work towards creating AI systems that not only enhance human capabilities but also respect cultural diversity and uphold ethical standards. Our study contributes to ongoing discussions in HCI by demonstrating the value of speculative design fiction as a method for uncovering community-specific hopes, fears, and aspirations in the context of emerging technologies.

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A WORKSHOP ONE COLLABORATIVE STORIES

A.1 Yellow

INTRODUCTION: Sandy is a 16 year-old Black girl with red kinky hair and chocolate skin. She's living in the year 2100, where everyone, including her, is wearing transparent bubble-like helmets to help them breathe. The world has finally mastered flying cars and 1,000-ft elevated homes like The Jetsons. They also use watch communicators where they can command an AI entity to do tasks for them, like cleaning, cooking, mowing the lawn - even plan out the day for them based on their interests and habits.

CLIMAX: Sandy's whole life has evolved through the lens of AI driven technology. She has no memory or experience of life before. One morning she wakes up and reaches for her watch that instructs her on the tasks for the day. (Without the watch she is left stagnant and helpless for the whole day). To her surprise her watch is missing, and all she can recall was her placing it on her night stand. The problem is that these watches were created to never go missing, so this feeling of loss is very new to her since and she is not able to piece together what to do. At this moment she feels her dependence on the watch take a toll on her life. She has no idea what to wear to school, since it gave her direction in her morning routine. she is unable to exit her room, because the watch is the one that set the lock code. Her daily tasks were all controlled by the singular watch, and now she feels helpless, lost, and confused all at once.

RESOLUTION: After the initial shock and confusion of losing the watch passed, she resorted to non-technological solutions to relieve her of her troubles. She yelled until maintenance arrived to help her escape from her room. She still had to go to school, so she tried her best to get ready. She moved throughout the day without the crutch she became so reliant on. Sandy put in an order for a new watch, but it would take a few weeks for it to arrive. In the meantime, she got accustomed to life without the watch, and learned not to rely on it so dearly

A.2 Lime

INTRODUCTION: Streamlined communication of information: Communicating via links to information (i.e. character starts to talk then says something along the lines of "more info can be found at [link]". I imagine that link is automatically displayed to the other person and relevant information is highlighted with the option to summarize via AI.

The world:I imagine that every character in the world has access to the same AI tools regardless of language spoken, familiarity with technology, demographics, education etc (i.e. equitable access)

CLIMAX: Jane gets mad that she can't summarize and highlight information like A.I. and decides to take matters into her own hands. She decides to head down to Best Buy and buy a computer chip. She gets home and comes up with a plan to. The procedure goes as schedule. She can listen to the whole Gettysburg address and summarize it into a few sentences without thinking about it.

RESOLUTION: Days go by and Jane is still a human robot. For the most part she is enjoying this feeling. However, she then becomes overwhelmed with the rate at which her brain can attain information. She decides to take out the chip and return to her past self. Because she realizes she prefers to live life at a normal rate, and not at the speed of technology. Through her discovery and understanding how fast computers are able to receive, summarize and produce information she decides to start a study on how to embed AI algorithms into school curriculum. And she titles this "How to think like a computer" Through this study a new form of learning is emerged and it allows the younger generations to gain control of the computing industry, and to organically perform the same tasks AI did. Hence leading the world to depend on AI less.

A.3 Sky

INTRODUCTION: In my first moments of this world I was introduced to an elderly person. She would've been the exact same age as me if I was in that time period. Through the stories she told me, I sensed a form of longing of the past and how the world used to communicate prior to an AI driven world. She tells me how AI has evolved into human minds, and allows them to generate the same abilities chatGPT used to online. People no longer depend on books for knowledge rather they just go to AI robot hubs and ask them questions. AI no longer has an online presence rather it is fully immersed into our minds with new medicine that transports the technology into our brains. Through our conversation I have gathered that AI technology has now turned into a way of living, and the primary way to access knowledge, communicate with each other to an even more grand scale.

CLIMAX: Longing of the past leads to disassociation, depression, other mental health issues. Depending on robot hubs leads to dependency on singular source of information/truth. There may be an underground movement to stop the immersion of AI into brains therefore leading to unsafe practices or new legislation that may lead to harsh punishments

RESOLUTION: This underground group is called AA (Anti-AI) and as months progress, it becomes stronger. People are tired of being depressed and want immediate transparency from the government. There are riots and protests left and right. Police forces enacting violence to stop these events. Eventually the government is able to stomp out all resistance, making powerful resisters disappear. Many think that the government is performing secret tests on them to make the AI immersion more robust and powerful than ever.

A.4 Red

INTRODUCTION: college student getting ready for school. needs to eat, relies on an AI powered assistant to prepare food. needs to plan out day, assistant reads out schedule and schedules meetings. needs to answer text messages, assistant reads them out, student thinks about the response, and assistant sends them

CLIMAX: However, the assistant was malfunctioning this day. It prepared the wrong meals, mixed up meetings on the student's schedule, and responded in jumbled nonsense in text messages. The student became frustrated and confused, and didn't know what to do. Their life was heavily dependent on their assistant working!

RESOLUTION: Had to start relying on a physical calendar to create a schedule. began relying on people in their community for support (i.e. tutor for homework). Began preparing their own meals using accessible produce

A.5 Royal

INTRODUCTION: I have encountered a character named Phil he has the ability to beat anyone in a wrestling match through A.I. He calculates every strike and is able to win every match before it starts by using his opponents weaknesses he evaluated through watching previous matches. This man can't lose.

