

Re-Organise - The Game

English - V2.1

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Re-Organise – The Game

V2.1 (2019)

Game Design by: Urban Technology (HvA), Play the City, Circle Economy

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Hogeschool van Amsterdam



Aeres Hogeschool Dronten

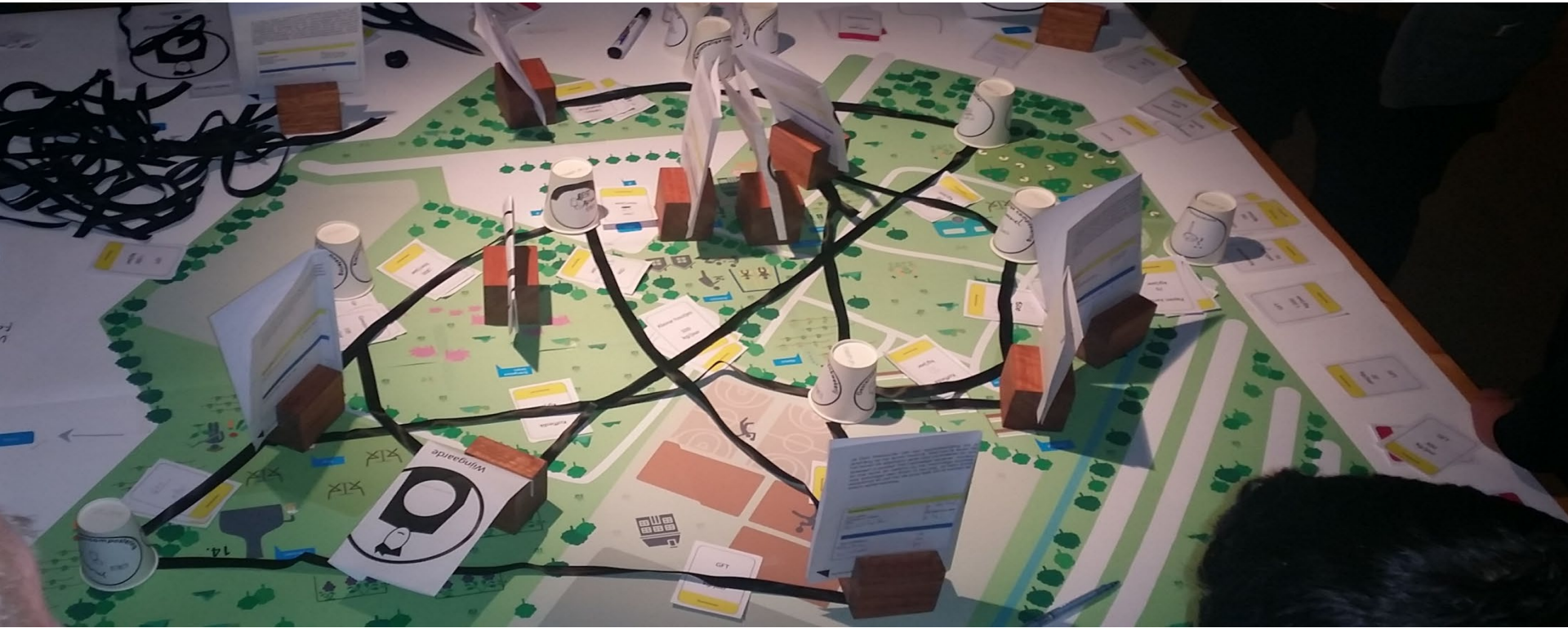


TU Delft

Delft University of Technology

GOAL OF THE GAME

- Try to use as much waste streams as possible
- Try to fulfil as much needs as possible



ROLE CARDS & PAWNS

You are a small-scale, socially driven beer brewer with the ambition to grow and you produce and sell local and regional specialty beers with a social and sustainable image. The story behind your company and the products is important and contributes to the "experience" of your end product. Closed local cycles, sustainability and biological raw materials fit in well with this. You wouldn't mind making an effort for this, but it has to be cost-effective. Find partners to achieve your goal!

