



AIR CLIMATE & ENERGY RESEARCH PROGRAM

BUILDING A SCIENTIFIC FOUNDATION FOR SOUND ENVIRONMENTAL DECISIONS

www.epa.gov/airscience

Generate!

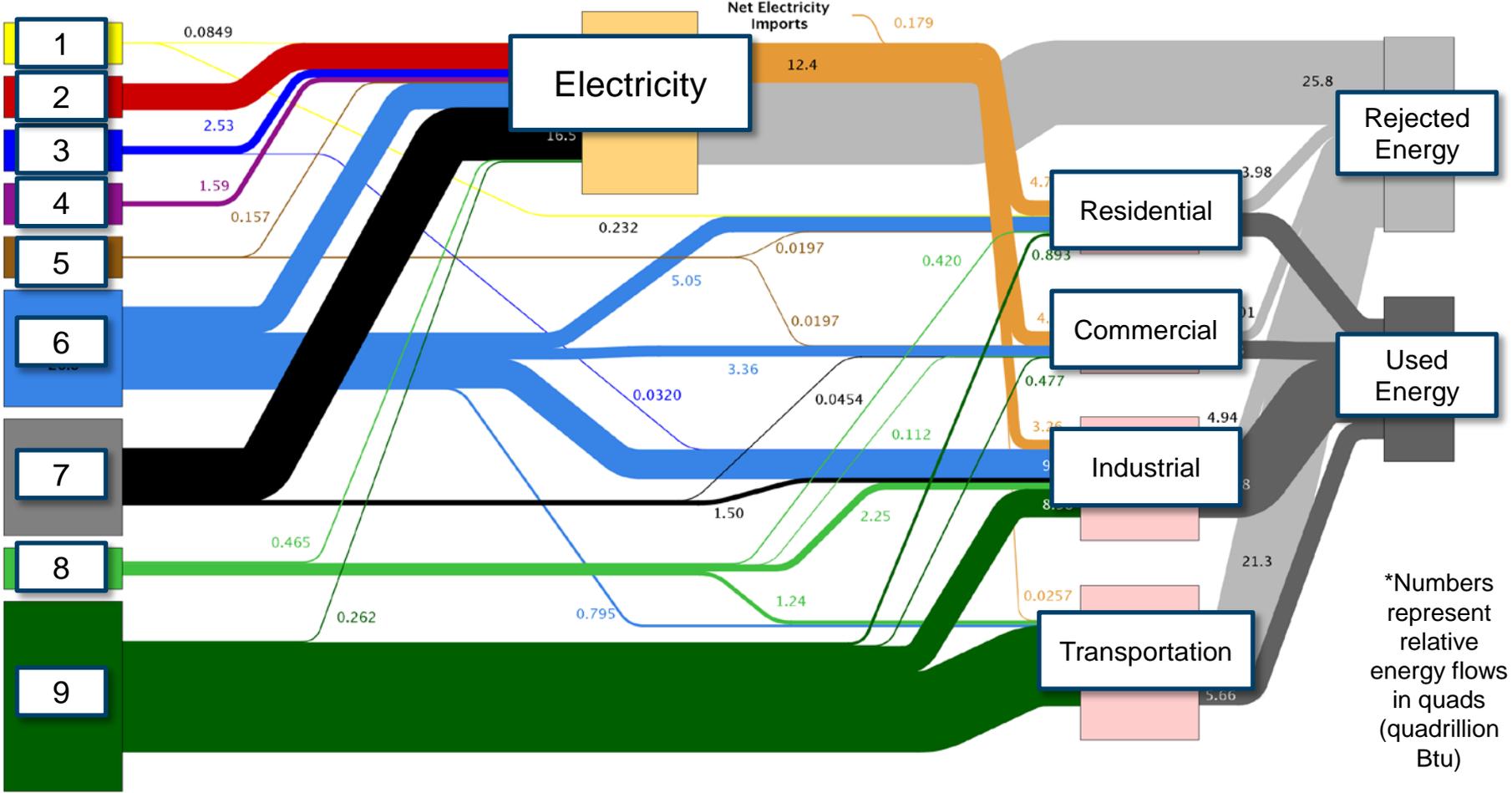
A game for understanding energy system choices and challenges

What is the U.S. energy system?

