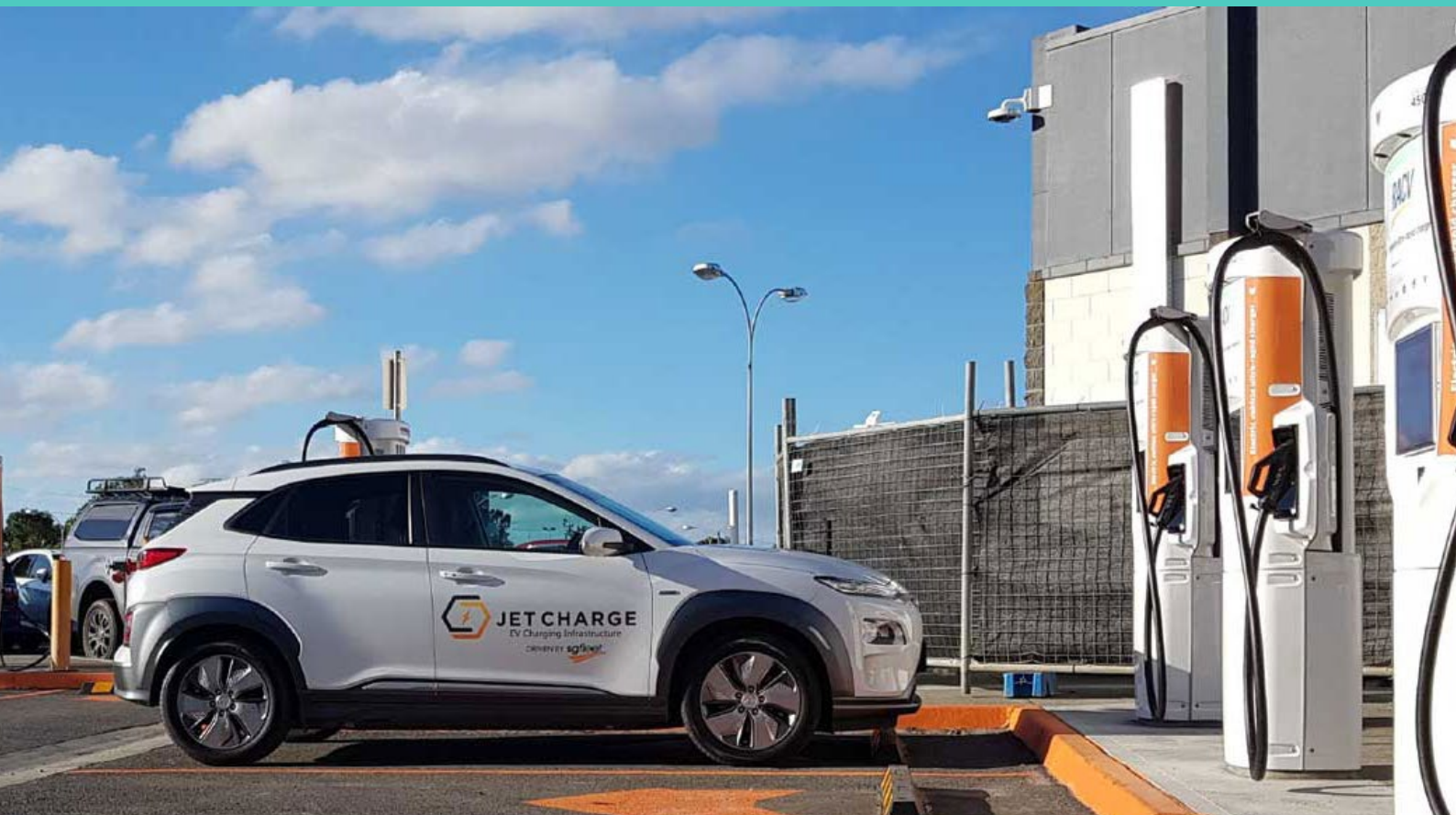


THE ELECTRIC VEHICLES TAKE-OFF TRIAL VERSION



LEVEL 1 - PAGE 2



LEVEL 2 - PAGE 7



datatrotters



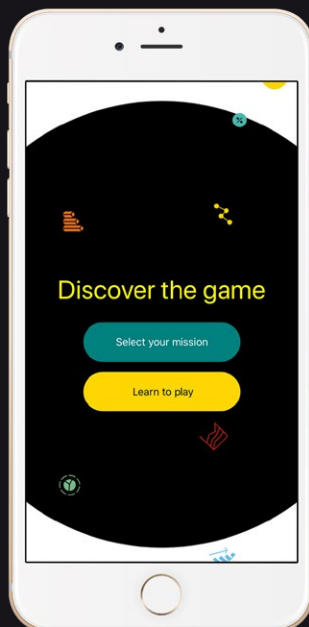
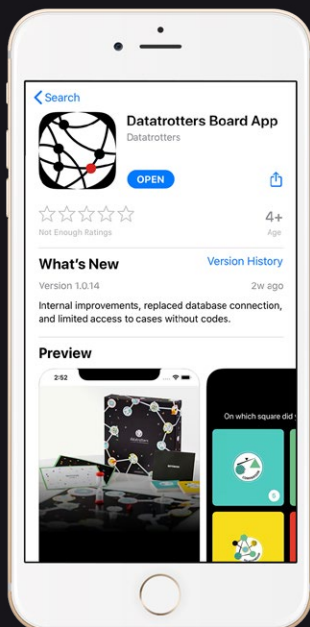
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The Electric Vehicles Take-Off Level 1

