



GREENPLAY

NEWSLETTER

Issue #1, October 2015

Editorial

The GreenPlay consortium is pleased to present the first issue of the GreenPlay newsletter, to be published every six months during the project duration.

In this issue, a general presentation of the project, including objectives, partners and achievements will be given, as well as a technological overview. An interview with a representative from VIGO will introduce our first demonstration partner.

More information about the project can be found on the GreenPlay website at: (www.greenplay-project.eu).

The purpose of these newsletters is to inform about project activities, progress and achievements, as well as to establish a dynamic communication between partners, collaborators and end-users. For these reasons, your contribution and comments to our newsletters and other communication materials are always welcome.



Message of the coordinator

After the kick off meeting in March 2015 in France, the GreenPlay consortium is fully involved in the development of this ambitious European H2020 project.

During our last general meeting in September in Budapest, we have already defined the main requirements and objectives of our solution. We hope that our serious game connected to an intelligent platform with smart advices and sensors will be an absolute breakthrough in the field of energy consumption monitoring.

We will be in France the 11th & 12th of December 2015 during the next "24h of innovation" at ESTIA in Bidart in order to work on the GreenPlay solutions with the massive and collaborative participation of 1000 students coming from different universities and schools around the world!

Jérémy Legardeur

Who we are



MORE INFORMATION

 Visit us in our project website:
www.greenplay-project.eu

 Check our Twitter:
https://twitter.com/GreenPlay_H2020

 Check our Facebook page:
<https://www.facebook.com/greenplay.project.eu>

 And check our LinkedIn Networking Group:
<http://www.linkedin.com/grp/home?gid=8284269>

Or contact the Project Coordinator

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OTHER H2020 PROJECTS:
TOPIC EE-11-2014



VIGO, SMART CITY

MR. ABEL CABALLERO MAYOR OF VIGO

A few days ago in Tenerife, the great scientist Stephen Hawking said that “computers will overtake humans with artificial intelligence at some within the next hundred years. When that happens, we need to make sure the computers have goals aligned with ours.” This is a warning from one of the people whose scientific knowledge is universally recognised in our times, and I believe that, in spite of the apocalyptic first impression, we should take heed. We must aim at no less - and no more - than making sure our goals are aligned. I have little doubt that they will, because I belong to a generation that has seen and experienced amazing things thanks to enormous technological advances, especially in the fields of communication and artificial intelligence. We have taken great strides in this direction, even though it has not always involved the balanced social progress we desire for all mankind. But we know that this is the right road. Science, technology, innovation and development, approached and addressed from a humanistic perspective and determination to serve society, are already an essential commitment.

Vigo, the biggest city in Galicia and in northwest Spain, is immersed in an unstoppable process of modernisation and sustainability, working in various fronts from private companies through universities to local administrations. Today, thanks to this shared impulse, Vigo is an intelligent, sustainable city or smart city. An innovative city where steps are taken every day towards a future that will bring better quality of life for the people while taking care of the natural environment.

We are pioneers in the implementation of measures such as the energy saving and efficiency plan that involves, firstly, drawing up a lighting map that provides an accurate diagnosis of all the illumination points of the city; secondly, a feasibility study of the plan to use electric vehicles for municipal services -led by the mayor who has chosen an electric vehicle as his official car; thirdly, the Life+ project for energy saving and finally, performing an energy audit in municipal primary schools. To these measures must be added the implementation of alternative energy through wind turbines, solar panels, biomass furnaces and photovoltaic canopies that have enabled us to save more than 12% of our annual energy bill without detriment to the quality of the lighting in our streets. Also in the line of energy saving, we have begun a campaign to replace 25% of the lamps in the city with low-consumption units.

Efficient water management is another priority objective of the local government, reflected in the public realm plan, kicked off in 2007, under which we work to improve the quality of life of citizens and save taxpayers' money. With respect to supplies, in addition to renewing the networks we have automated water pressure control to reduce the pressure during the night, placed counters in municipal facilities to control consumption. These measures have enabled us to cut water consumption by more than 4 million cubic meters, enough to supply a city of 50,000 inhabitants for an entire year. As for sanitation, we have managed to get the two treatment plants in the city and the three major existing collectors to work under integrated management thanks to a remote control system that provides information in real time, automatic communication of alarms via SMS and data storage for analysis and consultation.

Improving urban mobility is another goal of the local government with its clear commitment to public transport, developing a real-time user information system at bus stops through more than 100 information panels; the smbust - a messaging system that informs users of the times a bus will arrive at their stop - and Vigo Bus, a mobile device application that enables both route calculation from departure point to destination and search stops to see when the next bus is due. In the same vein Vigo forms part of the SUM (Sustainable Urban Mobility) project that promotes the implementation of local and regional policies in relation to sustainable urban mobility, most notably the use of electric vehicles, and Mobi.Europe, a commitment to mobile phone applications for the shared use of electric vehicles aimed at reducing traffic and CO₂ emissions in the urban environment.

