Energy Transition Game

Find out how to make an existing home energy efficient, gas-free or energy neutral! Choose the right measures and learn about smart concepts to complete various scenarios. Answer insight questions to make your vision more concrete!

This game can be played by construction professionals, students and home owners. The game is excellent for training, information and education purposes.
GAME COMPONENTS

**Energy Transition Game**

- 1x Game board
- 36x Measure cards
- 11x Scenario Cards
- 9x Chance cards

- 1x Dice (optional)
- 50x Score sheet
- 1x Rulebook

**MEASURE CARDS**

**GAME BOARD**
An energy-efficient home for the landlord

Objective: Energy efficient home optimised with up to 20 Energy points for landlords

Write down the name of the variable on the form. Start with the 30 energy points for the basic tenant and deduct the Energy points you can save by implementing measures. Select the best measures and write them on the Score sheet with their Energy points and their costs.

Insight Questions:
- When you are completing your design, choose the following measures. You can update your design.
- Which measures offer the biggest energy saving for your house?
- Which measures offer the most comfort?
- Which measures offer the best financial return?
- Did other players choose the same measures? If so, how do they weigh their options and costs?

Comfort is very important to the tenant! If your next technology has comfort points, you can add these Comfort points as an Energy point bonus called "comfort bonus."
Goal of the Energy Transition Game

Try to complete the scenario (Scenario card) by choosing appropriate measures and placing them on the “Game Board”. Calculate whether you have achieved the objective with selected measures, Energy points, Price points and/or other points, such as: Money saving points, Comfort points, Ease of installation points and Low maintenance points. Write the measures and points on the "Score sheet". Add up the totals to see whether you have completed the scenario. During the game, you can draw “Chance cards” to make the game easier or more challenging. After completing the scenario objectives, answer the insight questions on the scenario card. The goal of the game is to become more knowledgeable about the energy transition and to gain new insights.

Playing time
Each round of a scenario, choosing measures, and answering the questions takes about 10 to 15 minutes, depending on the players’ skill level.

Setup:
• Place the “Game Board” on a table.
• Sort all the “Measure cards” by category (colour) and place them face up around the “Game Board”.
• Sort the “Chance cards” into a stack and place them face down.
• Sort the “Scenario cards” into a stack and place them face down.

This game is for anyone who wants to get more insight into measures and concepts that play a role in the energy transition. You can play it by yourself, but it is also excellent for educational purposes (for players from the age of 12)
How to play

1. Choose one of the “Scenario cards.
   (When playing in a group, it is best to all pick the same Scenario card, because this makes it easier to discuss each other’s choices and answer the insight questions.)
2. Write the name of the scenario on the "Score sheet". (If you want, you can create and add your very own scenarios.)
3. Write down the number of energy points (30) of the basic home on the "Score sheet".
4. Choose measures to achieve the scenario objectives and place the cards on the board. If there is not enough space on the board to play all your measure cards, place the cards next to the board. There is no maximum per category.
5. Write down the measures on the score sheet, along with the Energy points and other relevant points. See “Measure card explained”. Subtract the points from the basic home’s Energy points (30).
6. You can roll the die after every 2nd measure card. If you roll an even number, you can draw a chance card and use it for your scenario.
7. Once you have achieved the scenario objective, the round is over.
8. Answer the insight questions and discuss each other’s choices and insights. Write down your insights on the blank space on the “Score sheet”.
9. Return used “Chance cards” to the bottom of the deck.
10. Choose a new scenario from the pile of "Scenario cards" and play a new round!

How to play (as part of a training session)
1. Follow the trainer's lead.
2. Tips for the trainer:
   • consider explaining the more difficult measures first (depending on the group’s skill level);
   • have all players play the same “Scenario card”;
   • add your own scenarios if necessary;
   • plan intermezzos between each round and explain the scenarios or take a more detailed look at the measures belonging to this scenario. You can add extra scenarios if this will benefit the training session.
   • Use a dice for “Chance cards” to add an element of chance.
   • 1 Energy point is approximately 500 kWh
   • 1 Price point is about € 1.000
Basic home

The measures, energy points and price points used in this game are based on a terraced house built in the 1970s. There are many ways to make these homes more sustainable, as sustainability was a lesser known topic at the time. The orientation of the roof is south / north. The south-facing section of the roof can accommodate up to 24 m² of solar panels.

Properties of the basic home:
EXAMPLE OF A BASIC HOME
The Energy Transition Game was co-created by TripleA-reno, ISSO, WijTechniek and DWA. Idea and design by DWA 2020, Rik Altena. For more information and to share your new scenarios and suggestions: altena@dwa.nl

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