

### The Newtonian Shift

Experience 30 years of energy transition in one day

FRESH GAME STUDIO



## FRESH GAME STUDIO

We create playful solutions for your business challenges.

We help organisations to reach their goals by adding playfulness to their peoples work.



#gamification

#digital

#playful

#hybrid

Check out our 1 minute showreel here.































#### **Our Vision on Serious Gaming**

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We design a game world which simulates the **core dynamics** of the real world in an abstract manner. Play engages people by tapping into their motivation. This engagement leads to **authentic** and an **intensive learning experience**.



The **real world** where players live and work in.

After playing participants **reflect** on their learning experience, their behaviour and its effects they have seen. This helps them to **translate** their **insights to the real world** and **formulate** 

actionable goals for the future.



The **game world** provides a safe space for exploration, experimentation and learning.



- Ryan, R. M., & Deci, E. L. (2002). Overview of self-determination theory: An organismic dialectial perspective.
- Kolb, D. (1984). Kolb's experiential learning theory.
- Hunicke, R. LeBlanc M, & Zubek, M. (2001). MDA: A Formal Approach to Game Design and Game Research



#### **The Newtonian Shift**









The Newtonian shift is a physical game that lets participants experience what the energy transition is really about. The game is suitable to use as an intervention to inform and to stimulate cooperation within groups involved in the energy transition.

- Players can take on the role of one of many stakeholders (energy company, large companies, municipalities, cities, government, investors, etc.)
- During the game, they are jointly responsible for the energy siutation for the fictional country in the game. The decisions they make must contribute to the availability, affordability and sustainability of the energy supply.
- Players experience the energy transition at a systems level and what role behavior and cooperation play in making it successful.
- The game can be loaded with different scenarios that affect the game context. These scenarios represent social future scenarios that are relevant to the energy transition
- Watch this video for an impression of the game and players' experience:
- (1) 6 hours (1 game day), including introduction and debriefing.
- 15 to 20 players per game (3 parallel runs possible). 1 lead facilitator and 1-2 co-facilitators are needed per game
  - Single gamerun (up to 25 players): € 4950,-Double gamerun (up to 50 players): € 7950,-

#### **Programme**

Note: this is a concept program for your inspiration. We can adjust this timetabel to a program fitting to your needs for the gameday.

TIME	ACTIVITY
09.00	Walk-in, start, goal of the day, linking the game to the learning goals of the day.
10.00	Introduction in serious gaming and the Newtonian Shift
10.30	Round 1
11.30	Round 2
12.30	Energy Summit and group discussion
13.30	Round 3
14.15	Game Closure and break
14.30	Debriefing and reflection. Bringing the game experience and insights back to real life.
15.30	End of the day – social activity









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# We are looking forward working together!