Necessities

Electricity	6000 kWh/year
Gas	5500 m ³ /year
Heat	2000 kWh/year

Waste streams:

Brewer's grains	15 tons/year
Organic waste	2 tons/year

Other assets:

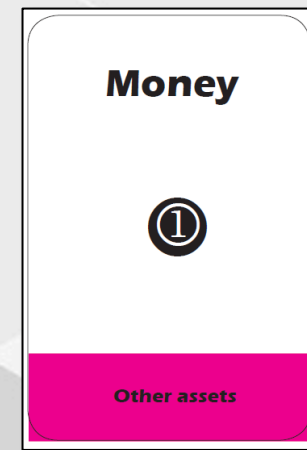
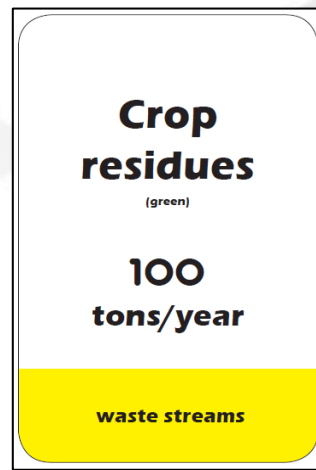
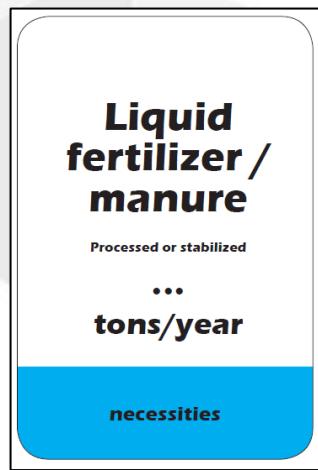
Small amount of money to invest	(1 card)
Bit of labour time	(1 card)
Small outdoor green space	(1 card)
Indoor Workshop and exhibition facility	(1 card)



BREWERY
Bierhier

PLAY CARDS

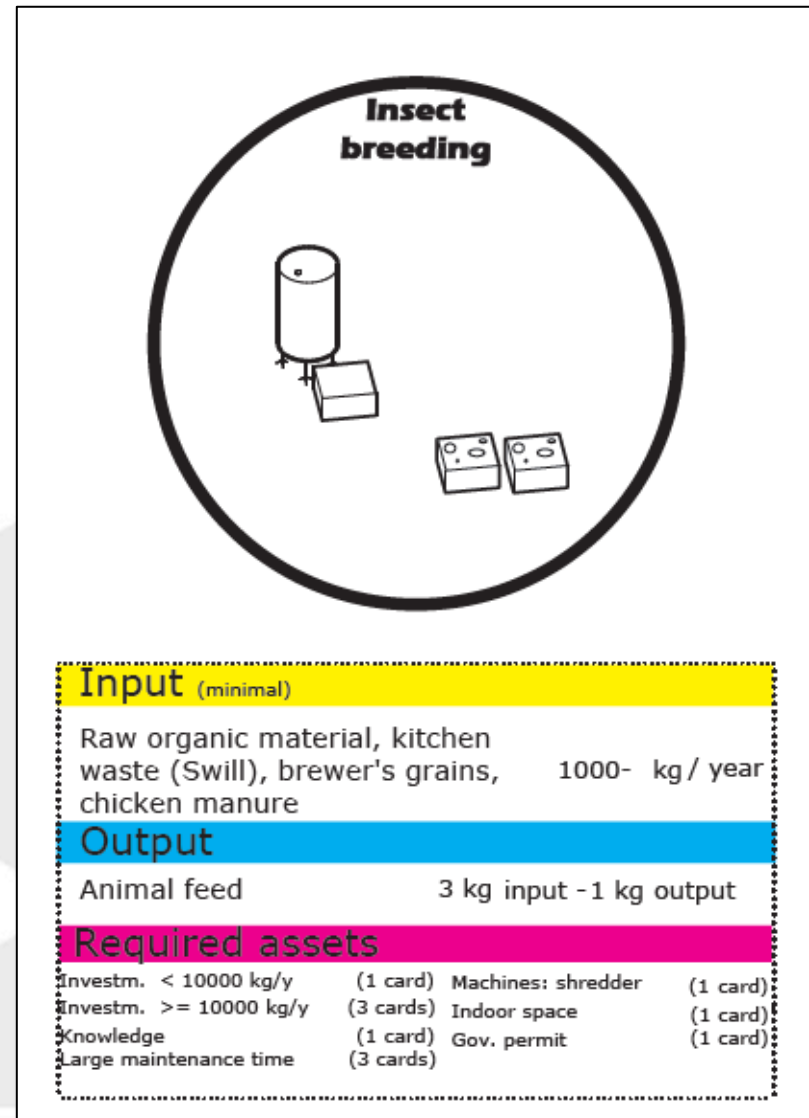
- Lose as many 'necessities' (blue) and 'waste streams' (yellow) cards as possible
- If necessary: play 'other assets' cards



