

# Asset Management Game

Implementing changes on the area of asset management is not easy. You may have a good idea and know exactly what should take place, but is this the same for other people within your organization? Where are the points for improvement? And how can you get everyone to join?

## Board game

The asset management game is a board game designed as means for change processes on the area of asset management. In a workshop, the asset management principles are placed in a (historical) game context. This allows participants to zoom in on the own organization from a relatively unprejudiced point of view. The most important aspects of asset management are discussed during the game. The participants then project these aspects on to the own organization.

## Target group

The asset management game is made for capital intensive organizations: infrastructure managers, fleet owners, municipalities, district water boards, electricity companies, drinking water companies, etc.

## Result

The workshop could, depending on the focus, lead to different results:

- insight into the aspects of asset management and their interrelationships;
- realization of how asset management intertwines within the entire organization;
- identification of strengths and improvement points on the area of asset management (quick scan PAS 55 / ISO 55000);
- Knowledge transfer;
- support for change.

## Custom-made

First we meet to identify what goals you want to achieve. Depending on these goals, we design the workshop. We could – for example - design the questions of the game specifically for your organization, or focus on a certain aspect of asset management.



**Now also for  
ISO 55000**



## More information

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The asset management game is an initiative of

# Asset Management Game

## Game context

The participants of the asset management game are asset managers of a harbour and a fleet of the Dutch East India Company (VOC). Together with the other asset managers, they make sure that the offered load can be shipped all over the world so the VOC's company goal can be complied with.

## Asset management aspects

Many serious aspects of asset management are discussed in a playful way. A pick from the elements that are discussed in the game:

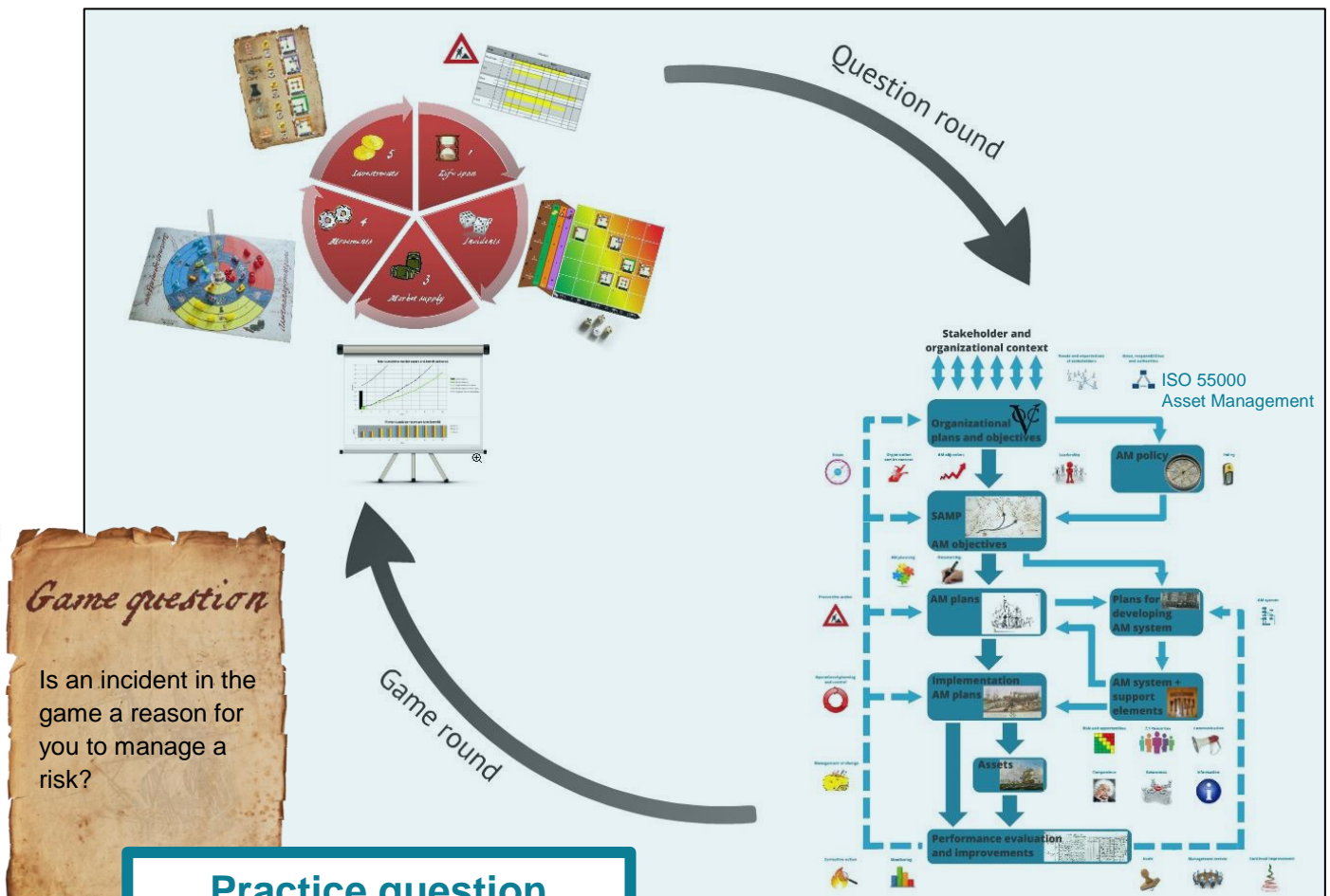
- Do participants invest in the right assets at the right moment, or does the load accumulate?
- What kind of risks do the participants focus on? Do they risk an incident with costs, unavailability or less market offer as the consequence? How can the risk matrix be used here?
- What strategy do the participants adopt to achieve the goals?
- Is there sufficient information to manage the assets?
- Is the interest of the own harbour or VOC's company interests at the central point of attention?

## Game structure

In this management game, six participants compete against each other in three teams. In succession they play game- and question rounds. The experience that the players gather during the game rounds is used during the question rounds.

The ISO 55000 or PAS 55 structure is used in the question rounds. There is a game question for the important aspects of asset management. The players discuss these questions. The participants then project the questions on to their practice. As a result of the corresponding discussion, the participants assess the maturity of the organization for the corresponding aspect. The results are recorded directly. You receive a summary after the game is finished.

The subjoined image shows the structure of the game. It shows an example of a game question and corresponding practice question that are discussed during the workshop.



**Practice question**

How does your organization decide if measures have to be taken to prevent repetition after an incident has occurred?