

Workshop format Balance of Power:

Balance of Power can be played individually, by simply clicking the link www.game.energy. However, this interactive documentary gets much more interesting when discussing the choices at hand with other professionals, colleagues or partners. A workshop format can enable such a dialogue, and can support a better understanding of the market challenges, also for people who may encounter language difficulties.

The game can be played as part of a larger meeting or in a meeting specifically designed around Balance of Power. Please find some format descriptions below.

Playing with a group < 15 people

- Start with a small introduction about the purpose of the meeting as well as the rules of engagement & the role of the facilitator (suggestion to post large discussion items on a flip-over or whiteboard and address them after finalising the game – in order to keep the storyline of the game alive and stay within the time allocated. Passionate debates can take a lot of time..)
- Voting: When the decision screen enters, vote on the choices to be made by raising hands. Depending on the participants present, the facilitator can decide to:
 - Just take the outcome of the vote and continue
 - Ask representatives for each decision to explain their choice
 - Enter a group dialogue about the pros and cons of each option
- Tools needed: big screen, internet connection, flip-over or whiteboard & 1 facilitator
- Duration: min 45min – 2 hours, depending on the level of interaction allowed

Playing in two groups

When you have a larger group or maybe two very different audiences, it may be interesting to play the game in two or more groups and convene for dialogue afterwards. Since the storyline changes depending on the choices made, participants can exchange experiences: what happened in the game? What were your outcomes? What influences results?

- Set-up: 1 large room + break-out rooms
- Tools needed: per room a big screen & 1 facilitator
- Duration: min 45min – 1,5 hours per break-out. 30 minutes for plenary session

Online group play

With share-screen facilities it is also possible to play the game in a group and host an online discussion. This requires clear rules and slightly more directive facilitation. The chat function in applications such as Skype or zoom.us can be used for voting. For larger groups these applications also offer real-time polls as part of their paid (business) services.



Facilitating game play in large groups (>30 people)

When playing the game in larger groups, the organiser could take the following things into consideration:

- Use of voting apps: to support accurate voting (and engage the audience) you could make use of voting using the mobile phone. Different apps and online tools exist to support this, e.g. www.directpoll.com or www.kahoot.com.
- Consider duo presentations (one presenter on stage, one person interacting with the audience)
- Quality of sound & vision: make sure that the entire audience can follow the film and dialogues – place extra screens/ sound boxes where necessary.

Attachments:

In support of the facilitator we have added an overview of all Balance of Power-questions.



ATTACHMENT 1: overview of questions and dilemmas

Below you will find an overview of all questions that occur in the game. Please bear in mind that the game is not linear and questions do not appear in this order. This overview merely aims to give you some insight into the decisions that may pop up.

USEF Balance of Power – Act 1.

Start the game – some questions to get used to voting

Ireen: Are you ready Alex?

Option 1: What are we doing here again?
Option 2: I'm ready. Let's head inside.

Ireen: Well, you seem to have this under control.

Option 1: But will there always be enough supply for all the energy we need?
Option 2: But is there enough time for these upgrades to happen and who will pay for them?

Ireen: What do you think?

Option 1: Grid reinforcement sounds like a safe bet.
Option 2: Flexibility seems to have potential.

Act 1

Key decision #0

Ireen: "I've got a lot on my mind. What do you think we should do?"

Option 1: Chloe's idea of flexibility sounds best.
Option 2: Daeneel's idea of reinforcing the grid sounds best.

Key decision #1

How do you think this flexibility works?

Option 1.1: People will receive money to use less power on a daily basis.
Option 1.2: People can save money by changing the timing of their energy use.

Key decision #1.1

I think grid investment is right after all.

Option 1.1.1: Yes, the sales of electric cars will cause the grid to collapse.
Option 1.1.2: No, just encourage sales of solar panels to increase supply.

Key decision #1.1.1

I don't see why people should have the right to charge their vehicles if it's going to smash the grid.

Option 1.1.1.1: Chloe offered a solution for this.
Option 1.1.1.2: Agree, controlling electricity undermines civilisation.



