
Things From an Equitable Ageing Future



Ageing in and
through data

www.ageinganddata.net

This card game is based on The Thing From The Future, which was originally developed by Situation Lab and released under a Creative Commons Attribution-NonCommercial-Sharealike 2.0 license.

This remixed version, Things From an Equitable Ageing Future was developed by Caitlin McGrane (caitlin.mcgrane@rmit.edu.au), Larissa Hjorth (larissa.hjorth@rmit.edu.au) and Shahee Ilyas (shahee.ilyas@rmit.edu.au) as part of the Australian Research Council Discovery Project 'Ageing in and through Data' (DP230103075) led by Larissa Hjorth (larissa.hjorth@rmit.edu.au). This version is released under a Creative Commons Attribution-NonCommercial-Sharealike 4.0 International license: <https://creativecommons.org/licenses/by-nc-sa/4.0/>

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THEME

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THEME

Data harm, ethics & justice

**What data harms and justice concerns do older people have?
How can these concerns be mitigated?**

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Datafied Care

How will care practices and policies need to adapt to the increasingly datafied world in which we age?

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Health

How will health practices and policies need to adapt to the increasingly datafied world in which we age?

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Digital practices & lived experience

What are the lived experience practices? What lessons can be learnt?

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Intersectional ageing &
community-driven data

How is ageing across various intersections such as race and ethnicity shaping community approaches to data?

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Ageing, statistics and public policies

**How can lived experience data
inform policy inventions for fairer
futures?**

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OUTCOME

Game

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Media Resource

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Policy

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Practice Guide

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Service

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Event

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TIMELINE

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TIMELINE

1 year

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TIMELINE

3 years

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TIMELINE

5 years

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TIMELINE

10 years

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TIMELINE

20 years

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