

From: [Elizabeth Holley](#)
To: [Faculty Senate](#); [Sara Hastings-Simon](#); [Merritt Enders](#)
Subject: Student Signature Experience: Immersive Gaming
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Immersive Gaming: Responsible Raw Materials for the Energy Transition

Name of proposers/departments: Sara Hastings-Simon (Payne Institute) and Elizabeth Holley (Mining Engineering), with the support of Steve Enders (MN department head), and Morgan Bazillian (Payne Institute Director)

Project summary:

Mines is uniquely positioned to lead the world in teaching and research to meet the growing need for raw materials in the energy transition to zero-carbon, aligned with the Mines @150 vision for sustainable use of the Earth's resources. We propose to break down silos and connect our first class technical teaching with the realities of this game-changing global transition... literally by playing a game.

We will develop a facilitated half day role-playing simulation based on the Newtonian Shift, the participative game about the energy transition used by 1000s of sector leaders to date.

By role-playing, students will develop business acumen through a hands on appreciation for the tradeoffs and constraints faced by decision makers in meeting the demand for raw materials. The game will be played in the Edgar Mine, for an unforgettable multidisciplinary student signature experience. By training student facilitators to lead workshops, the game will ultimately become an outreach tool to engage partner organizations.

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