

## Energy Interaction tools

A single app to learn about the energy to involve energy consumers with their energy usage.

**Gamification tools:** provides feedback on daily consumption taken from single appliances and tasks, using commercial smart plugs. Data is collected with the aim of providing feedback (and a scoring) on how good they have performed according to economic (tariffs), environmental (type of production available in that moment) and social (helping the balance of the local community) parameters. For example, the tool will provide feedback on the best tariffs when to put consumption patterns by providing feedback on each single action. So, repeating in a different time will show to people the actual economic saving. As users are not entirely aware of what it means to be part of the (flex) energy market and why the time of their consumption matters, this is a way to experience that practically, by getting immediate feedback on their actions.

**Energy social network software:** providing an environment that bounds together users and their energy data in an easy-to-share performance environment, also involving 3D or similar interfaces, that help to visualize the “community” aspect of energy distributed consumption and production. Sharing advices with the community increase the engagement of users.

### Short Facts

- Improved participation of consumers in the energy transition. They will have the tools to know how they collaboratively can reduce CO2, and help the electricity system, and they will be aware about how they behave in consuming energy.
- Open Application Programming Interface of a Commercial Smart Plug, so fostering the Data Interoperability in the energy market.
- This tool is a good “first engagement” tool to raise interest & awareness and engage the general public in the topics such as the advanced energy market linked to renewables, especially if linked to a simulation of “how it would be” to join an energy community.
- This tool can motivate institutions to understand and use the power of data in determining policies and the power of collecting data from their subsidiary companies or directly from citizens, through projects of citizen science and structured gamifications.
- Thanks to optimised energy consumption patterns through the gamification tool, there will be saving in CO2 emissions.

### What do we want to achieve?

- 1) Increase general energy knowledge of energy consumers.
- 2) Generate practical awareness of the concept of flexibility: “when you consume matters”.
- 3) Increase awareness of users on impact of different devices.

### Implementation targets

- Energy Communities
- Domestic and Commercial Consumers/Prosumers

### Greatest Benefit

Increase the energy knowledge of clients related to the “dynamic” aspect of renewables, therefore stimulating them in getting interested in the evolutions of the energy market.

### Market Potential

The gamification module can be included in larger packages (e.g. as part of providing other services as well).

### Developer

**RIMOND** 

### Contact

Stefano Converso  
[stefano.converso@rimond.com](mailto:stefano.converso@rimond.com)

### Technical Readiness Level

