



# **BASE Project: Exploitation Game**

**Rethink. Reuse. Reinvent.**

## **Players' Guide**

**BASE**

Digital Battery Passport for Circular Economy and Resilient Supply Chains

### BASE Exploitation Game: "Rethink. Reuse. Reinvent."

With Digital Battery Passport (DBP), key battery data and processes behind the data will become publicly accessible (within regulatory limits). This fundamentally changes supply chains and competitive dynamics, challenging companies to leverage transparency and visibility in new ways.

*Participants can explore the BASE DBP Exploitation Game from two perspectives, each offering unique insights:*

#### Format 1: Cross-Stakeholder Perspective

- Players represent different industry stakeholders (OEMs, recyclers, policymakers, energy grid operators, second-life battery operators, etc.)
- This format focuses on external collaboration, competitive positioning, and industry-wide innovation



#### Format 2: Internal Organisational Perspective

- Teams represent different internal departments (from Manufacturing, IT, Operations, Engineering and Quality Control to HR, R&D, Strategy and Compliance etc.)
- This format focuses on internal alignment, digital transformation, and operational excellence driven by DBP implementation





### How to Play

#### Step 1: Choose Your Role

Teams select a stakeholder role relevant to their interest or experience. Examples include OEMs, battery manufacturers, recyclers, policymakers, end-users, and energy operators or their own internal team within their organisation or a company.



#### Step 2: Draw & Discuss Trigger Cards

Teams engage with specially designed Trigger Cards, which blend coaching and guided questioning techniques. Each card poses a thought-provoking question positioned at strategic, tactical, or operational levels to stimulate creativity, innovation, and actionable insights. Two distinct formats are available: one for external stakeholders, focusing on ecosystem alignment and collaboration opportunities; and one for internal teams, designed to break down silos, align departments, and prepare organisations for the operational shifts introduced by the Digital Battery Passport.

*Example trigger categories and sample questions include:*

- Transformation & Innovation: "What new business model could DBP data enable?"
- System & Process Efficiency: "How might DBP streamline or automate your current operations?"
- New Business & Revenue Models: "Could DBP allow you to offer subscription or pay-per-use models?"
- Compliance & Competitive Advantage: "How can early adoption of DBP data differentiate you from competitors?"



## Step 3: Develop & Present Exploitation Ideas

Drawing insights from the Trigger Cards, teams in both game formats will develop practical, relevant, and actionable outputs aligned with their specific perspectives:

### Format 1: Cross-Stakeholder Perspective

- **Business Ideas:** Concrete business opportunities that emerge from DBP- driven transparency and inter-stakeholder collaboration - such as new partnerships, service models, or cross-industry initiatives
- **Stakeholder Alignment:** Practical strategies for how different industry stakeholders (e.g., recyclers, manufacturers, energy providers) could collaboratively exploit DBP insights to create mutual value

### Format 2: Internal Organisation Perspective

- **Operational Insights:** Actionable recommendations on process improvements, digital transformations, or operational adjustments necessary to effectively leverage DBP
- **Team Alignment:** Specific internal strategies for aligning departments (IT, HR, Supply Chain, R&D, Operations) around DBP implementation to maximise organisational efficiency and agility

Each team concludes by clearly presenting their ideas, demonstrating how the DBP can become a #catalyst or an #enabler for innovation, operational excellence, and strategic growth - whether internally or across the wider stakeholder ecosystem. Importantly, bringing forward the best ideas is just the beginning. Some ideas uncovered during the game may require deeper exploration, including dedicated strategic sessions, full-day workshops, or cross-functional planning to turn them into actionable roadmaps. The game helps surface what matters most — but real transformation happens in what comes next.



### Who Should Play and Where?

The BASE Exploitation Game can be effectively played in diverse settings, including:

- **Cross-Functional Company Workshops:** Engage internal departments to align around DBP impacts and strategy
- **Stakeholder & Industry Forums:** Foster cross-industry collaboration by involving various stakeholders (OEMs, recyclers, energy operators, policymakers) in strategic discussions
- **Executive & Strategic Planning Meetings:** Facilitate high-level strategy discussions on DBP-driven business model transformation and competitive positioning
- **Innovation Sprints & Hackathons:** Rapidly prototype new ideas, business models, or process improvements inspired by DBP insights

This versatility ensures the game does not only generate innovative ideas but also aligns stakeholders, strengthens internal collaboration, and strategically positions your organisation to thrive in the DBP era.

