

Energiespiel – English version

Energiespiel Energetika 2010

Funded by the German Federal Ministry of Education and Research (BMBF)

Brief description

This year the motto of the German Year of Science is “The Future of Energy”. On the one hand, the educational objective is to equip adolescents with the knowledge and provide differing perspectives about the new findings within the energy research sector, and on the other hand to encourage systematic thinking of complex systems. In this context, DIALOGIK developed a game called *Energiespiel ENERGETIKA 2010* in collaboration with the game development company takomat, the Forschungszentrum Jülich (KFA) and the German Aerospace Center (DLR). It is mainly designed for adolescents aged 15 years and older as well as for adults who may also be interested. How can you ensure a sustainable electricity supply in a country? What is the right mix of energy that satisfies users, saves the environment and retains the economic power of a country? In this game the challenges can be exemplified. The player is simulated to be the energy-strategist of a fictional country called Energetika. Their task is to ensure the country’s electricity supply for a period of 40 years in a sustainable manner. The better this task is handled, the more points are awarded in the three fields of social, environmental and economic sustainability. Therefore, many aspects (like the acceptance of different technologies, the extent of CO₂ emission or the extent of national debt) have to be taken into consideration. Additionally to the numerical feedback, the players get professional help from a team of different researchers and emotional feedback by means of comments from the population. In the conception of the game, all aspects of the generation, transmission and usage of electricity have been taken into account. The game is based on real data extracted from the mix of energy supply in the Federal Republic of Germany.



Internet-Portal

The game can be found at www.energiespiel.de and can be used without any special previous knowledge. The platform serves as an internet portal that fulfils the following basic functions: high score list, a forum for exchanging information about the game, warrants of apprehension about the specialist terms within the game and online articles and reviews.

Additionally to the game, there are didactic materials for teachers so that they can use the game for their teaching.

Preparatory phase

01.11. 2009 – 31.04.2010

Project partners

Dr. rer. pol. Wilhelm Kuckshinrichs and Dr. Stefan Vögele (Forschungszentrum Jülich)

Bernhard Milow, Dr. Stephan Saupe (German Aerospace Center in Köln (DLR))

Prof. Dr. Günther Hasinger and Dr. Thomas Hamacher (Max-Planck-Institut für Plasmaphysik)

Fokusgruppen-Tests

Carsten Klöpper, INEP Institut Oldenburg gGmbH

DIALOGIK team

Supervision: Ortwin Renn

Project leaders: Frank Ulmer, Björn Wyrich

Researchers: Ludger Benighaus, Anke Buchhorn, Anjo Gaul, Andreas Hohlt, Dirk Klaiber, Sandra Wassermann

Student research assistants: Vera Hairich, Teresa Unangst