TECHNOLOGY PAWNS

- Inputs: waste streams
- Outputs: valuable products
 - Materials
 - Energy
- Required assets:
 - Investment
 - Labour (e.g. maintenance)
 - Knowledge for proper use
 - Machines
 - Space (indoor, outdoor)
 - Permit

Think about other financial, social or environmental benefits as well!



AVAILABLE TECHNOLOGIES

1. Biodigester (dry)
2. Biodigester (wet)
3. Biomeiler
4. Composter (large- and small-scale)
5. Insect breeding
6. Manure separation
7. Mushroom production
8. Silage
9. (Stabilized) organic material storage
10. Worm composter



INTRODUCE YOURSELF

(SHORTLY: MAX. 1 SENTENCE, APPROX 5 MIN)

My role...

- My role...

- My role...



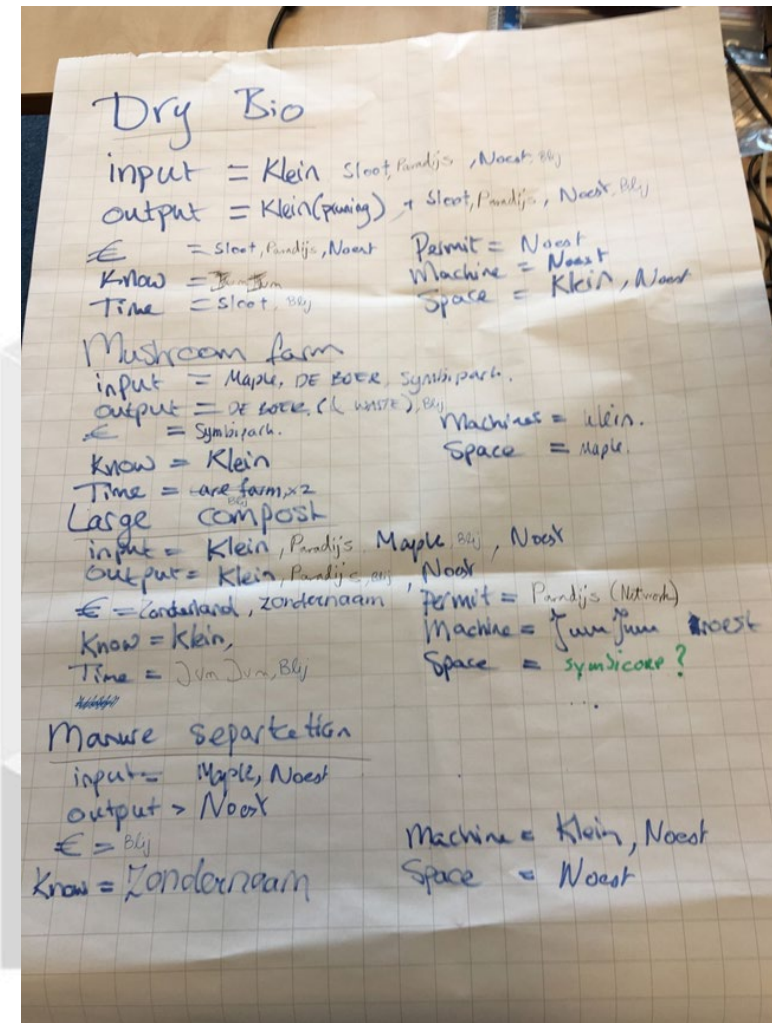
LET'S PLAY! (APPROX. 40 MIN)

