

# STEEPVM Worksheet

Project: Roadworks By: Mark Caldwell

Time Frame Start::2000AD Time Frame End: 2020 AD Duration: 20 Years

Factors	Key Issues	Forecast Change
<b>Social</b>	<p>Slow breakdown of social structures.</p> <p>Fewer marriages.</p> <p>More people living by themselves.</p> <p>High rates of teenage pregnancy.</p> <p>Increase in mental illness.</p> <p>Gang culture spreads in many deprived areas.</p> <p>Rise of online communities separated from physical community.</p>	<p>Pressure on housing stock and prices. Inflation.</p> <p>Alienation of one social group from another.</p> <p>Decay of existing social structures.</p> <p>Increase violence.</p>
<b>Technology</b>	<p>Increased factory automation with workers no longer requiring significant training to operate equipment.</p> <p>Smaller class of workers trained to respond to problems.</p> <p>Internet grows in a boom bust cycle.</p> <p>IT reduces many office jobs to call centre rote script reading.</p> <p>Creativity separated from location or need for expensive facilities.</p>	<p>Work force shifts to</p> <ul style="list-style-type: none"> <li>• Low skilled work force.</li> <li>• Trained skilled class.</li> <li>• Creative class.</li> <li>• Management class</li> <li>• Financial class</li> </ul> <p>Internet cycles damage the economic growth.</p>
<b>Economics</b>	<p>Continual movement of production facilities to cheap manufacturing locations.</p> <p>Energy price rises.</p> <p>Property prices rise.</p> <p>Globalisation used as a cover for unfair international trade.</p> <p>Wars and threat of war for resources.</p>	<p>Worldwide job insecurity.</p> <p>Inflation.</p> <p>Greater inequality between developed and undeveloped countries.</p> <p>Developed countries imports resources including food and fuel from less developed countries.</p>
<b>Ecology</b>	<p>Continued growth of car use.</p> <p>Continued growth of flight.</p> <p>Failure to tackle need for cleaner energy sources or reduce Carbon Dioxide emissions.</p>	<p>Global warming.</p> <p>Rising sea levels.</p> <p>Energy prices rise.</p> <p>Freak weather conditions.</p>

<b>Politics</b>	<p>Politics dogged by controversy and scandal.</p> <p>Political intervention in judiciary results in higher prison populations.</p> <p>Rise of the single-issue celebrity politicians.</p>	<p>Continued decline of elections and respect for politicians.</p> <p>Failure of government to tackle social problems.</p>
<b>Values</b>	<p>Do as I say not as I do culture.</p> <p>Fewer people adhere to mainstream religions.</p> <p>Rise of small cults and obscure sects.</p> <p>Social division in the workplace.</p>	<p>Alienation of one social group from another.</p>
<b>Mystical</b>	<p>Move away from conventional</p>	<p>Rise of cult busters who rescue</p>

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Time Frame Start: 2020AD Time Frame End: 2041AD Duration: 21 years

<b>Factors</b>	<b>Key Issues</b>	<b>Forecast Change</b>
<b>Social</b>	<p>Increased gang and criminal activity.</p> <p>Increase in mental illness overwhelms mental health services. Collapse of mental health services.</p> <p>Rise of gated communities.</p> <p>Large sections of society no longer see any purpose to education trapped in unskilled operator jobs following checklists and scripted responses.</p>	<p>Gang controlled areas off limits to civilian authorities emerge in cities.</p> <p>Large numbers of mentally ill uncared for in the community.</p> <p>Social exclusion continues to rise.</p> <p>Crime rises</p>
<b>Technology</b>	<p>Fewer and fewer workers required for automated factories.</p> <p>Emergence of workable nano technology.</p> <p>Spread of WMD technologies.</p> <p>Spread of conventional weapons from conflict areas to criminals and gangs in peaceful areas.</p> <p>Medical advances lead to aging population.</p>	<p>Mass unemployment.</p> <p>Increased risk of conventional conflict resulting in NBC use.</p> <p>Gangs are armed with weapons that can challenge civil authorities.</p> <p>Nano tech replaces many traditional manufacturing processes.</p>
<b>Economics</b>	<p>Unexpected natural resource shortages. Fuel sources begin to run out. Drinking water shortages.</p> <p>Conflict in developing countries for resources.</p> <p>Energy prices rise.</p> <p>Nano tech production shifts economic patterns</p>	<p>High inflation.</p> <p>Large-scale joblessness.</p> <p>Social problems exacerbated.</p> <p>Stock markets boom and bust cycle.</p> <p>Company bankruptcies at an all time high.</p>
<b>Ecology</b>	<p>Climate change.</p> <p>Weather patterns change.</p> <p>Climate change cause crop.</p>	<p>Global warming.</p> <p>Rising sea levels.</p> <p>Extinctions.</p>

<b>Politics</b>	<p>Extremist groups move into the political void left by mainstream politicians and political parties.</p> <p>Social unrest and dissatisfaction with failures of government.</p>	<p>Coups.</p> <p>Increased risk of warfare to re- solve disagreements.</p> <p>Mass demonstrations. Fragmentation of countries and old alliances abandoned.</p>
<b>Values</b>	<p>Do as I say not as I do culture.</p> <p>Fewer people adhere to main- stream religions.</p> <p>Rise of small cults and obscure sects.</p> <p>Social division in the workplace.</p>	<p>Alienation of one social group from another.</p>
<b>Mystical</b>	<p>Rise of number of cults perform- ing “ancient” rituals.</p> <p>Reports of walking dead.</p>	<p>Walking dead suppressed by dis- believing politicians and main- stream media.</p>

