

#### Powered by



Hanze University of Applied Sciences Groningen



**Energy** Academy **Europe** 

#### There are six roles in the game:

- Production / Chairman
- People
- Planet
- Profit
- Balance
- Permit





## We-Energy Game

#### The board



#### Cards



- Each card represents the area needed for that technology
- Almost all cards can be placed on the map
- The color indicated where it can be placed
- White for farmland empty space
- Green for parks green spaces
- Red for constructed area





#### Use of the map



Playing cards can be placed on the map

However:

Only on areas suited for specific cards

 e.g. wind turbine in field solar panels roof in village



## We-Energy Game

#### The scores are different for each role and card





### We-Energy Game

Deals



## To Achieve a common goal work together





#### Goal of the game

# 1.All roles must achieve production score

# 2.All roles must achieve their individual scores

#### Round two (10 minutes)

- 1) Division of roles (1 chairman and 2 per role)
- 2) Every role <u>must</u> place a minimum of one card on the board they prefer (2 min)
- 3) Free to discuss and try out the possibilities for achieving the main and sub goals (8 min)





# Let'S

# start





#### **TIMER STARTS**

 For Production, all roles need to collect
<u>10 points</u>

Individually, each role needs to collect
<u>10 points</u>







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