You work in the Research and Development team of a big car manufacturer. Your company has been focused on conventional vehicles, but recently realised that change is coming quickly and ask you to investigate the market potential for electric vehicles. Thus your mission is to understand:

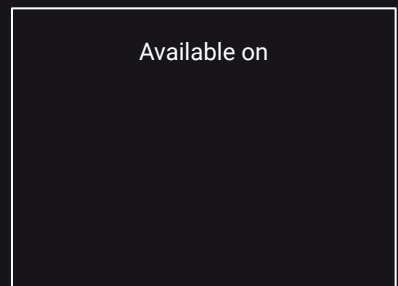
Why do people choose electric vehicles over conventional vehicles?

Before you start playing, what do you think the answer may be? Make a guess based on what you already know about the subject. Write it on your sheet of paper.



if you haven't done so already,
DOWNLOAD THE APP
to access the mission

Available on





MISSION

**TEAM
1**

You work in the Research and Development team of a big car manufacturer. Your company has been focused on conventional vehicles, but recently realised that change is coming quickly and ask you to investigate the market potential for electric vehicles. Thus your mission is to understand:

Why do people choose electric vehicles over conventional vehicles?

Before you start playing, what do you think the answer may be? Make a guess based on what you already know about the subject. Write it on your sheet of paper.

COUNT YOUR POINTS

Team A	Team B
Total:	Total:



If your answer is correct, get the number of points displayed on the red die.
If you're wrong, get equal negative points



MISSION

**TEAM
2**

You work in the Research and Development team of a big car manufacturer. Your company has been focused on conventional vehicles, but recently realised that change is coming quickly and ask you to investigate the market potential for electric vehicles. Thus your mission is to understand:

Why do people choose electric vehicles over conventional vehicles?

Before you start playing, what do you think the answer may be? Make a guess based on what you already know about the subject. Write it on your sheet of paper.

COUNT YOUR POINTS

Team A	Team B
Total:	Total:

