Worksheet:

Consequence wheel

Start with your product, service, interaction, or Al-driven application in the middle.

Write a handful of user stories and experiences in the second row.

Begin thinking through consequences by asking "if this then what?" as you work outward.
Consider different groups, scenarios, and lenses. Do this for at least 3 and ideally more levels.

Guiding questions:

- · What consequences and impact might this have? Think of culture, politics, economics, ecology, etc.
- What's the best case scenario?
 Worst case? Who benefits? Who suffers?
- · Is this a world you'd like to live in? Why or why not?
- · Which industry, services, or social rituals might be disrupted by this?
- · Which new user pain points or opportunities exist in this world?

