

english version



Industry 4.h

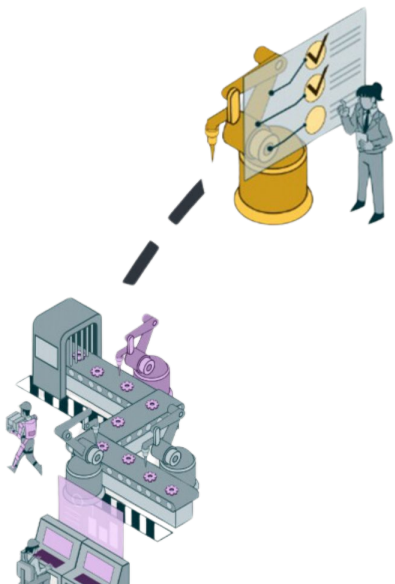
TECHNOLOGY SERVING PEOPLE

BY FONDATION GRENoble INP

Unlock industry 4.H

Let's play !

[Website](#)

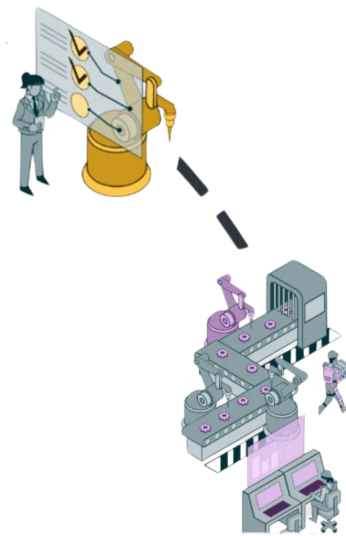
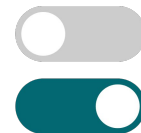


Scenario 1

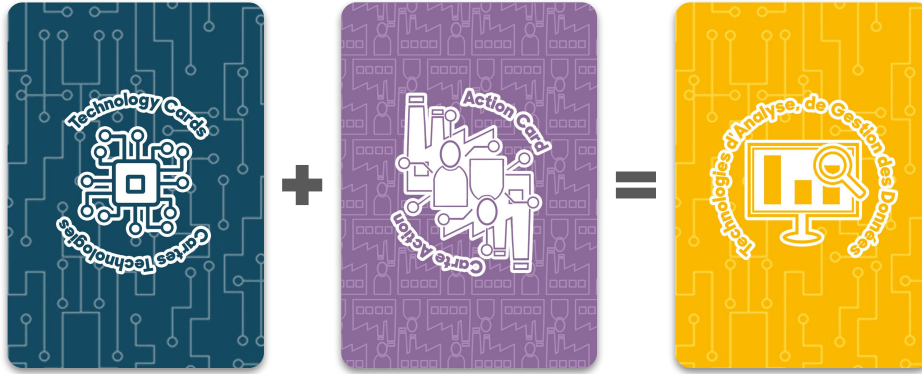


Objective

**Bring the
factory back
to life !**

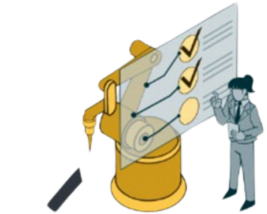


Objective of the game



Reactivate all the **selected technology categories** on the board !

Match 1 Action card with 1 Technology cards in different zones of the factory.



Instructions

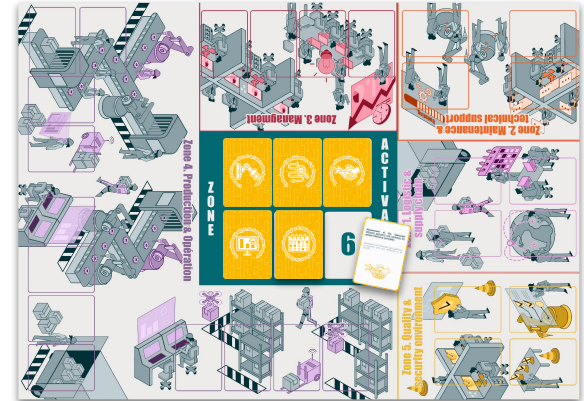
You are entering the factory !

Choose the categories of technology you wish to reactivate.

As a team :

- Choose 6 Category cards.
- Place them in the Activation Zone (central deck).
- Discard the remaining Category cards.

Each team is free to choose any 6 categories !