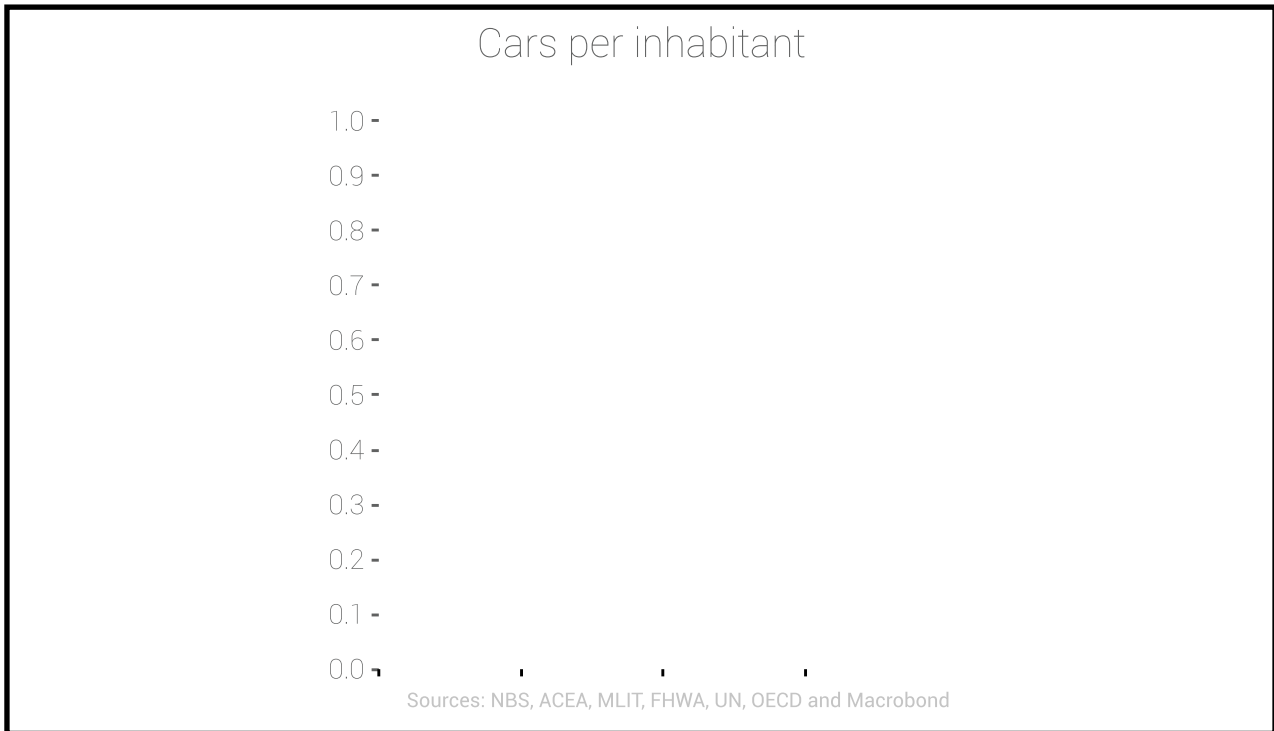


If your answer is correct, get the number of points displayed on the red die.
If you're wrong, get equal negative points



TEAM CHALLENGE TEMPLATES

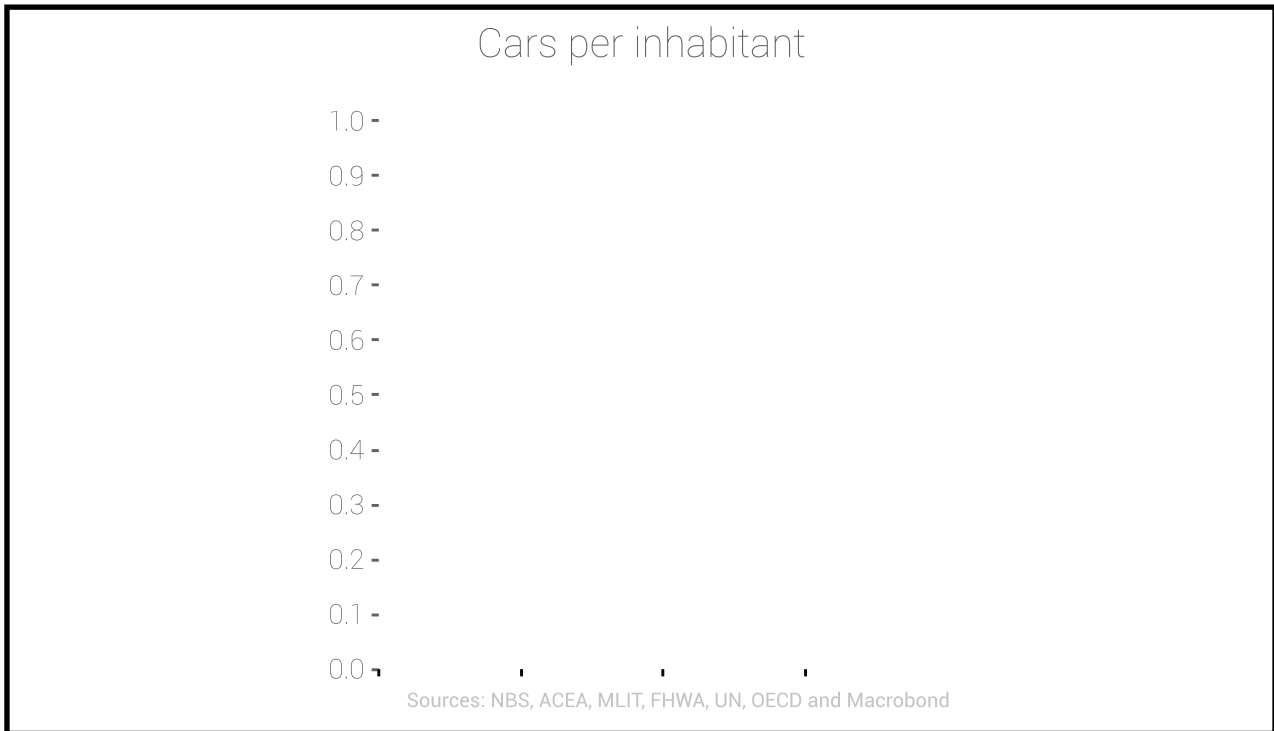
TEAM
1





TEAM CHALLENGE TEMPLATES

**TEAM
2**

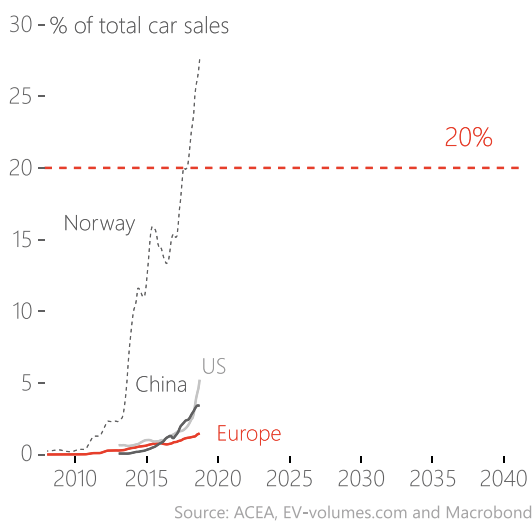




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The Electric Vehicles Take-Off Level 2