Key decision #1.1.2

How does that solve the supply issue when the sun doesn't shine and when there is no wind?

Option 1.1.2.1: We could just rely on fossil fuels?

Option 1.1.2.2: Maybe offer an economic incentive for consumers?

Key decision/response #1.2

Maybe, but I didn't see any facts and figures showing proof that people will actually do this.

Option 1.2.1: Let's do a pilot to measure its potency.

Option 1.2.2: The situation seems too dire to wait on a pilot.

Key decision/response #1.2.2

I agree, and Daeneel needs to start work on his grid upgrades as soon as possible.

Option 1.2.2.1: Daeneel's solution at least solves half of the problem.

Option 1.2.2.2: Chloe's solution seems best. We need to act now.

Key decision/response #2

It would solve the overloading issue, I think she might be right.

Option 2.1: Solve supply problem by turning people's lights off and going nuclear!

Option 2.2: Solve supply problem with more solar and wind energy

Key decision/response #2.1

That doesn't really tally with our sustainability goals. Alex, how do we keep up?

Option 2.1.1: By relying on solutions we already know.

Option 2.1.2: Alex: The world is changing too fast to rely on old solutions.

Key decision #2.2

What happens when there is no solar or wind energy?

Option 2.2.1: Alex: Chloe is exaggerating. We don't have a problem now, right?

Option 2.2.2: Alex: Han's gas turbines will cover the shortfall

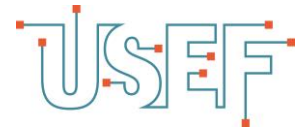
Key decision #2.2.2

But how about there's millions of electric cars in a few years?

Option 2.2.2.1: Alex: That is a big problem. Supply and demand fluctuations are increasing.

Option 2.2.2.2: Alex: There is no problem if people can't afford electric cars. Upgrade the grid and increase energy taxes.

End of Act 1 - KPI screen on impact of decisions



USEF Balance of Power – Act 2.

Ireen: Right, Alex?

Option 1: Yeah he was a little overconfident

Option 2: Give him a break, he is trying to keep the lights on.

Key decision #0

Ireen is nodding, she looks at you, what do you say?

Option 1: Start with one aggregator. Flexibility is too complex for inexperienced partners.

Option 2: Start with multiple aggregators. A free market offers more benefits for society.

Key decision #1

Ireen (addressing Alex) As a civilian, what do you reckon?

Option 1.1: I think people want fair prices caused by a competitive market.

Option 1.2: I think people are afraid competition will harm the stability of the grid.

Key decision #1.1

Help me Alex. I like Chloe, but I'm worried that if I create a free market..

Option 1.1.1: Take a leap of faith. We need innovation with multiple aggregators.

Option 1.1.2: Go for the safe bet. We need to start expanding with a single aggregator.

Key decision #1.2

Help me Alex. I like the idea of simply starting with one aggregator...

Option 1.2.1: I agree. A free market is beneficial for all.

Option 1.2.2: I disagree. A free market seems too risky.

Key decision #2

Yes. And that would (...) hmm ... (looking at Alex)

Option 2.1: Only a single aggregator will allow you to control such a complex system.

Option 2.2: Only a free market of aggregators can deliver enough flexibility.

Key decision #2.2

I'm confused, Alex, I like Chloe and she seems to be making all the right decisions

Option 2.2.1: I think you should trust your feelings. Chloe's proposal seems best

Option 2.2.2: In these uncharted waters we need experience. Han's proposal seems best.

End of Act 2 – KPI screen on impact of decisions



USEF Balance of Power – Act 3.

Key decision moment #1

Everybody is looking at you, what do you say?

Option1: I think agreements give Daeneel too much power

Option 2: I think aggregators need to cooperate with Daeneel to keep the grid stable.

Key decision moment #2

Ireen: You'll have to decide what we do next

Option 1: Regulation: implement cooperation agreements between aggregators and the DSO

Option 2: No regulation. Let the market create its own solutions

End of act 3 – final KPI screen
