

Playing the Energy Transition Game for a second time is an excellent way to increase student understanding of the nuances and complexities of the energy system. Now that students understand the basics of the game, they can have more ownership of their choices and this creates a game that is richer in critical and creative thinking.

Ways to customize the game for more student choice (you might only choose one of these options, or integrate several):

1. Students can set system-wide goals - what does success look like from a broad, societal perspective? Is there anything that all groups must work together to achieve by the end of the game?
2. Play a few rounds with only economic goals (free market economy; stakeholders have no role to play). Then, layer on the environmental and social considerations to represent a mixed market economy model.
3. Give students an opportunity to design the game (e.g. add new projects, add new rules, create their own political policies, new goals for their stakeholder/political party/energy developer & refiner group, etc).
4. Bring taxes into the game to better represent the real world! After an election, each stakeholders and energy developer/refiner group will need to pay one economic card to the government. In order for this to work, you must give stakeholder groups three economic cards so that they are able to pay taxes (in the original game, only energy developers/refiners have economic cards). The government then chooses how to allocate the economic cards. They may choose to invest in renewable energy, or oil and gas, the choice is theirs. If choosing to play this way, students will have to create their own policies regarding economic cards. The other policy choices regarding environment cards can stay as they are in the original game.