Future Oriented Policy Development – Ageing Population
Causal Layered Analysis – Ageing
Sheryl Anderson – Brisbane City Council

	Outer grand change – technology	Inner grand change	Contradictions, worst case scenario	Plausible, continuation, business as usual
Grand Patterns	Spaceship Earth	Ecological/Wholistic	Collapse	Modernist
Litany (media headlines; superficial, common public perceptions)	Technology will save us from the effects of ageing! The internet is the answer to accessibility. Pre-comp-nost: next generation computer art online now!	Grow old & living creatively, actively. Community Council assists with pathways in neighbouring kibbutz. Creative approaches to ageing. Creativity a part of everyone's life!	Ageing population dooms our way of life! Out of sight, out of mind! Total communication breakdown – internet overloaded! Road & rail transport grinds to halt – oil reserves depleted! Old art recycled again! And again!	Ageing population in hand! Council focuses on transport hotspots! "We'll get to you eventually" says spokesperson. Change is managed. Innovation & creativity is tolerated more than encouraged.
Social causes & systems (economic, cultural, political, historical factors)	Corporate & government support for scientific & technological research to halt process of ageing. Gerontocracy rules. Status quo in most systems prevails except in technology & science. All systems are online: no need for public transport, real life meetings, phones. No need for public space as most people do not leave their homes. Social Isolation of all, not mostly the elderly. Those that think ahead of the changes will be in charge. The gerontocracy enforces the art & memories of their youth through technology.	Needs are met locally, with real consideration of triple bottom line (social, economic, sustainability) as well as national & global implications. Cooperation by all levels of government. Public spaces, places, information really accessible to all. Individuals actively work with others in community to assist with accessibility. Greater emphasis is on creative thinking, creative solutions in local communities. Storytelling between generations encouraged. Complexities & alternatives will be encouraged & admired.	Fundamental thinking & traditional work patterns stop any kind of transformation for the good. Grey lobby maintains 65 as retirement age with full pension - economy breaks down. Elderly confined to retirement ghettos. Most systems breakdown. Stuck in traditional work patterns; stuck in traditional art & craft & reality TV Passive entertainment placates the masses. Innovative & creative solutions laughed at & ignored.	Office of the Aged Ministry for the Aged Economic policy as response to ageing workforce. Short term outcomes Priorities for resources focus on public transport across and into the city, as well as walk & bikeways. Elderly are not able to go to local shops & community events. Creative strategies as one off projects with older people, or younger people, etc. Limited resources for creative solutions & possibilities. No ageing policy or strategy for creative city.
Worldview Deeper social,	Innovation is the key to the ageing problem. Technological progress is necessary, at all costs. Growing old is	There is collective wisdom in our elders. There is acknowledgment & validity of difference. Death is seen as	Winner takes all. Survival of the fittest, leaving the weak, aged and failing a heap. If it is the end of the world as we	Government will provide. It will all work itself out in the end. Somebody else will figure it out.