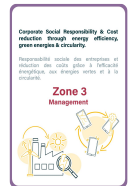
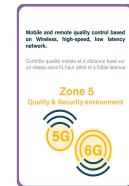
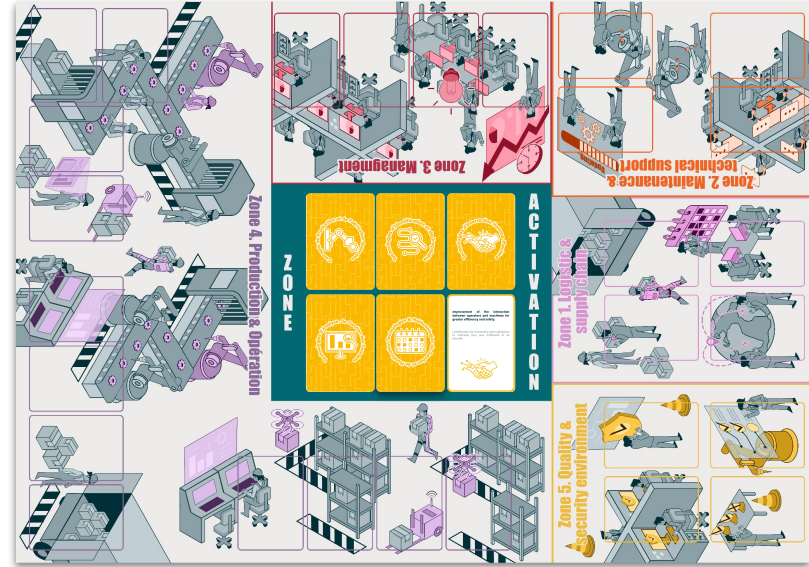


Instructions

Let's start reactivating technologies !

As a team :

- Draw 3 Technology cards and 2 Action cards.
- Place them face up on the side of the board.