Sales of Battery electric vehicles



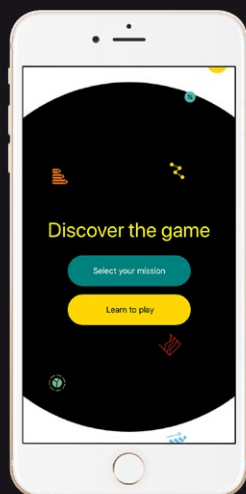
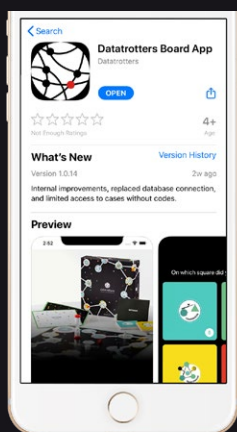
You work in the Research and Development team of a big car manufacturer. As part of a new strategic initiative, you are asked to find out when the sales of electric vehicles will take off in Europe. In other words, you have to predict:

When will sales of electric vehicles reach 20% of new car sales in Europe?

Before you start playing, what do you think the answer may be?

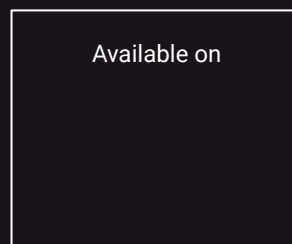
Make a guess based on what you already know about the subject. Draw your projection of EV sales in Europe on the chart on the side.

Now you are ready to play!



if you haven't done so already,
DOWNLOAD THE APP
 to access the mission

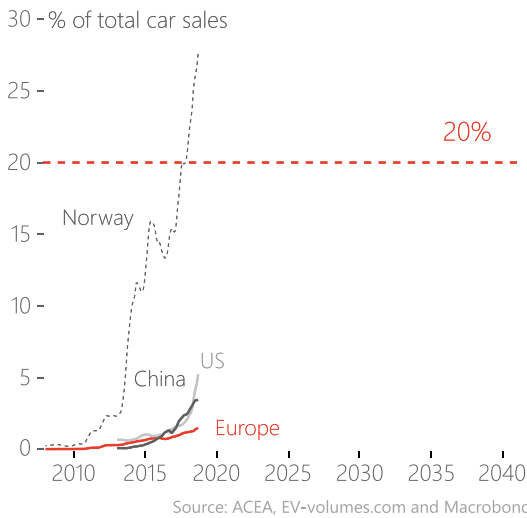
Available on





MISSION

Sales of Battery electric vehicles



You work in the Research and Development team of a big car manufacturer. As part of a new strategic initiative, you are asked to find out when the sales of electric vehicles will take off in Europe. In other words, you have to predict:

When will sales of electric vehicles reach 20% of new car sales in Europe?



START OF THE GAME

Before you start playing, when do you think the sales of electric vehicles will reach 20% of new car sales in Europe.

Make a first guess based on what you already know about the subject.

Draw your projection of EV sales in Europe on the chart.

