

5TH GENERATION DISTRICT HEATING AND COOLING (5GDHC)

ROLE PLAY GAME

INSTRUCTIONS



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Short description of the game

About the game

It is an interactive role-play game with a hypothetical storyline. During a simulated meeting 5 different stakeholders (*district heating company, local authority, housing association, workspace provider and waste water treatment plant representatives*) decide how to switch to carbon-neutral heating (5GDHC) in the city.

The idea is to show the players that you need to communicate with different stakeholders to implement the 5GDHC network in the city. It can be a very challenging task and sometimes unsuccessful. Players can try themselves in someone's shoes.

Who can play the game?

**Anyone can play this game.
No specific background is needed.**

Specifics

The game usually requires:

- min 10 and max 30 participants
- 1,5 -2 hours of time
- preparation of the materials (printing)
- preparation of the place (rooms and tables)
- training of host (1) and moderators (5)

5 STEPS TO PREPARE

01

ANNOUNCEMENT

02

BOOK THE ROOM

03

SCHEDULE TRAINING

04

PRINT MATERIALS

05

EXECUTE

STEP 1

01

ANNOUNCEMENT:

- Choose the date for your game;
- Make an announcement to your colleagues or outside participants. The game can be played during the corporate events, like team building or workshops.
- Be sure that you have minimum 10 (as the game has 5 teams, so at least 2 people per team) and maximum 30 participants (can be more, but the duration of the game will be longer).

SAVE
-THE-
DATE

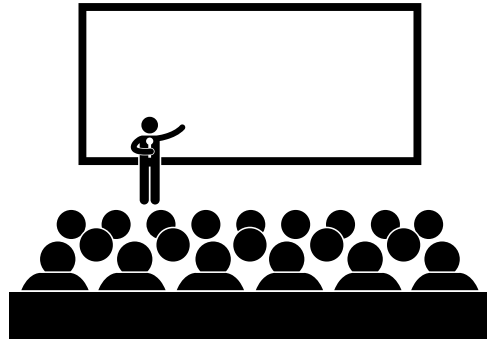


STEP 2

02

BOOK THE ROOM:

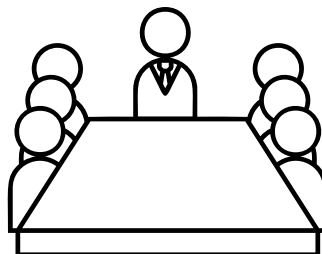
- You will need a big room or two rooms: one lecture style room with screen (or beamer) to present rules of the game to participants (*Workshop intro and story.ppt*)



- Second room for breakout groups and discussion round. For breakout groups you will need 5 tables and chairs (5 roles)



- For discussion round you will need central table with 5 chairs (1 chair for each team representative - 5 total)

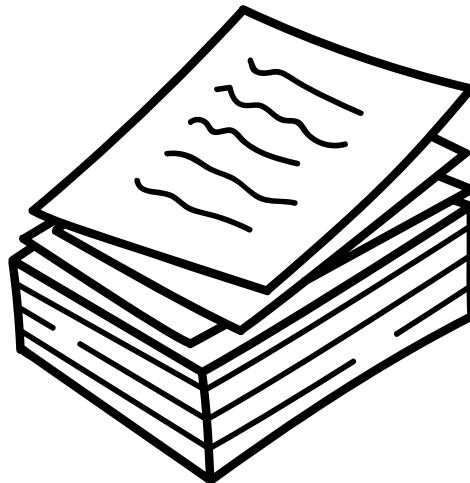


STEP 3

03

SCHEDULE TRAINING:

- To play the game you need not only participants but also one host and 5 moderators (*for each team*)
- Schedule a time to provide a training for host and moderators (use *Training for moderators.ppt* and *Instructions for moderators and host.docs*)
- Adjust *Instructions for moderators and host.docs* materials based on your game timing (fill in new timing and names in docs). Print materials and distribute to host and moderators.



STEP 4

04

PRINT MATERIALS:

- You will need to print materials at least one day before the game.

Number of materials to print:

- Role-card - for each participant
- Score-card - per team (5 pcs)
- Note-card - per team (5 pcs)
- Map of the city - per team (5 pcs)
- Additional information - per team (5 psc)
- Overview of all roles - per team (5 pcs)

- Moderators voting card - pp (5 pcs)

OTHER MATERIALS:



- Prepare sticky-stickers of 5 colours: orange, blue, yellow, pink, green. The number of stickers depends on the number of participants. If you have 5 people per role/team (25 people in total), you need to prepare 5 color stickers (per role) x 5 people. Color coding will help to split participants, but also help participants to recognize team players. You can also give color stickers to moderators.

- Prepare signs (2 copies) for the tables with teams/roles name (*example district heating company EnNet*). You can use color paper for the same color code.



STEP 5

05

EXECUTE:

The day of the game:

- Connect your computer with the ppt *Workshop intro and story*.
- Put color sticky-stickers at the entrance to the room and ask each participant to choose one sticker (participants do not know what does the sticker color means before the host presents the game).
- Put table signs (based on the color) one for each breakout group's table and another to the central table where the discussion is going to be.
- Distribute the voting cards to moderators. Also, sticky-stickers per moderator of the team.
- Follow *Instructions for host and moderators*.
- After host presents the description and rules of the game, moderators guide their team members to the correct table.
- During the discussion round, the host invites each team representative to sit at the central table. The rest team members can stand and support behind.



Have
Fun

AND ENJOY THE
GAME

*For any questions, please contact
us via 5gdhc.eu website*