

GovEnergy 2009 | Energy Security Game

To manage energy security for your organization, what do you need to know about the world around you? There are social trends, technology advances, economic and energy realities, ecological concerns, and government legislation and policies that can all affect your energy security. Although all may not appear relevant to your installation or mission, each of these challenges can seriously impact the success of your energy security strategy. Additionally, how do you cope with a totally unexpected event?

The Energy Security Game has been developed for GovEnergy 2009 to help participants create future scenarios and explore strategic options for energy security around the year 2015.

A deck of TBD cards serves to create scenarios and frame the development of strategic options to create and maintain the energy security of a government installation. There are two types of cards. One type, Installation Card, describes government installations—each card outlines the mission and energy supply, demand, and critical load for a representative government installation. The second type, Future Energy Environment Card, deals with trends and issues that describe the future energy environment within which the installation is placed. There are five categories of trends: economy, society, ecology, technology, and policy – plus a set of wild cards.

For GovEnergy 2009, participants are grouped into teams. Each team is dealt a hand that provides a description of a government installation and a future energy environment in 2015 (each team receives a different installation and different future environment). Teams assess the **impact** of the future energy environment on their installation and missions, and identify **actions** to improve their energy security. A complete deck of Future Energy Environment, Installation, and Wildcard cards will be provided to each participant at the conclusion of the exercise for use with their organization.

Play of the Game

Each team is given one set of six Future Energy Environment cards and one Installation card. Teams discuss their Future Energy Environment, the impact on their Installation, and actions they can take to enhance the Installation's Energy Security. Teams should be realistic within the timeframe—but push the boundary to be innovative in their solutions. Each team briefs a summary of its decisions.

Discussion Agenda

- ▶ Given this future, what kinds of energy security challenges does your organization/installation face?
- ▶ How will you create and sustain your energy security in this future?
- ▶ What investments/changes in supply and demand do you need to make for energy security?

Team Briefing

- ▶ Give a summary of your future scenario and installation
- ▶ Describe the impact on your energy security
- ▶ Describe three key actions you took to enhance the energy security of your installation

Schedule for Play of the Game @ GovEnergy 2009

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| 0000 | Instructions for the game |
| 0010 | Teams work in breakouts to assess impact, and identify strategic actions for energy security |
| 0040 | Each team briefs a summary of its decisions (2 minutes each, ten teams) |
| 0060 | Teams work in breakouts to assess impact of wild card and revise strategy |
| 0080 | Each teams briefs its wild card and revised strategy to enhance energy security |
| 0090 | Game ends – Closing Remarks |