3 tech cards

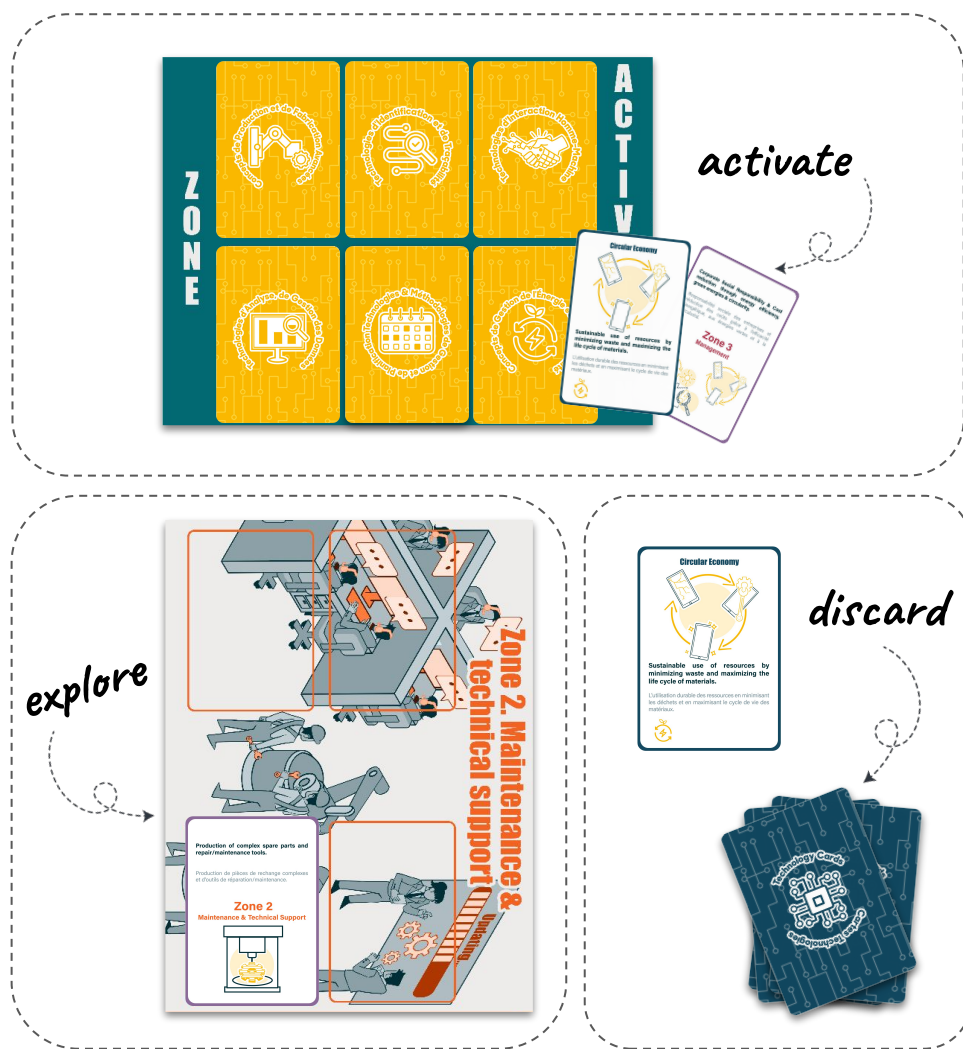
2 action cards

Gameplay round

Each player chooses between 3 options :

- **Explore** : place an Action card in a corresponding zone.
- **Activate** : match a Technology card with a positioned Action card.
- **Discard** : discard the card of your choice and replace it.

A category is activated when an **1 Action card + 1 Technology cards** from the same category is placed on the factory board.





*Pitch your
factory !*

Conclusion

**Compare the reactivated
factories !**

Each team presents its
factory and the different
technologies chosen.

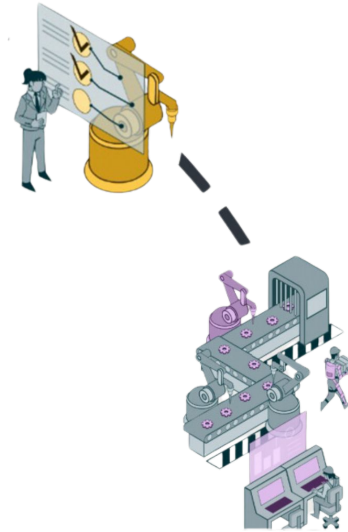
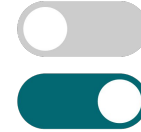
**What are their benefits
for the factory ? For the
operators ?**



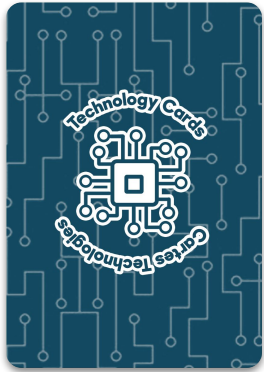
Scenario 2

Objective

**Create your factory
and improve it !**



Objectif du jeu



Place the Technology cards in the different zones of the factory to activate them!

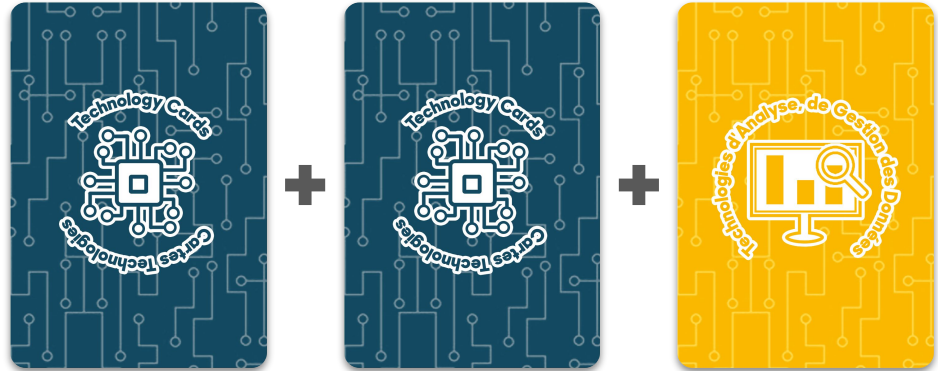
The first player to place all their cards... wins the game !



Instructions

You enter the factory!

Each player draws 1 Category card and 2 Technology cards.

