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ENTROPY reached its goal

The ENTROPY project is now completed. We developed an innovative, IoT-enabled platform that can monitor and receive sensor data pertinent to energy efficiency from different sources. We also developed a gamified personalized application, as well as a serious game, that educate the users to change their energy consumption behavior at the workplace by offering to them recommendation tips for energy saving. The Entropy platform orchestrates the pilot user campaigns and submits the recommendation tips to the two applications.

The ENTROPY solutions were applied to and validated through three different pilot settings; a university, a technology park and a university and incubator. Several user campaigns took place during 2018, each one lasting about two weeks. During the pilot campaigns, the participants interacted with the gamified personalized app and the serious game receiving tips/ recommendations on energy saving in their office, while the energy consumption was monitored and stored in the platform through the installed sensing devices.

Overall, the evaluation results showed that we accomplished 12.99% energy savings concerning all campaigns at all sites. Further, we realized that a reasonable (medium) level of users' interaction with the ENTROPY apps is the optimum remedy for maximum behavioral change with regards to energy saving at work.

ENTROPY - International Workshop

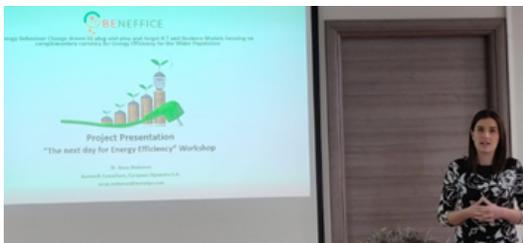
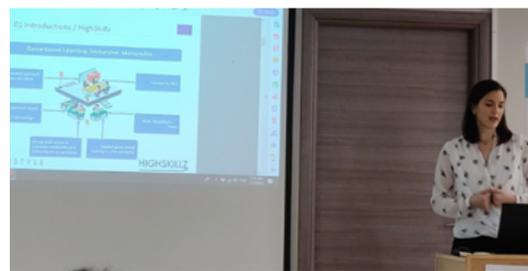
At the end of ENTROPY project, the partner ELTRUN E-Business Research Center of Athens University of Economics and Business alongside with the participation of ten H2020 project, organized an H2020 International Workshop titled "The next day for Energy Efficiency" with the purpose to exchange

The workshop was structured around three main pillars: in the first pillar, H2020 energy efficiency projects showed their solutions, challenges and current progress; the 2nd pillar concerned energy policy directions at international and national levels and the third pillar focused on research exploitation frameworks, alongside with the execution of a new idea generation workshop with participants from the participating projects.

Overall, during the workshop, we mainly discussed about:

1. The necessary digital technologies (e.g. IoT, BI, Gamification, AI etc.) to support innovative services for energy efficiency in public buildings, the workplace, at home etc,
2. Effective means to educate the users to adopt sustainable energy efficient behaviors,
3. Forthcoming EU and international energy efficiency policies and
4. New business models of digital services on energy efficiency.

The workshop was attended by over 40 participants (members of the invited EU projects, ELTRUN members and specialized new service design professionals in Energy Efficiency, as well as policy makers)



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