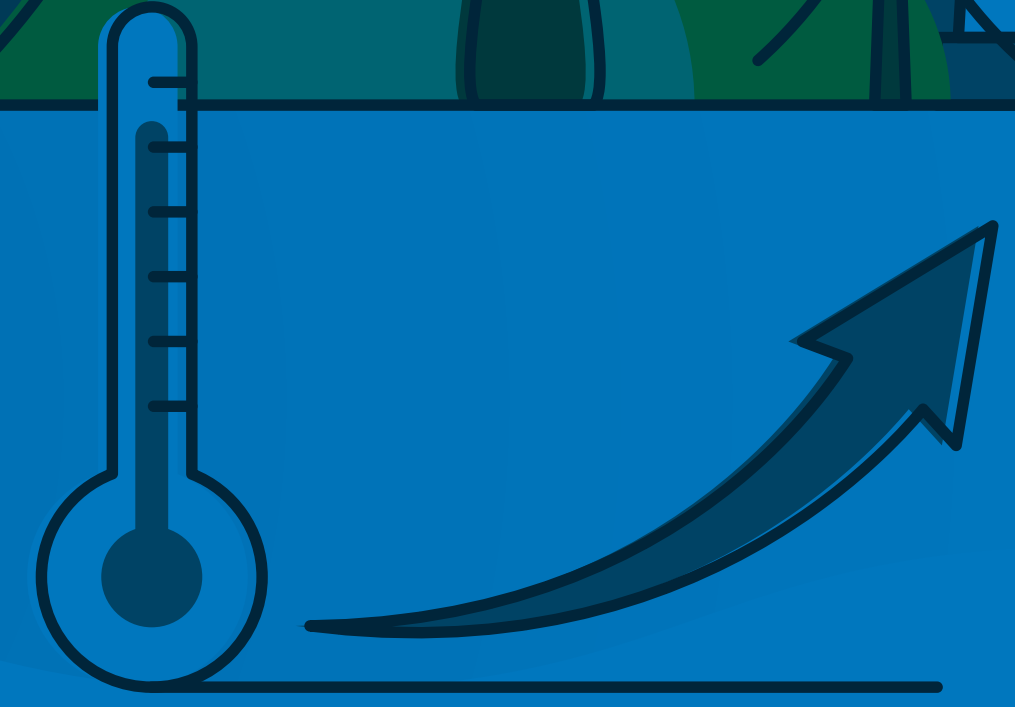




CANADIAN CAP AND TRADE SIMULATOR



Department:

English Language and Literature

Program:

PhD

Project type:

Academic Partnership

Project funded by:

eCampus Ontario programme

Project co-researchers:

Dr. Jason Grove, Chemical Engineering, Primary Investigator and Faculty Supervisor; Krystyna Oakman, Artist; Dr. Neil Randall, English Language and Literature, Faculty Supervisor

ecampus
Ontario

Underground Carbon Storage

Science: Store captured CO₂ underground. Carbon is injected into porous rock under oil fields.

Logistics: investment here is into refinements of High Pressure Oxy-firing technology, as well as improving existing sequestering infrastructure. Alberta's government subsidized the oil industry there to sequester/store carbon in sedimentary rock.

Effect: 1.5% reduction in GHG emissions/Round.

Investment at Level 2.0 places cards 2.1/2.2/2.3 into the player's hand (after time cost).



ALEXANDER FLECK

The Canadian Cap and Trade Simulator project is a serious game used as a teaching tool that replicates the Canadian “cap-and-trade” system in which carbon dioxide emissions are regulated by the government. The game is designed to be used in classrooms and online by Engineering and Environmental Studies students.

Using the simulator, players learn about how the cap-and-trade system is used as a policy mechanism by the Canadian government to control the carbon emission levels of regulated emitters in the country. Players will roleplay as regulators (the government) or regulated facilities (a power company, a cement manufacturer, etc.). They discover how their sector and choices affect carbon emissions as well as the best strategies that can be adopted to lower emissions.

Interesting fact: Cement is in more than you think! It underpins, quite literally, our modern housing and building infrastructure, invisible to most of us (including the 5 per cent of all global carbon emissions that go with it).