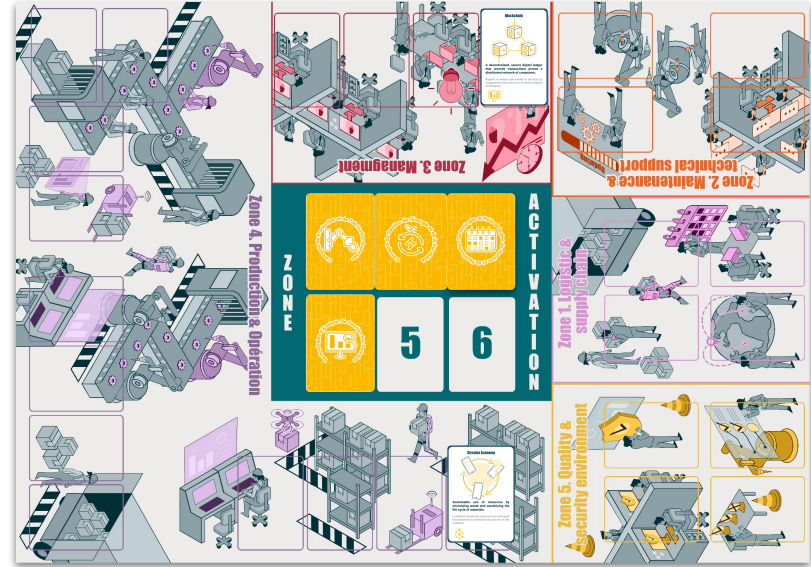


Game turn

Activate the Technologies !

On each turn, you can place :

- 1 Category card in the Activation Zone.
- 1 Technology card in a zone of the factory



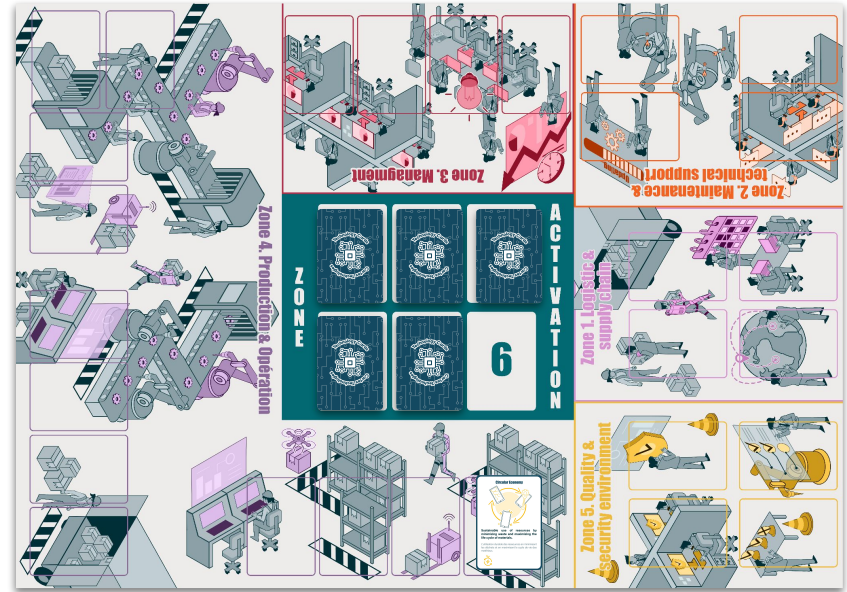
Attention ! The icons on the Technology cards must match those on the Category cards !



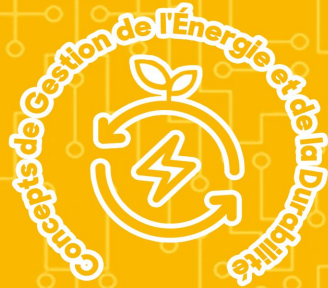
Instructions

Choose 1 engineer in charge of technologies.

The other players choose a zone of the factory.



Event #1



You receive a bill... Your factory's energy consumption is way too high !

Choose the most relevant technology to improve the situation and place it in your factory.



Event #2

Technologies de Mobilité et de Flexibilité

Oh no... You've just received packages, but they're far too heavy to carry !

Choose the most relevant technology to improve the situation and place it in your factory.



Event #3



You're looking for a part to complete an operation, but it's nowhere to be found in the factory...

Choose the most relevant technology to improve the situation and place it in your factory.



Event #4



Your server just crashed...
There's too much data to
process, and you can no
longer manage it manually
!

Choose the most relevant
technology to improve the
situation and place it in
your factory.



Event #5



You've just received a new machine... and you need help learning how to operate it !

Choose the most relevant technology to improve the situation and place it in your factory.



[Add an event that you think is relevant for your learners !]

Event # ...