- Try to use as much waste streams as possible
- Try to fulfil as much needs as possible



GAME EVALUATION (15 MIN)

- USE FLIPCHART to describe the emerged network:
 - Technology
 - Waste streams and who involved
 - Necessities cards and who involved
 - Assets and who involved

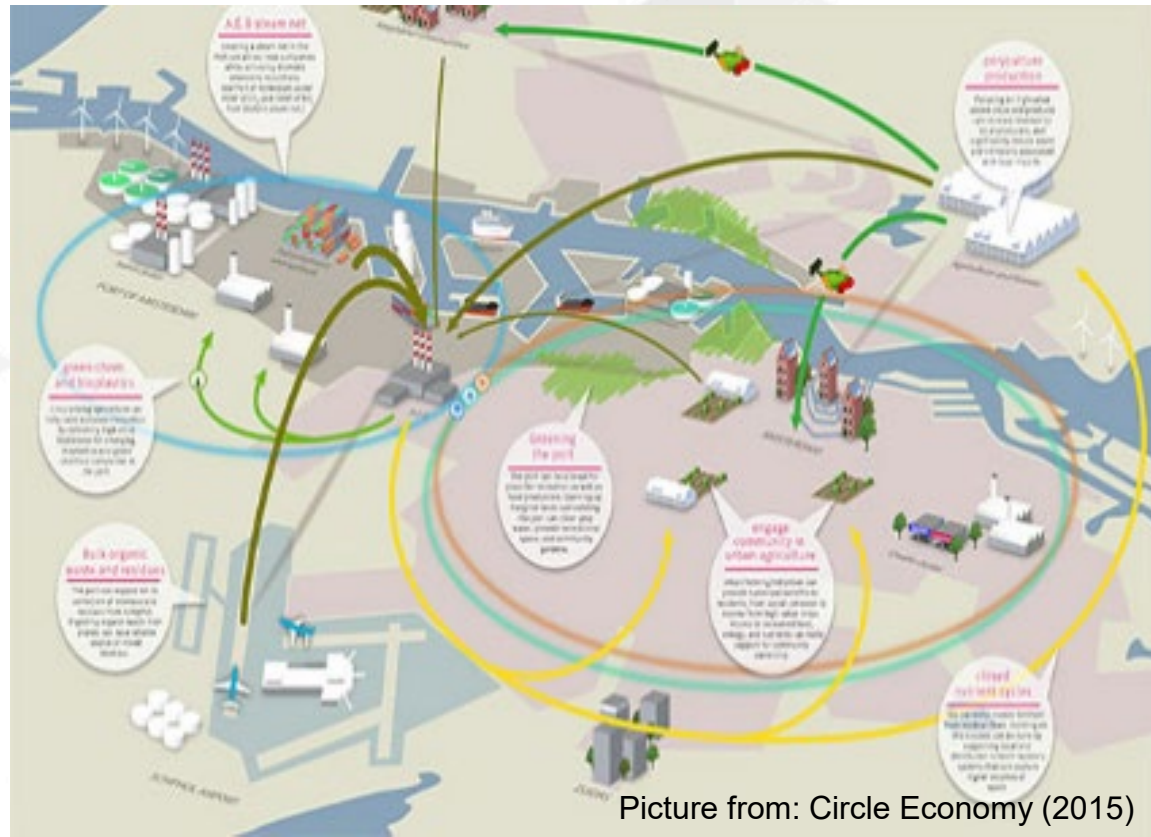


CONTACT

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Picture from: Circle Economy (2015)