Consistent with our policy, the objectives of the GreenPlay project for energy savings in households through public awareness aimed at fostering a change of attitude and behaviour in this regard, count on our support and backing. Furthermore, we acknowledge the importance of the international importance of a project that positions Vigo as one of only three European cities that are implementing this EU-funded project.

Here in this smart city called Vigo we are looking forward to the results of GreenPlay to design new projects to consolidate and drive the success of our commitment to sustainability. Welcome to Vigo.



Mr. Abel Caballero, Mayor of Vigo

GREENPLAY INTRODUCTION

The GreenPlay project aims to raise the awareness among citizens and reduce energy consumption through the development of an innovative solution, gathering:

- 🏠 real time energy consumption monitoring,
- 🏠 a smart advice generator,
- 🏠 a serious game.

Demonstration of efficiency of this solution will take place in three European cities (Vigo in Spain and two cities in France), in 200 homes. GreenPlay success will boost research in energy efficiency solutions for citizens and will enable decreasing energy consumption.



GreenPlay Objectives

In the scope of GreenPlay, 200 homes will test a new ICT solution based on serious game and smart advice generator to reduce their energy consumption by a stronger commitment to energy efficiency in their daily life.

Four main objectives are supporting the global aim of the project:

1. Deepen people's awareness about environmental issues by informing them about their daily consumption,
2. Provide people with personalized information through a smart advice generator with accurate recommendations,
3. Integrate the application in citizens' daily-life through a serious game in order to go viral,
4. Ensure the sustainability of the solution to enable real behavioral change.

GreenPlay Impacts

Such an approach can greatly help citizens to reduce their energy consumption. During demonstration, public awareness will be raised through concrete involvement in the serious game and the display of personalized advice and statistics.

The final solution, available on multi-platform (computer, tablet, Smartphone), will be highly replicable and easy to introduce in daily life. Hence, the development of the GreenPlay project will allow rapid introduction on the market of a new kind of integrated energy efficiency solution based on ICT that will educate citizens in implementing efficient practices. Outreach will not be limited to homes equipped with sensors, we intend to go viral through a strong communication strategy.

To maximize impact, the game will be available on both major platforms (iOS, Android), linked with the website and to social networks.

Project launch

The project started its activities with the kick-off meeting organized on 16-17 March 2015 in Bidart, France. This meeting, held by the coordinator ESTIA, has gathered all the consortium members:

- 🏠 ESTIA (France - RTD): Usage, eco-use and user behavior research, methods and tools development related to user behavioral changes, energy efficiency.
- 🏠 eGreen (France - SME): solution of energy savings in buildings through behavioral change approach, sensors and monitoring platform.
- 🏠 IKASPLAY (Spain - SME): development of serious games from concept to development and maintenance.
- 🏠 FAIMEVI (Spain - NGO): promotion of rational use of the energy resources and use of renewable energies.
- 🏠 BME (Hungary - RTD): calculations related to energy savings, studying energy efficiency in buildings, environmental economics, environmental evaluation, management and policy, energy and climate policy.
- 🏠 Euroquality (France - SME): service provider specialized in European innovative project management.

It was a welcome opportunity for partners to discuss project activities together with the European Commission, represented by Mrs. Francesca Harris, Project Officer.

Since the kick-off meeting, activities of specifications, selection of homes and communication have started. The project website has been developed, you can visit it at:

www.greenplay-project.eu.



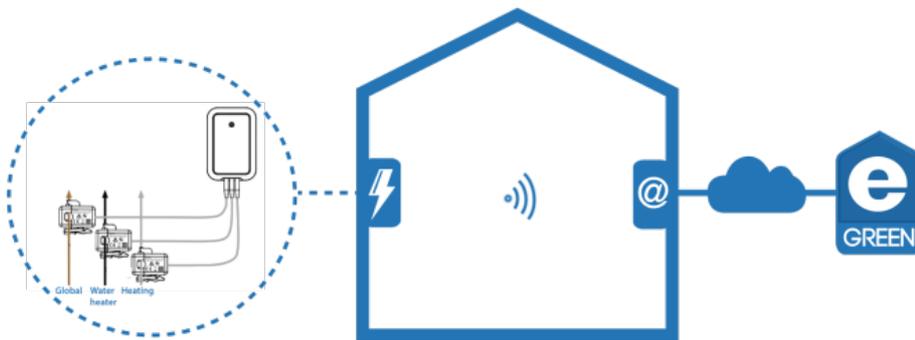
It is the main dissemination tool of the project, linked with social networks. The development of new sections and the publication of news is an on-going process that will continue until the end of the project. Moreover, a dedicated FAQ section enables the awareness of potential end-users regarding requirements to participate to the demonstration.

