

**NEB**

**IMPACT MODEL**

**DOMINOES**

Accountable  
Governance

Social Innovation

Biodiversity &  
Ecosystem Value

Wastewater

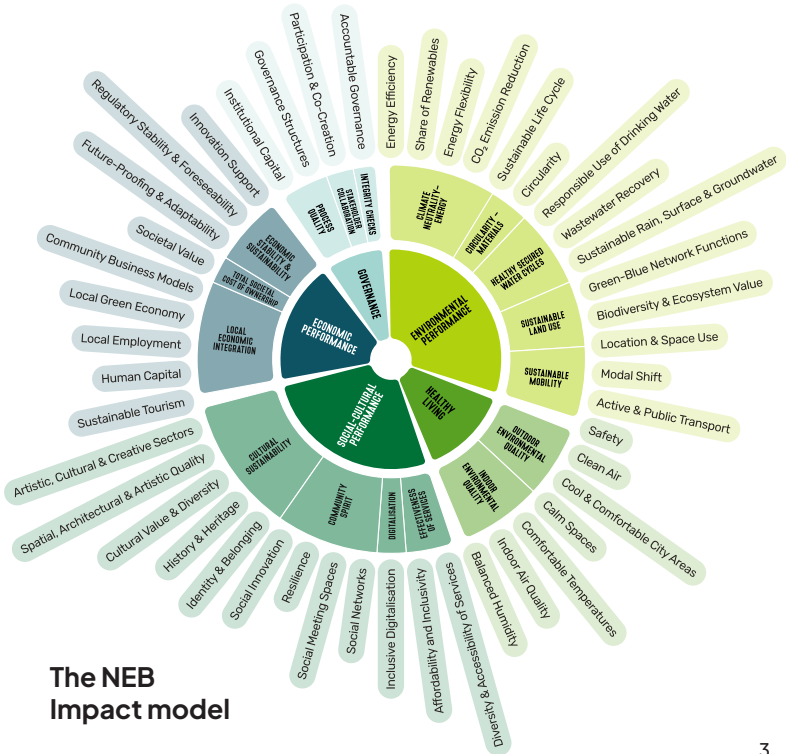
Nature /  
Human balance

## The NEB Impact Model & the Dominoes

The NEB Impact Model supports the NEB values of sustainability, beauty, and inclusivity, aligning with the European Green Deal. It serves as a tool for mapping, informing, and enhancing decision-making using a whole-systems approach. The model emphasizes that transformation projects should address not only environmental and technical factors but also quality of life, social and cultural aspects, economic performance, and governance.

The Dominoes are a simplified and gamified way of applying the NEB Impact Model. Each card represents one of the topics of the outer ring. This approach has been tested in workshops with local stakeholders in 12 cities and shorter formats at various other events. For more details about the NEB Impact Model Dominoes and workshop examples, see:





**The NEB  
Impact model**

# Instructions

## What's in the box?

**Dominoes:** One deck with 46 impact topic cards (with descriptions) + a few blanks

**Instruction booklet:** Explaining the game's foundation and how to play.

## Goals

Explore and discuss the co-benefits and conflicts of interest in transformation projects through a gamified approach. This game is designed to turn insights into actionable agendas, encourage constructive dialogue, and foster inclusive, informed decision-making on climate neutrality and urban quality.


Hence, there are no winners or losers, only meaningful contributions to the conversation.


## Who can play?

Anyone interested in (re)shaping their neighbourhood, town, or city!

Your workshop can include participants from NGOs, municipalities, developers, academia, businesses, property owners, youth groups, and residents, or any other interested stakeholders

## Setup

 **Players:** 3–8 per group (one card deck per group)

 **Time:** Each part lasts 45 minutes (adjust as needed). If both parts are played, the total game time is 90 minutes.

## How it works

Our recommended format has two parts:

- **Part 1:** Identifying impacts, synergies, and conflicts
- **Part 2:** Creating an actionable impact pathway

You can choose to play only **Part 1** depending on time, expected outcomes, and depth of engagement.

