



# **BASE Project: Exploitation Game**

**Rethink. Reuse. Reinvent.**

## **Facilitator's Guide**

**BASE**

Digital Battery Passport for Circular Economy and Resilient Supply Chains

## 1. Purpose of the Game & Facilitator's Role

The BASE Exploitation Game is not just an interactive session – it is a **mindset shift**. It is designed to encourage stakeholders and teams to:

- Think beyond compliance
- Explore the strategic and operational value of DBP
- Break down silos between teams, departments, and value chain actors
- Create space for practical, creative, and cross-functional thinking



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As a facilitator, you are not a trainer or presenter – you are a guide and provocateur.

Your role is to:

- Help participants reflect, stretch their assumptions, and think from multiple viewpoints.
- Keep the energy constructive, focused, and adaptive.
- Create psychological safety for participants to experiment, challenge norms, and co-create.

## 2. Key Messages to Reinforce Throughout the Game

Use these messages during the opening, mid-game clarifications, and closing reflection:

- "Exploitation is not extraction; it is strategic use."
- "The DBP is more than a digital tool—it's a cultural and operational shift."
- "This is about redesigning how we work together, how data flows, and what value looks like in the new battery ecosystem."
- "We are not solving for perfection—we're surfacing ideas, tensions, and connections."

## 3. Pre-Session Preparation Checklist

### A. MATERIALS

- Printed or digital Trigger Cards (theme-based sets: Stakeholder or Team format)
- Idea Worksheets (one per team)
- Optional: DBP Data Simulations for added realism
- Flipcharts or whiteboards for brainstorming
- Name tags or role cards (if cross-stakeholder format)

### B. ENVIRONMENT

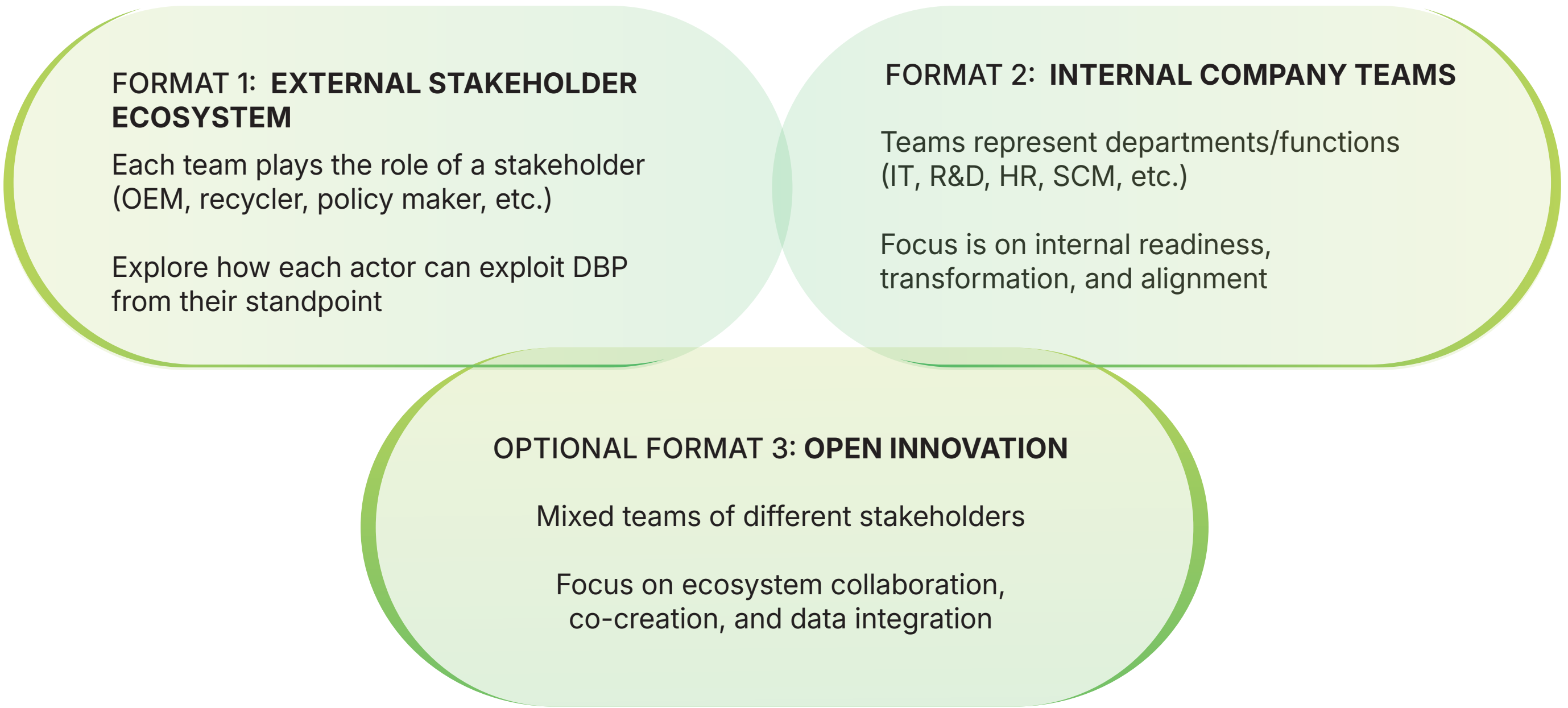
- Room with breakout space or virtual setup with breakout rooms
- Timer or visible clock
- Light snacks or drinks (for longer sessions)





