Electronic Supplementary Source 2. Examples of input material story-writing exercise

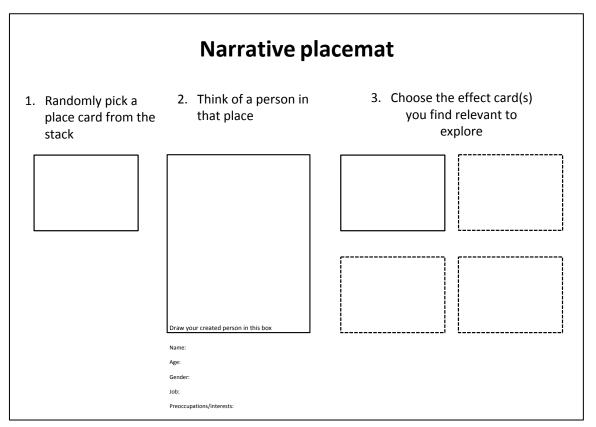
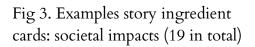


Fig. 1. Story placemat on which cards can be clustered and story characters can be drawn



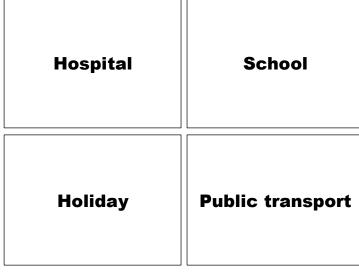


Fig 2. Examples story ingredient cards: places (19 in total)

Changes in the roles and responsibilities people have

Effects on environment

The object is used in a way that was not intended

The object changes what we see as normal