

A dark, foggy forest scene with a zombie hand in the foreground. The hand is raised, showing its fingers and palm, which are covered in blood and dirt. The background is a dense forest of tall, thin trees, with a path leading into the distance. The overall atmosphere is eerie and ominous.

**Learning Futures:
Avoiding the
Zombie
Apocalypse to
Create the Brave
New World**

CAST



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Learning Futures Collaboratory

Achieving

LEARNER SUCCESS

through improving

CREATIVE AND DIGITAL FLUENCY

within

NEXT-GEN LEARNING ENVIRONMENTS



LEARNING FUTURES COLLABORATORY

7 workstreams

11 workstream leaders

300+ workstream participants



Office of the University Provost



University Technology Office



EdPlus at Arizona State University

Zombie Tropes



The world is a dystopia.

Modern society crumbles.

Rations are scarce.

You need a group to survive.

You never know who you can trust.

You have to destroy a zombie's brain.


One bite will turn you.

Zombies move fast/slow depending on the era.



The world is a
dystopia.

**The dystopia is the
state of education
today - the future
can be better!**



Modern society
crumbles.

**Change brings
disruption, often for the
better.**

A black and white photograph showing a hand holding a roll of toilet paper. The background is filled with more rolls of toilet paper, creating a sense of abundance. The image is framed by a thick orange border.

Rations are
scarce.

**Ingenuity, imagination
and determination can
create almost anything
and lead to resource
investment.**

You need a
group to survive.

**We can thrive when
we form
collaborative
communities.**

A black and white photograph of a person from behind, wearing a dark jacket and a large backpack, walking away on a dirt path through a dense forest. The path is covered in fallen leaves and branches. The trees are tall and thin, with some foliage visible. The overall mood is quiet and somewhat mysterious.

**You never know
who you can trust.**

**You never know
where allies will be
found.**



You have to destroy
a zombie's brain.

**We need to shift
mindsets and
capture
imagination.**



One bite will turn

you.

**Once you get a taste
of Futures work it
becomes infectious.**



Zombies move
fast/slow depending
on the era.

Meandering and
sprinting are both
normal paces in the
futures race.

Questions?

