

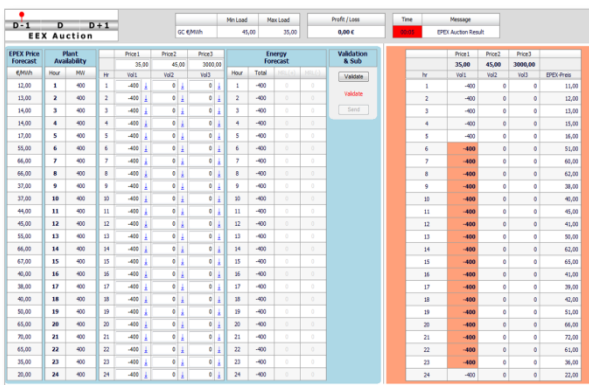
# COMPUTER-BASED SIMULATION GAME SHORT-TERM

## OPTIMISATION OF POWER PLANT SCHEDULES AT THE SPOT MARKET

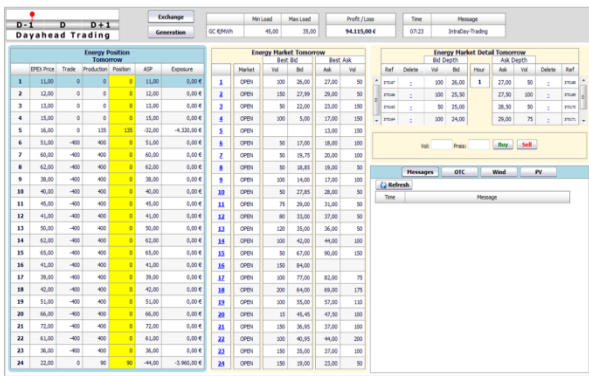
The computer-based simulation game short-term simulates the use of a gas and steam power plant on the wholesale market. Marketing is carried out in day-ahead auctions and on the intraday market. Power plant resource scheduling takes place at the same time, and must take into consideration start-up costs as well as technical restrictions of the power plant. Participants learn strategies and mechanisms of short-term trading and how to make decisions under time pressure. They also learn how to adjust their trading actions to unexpected events on the market, as well as how to assess the offers of external market participants.

### Content

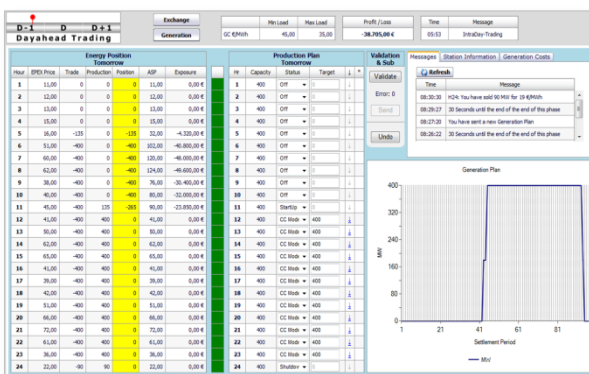
- Preparation and submission of day-ahead bids
- Intraday power plant optimization
- Balancing of schedule deviations
- Response to ramping up/down as well as to technical restrictions
- Profit maximization through power plant optimization and poss. speculative trade



The screenshot shows the 'EX Auction' window with columns for 'EPK Price Forecast', 'Plant Availability', 'Plant Forecast', and 'Validation & Sub'. It displays a list of bids for various time periods (e.g., 12:00, 13:00, 14:00) with associated prices and quantities.



The screenshot shows the 'Dayhead Trading' window with multiple panels: 'Energy Position Transactions', 'Energy Market Tomorrow', and 'Energy Market Detail Tomorrow'. It provides a detailed view of market activity, including bid and ask prices, volumes, and transaction details.



The screenshot shows the 'Dayhead Trading' window with a 'Production Plan' table and a 'Generation Plan' graph. The table lists plant capacity, status, and target values. The graph plots 'Settlement Period' (1, 41, 61, 81) against power output (0 to 400 MW).

### DETAILS

- Available in German or English
- Maximum number of participants: 16
- Duration of game: 0,5 - 1 day
- An Energy Brainpool trainer leads participants through the game.
- Energy Brainpool provides the entire game set-up for the duration of the game.

### TARGET GROUP

- Experts and executives from the departments grid management, corporate planning and development, procurement, distribution, trading
- Direct marketers and operators of renewable energy plants
- Investors and project developers
- Legal and corporate consultancies
- Representatives from politics and associations
- Research and teaching institutions

### BENEFIT

- Energy Brainpool provides the complete game equipment as well as computer and software for the duration of the Simulation Game
- Detailed introduction to the software and supervision by an instructor
- License packages for companies or research institutions