Interreg
EUROPEAN UNION
North-West Europe
D2Grids
European Regional Development Fund

Training for moderators and host of 5GDHC role-play game

Description of the 5GDHC role-play game

- An interactive **role-play game with hypothetical storyline;**
- A **simulated meeting** organized by a district heating company with local authorities' initiative*;
- **Key stakeholders*** are invited to the meeting to **discuss** how to switch to carbon-neutral heating (5GDHC) in buildings in Orleans city*;

all stakeholders' roles and places are simulated

Storyline of the game:

Introducing 5GDHC in Orleans city

The Orléans Métropole conurbation (22 communes) aims at decreasing its energy consumption by 50%, its greenhouse gas emission by 75% and multiply by 8 the use of renewable energies by 2050.

To achieve these ambitious decarbonisation targets, **the Orleans city hall (local authority)** proposed **to district heating company EnNet** to initiate a meeting to discuss how to switch to carbon-neutral heating and cooling in buildings by implementing fifth generation district heating and cooling (5GHDC).

The district heating (DH) company EnNet, who is the largest DH operator in Orleans Metropole, has invited all relevant stakeholders to this meeting.

EnNet has already successfully demonstrated the 5GDHC principles in various pilot projects.

Now they are looking to start rolling out this technology on a large scale, starting in Orleans city.

During this meeting participants decide where to establish and which stakeholders to connect to the first 5GDHC cluster in the city.

Roles in the game

5 roles = 5 groups

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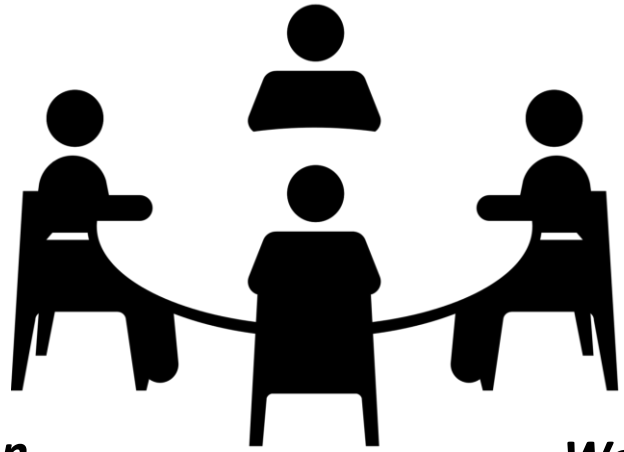
District heating company

could facilitate the 5GDHC roll-out in the city

Local authority



Waste water treatment plant

potential supplier to 5GDHC

Housing association

Workspace provider

potential customers to 5GDHC

To support each role we need moderator!

Colour code

Moderator: 1

District heating company

Moderator: 2

Local authority

Moderator: 5

Waste water treatment plant

Moderator: 3

Housing association

Workspace provider

Moderator: 4

Moderators and host of the game

Host	Moderator 1	Moderator 2	Moderator 3	Moderator 4	Moderator 5
	District heating company EnNet	Orleans City Hall	Orleans Housing Association	Workspace company ‘Xplace’	Waste Water Treatment Plant (WWTP)
name	name	name	name	name	name

Tools of the game

Role-card:
- Description of the character;
- Goals for the meeting;
- Possible strategies;

Map:
- Location of the buildings in the city;

Score card + template:
- Card to mark points;
- Template for the task;

Note file:
- Share notes with team during the breakout groups;

Additional info:
- Additional info about 5GDHC technology;

Expert support:
- Ask expert in case of any doubt;

Structure of the workshop

Structure of the workshop:

1

Host provides intro presentation

10 min

Structure of the workshop:

1

Host provides intro presentation

10 min

2

Participants divided in teams

Moderator:

- Introduce yourself as a moderator and expert of the group;
- Inform participants to introduce themselves (2 min);

Structure of the workshop:

1

Host provides intro presentation

10 min

2

Participants divided in teams

3

Each team receives a role-card

***5 min** to read the card*

Moderator:

- Confirm participants what is their role in the game;
- Inform participants to open the role-card and read it (10 min);

Structure of the workshop:

1

Host provides intro presentation

10 min

2

Participants divided in teams

4

10 min *to brainstorm in team + choose 1 representative*

3

Each team receives a role-card

5 min *to read the card*

Moderator:

- Ask participants to start brainstorming on their **strategy** + **barriers and opportunities** - 10 min;
- Remind the participants that they should appoint someone as the first point of contact for the discussion round;
- Show participants file for notes + template + map;
- Inform participants about time 2 min before the time is up;

Structure of the workshop:

1

Host provides intro presentation

10 min

2

Participants divided in teams

4

10 min *to brainstorm in team + choose 1 representative*

5

First discussion round

only representatives of each group

15 min
discussion

3

Each team receives a role-card

5 min *to read the card*

Structure of the workshop:

1

Host provides intro presentation

10 min

2

Participants divided in teams

4

10 min *to brainstorm in team + choose 1 representative*

5

First discussion round

only representatives of each group

15 min
discussion

Break 10 min

3

Each team receives a role-card

5 min *to read the card*

Structure of the workshop:

