

Partners involved

innec





Location



Objectives

If you are a student living in this dormitory, know that you will participate in a live experiment to test gamification approaches to maximize energy consumption efficiency and peal shaving in the student community. You will receive periodic updates on when the energy consumption is preferred to optimize overall consumption in the building. You will be incentivized and motivated to collaboratively use common appliances to use them more efficiently. Incentives will be in form of discounts or free tokens for common appliances. We want to:

- \rightarrow Use gamification to optimize student behaviour and provide energy services.
- → Provide Lammp with a collaborative platform to reduce overall energy consumption and ultimately, reduce management costs.



Technologies & Infrastructures

This pilot will deploy new technologies and solutions in 6 Student dormitories at Campus Drie Eiken, with 5 buildings: 108 student rooms, 5 kitchens and 1 laundry room. The following technologies will be intervened under the scope of this demo:

Shared whitegoods: washing machines, dryers, and dishwashers for common areas.



Smart metering - that will be installed.





1. 2. 3. www.uantwerpen.be