Let's think about focusing on the correlation between local environments and renewable energy while playing a board game!

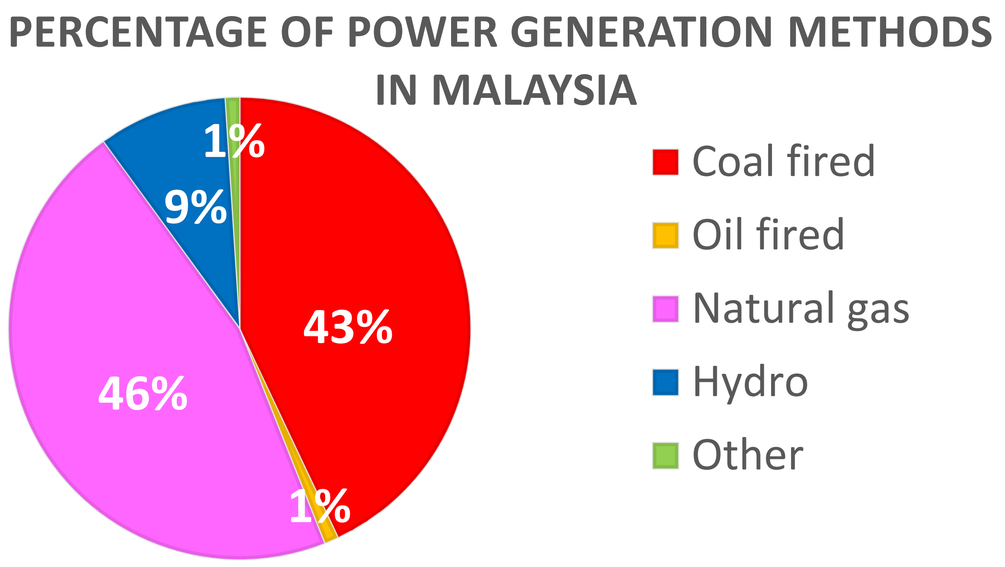
2712 Tokyo Tech High School of Science and Technology 2018 SGH Malaysian Study Tour

The Present Situation

Fossil fuels are used to generate about **90%** of all electricity.

Renewable energy is used for **only 10%!!!**

⇒ How can we improve that?



Reference: IEA “Key World Energy Statistics 2017”

Suggestion

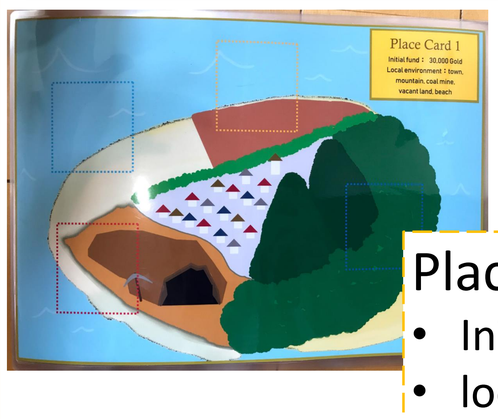
⇒Increasing the percentage of renewable energy usage.

However…each area has different weather and environment ⇒ways of generating electricity are also different. For example…

⇒We must think about that **what kind of generating method fits local environments and weather**.

⇒I decided to **make a board game as a study aid**.

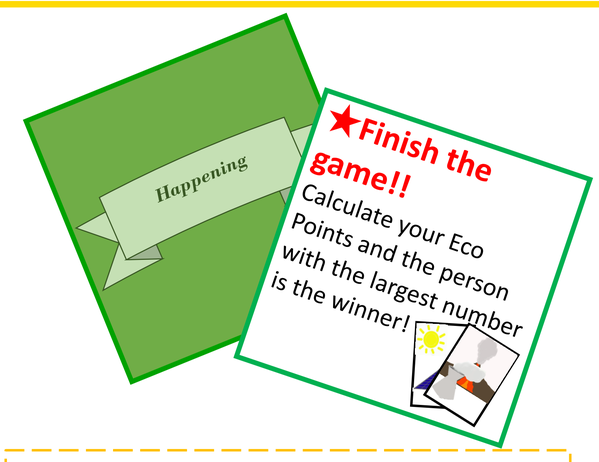
Game Contents



Place Boards
- Initial fund
- local environment

Power Plant Cards
- Cost
- Capacity
- Eco Points

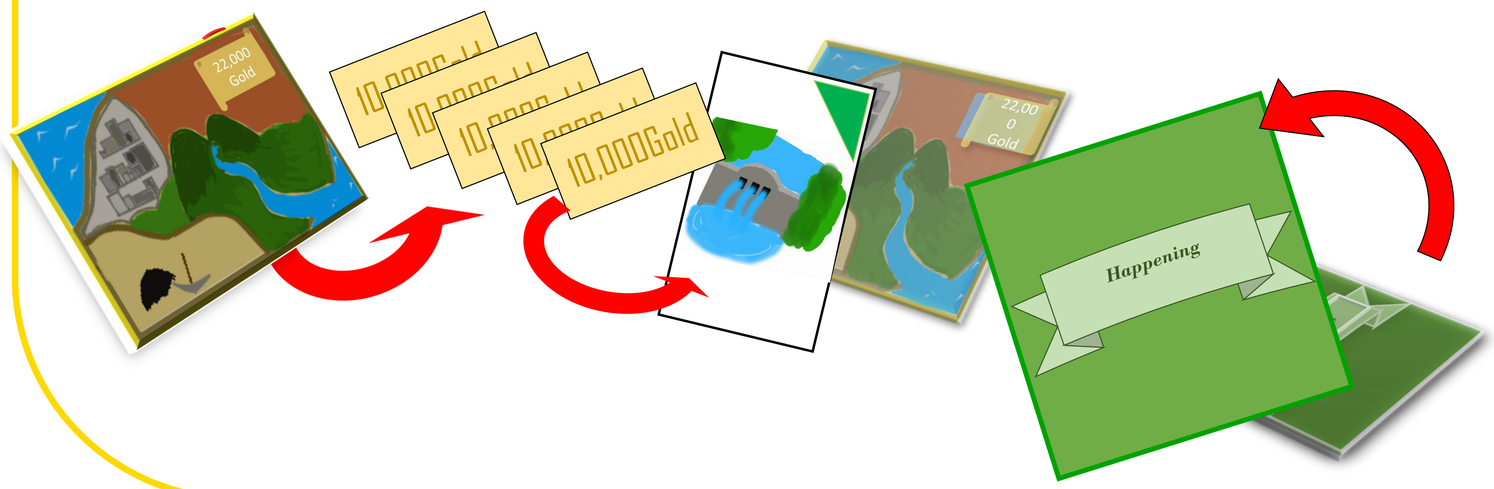
Money
- 1,000 Gold
- 5,000 Gold
- 10,000 Gold



Happening Cards
- Many kinds of directions

Process

1. You can get a “Place Board” at random and initial funds.
2. Decide the starting player and start game in order.
3. You can get money from your power plant and buy new power plants with your money. You can determine where to use a power plant depending on your Place Boards.
4. Put down a “Happening Card” and follow the directions written on the card.
5. If you put down a “Finish the Game!” card, the game ends. And the person with the highest “Eco Points” is the winner!!



Improvements

- “Power Plant Cards” can be installed up to only four power plants per one “Place Board”.
  ⇒I made it possible to increase the number of power plant cards of the same type to be used in one place/frame.
- I think it is easier for understanding of many people to write a game manual both in Japanese and English.
  ⇒I am working on it now…

Our First Attempt with Malaysian High School Students (August 2018)