1

Host provides intro presentation

10 min

2

Participants divided in teams

4

10 min *to brainstorm in team + choose 1 representative*

5

First discussion round

only representatives of each group

15 min *discussion*

3

Each team receives a role-card

5 min *to read the card*

6

10 min *to brainstorm in team*

Moderator:

- Ask participants to brainstorm their strategy based on the first discussion round outcome-10 min;
- Remind about the barriers and opportunities;
- Inform participants 2 min before the time is up;

Structure of the workshop:

1

Host provides intro presentation

10 min

2

Participants divided in teams

4

10 min *to brainstorm in team + choose 1 representative*

5

15 min *discussion*

First discussion round

only representatives of each group

3

Each team receives a role-card

5 min *to read the card*

6

10 min *to brainstorm in team*

7

15-20 min *discussion*

Second discussion round

only representatives of each group

Structure of the workshop:

1

Host provides intro presentation

10 min

2

Participants divided in teams

3

Each team receives a role-card

5 min *to read the card*

4

10 min *to brainstorm in team + choose 1 representative*

5

First discussion round

only representatives of each group

15 min *discussion*

6

10 min *to brainstorm in team*

7

Second discussion round

only representatives of each group

8

Calculating results

In teams ***5 min***

Moderator:

- Show participants the score-card;
- Ask participants to fill in the score card;
- Moderator is voting, too.

Structure of the workshop:

Where is moderator supporting?

1

Host[illegible]ues intro [illegible]ion

10 min

2

Participants divided in teams

4

***10 min** to brainstorm in team + choose 1 representative*

5

First discussion round

only representatives of each group

***15 min** discussion*

8

Calculating results

In teams ***5 min***

3

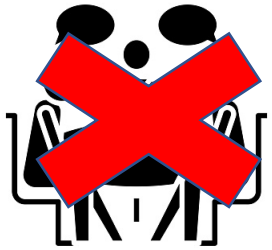
Each team receives a role-card

***5 min** to read the card*

6

***10 min** to brainstorm in team*

7



Second discussion round

only representatives of each group

***15-20 min** discussion*

Structure of the workshop:

Where is host involved?

1

Host provides intro presentation

10 min

2

Participants divided in teams (in breakout rooms)

4

***10 min** to brainstorm in team + choose 1 representative*

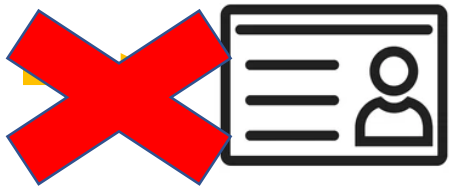
5

First discussion round

only representatives of each group

***15 min** discussion*

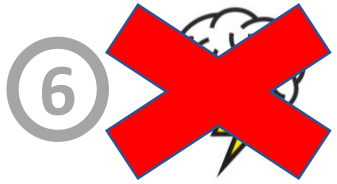
3



Each team receives a role-card

***5 min** to read the card*

6



***10 min** to brainstorm in team*

7

Second discussion round

only representatives of each group

***15-20 min** discussion*

8

Calculating results

In teams
5 min

- Moderators should know the role of their group. Please read the **role card** of your group in advance;
- Note for participants: It is a simulation role-play game. If any information is not given in the role-card, you can improvise
- Each moderator + host will receive printed instructions with time slot and tasks.
- Host will received the introduction presentation in advance.

What is expected from host?

- Introduction to the game: the story, rules and structure of the game; - ppt
- Guides participants and gives instructions: for example split in groups, come back to discussion round;
- Leads the game: at each discussion round provides opportunity for each representative to speak;
- Facilitates the dialogue among participants;
- Gives a short summary of the discussion round or clarifies the answer of participant;
- Facilitates voting process to find out the winner of the game;
- Wrap-up the game;

What is expected from moderators?

- Guides/assistance the group (what documents to open, what to read, what to do);
- As an expert, provide answers to the questions;
- Time management (remind participants about time left for each round);
- Votes for the best performing team;

Features of the game:

In the team participants need to identify:

- **Barriers** for you to implement 5GDHC;
- **Opportunities/solutions** to those barriers; ← for each identified opportunity/solution you get **1 point.**

TEAM WINNER

The best role performance* team will get **5 points** from moderators.

*Criteria for assessment:

- Active participation in all discussion rounds;
- Creative in role performance;
- Collaboration with other stakeholders;

The team with the highest score points at the end of the game wins!

Program of the workshop

Time (timeslot changes for each game)	min	Activity	Person
16:30 – 16:35	5 min	welcome speech	Host
16:35 – 16:45	10 min	introduction to the game	Host
16:45 – 17:05	20 min	breakout groups	Participants + moderators
17:05 – 17:20	15 min	first discussion round	All
17:20 – 17:30	10 min	break	
17:30 – 17:40	10 min	breakout groups	Participants + moderators
17:40 – 17:55	15 min	second discussion round	All
17:55 – 18:00	5 min	calculating results and announcing winner	All
18:00	5 min	wrap-up	Host

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Thank you!