

Keep Cool Eastern Europe Workshop-outline for multipliers

*Method Proposals for Mobile version Game by Julian Gröger, May 2018
by choice of workshop elements 1,5 – 6 hours*

1. Introduction

a.) for the parts “Getting to know each other” and “introduction to Climate Negotiation” see method description for board game.

b.) Board game vs. Mobile version: Present shortly the two tools and talk about the differences

- Different focus on actors: cities and not nations
- Different target group: especially younger generation, potentially international
- All actors start at the same setting: fostering a global citizens spirit between Miami, Kyiv and Mumbai

c.) Making conflicts of interests obvious

The game will provoke conflicts of interest. To make this obvious already in the group you can take some climate-related questions and ask the participants to line up in the room on a scale from “Yes, of course!” to “No, not at all!”. The statements have to fit the group and should be controversial for them. For example:

“After 2030 no single fossil fuel burning car shall be admitted.”

“I’m ready to renounce to holiday flights and tropical fruits.”

“Meat and milk products shall be luxury and shall cost three times more of todays price.”

d.) take the powerpoint slide shows given and show 11-16

2. Play the game

a.) Try-out-version: Take a first quick version and 20 sec./year and just try to play it until the first conference and stop it. People will understand the game better and quicker than in theory.

b.) Prepare the real game introducing two special roles:

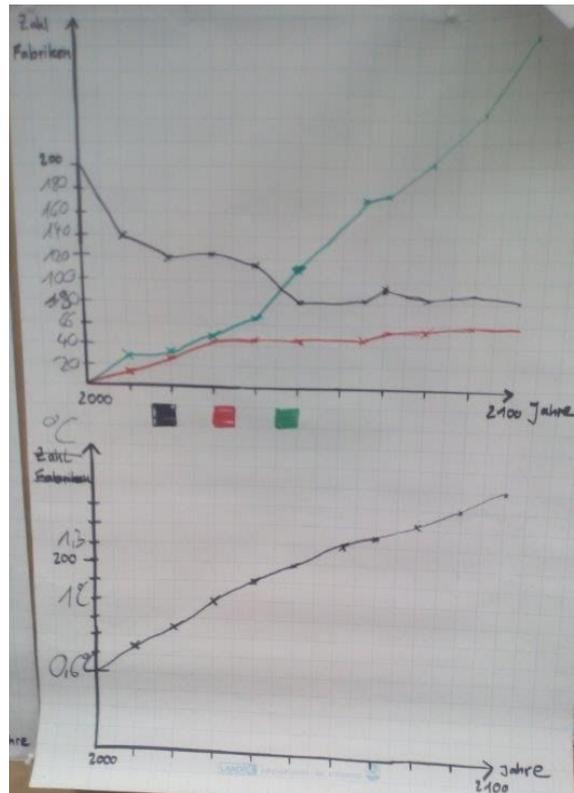
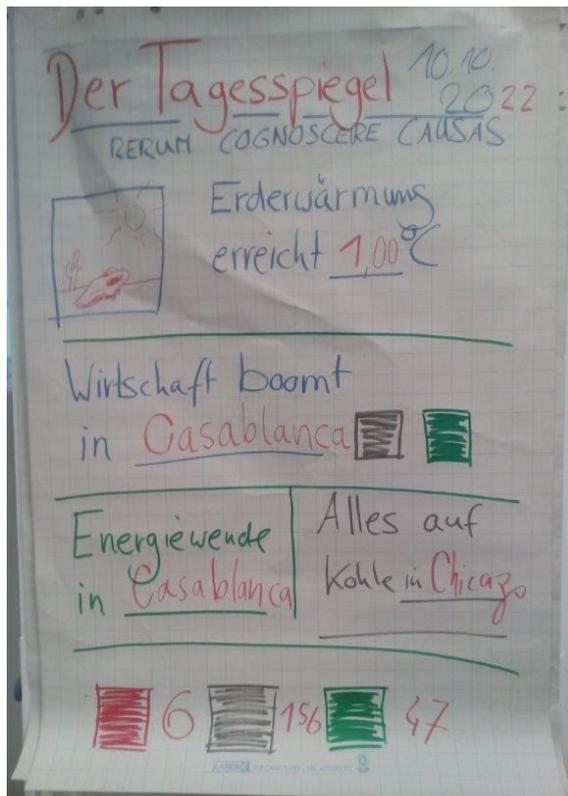
- Climate scientist: gives report every ten years to climate and economy, can also give advices, more neutral, keeps distance
- Climate NGO: can be creative with naming and shaming and dynamically hand over trophies (“fossil dinosaur” for most black factories, “Smart Peter” for most green factories, “Guardian Angel” for best protection), pushes players to more ambitious acting, is emotional

c.) Play the game, 20 or 30 seconds per year are recommended

inspiration for the special roles: Tools they can use:

Media coverage with interesting news // statistics (tracking of factories and protection tokens and climate development

You could prepare these two flipcharts if time is short



3. Reflection

- Let the participants describe what happened in the last 100 years on our planet. Take a flipchart and write down valuable points you can use later for the analysis like "our economies suffered from climate change" // "It was easy to make money in the beginning but the turn around from black to green was difficult." // "we didn't trust each other to agree to reduce black factories"
- What are the learnings from the game? What can I understand about climate negotiation by playing this game?
- What is strange in this game that doesn't really reflect reality?
- Print out before a big green and a big black factory and ask the participants what are their black and green elements in their life. What could you do to make the turn-around faster? What stops you from doing it? Have a list of our private black and green "factories" and ask the group if anybody wants to share a personal intention to change something.

4. Wrap-up

Ask who of the participants is eager to run a session with "Keep Cool" and in which frame? Ask them to share impressions, questions and learnings on our facebook page "Keep Cool Eastern Europe":

<https://www.facebook.com/groups/1031004956992453/?fref=ts>

Don't forget the participants list and ask who would like to buy a board game.
Let's keep in touch and keep cool!

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