



The Game that allows you to explore
the tensions between
energy, food and nature

▶ The purpose of BIOMAdneSS

To explore the trade-off between the use of fertile land for food, biomass or nature

Developed by:

TU Delft (Game development)

- Lizet Bloo
- Marieke Weusten
- Sven Koreneef
- Maurits Drijfhout van Hooff
- Kees Meershoek

CE Delft (Game idea)

- Geert Bergsma

▶ Who is the game intended for?

- Biofuel and biomass policy-makers
- Climate and nature policy-makers
- Food policy-makers
- Energy companies
- Fuel companies
- Biochemistry companies
- Food companies
- NGOs working on biomass, climate policy and food security
- Consultants involved with energy, food and nature

Where can we play the game?

1. In-company, facilitated by CE Delft, or
2. At CE Delft's offices in the historic Dutch city of Delft

Language: English or Dutch

For more information: bergsma@ce.nl

▶ How to play?

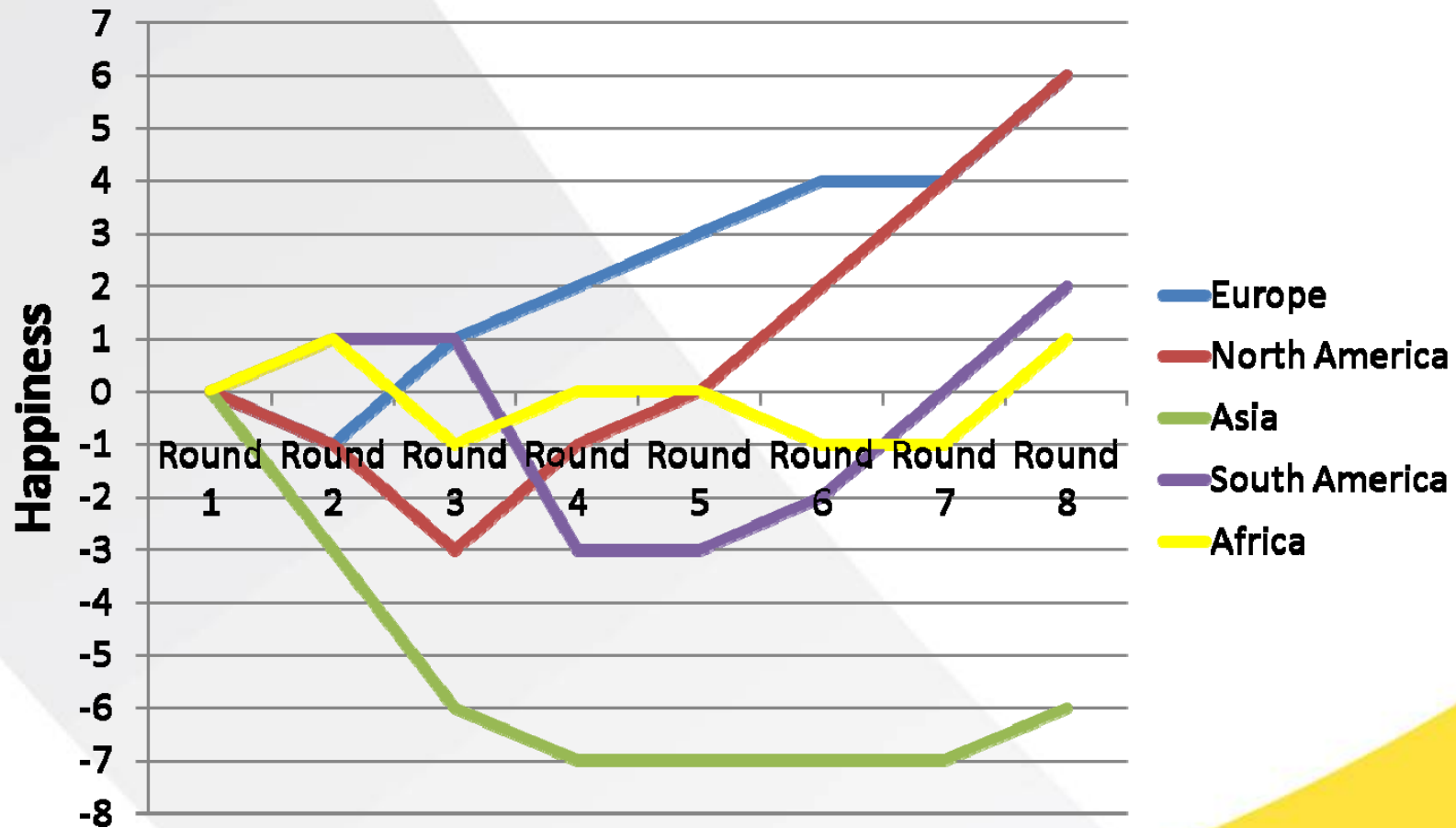
- On five continents (North America, South America, Europe, Asia & Africa) people's needs for food, energy and sustainability must be met
- Land planning is crucial: Nature, food or energy/biomass crops
- Trade is possible: food, energy and emissions rights
- Energy can be conventional, biomass or other renewables (eg. wind)

>> The goal: to make your population happy!