- **Primary energy resources:**
 - Fossil: coal, natural gas, petroleum
 - Renewable: wind, solar, hydro, geothermal, biomass
 - Other: uranium
- **Technologies to convert primary resources to useable energy like electricity, gasoline, etc.**
 - Petroleum/oil refineries
 - Electric power generation
- **End-use sectors that use electricity and fuels**
 - Residential
 - Commercial
 - Industrial
 - Transportation



U.S Energy Flows from Resource to End Uses



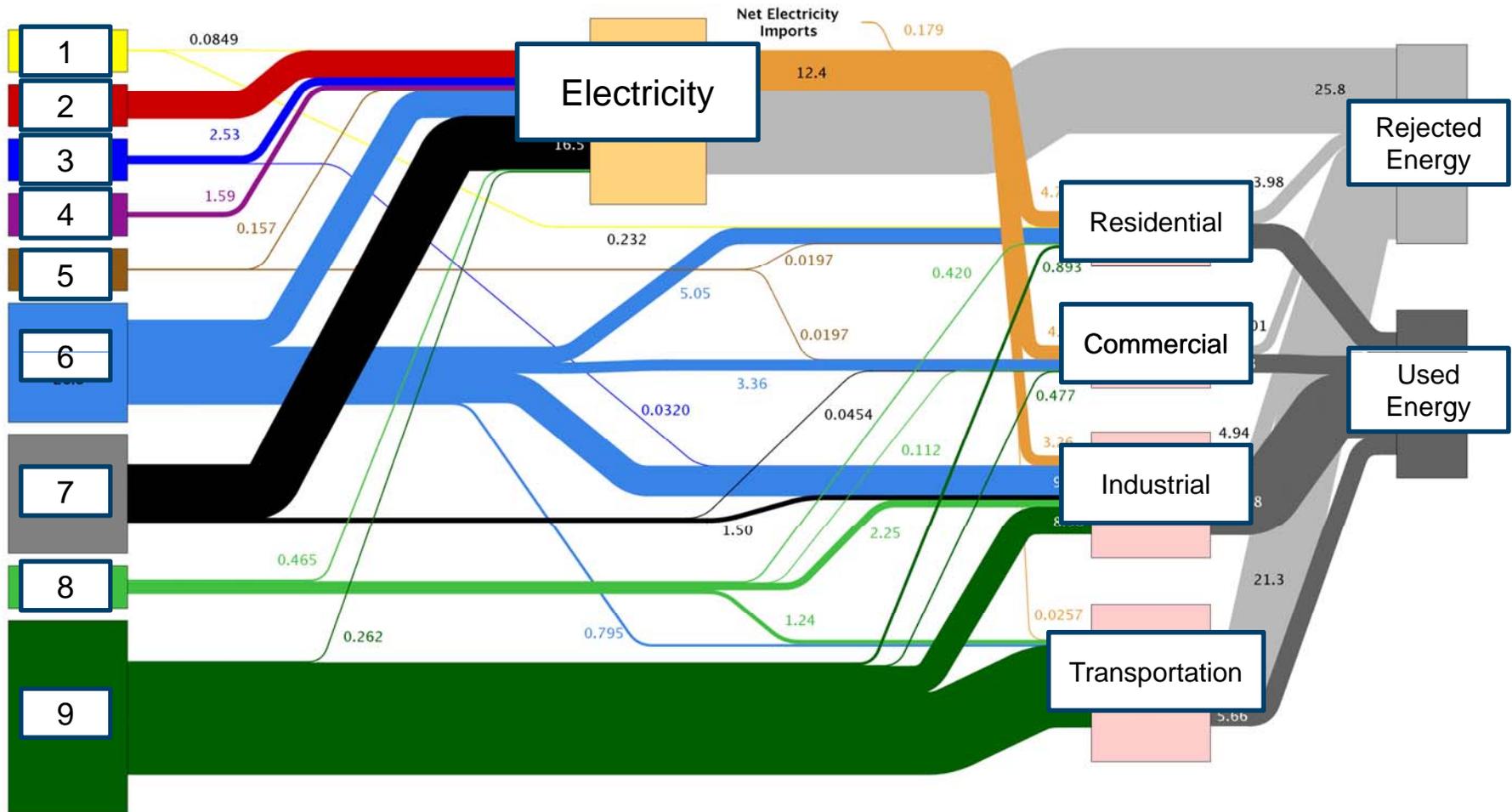
*Numbers represent relative energy flows in quads (quadrillion Btu)

