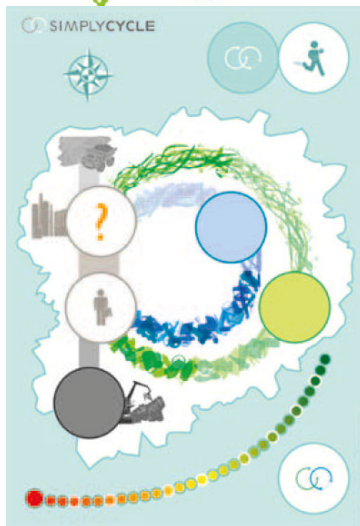


 SIMPLYCYCLE



The Game Board: the players can decide if they bring the products into cycles or let it end up as waste

 T-SHIRT



Cotton is a natural fabric. Some colours harmful (carcinogenic because of heavy metals ●).
When not made from organic cotton ●, farming causes damage in environment (heavy usage of pesticides ●, very high water consumption ●, cotton plants can be genetically modified ●).
Little safety for workers ●, wastewater problems ●.
Used fabric often marketed in Africa as second hand or used for carpets.

PRODUCT
CLOTHING 2

A product card example

SIMPLYCYCLE – A Simulation Game for Eco-Effective Design

Description

SIMPLYCYCLE is a simulation game teaching principles and implementation of an eco-effective design philosophy. This game is especially inspired by the design concept of Cradle to Cradle®.

A team of players tries to achieve a positive footprint for the island. For this purpose the players in the role as consultants have to improve products and processes according to eco-effective design.

In three levels of increasing complexity the participants learn how to set the course for a cyclical metabolism. In level 2 they learn about factors that support continuous flow of material. And finally in level 3 the bigger picture can be seen.

Eco-effective design is a journey. There is not everything ready on a shelf to pick up for us. The simulation game takes this into account and does not offer simple answers. On the contrary the aim is to raise many creative ideas.

Objectives

- This game is developed as a starter for working with eco-effective design inspired by C2C. It will help players learn to ask the right questions.
- The game raises awareness about harmful substances in everyday life products and also about different mindset of environmental problem solving.
- Players will also get an insight in our interdependence with nature.
- The players can test their knowledge and make the first steps of experiences.
- The simulation prepares for the implementation of own projects.

Possible application

The simulation can be used in the context of seminars and workshops in schools, universities, companies and organizations.

Benefit

The main benefit of the game is to stimulate out-of-the-box thinking.

- Critical reflection of the paradigm efficiency in comparison to eco-effectiveness.
- Guiding principles for playing help the teams to be creative and learn to cooperate and be appreciative with ideas of others.
- Understand how to bring eco-effective design into practice.

Basic data

- 3-30 participants; this game is to play in groups of 3-6 people at one game board; up to 6 game boards can be supervised by one moderator.
- Playing time 30 minutes up to 3 hours, time can be adapted to own time table
- Material: board, cards, compass, gaming piece, instructor handbook
- Languages: German, English, Dutch
- Moderation needed with an insight in eco-effective design
- Moderation and Train-the-Trainer available on request

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