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The Game of Energy: a classroom game of cooperation and competition simulating the global energy market

ABSTRACT:

This article introduces a game for classroom use based on a simplified model of the global energy market. It was designed for a four-hour session, in a classroom, with up to thirty participants, but preferably with around sixteen participants.

The model simulates the future effects of rising costs of production, political instability, renewable energies to substitute demand, and new technologies such as deepwater oil, and shale layer production. The model is very simple to give the students a better view of the possibilities, and yet the possible combinations are so many, that no two games will be the same.





