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SERIOUSLY STANDARD GAME:
Journey towards responsible
critical raw materials

#01



HOUSE OF KNOWLEDGE

Originally developed with and for Standards Norway, amended for Edu4Standards

WELCOME TO:

Seriously Standard Game:

*Journey towards responsible
critical raw materials*

A serious game is a learning game with a purpose besides entertainment. The game is about how standards and international business relates.

The aim of the game is to get a better understanding of what standards are, and why and how standards relate to market access in an international context.

The game also aims to provide an understanding of the roles of different actors.

You represent yourself and your competence and insights.

Action:

- Draw a new card.



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#02a



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The company *Microelectronics* has had great success in the market, and wants to continue developing its business.

However, as new regulations are coming into force for responsibly sourcing the critical raw materials on which the chips manufacturing sector relies, the company realises that attention is needed to this issue.

In uncharted waters, there is always the presence of big unknowns. What is known, is that there is more than meets the eye when it comes to doing business in the microchips value chain, and dealing with other actors in it.

With a board resolution and a new mandate, you and your fellow players are the management of *Microelectronics*, ready to tackle any challenges in the supply chain of critical raw materials with your famous motto: "*We turn pains to gains*".

Actions:

- Draw and read the board resolution (card 02b).
- Choose a company type ('start token' (T01)) and place it on the game board (square #1).
- Draw a new card.



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BOARD RESOLUTION

#02b



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Board resolution

Rationale: There is an increasing demand for critical raw materials in chip manufacturing, but also increasing expectations from consumers and legal requirements for sustainable sourcing.

Companies may face serious consequences when sourcing raw materials from locations, predominantly in the global south, where mining activities come with risks of adverse human rights impact and environmental damage (e.g., marginalising certain groups, land use conflicts, child labour, unsafe working conditions, supporting war efforts, water contamination, soil degradation).

Countries have different understanding, preferences, and regulatory requirements for ESG (Environmental, Social, Governance) criteria.

Resolution: While ESG standards are voluntary in nature, they can help companies meet legal and societal expectations related to mineral supply chains. The board determines to explore existing standards in this field, and engage with them where necessary. In doing so, you need to pay attention that the standards represent a good balance between interests of different stakeholders.