

End-User Collaboration Tool Implementation



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PUBLISHABLE EXECUTIVE SUMMARY

This Summary describes the Implementation report of the task for end-user collaboration tool. The purpose of the report is to describe the path how the scenarios and technologies are implemented based on the fact how the collaboration tool(s) is intended to use. Thus, this report is a summary of final realisation of the specifications and practical actions in both of the demonstrators.

This is one deliverable of project “Energy management and decision support systems for Energy Positive neighbourhoods” (EEPOS). The nature of this report is technical including the detailed description of the End-User cooperation tools. These tools are the missing link between the technology and the use awareness when taking steps towards the energy positive future. This summary is public and accessible to the project Web. The figure i below shows how this deliverable is placed in the whole EEPOS project development.

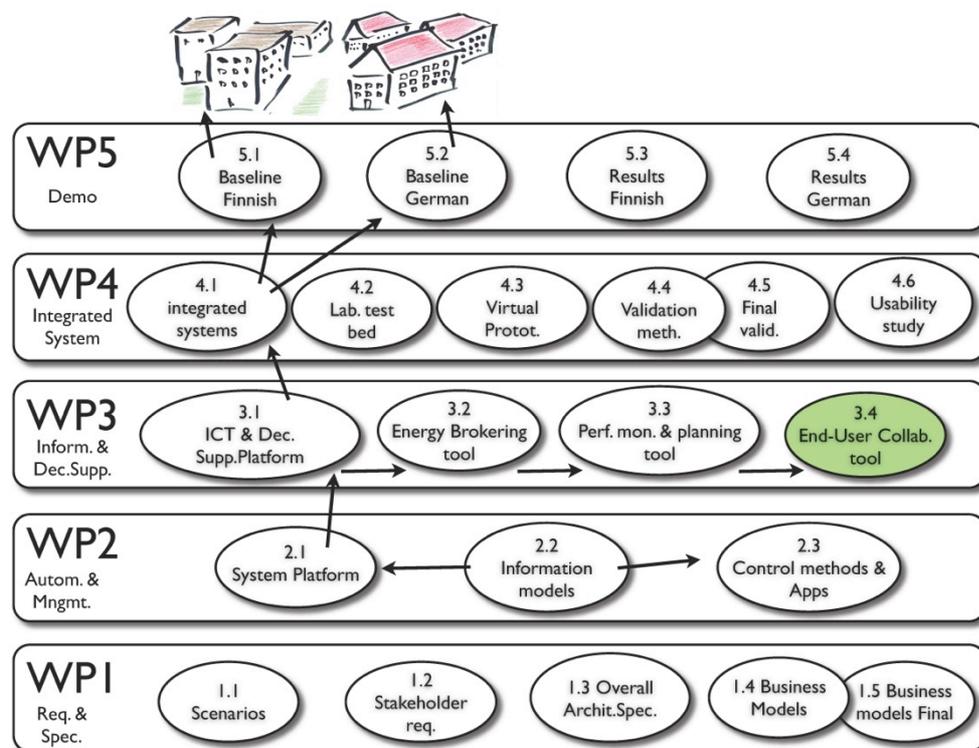


Figure 1. The EEPOS development

To this day the **currently used information systems** are based on technology driven development. The current information systems use state of the art technology, but are not adopted the use by the end-users. These are not very user friendly and do not have features supporting user engagements. However, it is estimated that energy consumption reduction of up to 15% can be achieved through improved **user awareness**. Present technology gives an opportunity to use the EEPOS demonstrations as a playground for End –users to **join the big picture** as active players.

The following scenario text is an example to be tested in practice: *“Joe is a resident in the EEPOS neighbourhood. He is an average citizen who has some interest for energy saving issues but he does not know how to do that. Fortunately a new EEPOS end-user collaboration tool has been developed. After few short information sessions all EEPOS neighbourhood residents have been informed how to use the tool.”*

The technical and functional requirements were slightly different starting point per demonstrators, thus forming a bigger variation of things within demonstrators. The End-User Collaboration tool in practice is varying per situation.

The EEPOS platform is developed in task 2.1 and 3.1 (based on OGEMA). In T3.3 is developed tools for energy performance monitoring and operations planning which are utilised in T3.4. Thus, End-User collaboration tool(s) is specialised end-user version(s) using the platform. Depending of the Pilot and situation, the End-User tool is varying case by case. The Demonstrator-specific metering and sensors are linked to the system. The End-user interfaces combines both information and experiences from previous projects in both Finland and Germany and the additional interfaces are made for instance with Unity game engine where default web browser interface (Computers like PC or Mac) is also transformed to a mobile Android devices (fig ii). The last step will be transformed to the iOS mobile devices (like iPhone and iPad).

The main objective – rising user awareness and motivation - is the same regardless of the End-User or the interface. The user activities starting from the awareness is in the key role in steps towards energy positive neighbourhoods.



Fig 2. Example of the data in neighbourhood level in Mobile Devices (Android).