Coal
Natural Gas
Petroleum (Crude Oil)

Solar
Wind
Hydropower

Biomass
Geothermal
Nuclear

U.S Energy Flows from Resource to End Uses



Coal = 7	Solar = 1	Biomass = 8
Natural Gas = 6	Wind = 4	Geothermal = 5
Petroleum (Crude Oil) = 9	Hydropower = 3	Nuclear = 2

Energy and its role in air, climate and water

Air Pollutant Emissions

- Contributions to U.S. anthropogenic emissions
 - Nitrogen Oxides (NO_x) ~ 95%
 - Sulfur Dioxide (SO₂) ~ 89%
 - Carbon Monoxide (CO) ~ 95%
 - Mercury (Hg) ~ 87%

Greenhouse Gas Emissions

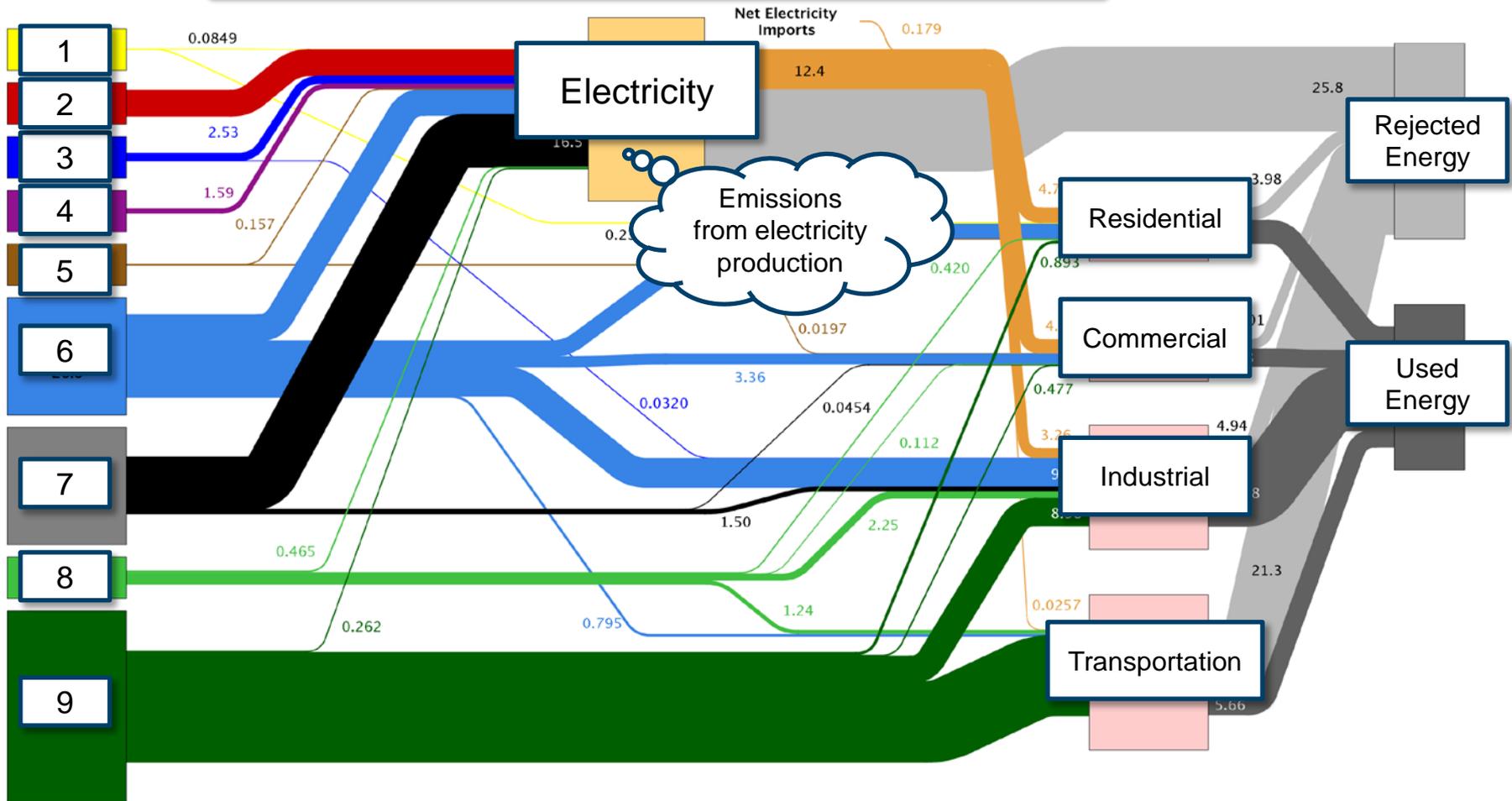
- Contributes 94% of US anthropogenic carbon dioxide (CO₂) emissions