**Part 2** can only be played if **Part 1** has been completed.

**i** A **facilitator** is needed to guide the game and can either play or observe.

## Part 1: Identifying impacts, synergies, and conflicts

### Mapping Impacts! (20 min)

**Mode 1: Full Experience** – Lay the map on the table and use a specific site as your playground.

**Mode 2: Casual** – Each player thinks about their own city, town, or neighborhood.

The **facilitator** deals all cards randomly and guides the process:

- **Get familiar** with your cards and the city map, or briefly mention your chosen place for the casual mode.
- **Take turns** placing a card on the table (or map) to show an existing impact. Briefly explain why.
- **Take turns** again, this time placing cards for potential future impacts.
- **Use blank cards** to add missing topics.
- **As a group, choose** a lead topic based on discussion, or select an existing card as the main focus.

## **Time to Play the Dominoes!** (25 min)

The **facilitator** collects and redistributes only the cards played in the previous part, placing the lead topic card on the map/table. Players then **take turns**:

- **Starting with the lead card**, connect one of your cards to it if you identify a **co-benefit** (blue half-circles) or a **conflict** (red half-circles).
- **As the game progresses**, you can connect new cards to any existing ones, forming a network of connected topics.
- **If you have no card to connect**, give your turn to the next player.
- **Discuss each connection** as you play.
- **Reintroduce relevant unplayed cards** if needed.
- **Be creative!** Adjust or invent new rules to fit your discussion.

## Wrap-up

**Part 1** ends when time runs out. If multiple groups are playing, take time to share insights as each discussion often takes a unique direction (optional, requires extra time).



### **Congratulations!**

You've explored the built environment in a **coherent, critical, and holistic** way with others.

## Part 2: Creating an actionable impact pathway

**Note:** Part 2 is more suitable if you have a map and are concentrating on a specific site, **with relevant stakeholders present as players.**

### **Decide on one Impact Pathway and required actions!** (20 min)

Now that you have a network of linked topics (the dominoes arrangement), it's time to focus on making these impacts happen.

Each chain of at least 3 cards connected with blue and/or red half circles is an **Impact Pathway**. Choose an Impact Pathway and, assuming a two-year timeframe, list the **relevant actions**.

### **Create a detailed agenda to make the actions happen!** (25 min)

With the actions list ready, answer the following questions to create a detailed agenda:

- Who are the **key stakeholders**?
- What **data** do you need to support your decisions or track progress?
- What **financial resources** are available or needed?
- Are there any **tools** that help or hinder the impacts?

Optionally, place your Impact Pathway cards around the **Impact Model Wheel** to get a 360-degree view of its scope. (Digital file available via the QR code.)

## Wrap-up

**Part 2** ends when time runs out. If there are multiple groups, take a moment to share insights, as each discussion often unfolds in its own unique way (optional, requires extra time).



## Congratulations!

You've built your Impact Pathway and explored how to turn concepts into actions.

# **NEB** Impact Model Dominoes Game

## Designer/Developer

Marjan Khaleghi (NTNU)

## Key Contributors

Annemie Wyckmans, Han Vandevyvere, Katherine Weir, Galina Voitenko, Deborah Navarra, Francesco Camilli, Martin Helliesen Sørdal, and Marleen Laschet

## Special Thanks

NTNU, the Re-Value and CrAft teams, and all city stakeholders who tested the game



**Funded by  
the European Union**

The New European Bauhaus (NEB) Impact Model Dominoes was created as part of the Horizon Europe projects Re-Value and CrAft, ©2024. This work is licensed under a Creative Commons License CC BY-NC-SA 4.0

(<https://creativecommons.org/licenses/by-nc-sa/4.0/>).

It is freely available for public use with credit to the developer, for non-commercial purposes only, and any modifications must follow the same license terms.

Contact: [marjan.khaleghi@ntnu.no](mailto:marjan.khaleghi@ntnu.no)