

Working Groups “SMR deployment and stakeholders interaction”

**ELSMOR Summer school
7.7.2022**

07/07/2022 VTT – beyond the obvious

Role-play



- Role-plays allow participants to safely step into the “shoes” of different stakeholders and to simulate public dialogue, which may resemble a real-life situation with regards different interests and needs related to SMRs deployment in the future.
- This experience facilitates ability to listen to different points of view, understanding various arguments and positions, and gaining insights on the feelings and emotions of different stakeholders related to important decisions for our society.

Role-play:
To pretend to be someone else, especially as part of learning a new skill (Cambridge English Dictionary)

Storyline: a hypothetical example

A EU utility is planning to deploy 2 SMR-based power stations, one in Finland and one in Italy.

You are all now in the public debate for citizens in the city hall of Espoo in Finland / Lecco in Italy. The mayor of each city had just given a speech of the possible SMR siting in the city area, an industry representative had told about the details of the plant and the plan to progress. In the hall there are representatives of various stakeholders: utility (industry), regulator (safety oversight), municipality (local government), state (national government), citizens (especially communities near potential sites), NGOs (society), trade unions (employees), research organizations (science), media.

Now it is time for the audience to express position and ask questions.

Questions to focus the discussion

- What are the questions you want to ask, what you need to know more about?
- How to address the projects in the two countries? What kind of approach you want to see?
- How to understand and align the needs of different stakeholders?

Working groups set-up

- Grouping: 6 groups in total
 - **In-person:** 50 students in-person: 5 groups x 10 persons. Everyone's turn counts 1, 2, 3, 4 or 5 -> all "1s" form first group, all "2s" form second group....all "5s" form the fifth group.
 - **Online:** Students online form one or two groups, depending on the number - there could be more "citizens" or more representatives from another stakeholder group
- Role play: everyone selects a role from the 10 stakeholder cards
 - Role of the observer is neutral: Takes notes and observes the dynamics of the discussion; ready to share main insights / observations with the group
- 30 min group discussion (20 min discussion + 10 min in-group reflection)
- 5 min presentation by each groups (30 min):

Overall: **How did the debate feel and what were the main learnings?**

Stakeholder cards: Select a role

1. Utility
(industry)

2. Regulator
(safety oversight)

3. Municipality
(local government)

4. State (national government)

5. Citizens
(especially communities near potential sites)

6. NGOs (society)

7. Unions
(employees)

8. Research
(science)

9. Media
(communication)

10. Observer
(neutral)