Water Supply, Use and Quality

- 41% of US water withdrawals (agriculture ~ 37%; public supply ~ 13%)
- ~200 billion gallons of water per day are required for power plant cooling
- Water quality issues for energy resource extraction and processing



U.S Energy Flows from Resource to End Uses



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 Natural Gas = 6 Wind = 4 Geothermal = 5
 Petroleum (Crude Oil) = 9 Hydropower = 3 Nuclear = 2

An Energy Game

- A simple “simulation” of an energy system
- Helps us to see some of the challenges and tradeoffs involved in making energy choices
- Each team has the same total energy (area of pieces)
- Each team *does not* have the same mix of energy pieces
- Goal is to fill the game board with energy types to achieve the *lowest total score*

Score = purchase cost + operating cost + CO₂ cost



 Team ____

Instructions: When your grid is complete, fill in the number of pieces for each type of energy. After the score is calculated by the instructor, fill in your score and rank for each round.

	Round 1	Round 2	Round 3	Round 4	Round 5	Notes
Nuclear	1					_____
Coal	4					_____
Coal-Existing	2					_____
Coal-CCS	0					_____
Natural Gas	4					_____
Small Wind	8					_____
Large Wind	0					_____
Small Solar	0					_____
Large Solar	0					_____
Small Efficiency	0					_____
Large Efficiency	0					_____
Score						
Rank						

The game board = the “grid”

- Students teams are the decision makers for how they want to produce energy
- You will use this board for multiple rounds of game play
- Each team can be thought of as a town, state, region or country

EPA
GENERATE!