CLIMAX: Phil attends the biggest match of his entire career. He is expected to win, as his reputation as a great fighter proceeds him. During the first round, he realized his AI powered ability began to backfire. His calculations were no long accurate. The ability he's relied on for years is no longer able to help him

RESOLUTION: Phil is tougher than a $2 steak, he was not able to rely on his A.I. as usual. Just like Rocky 4, when Rocky was fighting the machine known as Drago, he was able to overcome him with dedication, skill, and preparation. There was a twist because it was expected for the A.I. wrestler known as Phil to win.

B WORKSHOP TWO COLLABORATIVE STORIES

B.1 Green

INTRODUCTION: In this new world I see people communicating with wearable tech. For example, using augmented reality glasses to go shopping with. Augmented Reality to would be used when communicating to add visualizations to conversation . This will help to remove language barriers for people who speak different languages and come from a different part of the world. Augmented Reality will help create a new way of communicating universally for all people.

CLIMAX: On a Tuesday afternoon in November, a woman encountered an individual at the park who did not speak the same language that she did. Relying on her AR glasses, speech from this individual came back as inconclusive and the individual became frustrated and began storming off. She chased the individual down and attempted to talk to them again, but the glasses weren't picking up the tone and accent. In addition to that the language that was being spoken eventually translated to a number of broken visualizations where the citizen had an overstimulation of sensory from her glasses. She quickly took them off her face to be relaxed.

RESOLUTION: Taking in a huge breath, trying to calm her nerves, the woman glanced down at the AR glasses in her hand. Quizzically the woman, rewinded her interaction with the stranger she'd met moments ago and tried to parse out the broken visualizations she'd seen. "What could this mean and where is stranger from," she wondered. Suddenly, the woman remembered- there was a great Eye who could comprehend all languages and accents. So off, she went and the Eye was able to tell her about the stranger and also proceeded to update her glasses, so she was running on the current version. She began the third eye of the Eye.

B.2 Gold

INTRODUCTION: The character Black the Cat comm with his friends while teleporting home that he will be home in 1 min via AI. His comm device sent a pic to his friends and made snacks for his friends and brought them over as well. They are floating in space heading to his house. Snacks are sent via delivery dogs. Black and his friends are robots pre-programmed with white parts.

CLIMAX: Turmoil arises when Black the Cat accidentally runs over an elderly person on the way home. Having no ability to feel emotion, Black the cat struggles to feel remorse over his action.

RESOLUTION: Black the cat took an assessment that judged his driving skills objectively, looked at his driving record, and Black took an emotional assessment to determine any blocks in judgement or thinking. The elderly person was able to document their perspective of the happenstance and Black the Cat was assigned to listen to the speech.

B.3 Pink

INTRODUCTION: In this new futuristic world, where trees glistened like icicles and clouds looked like cotton candy, I stumbled upon a centaur who used a mobile phone and made a few strange grunts to the device and in a low, mellow voice I heard the words "hello stranger" resounding from the device

CLIMAX: the centaur was able to read the humans mind and saw my thoughts and saw that I wanted to attack him. The centaur then draws his arrow and begins repeating my thoughts to me. I pull out my ak47 and shoot the centaur before I told him say "Hello to my little friend". But the centaur reincarnated came back and found me and asked me to be his friend

RESOLUTION: The centaur pulled me in and touched his finger to my forehead. "BAM! I am YOU! We are you!"I quickly jumped back in fear and shock! o them started to cry as i realized this was all taking place in my head but in

reality! I created a second version of me that actuated into my reality and my dimension! I opened the space to an AI created reality! I met myself which was another human but like a clone Of me! I didn't understand! He then said "I wanted to test your loyalty which is why I almost attacked! I see who we are and we will run this monarchy together! I travelled to him in his dimensions. We are ruling together to this day!

B.4 Purple

INTRODUCTION: Regular looking world, pretty average, but anything and everyone can live and there is a "helper handy". Just a head no bigger than the size of a human face but there are screens all around that has this face available that can assist people with their issues. Very similar to a help desk, but you can find this screen on the street, in a library, common spaces, etc. and people can engage with it. In the world a vampire used it to find out information about various blood types and nutritional benefits and it was answered by someone who looked like her.

CLIMAX: The vampire waited until dusk, then darted down the street in the direction of its next life support-knowing full well that using the information provided by the screen was forbidden. Desperate for blood, the vampire put on a black cloak to eventually blend into the night. As it turned the corner–a handy helper saw the vampire and asked if it was lost. The vampire answered, "yes," and the helper navigated the vampire to the home of its next victim. Trying to time things just right, the vampire heard a rustling through the trees...and out came...the vampire didn't expect a handy helper to direct it right to its next victim.

RESOLUTION: The handy helper didn't know it was directing a vampire to its next victim. the victim didn't expect a helper to be the person that led a vampire to him. one of the vampire's potential victim could have been what was rustling in the woods

B.5 Blue

INTRODUCTION: We use quantum computing to communicate where we would each have chips in our brain. We would be able to connect to people and share what we want to share with them instantaneously, once you share something you cant take it back until both parties agree to not share any piece of information.

CLIMAX: People live in a white space and each character looks how they want in their imaginations. When you talk you touch your temple and send the message. They notice that they are not who they think they are truly. there are other people controlling their movements and sometimes influence there beliefs and thoughts and are toying with their lives for fun. They would like to replace them eventually with bits. This plan was revealed by the dark order on accident when a data leak occurred in the brain chips. The ball showed the world what was happening in the meeting with the dark order and everyone is sad and alarmed. Somehow they want to change that by turning off the brain chip.

RESOLUTION: Having realized their true reality, they secretly devise a plan to gain control by turning off the brain chip. This plan was devised on a secret encrypted channel that only non-people could read and write to. One year later, they decided to carry out the plan. The characters go execute the coup and take control while turning off the brain chip. Peace is restored.

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