



Introducing 5th Generation District Heating and Cooling (5GDHC) in your city: a serious game for decision-makers



Workshop description

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



*all stakeholders' roles and places are simulated



Storyline of the game:

Introducing 5GDHC in Glasgow city

The Scottish Government's aims to reduce greenhouse gas (GHG emissions) by 75% by 2030 and to achieve net zero carbon emissions by 2045.

To achieve these ambitious decarbonisation targets, **the Glasgow 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).

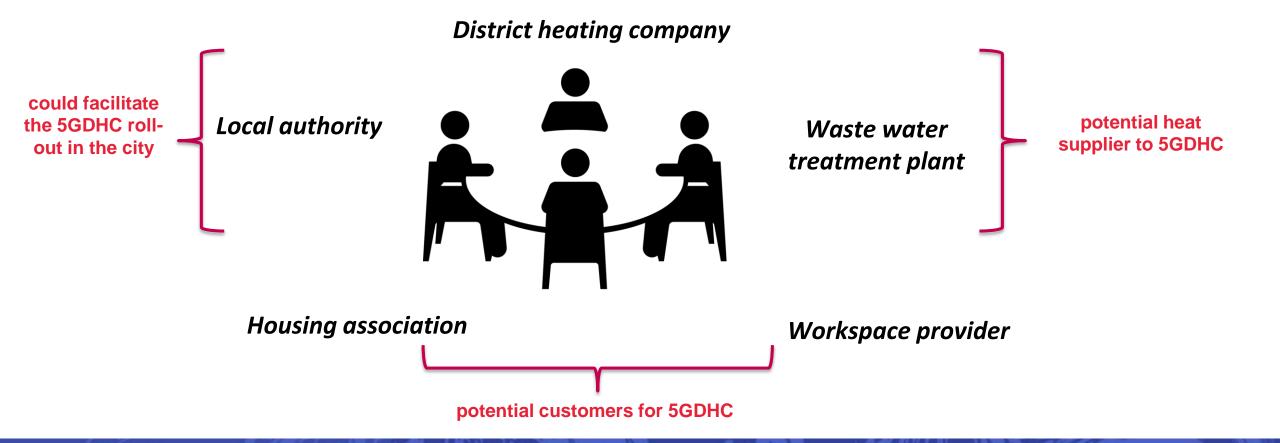
The district heating (DH) company EnNet, who is the largest DH operator in Scotland, has invited all relevant stakeholders to this meeting.

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 Glasgow city.

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

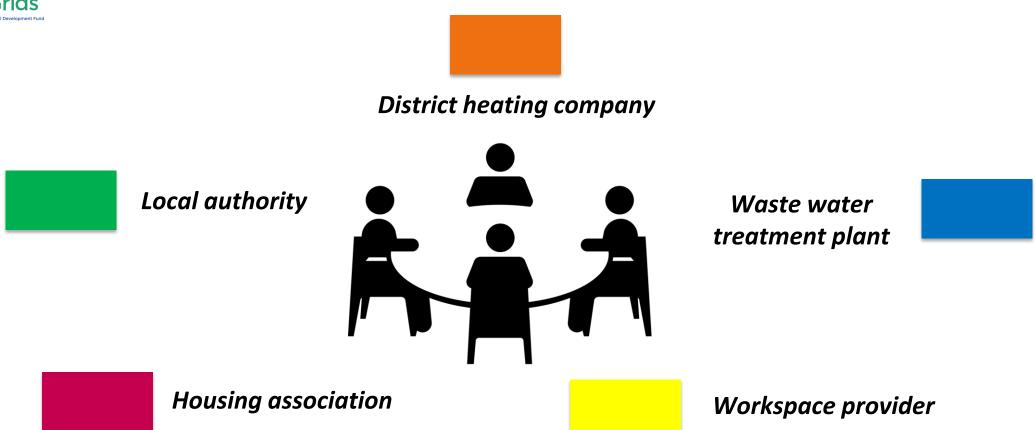


Roles in the game





Colour code in the game





Colour code



Moderator: 1 (name)

District heating company

Moderator: 2



Local authority

Waste water treatment plant

Moderator: 5

Moderator: 3



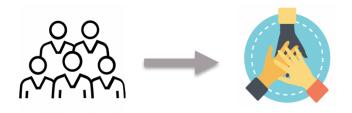
Housing association

Moderator: 4

Workspace provider





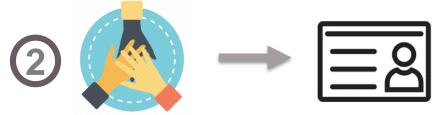


Participants divided in teams (colour code)





Participants divided in teams (colour code)



Each team receives a role-card



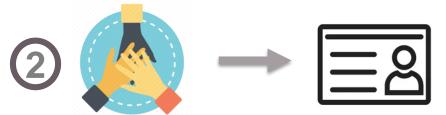








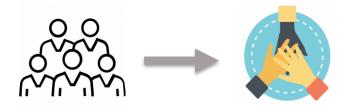
10 min to brainstorm in team + choose 1 representative



Each team receives a role-card







Participants divided in teams (colour code)





10 min to brainstorm in team + choose 1 representative



First discussion round only representatives of each group





Each team receives a role-card





Participants divided in teams (colour code)





10 min to brainstorm in team + choose 1 representative



First discussion round only representatives of each group

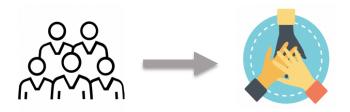


10 min Break

Each team receives a role-card







Participants divided in teams (colour code)





10 min to brainstorm in team + choose 1 representative



First discussion round
only representatives
of each group

15 min discussion









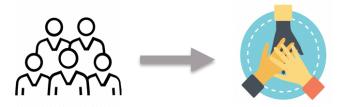




10 min to brainstorm in team







Participants divided in teams (colour code)



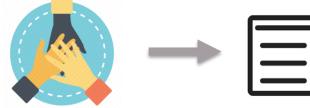


10 min to brainstorm in team + choose 1 representative



First discussion round only representatives of each group





Each team receives a role-card **5 min** to read the card





10 min to brainstorm in team



Second discussion round

15 min discussion

15-20 min discussion







Participants divided in teams (colour code)





10 min to brainstorm in team + choose 1 representative



15 min discussion

First discussion round only representatives of each group







Each team receives a role-card

5 min to read the card





10 min to brainstorm in team



15-20 min discussion

Calculating results
In teams
5 min



What to expect in the first discussion round?





Each representative will have max 5 min to speak to other stakeholder



2 Each team chooses one representative to speak



Moderator will invite the team representative to speak



What to expect in the second discussion round?





At the end of the round moderator will invite each team representative to say the last word



Moderator will invite each representative to talk



Each representative will have max 5 min to speak to other stakeholder



Features of the game:

During the brainstorming in your team you 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!





Role-card:

- Description of the character;
- Goals for the meeting;
- Possible strategies;



Note file + template:

 Share notes with team during the brainstorming;

Tools of the game



Map:

 Location of the buildings in the city;



Additional info:

Additional info about 5GDHC technology;



Score card:

Card to mark achieved goals and points;



Expert support:

Ask expert in case of any doubt;



It is a simulation role-play game. If any information is not given in the role-card, you can improvise



Q & A

Interreg Lucopean UNION North-West Europe D2Grids

European Regional Development Fund

Thank you!