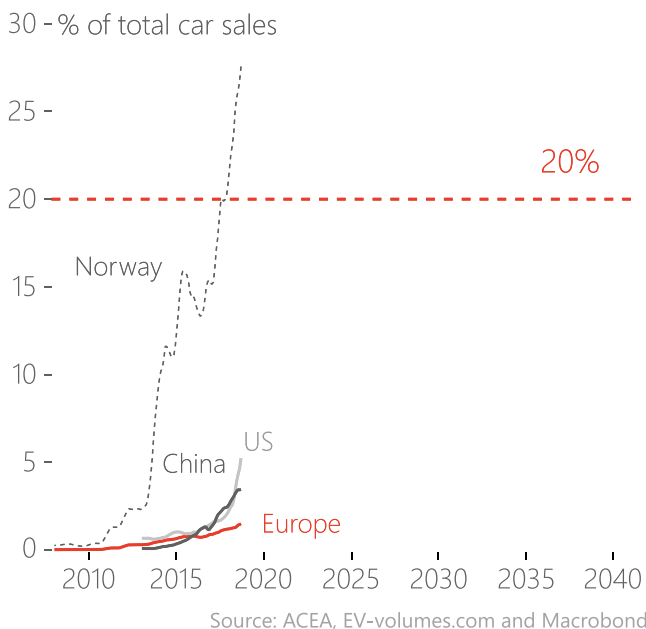


END OF THE GAME - SOLVE YOUR MISSION

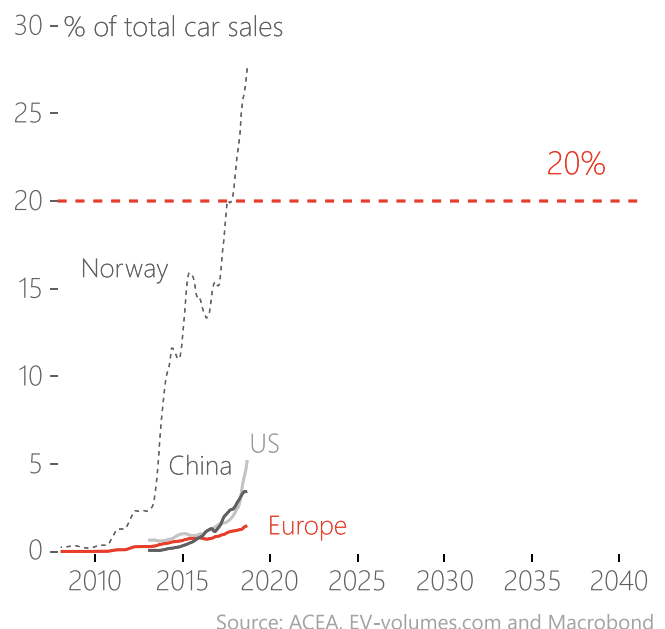
Based on what you learned during the game, predict when the sales of electric vehicles will reach 20% of new car sales in Europe.

Draw your projection of EV sales in Europe on the chart.

Sales of Battery electric vehicles



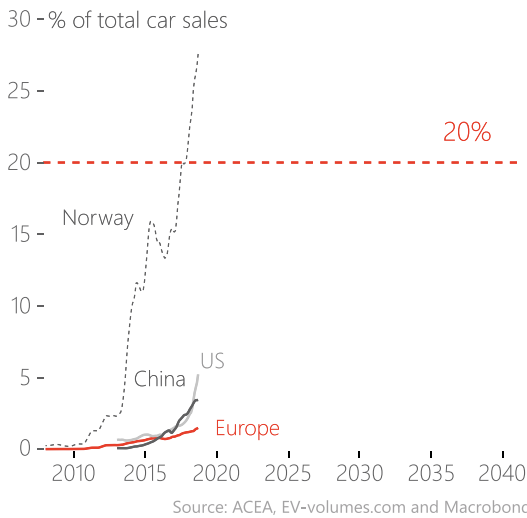
Sales of Battery electric vehicles





MISSION

Sales of Battery electric vehicles



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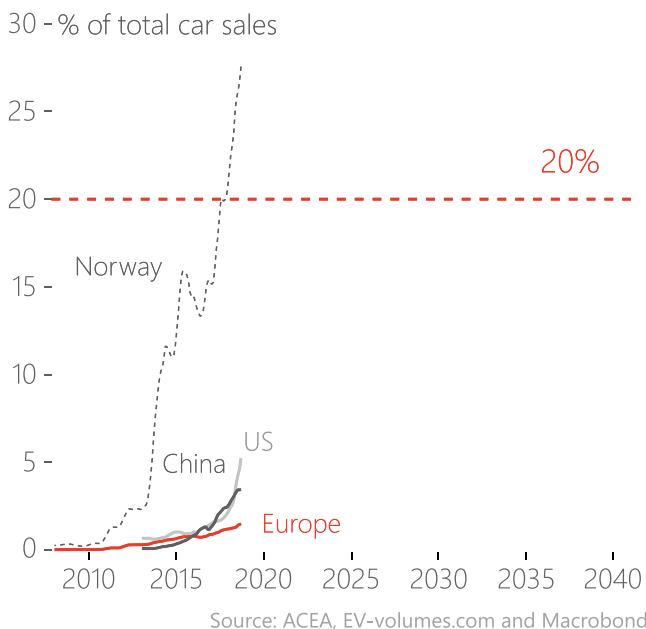


END OF THE GAME - SOLVE YOUR MISSION

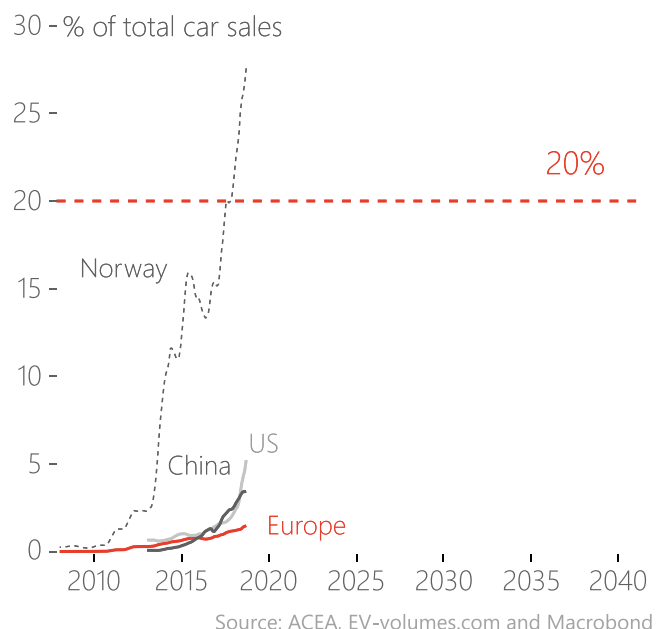
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Sales of Battery electric vehicles



