



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



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:

FORMAT 1: EXTERNAL STAKEHOLDER ECOSYSTEM

Each team plays the role of a stakeholder (OEM, recycler, policy maker, etc.)

Explore how each actor can exploit DBP from their standpoint

FORMAT 2: INTERNAL COMPANY TEAMS

Teams represent departments/functions (IT, R&D, HR, SCM, etc.)

Focus is on internal readiness, transformation, and alignment

OPTIONAL FORMAT 3: OPEN INNOVATION

Mixed teams of different stakeholders

Focus on ecosystem collaboration, co-creation, and data integration

5. Session Structure (120 Minutes)

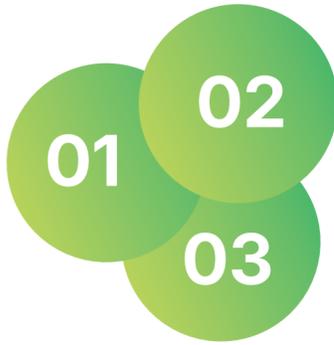
You can adapt to shorter or longer formats, but this version balances depth and energy.

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