The second consortium meeting has been organized in Budapest on 10-11 September 2015, hosted by BME. Brainstorming regarding the solution and the game design in particular, will enable launching concrete developments in the months to come.

INTRODUCTION TO THE E-GREEN SOLUTION

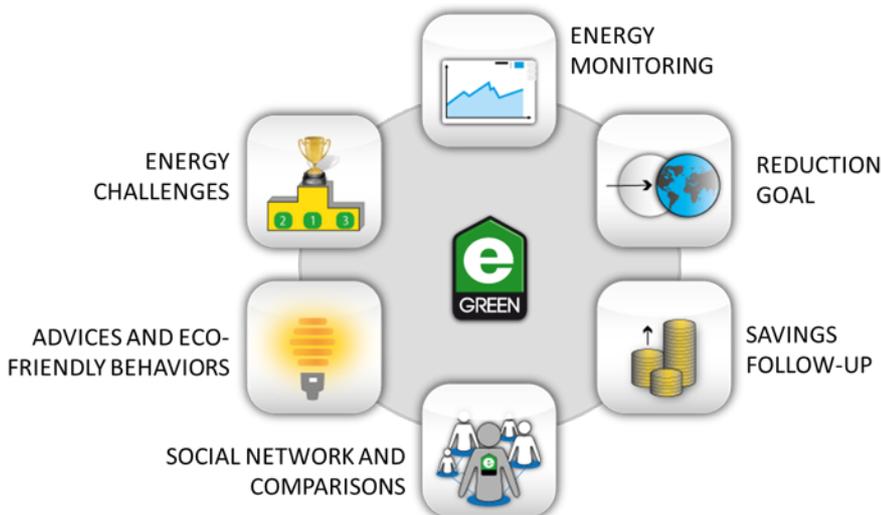
The GreenPlay project aims to increase the awareness of citizens regarding energy efficiency and to encourage end-users in reducing their electricity consumption. It is hence important to help them understand the impacts of their energy consumption habits.

In order to implement the GreenPlay project, a consumption monitoring device will be installed in homes involved in the demonstration phase. This solution will be based on the technology developed by eGreen: sensors and an associated internet platform for monitoring consumption in order to raise awareness about energy efficiency.



The measurement is based on Ampère's circuital law: the device measures consumption by monitoring the magnetic field generated by the electric cables as current passes through them.

The sensors are installed in the electric panel of the home, on the general power supply, and on the branch circuit supplying the heating and the water-heater. A transmitter sends data of consumption to a wireless gateway. This gateway transmits the information through a secured and encrypted channel to the internet router of the household. A temperature sensor can also be installed to measure thermal comfort of the home.



Consumption data are stored on a private internet platform, reachable through the eGreen website (www.egreen.fr). Each home can have an overview of its energy consumption in real time. Diverse functionalities are proposed to users to encourage sustainable behaviors, in a social and entertaining way: monitoring consumption, consumption targets, comparison with friends or anonymous neighbors, advices or alerts in case of overconsumption.

The GreenPlay solution will be integrated with this device in order to offer a connected energy-focused serious game.

IN BRIEF

KEY MOMENTS

During the event titled 24h of innovation, organized by ETS (Ecole de Technologie Supérieure) on 26th and 27th of May 2015 in Montreal, the GreenPlay project posed a challenge to participants. The aim is to work in collaboration during 24 hours in order to find creative solutions. The GreenPlay challenge was to "Design a serious game to encourage the occupants of residence to reduce their energy consumption". It was a good opportunity for GreenPlay project to collect ideas for future serious game development. Results are available at:

<https://www.youtube.com/playlist?list=PLOXzJ0VWxycT1nLXO6QB-8CLqIS2j8-v>

24h of innovation ETS Montreal website: <http://24h-innovation.org/en/>

COME TO MEET US!

19th and 20th of October, 2015

CAE Conference

The coordinator and the CEO of eGreen will introduce GreenPlay to the research agora of the CAE conference.

Verona, Italy

<http://www.caeconference.com>

December, 2015

24h of Innovation in Bidart

In the scope of the 24h of innovation, organized by ESTIA in Bidart, on December, 2015, a challenge connected to the GreenPlay project will be proposed to participants.

Bidart, France

<http://24h.estia.fr>