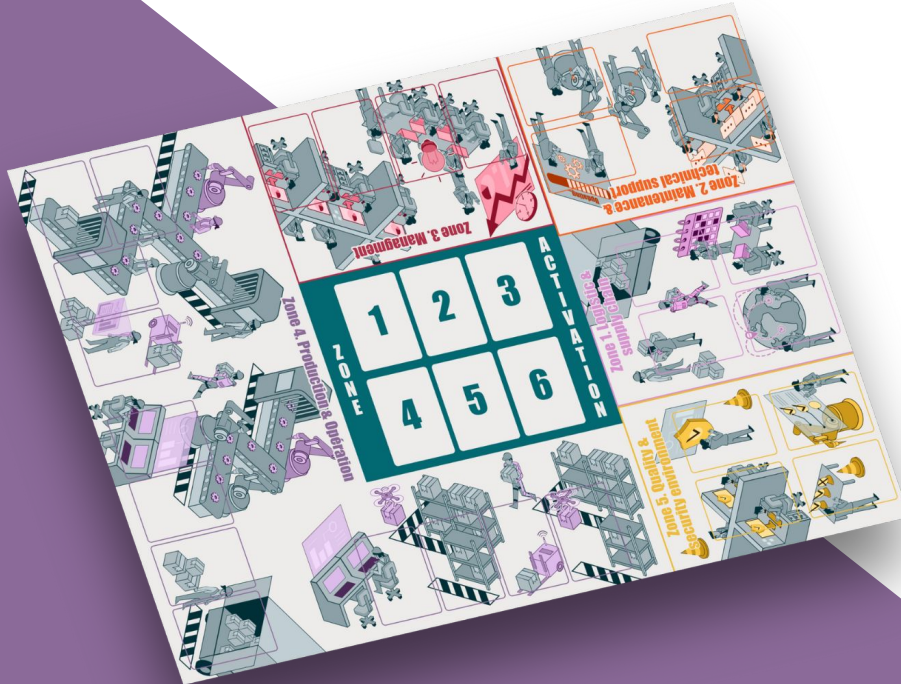
Scenario 3

Step 1

Technology Sequences

On the game board, map out 3 examples of technological processes used in the factory.

Explain how they support your daily tasks.

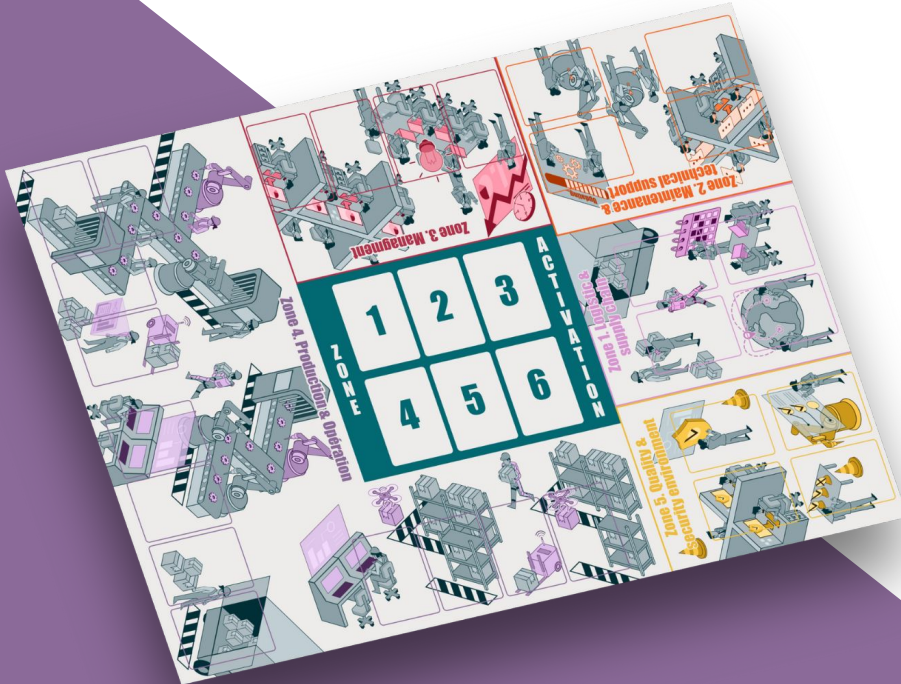


Step 2

Creators of the 4.0 Factory !

How can you improve your factory based on what you've learned today ?

Fill out 3 idea sheets to design the factory of tomorrow, tailored to your challenges !





Unlock industry 4.H

Thank you for your attention !