## 4. Game Formats & Participants

Facilitator must first choose or clarify the format based on audience type:



## 5. Session Structure (120 Minutes)

You can adapt to shorter or longer formats, but this version balances depth and energy.

Time	Activity	Details
0-10 min	Welcome & Setup	Introduce the BASE project and DBP context. Frame the purpose of the session: from compliance to opportunity. Explain the rules and role of the facilitator.
10-25 min	LEGO Warm-Up (Optional)	Run the '1000kg LEGO' mock challenge. Use it as a metaphor to reflect on how we think about value. Discuss how constraints drive creativity.
25-35 min	Role Selection & DBP Primer	Teams pick stakeholder roles (Format 1) or functions (Format 2). Introduce a simple DBP simulation. Clarify the new visibility and data expectations of DBP.
35-65 min	Trigger Card Round	Distribute trigger cards. Teams read, select cards, and discuss. Encourage creative and strategic thinking.
65-90 min	Idea Development	Teams complete Idea Worksheets. Refine 1-2 ideas and align with data and strategy.
90-110 min	Team Presentations	Each team presents their top insights and ideas. Focus on storytelling and learning.
110-120 min	Debrief & Next Steps	Wrap up session with reflections. Identify ideas worth exploring further.



## Session Structure Guiding Points

### LEGO Warm-Up (Optional but Recommended)

Before diving into the BASE Exploitation Game, you can start with a quick exercise to stimulate creative thinking:



Imagine receiving 1,000 kg of LEGO bricks—but you can't sell, play with, or give them away.

How would you exploit what you have?  
What do you do?

#### Possible creative solutions include:

This exercise pushes participants to think beyond conventional uses of resources - preparing them for the main game.

- Modular office spaces instead of traditional building materials
- Interactive public installations funded by participation fees (officially, there is no play involved)
- Renting LEGO bricks for temporary structures at events

#### Facilitator prompts:

- "What would this look like in your day-to-day?"
- "Who would need to be involved to make this work?"
- "What's the first tiny step toward this idea?"

#### Idea Development

##### Teams fill in **Idea Worksheets**

- o Ask them to refine 1–2 ideas and align with data, decision-making, or strategy
- o Format 1: Business idea + stakeholder relationship insight
- o Format 2: Business idea + internal change or challenge surfaced

#### Team Presentations

- Encourage storytelling: "What did you realise?", "What surprised you?"

## 6. Tips for Great Facilitation

01

**Be present, not perfect.** You don't need all the answers - your job is to ask good questions

02

**Normalise divergence.** It is okay if different teams have conflicting views - DBP will impact companies, associations, organisation and people differently

03

**Give space to the quiet thinkers.** Rotate speakers or use sticky notes for introverted participants

04

**Use humor wisely.** It relaxes the group and encourages playfulness - just don't distract from the core goal

05

**Connect the dots.** Help teams see patterns between data, people, and strategic opportunities

06

**End with clarity.** Summarise what was uncovered and suggest how to capture ideas after the session (e.g., take photos of flipcharts or collect worksheets)

## 7. Optional Add-Ons

- Scoring or voting system for best idea
- Follow-up sessions to develop top ideas into action plans
- Video snippets or photos for internal comms or reporting

## 8. Outcomes to Expect

01

Understand how DBP impacts their role,  
department, or industry

02

Generate concrete  
business or transformation ideas

03

Build a shared vocabulary and mindset  
for innovation

03

Identify collaboration points and  
internal tensions

05

Build a shared vocabulary and mindset  
for innovation

