

ENERGY-TRANSITION

Energy Transition, Renewable Energies, Citizen Participation



Participants try to organize more effective opportunities for citizens to participate in the decision-making-process

SCENARIO & PROCEDURE

In many cases the network operators or the local residents are held responsible for the congestion of network expansion. But what are their exact interests and how can those be reconciled? The participants take on the roles of key actors and need to deal with close to reality conflicts with the aid of an exemplary municipality. Should the German Energy Agency (dena) take care of the expansion in the first place or should there be public tendering? When can underground cables be laid and what kind of impact do they have on the price of electricity? What are “super grids” and where can they be used? How can decentralized energy suppliers be networked and how can innovative storage technologies be utilized? And above all: how can planning be carried out in a more transparent way and how can a sufficient citizen participation be created?

OBJECTIVES

The participants learn technical terms and options related to the network expansion in Germany. In addition, in the simulation game the conflicts in network expansion become clearer and innovative approaches can be tested. Furthermore the possibilities of a European Network Organization and a cross-border network balancing are discussed. At the end the participants have an increased expertise and ideas, how a better citizen participation and more transparency in the network extension could look like, are developed

DESCRIPTION

The energy revolution in Germany poses big challenges for society. A comprehensive re-organisation of the network infrastructure is required and the ways of energy production are changing rapidly. For many citizens the current policies do not always appear clear and comprehensible, which is leading to resistance. But the networks are clogged, too inflexible and prevent an intelligent distribution of locally generated electricity. This way even the feed-in of wind energy has to be partially interrupted. So which are the concrete difficulties and how can network expansion and citizen participation be simultaneously advanced? These are the issues of this simulation game.



How can the current issues regarding the energy transition in Germany be actively influenced?

Learning targets:

- Understanding of the network management in Germany
- Sustainable development of power generation, which total costs incur for the respective types of production
- What makes a fast expansion of power grids fail and how can the expansion be supported

Target-Group: Administrative staff, university students, pupils, from the age of approx. 18 years

Participants: 15 to 30

Duration: 0,5 up to 1,5 day

Type: Semi-realistic

Languages: English and German