

Local stakeholders play a key role in implementing the energy transition. But how to do this? How to stimulate and engage stakeholders? Which technologies are available? What are the responsibilities of grid operators, housing corporations, and local energy companies? How can residents contribute to this transition process? Experiencing the Go2Zero game will help you to answer these questions.

In the serious game Go2Zero stakeholders involved in the local energy transition experience what it takes to 'go to zero', to make existing neighbourhoods energy efficient and carbon emission free. In the interactive, multiplayer game session you will experience how different measures contribute to the local objectives, as well as your individual goals.

Go2Zero!

The Go2Zero game simulates a district in the city Greendam, which is at the start of the energy transition process. Players are challenged to plan and execute strategies to reach the game objectives, individually or by collaborating with other actors in the district.

Objectives in the game:

- *0 kg CO₂ emission per month*
- *50% lower energy consumption*
- *100% use of renewable sources*

The following actors are played in the game:

- *Owner occupiers*
- *Residential tenants*
- *Housing corporations*
- *Municipality*
- *Local energy company*
- *Grid operator*
- *Contractors*

Joint objectives of the players are:

1. Reduce CO₂ emissions, caused by the residential energy demand in the district, towards zero,
2. Reduce residential energy demand with 50% of the starting situation, and
3. Supply all energy from fully renewable sources, preferably locally generated.

Different actors, different actions

One of the complicated aspects of the energy transition is that no actor has the resources, authority and availability to make the district CO₂ free on his own. Go2Zero includes a variety of actors, each with its own resources and measures to contribute to the

energy objectives of the district.

Feedback

The game provides feedback on two levels. First, all individual players get insight in the stakeholders involved in the process and the possible measures they can take. Second, players receive feedback on the joint performance of different measures in the district, such as energy demand, renewable energy share, bank account, and grid performance (outages). During the game players can observe how they succeed in achieving the game objectives. The game experience will help local stakeholders to develop strategies and actions for the local energy transition.

The game is developed by Delft University of Technology, and DNV GL. This project has received funding from the European Union's 7th Framework Programme for research, technological development and demonstration under grant agreement No 608702.