TEAM 1

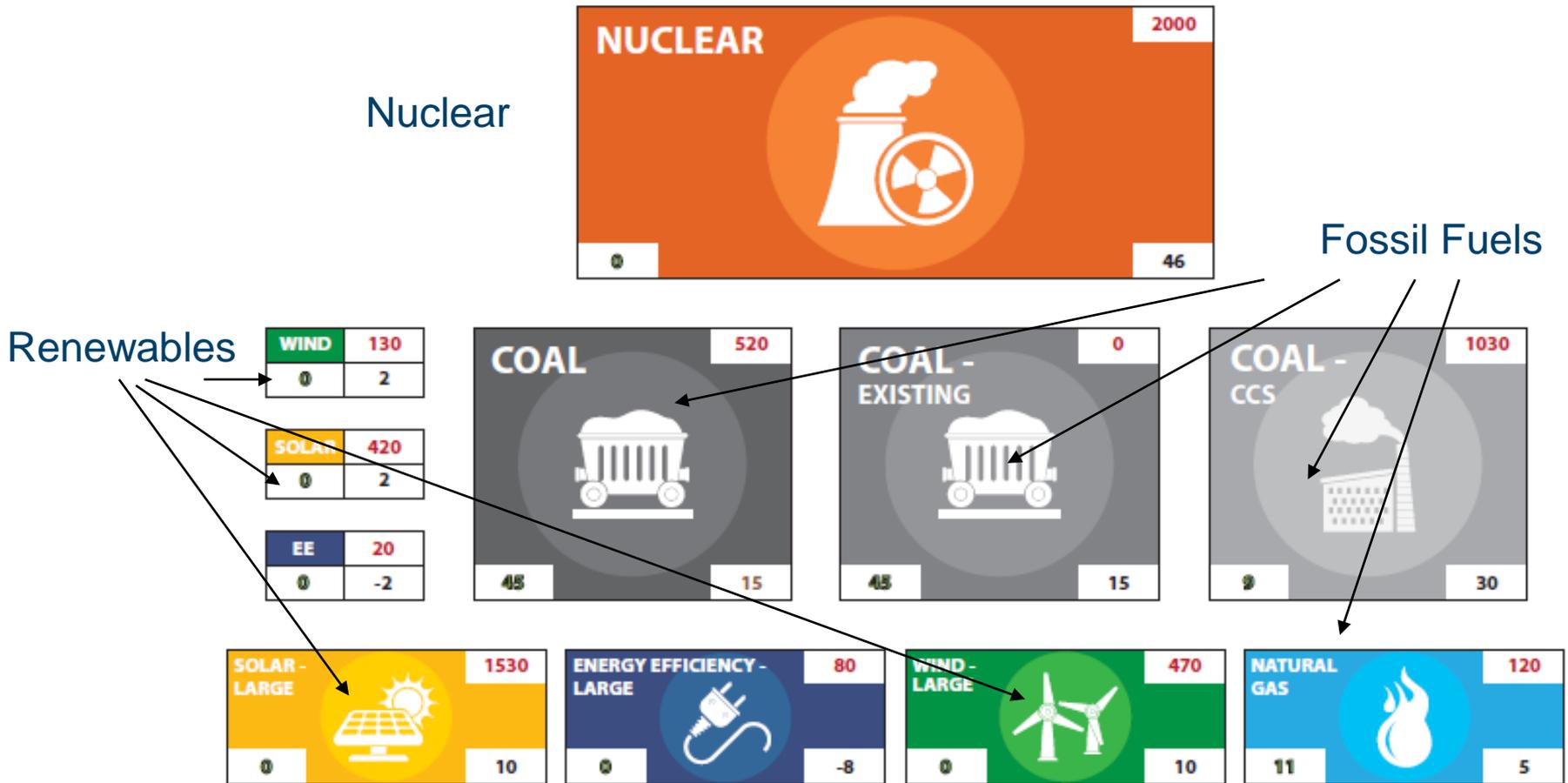
DIRECTIONS

1. Fill the grid with energy sources at the lowest total cost.
2. Energy sources must be horizontal and cover the entire grid. They can not go outside the grid. You may use any combination of energy sources.
3. **TOTAL COST = (Purchase Cost) + (Annual Cost x 30) + (CO₂ x CO₂ Cost x 30)**
4. The 1st round of the game will not have a CO₂ cost, so this will be zero.
5. Now, go **GENERATE!**