# STEEPVM Worksheet

Project: Roadworks By: Mark Caldwell

Time Frame Start: 2042AD Time Frame End: 2043AD Duration: 1year

<b>Factors</b>	<b>Key Issues</b>	<b>Forecast Change</b>
<b>Social</b>	Gang culture now deeply ingrained.  Crash of many old social structures.	Unifies groups allowing them to survive the crash.  Gangs become a major political force.
<b>Technology</b>	Innovation replaced by return to older technologies and scavenging for parts and supplies to keep advanced technologies operating.	Slide back to medieval and older technologies.  Scavenging.  Mass production a fading memory.
<b>Economics</b>	Energy sources exhausted. Logistical and transport systems collapse.  Communication systems collapse. Water supplies polluted or exhausted.	Many economies can't survive without inputs and outputs from larger global economy.  Currencies become worthless.
<b>Ecology</b>	Climate tipping point. Methane and other greenhouse gasses trapped in ocean depths released.  Multiple pandemic diseases spread around the world some natural some artificial.	Worldwide famine. Sea and air travel interrupted by freak weather and methane eruptions.  Mass extinctions. 99% of human population wiped out in weeks.
<b>Politics</b>	Extremist political groups make power grabs and wage wars.  UN bankrupted and unable to continue along with many other multinational organizations.  Some traditional political structures survive where strong leadership holds them together but with much reduced area of authority.	Civil wars.  Wars between nations.  Use of NBC weapons.  Fragmentation of authority.
<b>Values</b>	"Every man for himself and sod the political correctness"  Apocalypse and doomsday cults have a huge boom.	Civilization collapses.
<b>Mystical</b>	Apocalypse and doomsday cults.  Emergence of sorcerers, cults, psychics and mystics.	Zombies now widely reported.  Verifiable psychic activity in survivors.

# STEEPVM Worksheet

Project: Roadworks By: Mark Caldwell

Time Frame Start: 2042 Time Frame End: 2062 Duration: 20 years

Factors	Key Issues	Forecast Change
<b>Social</b>	<p>Gangs become a major political force many legitimised as rulers in areas where old structures fail.</p> <p>Old social networks take on gang model.</p> <p>Surviving settlements become armed and defended enclaves.</p> <p>Military command structures devolve to a more local level.</p>	<p>Gangs become Warlords and supplant old government structures.</p> <p>Old militaries no longer separate themselves from involvement in government becoming embroiled in both gangs and settlements.</p>
<b>Technology</b>	<p>Built in obsolescence in nano tech prevents it being used by survivors.</p> <p>Loss of skills hampers attempts at recovery.</p> <p>Return to simpler technologies.</p> <p>Emergence of alternative fuels for vehicles.</p> <p>Vehicles maintained by cannibalising the vast numbers of wrecks left by population collapse.</p>	<p>Decline in high tech device use.</p> <p>Increase use of Horses.</p> <p>Drawn weapons from bows to ballista come into common use.</p> <p>Working high tech devices become artefacts.</p>
<b>Economics</b>	<p>Energy sources exhausted.</p> <p>Barter based economy or localised currency backed by strong warlord.</p> <p>Little trade over long distances except in high value items such as artefacts, food, armaments and fuel.</p> <p>Sea and air travel disrupted.</p> <p>Only written communications at all reliable and those are risky.</p>	<p>Feudal economic structures becomes the worldwide normality for most survivors.</p> <p>Emergence of haulage gangs and drovers.</p> <p>New knowledge economy where useful skills can be bartered for other needs and power.</p>
<b>Ecology</b>	<p>Rate of rise of sea levels decrease.</p> <p>Rainfall patterns change.</p> <p>Climates warmer.</p> <p>Surviving wildlife populations stabilise.</p> <p>Freak weather.</p>	<p>Large areas of new desert in Europe.</p> <p>Agricultural areas suitable for food production now found in more northerly regions of Europe including Scandinavia and Scotland.</p>
<b>Politics</b>	<p>Nation-state decline leaving a power vacuum.</p> <p>Gang culture and warlord culture becomes the norm rather than the fringe</p> <p>Surviving pre crash organisations decline or mutate.</p>	<p>Small “city” states able to rule an area emerge.</p> <p>Democracy replaced by Dictatorships, Theocracies and other forms of government.</p>

<p><b>Values</b></p>	<p>“Every man for himself” society</p> <p>Apocalypse and doomsday cults. Power comes from the point of a crossbow bolt.</p> <p>Pre crash technology bad but desirable.</p>	<p>New cult of strong personality supports new warlord based political structures.</p>
<p><b>Mystical</b></p>	<p>Emergence of wandering sorcerers, cults and mystics.</p> <p>Psychics recognised in new society. Reaction varies from location to location.</p>	<p>Large groups of zombies plague the living.</p> <p>Witch burning pogroms.</p>