[Solar Sandbox](http://energy.stone-env.net/)

A web app developed by [Team Stone](http://www.stone-env.com/aim/index.php) for HackVT 2014

* Solar Sandbox is a fun interactive educational web application.
* Solar Sandbox enables Vermont’s citizens and students to learn and gain knowledge by designing their own solar solutions in their community.
* Solar Sandbox helps foster engagement and participation in understanding the challenge and possibilities of achieving Vermont’s 2050 90% Renewable Energy Goal.
* Playing helps to build community support to reach the goal by challenging and empowering the user to meet their community’s solar potential by drawing solar arrays wherever they want within their community and compare against a target.
* Understanding and measuring progress against a goal is important to build continuing support for achieving the goal.

Data Used

* Solar Sandbox Uses current data and current landscape conditions to provide user an interactive experience in locating solar panels in their community.
* Data Sources:
  + Uses Efficiency Vermont’s Community Electricity Usage Data-2011
  + USGS’ Geonames database to consolidate Efficiency Vermont 338 community/village into Vermont 255 Communities.
  + VCGI’s ground-mounted solar photovoltaic potential GIS data layer
* Challenge:
  + Needed to associate the 100 place names to a official town or city name.

Tools Used

* Angular JS
* ArcGIS Server
* Google Charts

Team Stone:

* + [Nick Floersch](mailto:nick@stone-env.com)
  + [David Healy](mailto:david@stone-env.com)
  + [Charlie Hofmann](mailto:chofmann@stone-env.com)
  + [Lauren Padilla](mailto:lpadilla@stone-env.com)