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linguistic, & cultural, structures	ok, as long as it cannot be seen. "Youth-topia" is the vision – keep your looks, your mind, your body forever, and keep your power too.	a natural part of life.	know it, we may as well party hard & long.	
	Science & technology will make interactions between people, & people & machines easier & easier. Soon it won't take any effort at all. It won't matter what your age, or anything else is. Everyone and everything will be absolutely equal.	All peoples must be catered for. It is up to both society, community and the individual to ensure that older people are welcomed & easily able to get around, use public space as they wish, and participate actively in community & civic life if they wish.	Nobody can help. The problems with the net & the roads are too big. Any services operating are taken from the old. They should have stopped using all the oil when they had their chance.	Young, healthy & active are priorities. Aged & ageing do not figure prominently in policy & strategies. Programs are often reactive to a "grey" lobby, rather pro-active to projected demographics & future trends.
	Old art is good art, scanned and downloadable from the net. Nostalgia – it ain't what it used to be! Pre-comp-nost is art that harks back to creations made pre-computer.	Old ways are remembered, and new ways encouraged. All life stages are celebrated, including death. Complexity & diversity is celebrated.	Party hard, party long, or watch reality TV. Sex & drugs & shopping fills in the time.	Grants & government initiated projects in art & culture will help older people.
Myth Or Metaphor Deep stories, collective archetypes, unconscious dimensions.	Tech-utopia will provide our fountain of youth.	A caring, sharing passionate, creative & active community will create Utopia, where elders are valued and respected.	Apocalypse, the "end of time" is inevitable, and sooner than you think. Old people are doomed anyway.	Western Civilisation & democracy is supreme.
	You can find all the community you need online.	Accessibility for all is possible & desirable.	Only the strong will survive. The older you are, the weaker you are.	2010 Vision, and similar policies, etc are the answer.
	Old as new & young is our utopia!	Creativity as an innate human ability, increases with age.	Nothing will give meaning to our long lonely lives.	The government will provide the solutions
Possible Scenarios (usually a descriptive narrative, which takes into account the above analysis)	There will be an overwhelming urbanisation of the whole earth. The planet as city. Think of *The Matrix* as a guiding image – a world where we cannot not really distinguish between reality & illusion. Although people are able to travel anywhere easily, there is little human interaction. When people meet, they admire the preservation &	Although the trend is towards urban living, this is balanced by a balanced view of scientific & technological progress, & by a desire by most people to live in harmony with their local & global communities. Education is a life-long process, with the views & knowledge of people from all cultural backgrounds, religions, age ranges &	Because of systems breakdown, lack of trust & survival of the fittest mentality, aggression & violent behaviour are the norm. There is gang based warfare in the streets, based on suburb of origin, country of origin, religion & cultural difference. Older people are blamed for the breakdown of society, and are the targets of much of the violence &	There are rolling Independent Royal Commissions on why the problem of an ageing population has not been solved. More plans and larger departments are created to deal with emerging issues. The policy of one woman, at least one child is debated. Most administrative services are located in India, where there are young people in the

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	adornment of bodies and minds.	interests are valued & respected.	mayhem.	workforce. Pensions no longer exist, & superannuation is not sufficient for western lifestyles.
	Every person is connected to the net, most permanently. People live in a mobile cocoon, and have little reason to emerge from that safe space. Access to everything requires computer chips (or similar) implanted in body. There is one world government, & it is online. Everyone can vote on every issue with their personal chip - decisions are made according to the most logical outcomes for the majority of the population.	All people are able to go anywhere in Brisbane easily. Public transport is used by the majority. Private transport is limited within the city centre. Bikeways etc are used regularly, with those who find it difficult to move, assisted by wheelchairs or bikes kept for loan at many vantage points around the city. Although BCC is an open administration – with real community consultation, well resourced & using a variety of means to consult, most decisions are made collectively by local communities. Parks & other public spaces are managed by local communities for the benefit of all.	Older people become more & more isolated. They are trapped in their own homes, if they have them, or in retirement ghettos, where they are dumped & forgotten, except to target as a means of revenge for perceived wrongs in the world. They have no means of communicating with anybody, including authorities & utilities, etc. The internet has become over loaded with useless information. Public spaces are generally unsafe, & are not used by the majority of the population.	Although public & open space is generally safe, there is a perception that they are not, so older people avoid going out at night. Lack of cross-suburban & accessible local transport creates increasing isolation for older people. The haves continue to have, and those who have not planned for old age suffer ill health. Despite the availability of the internet, a lack of sufficient infrastructure means that most older people do not have access to timely information, & are not a real part of the civic process.
	Creativity is directed towards greater technological change, and towards scientific research, to solve planetary problems such as overpopulation, which have been neglected in the search for the fountain of youth. Sub-cultures are formed according to what kind of information with which you choose to be overloaded. Art is created in isolation, based on sentiment & nostalgia, & published on the net.	People in all walks of life cultivate their inner resources through a variety of means. The imagination & the ability to think & live creatively is valued as a way of life. Humour is particularly treasured. Uncovering a life purpose is valued. "Master art/crafts people /educators" pass on their knowledge to all who wish to learn, and the majority of the population are committed to lifelong learning. Older people are particularly respected for their experience and memories of lives that continue to see rapid change.	Any creative thinking is directed towards survival. The internet is only used as an archive of millions of personal journals. Skills across most fields, including art & craft are lost, & forgotten.

"e" shorthand & shock media headlines are the norm. No one writes in sentences, or in depth. Most people spend their time watching reality tv, often of their neighbours everyday lives. | Local government budget is increased to provide entertainment to elderly. "Elder Arts Officers" are the norm in most cities. Efforts are made to integrate older people with younger people, and to provide opportunities for exchange of ideas and skills. But it is too little, too late. Young people resent the burden of the old and most of their art is reactionary, against anything traditional or old. This sets up continual tension and lack of understanding between the age groups. |