COMPLETELY COVER THE GRID WITH ENERGY SOURCES

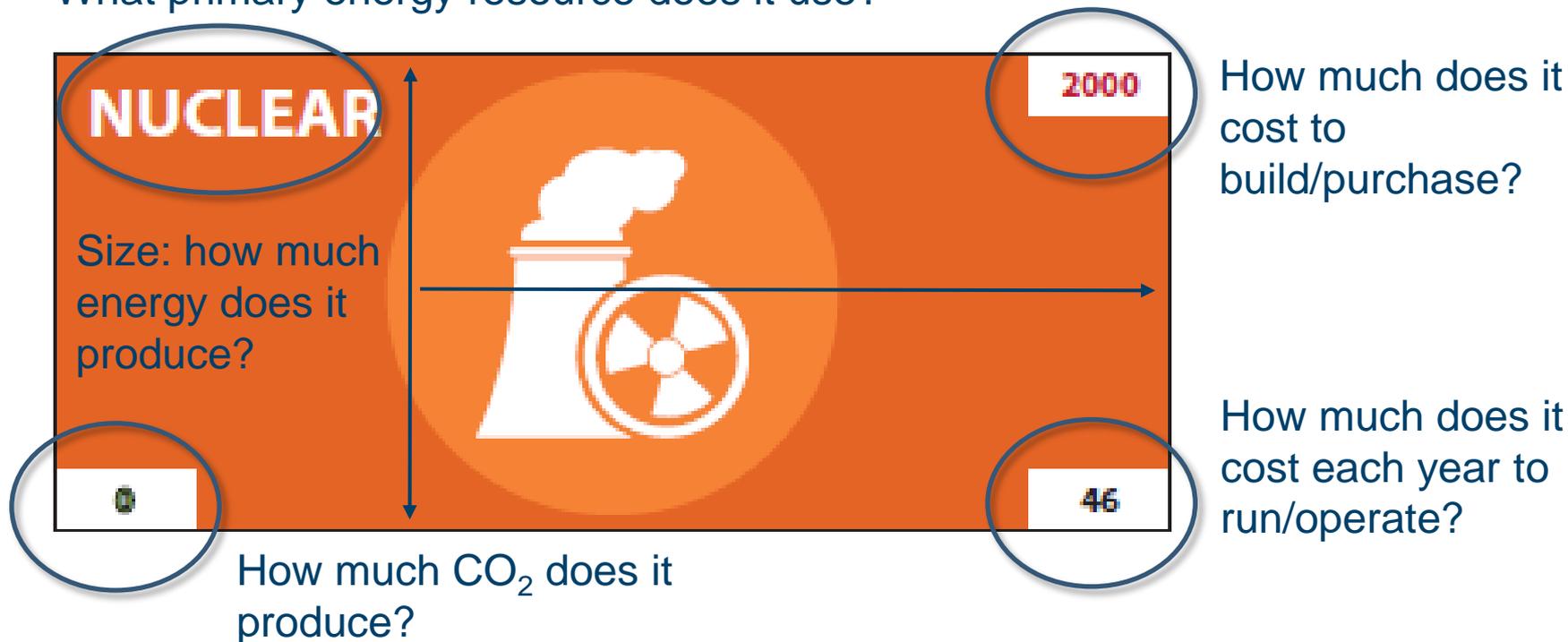
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GENERATE! CREDITS INCLUDE ORIGINAL CONCEPT: C. ANDY MILLER; ORIGINAL DESIGN: BERNINE KHAN; GAME DEVELOPER: REBECCA DODDER; OUTREACH COORDINATOR: KELLY LEOVIC; GRAPHIC DESIGN: CAMDEN WATTS AND DUSTIN RIEGO.

Types of energy pieces



Parts of the energy pieces

What primary energy resource does it use?



$$\begin{aligned} \text{Total Score} &= 2000 + (46 * 30) + (0 * 30) * \text{CO}_2 \text{ cost} \\ \text{(over 30 years)} &= 3380 \end{aligned}$$

* Units are generic, but represent relative costs of energy sources

Now let's play a few rounds of Generate!