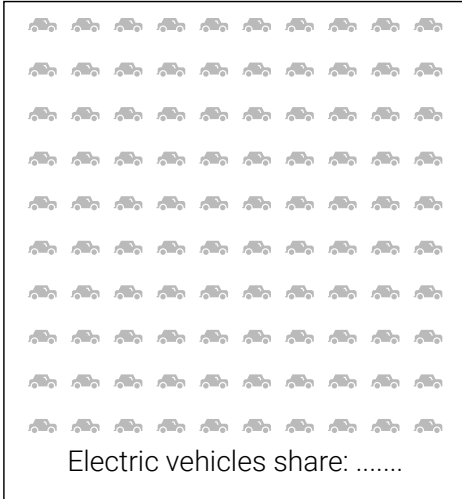
Sales of Battery electric vehicles



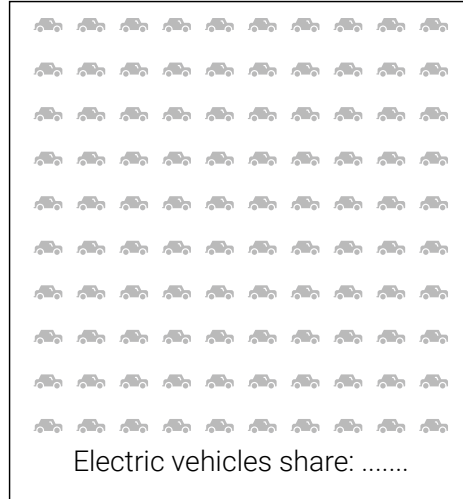


TEAM CHALLENGE TEMPLATES

2022



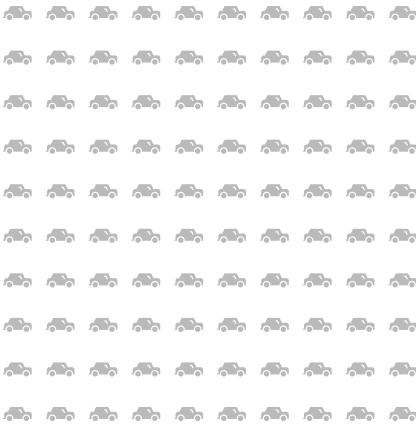
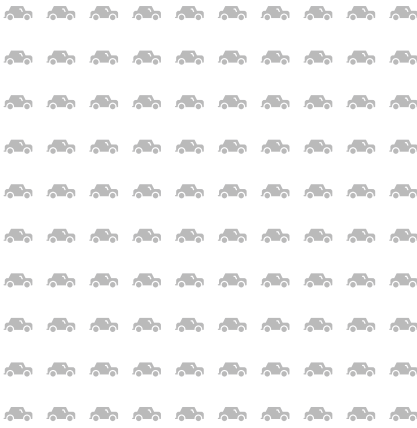

2026



 = 1% of the car fleet



TEAM CHALLENGE TEMPLATES

2022	2026
 <p data-bbox="360 965 699 992">Electric vehicles share:</p>	 <p data-bbox="882 965 1220 992">Electric vehicles share:</p>
<p> = 1% of the car fleet</p>	



SUM-UP YOUR LEARNINGS

Every time you learn something new, DRAW IT!

When you CROSS the STARTING POINT, show the drawings, explain what you have learnt to your opponents, and get 5 points!

In the white box, draw your learnings about data literacy: Reading tricks, analysis techniques, interpretation challenges or communication tips.

In the grey box, gather specific clues that will help you to solve your mission.

<p>Data Literacy</p>
<p>Mission</p> <p>EV China ↗</p>

<p>Data Literacy</p>
<p>Mission</p>

<p>Data Literacy</p>
<p>Mission</p>

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<p>Data Literacy</p>
<p>Mission</p>