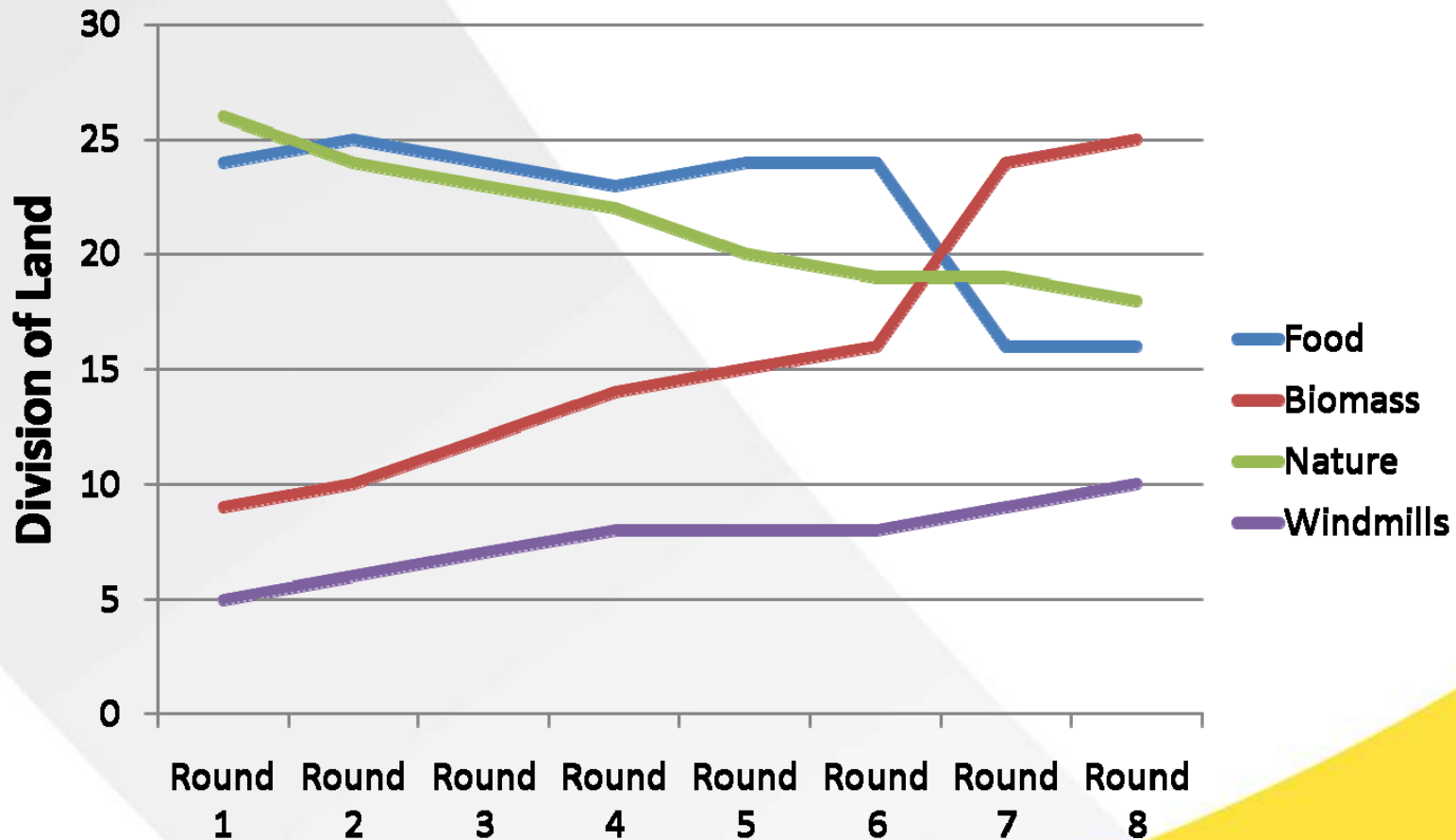
The game can be played by 5 to 20 people and takes 1 to 2 hours

Result: An instructive group experience and a better understanding of the interplay between food, energy, nature, biomass & trade

▶ Example of happiness factor world citizens



▶ Example of land division trends in the game



▶ Contact

For more information or booking:

CE Delft

Oude Delft 180

2611 HH Delft

The Netherlands

www.ce.nl

Tel. +31 15 2150150

Contact: Geert Bergsma

E-mail: bergsma@ce.nl

NB: Discount for NGOs