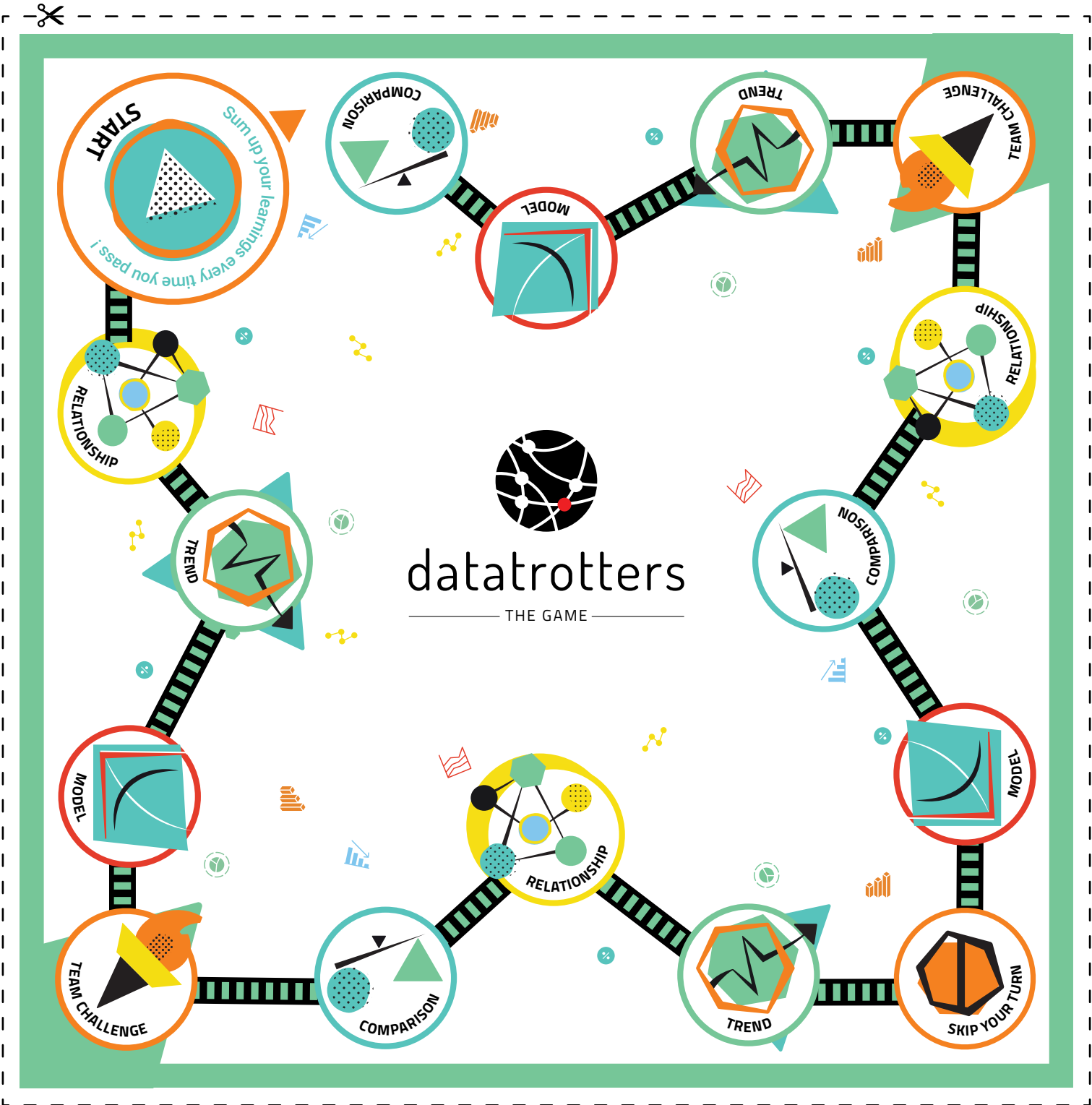
<p>Data Literacy</p>
<p>Mission</p>

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<p>Mission</p>

<p>Data Literacy</p>
<p>Mission</p>



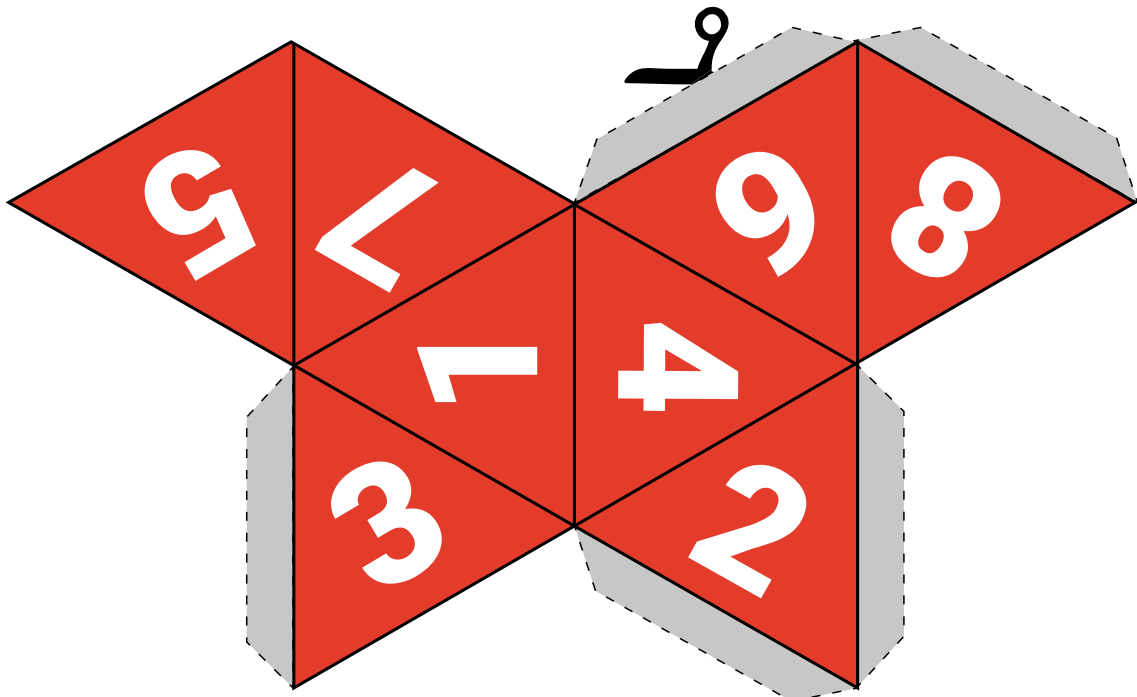
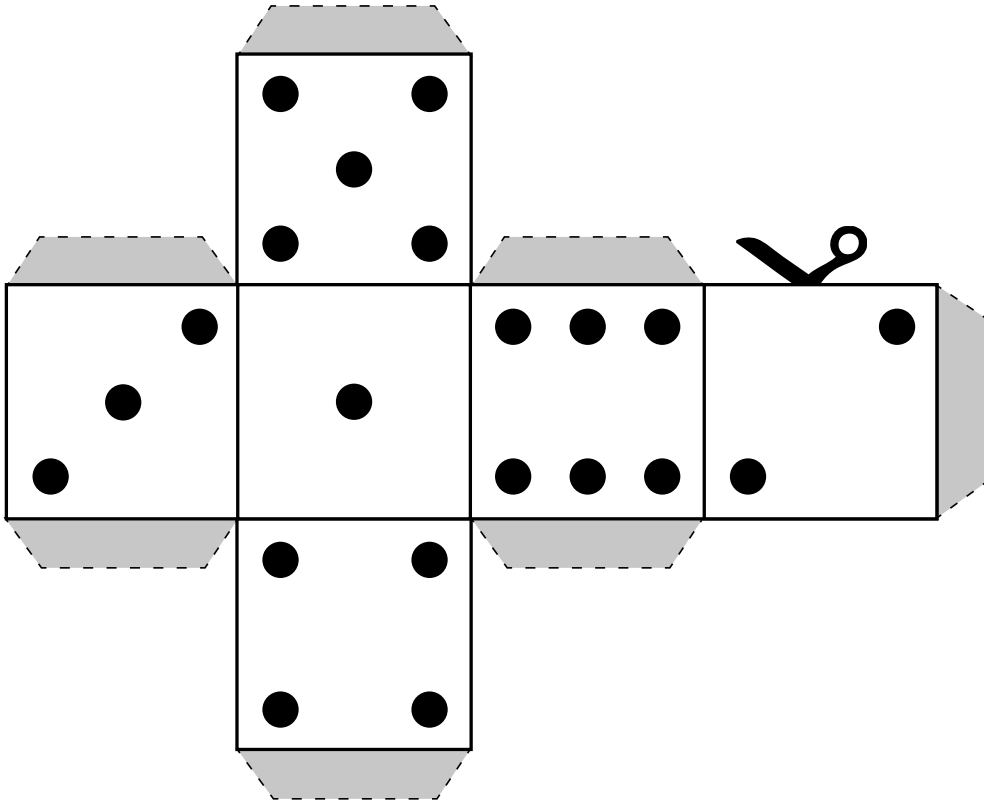
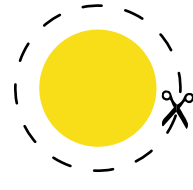
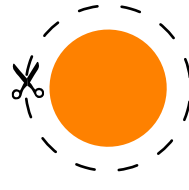
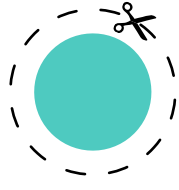
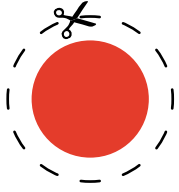
PRINT THE GAME BOARD



View the rules of the game by clicking "Learn to play" or Q&A in the menu on the app



DICE AND PAWNS





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ABOUT DATATROTTERS

Datatrotters develops data-driven experiences and games to convey information and teach people how to make sense of their data and take advantage of it to innovate and grow. The development of this game has been supported by Innovation Norway and Macrobond.

This game offers you to travel around the world and explore topical issues case by case. You will be exposed to a large amount of data, presented through different types of charts (line chart, bar chart, treemaps, maps, etc.).

We have designed the game with a view to make data analysis engaging to everybody, including people who are a priori reluctant to numbers! You will have to solve highly realistic missions and call at least as much on your creativity and visual sense to solve some questions and challenges as on your numeracy skills.

Founder and game conception: Magali Børsum

Game dynamics designer: Giovanni Ottavio Lo Brutto

Graphic designer: Céline Singh