MULTI-USER , MULTI-DISPLAY APPLICATION TO INCREASE ENERGY AWARENESS

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AGENDA

- Introduction
- Aim of the project
- Challenges
- Save-E
- Results and future work

INTRODUCTION

- Energy awareness is now a trending issue that the world is talking about

- From 2008 to 2030, world energy consumption is expected to increase more than 55%

- It's weird how unaware we are as to how much energy we're really using

- Multi-user , multi-display applications have proven to motivate users more to interact with each and with the contents on the displays

AIM OF THE PROJECT

- ✓ Letting people know how much Energy they use
- ✓ Allowing people to compare their usage and compete with each other on public displays
- ✓ Increasing energy awareness by giving people tips to help them save energy
- ✓ Maintaining the privacy and sensitive information that each user might have

CHALLENGES

I. Multi-user setup

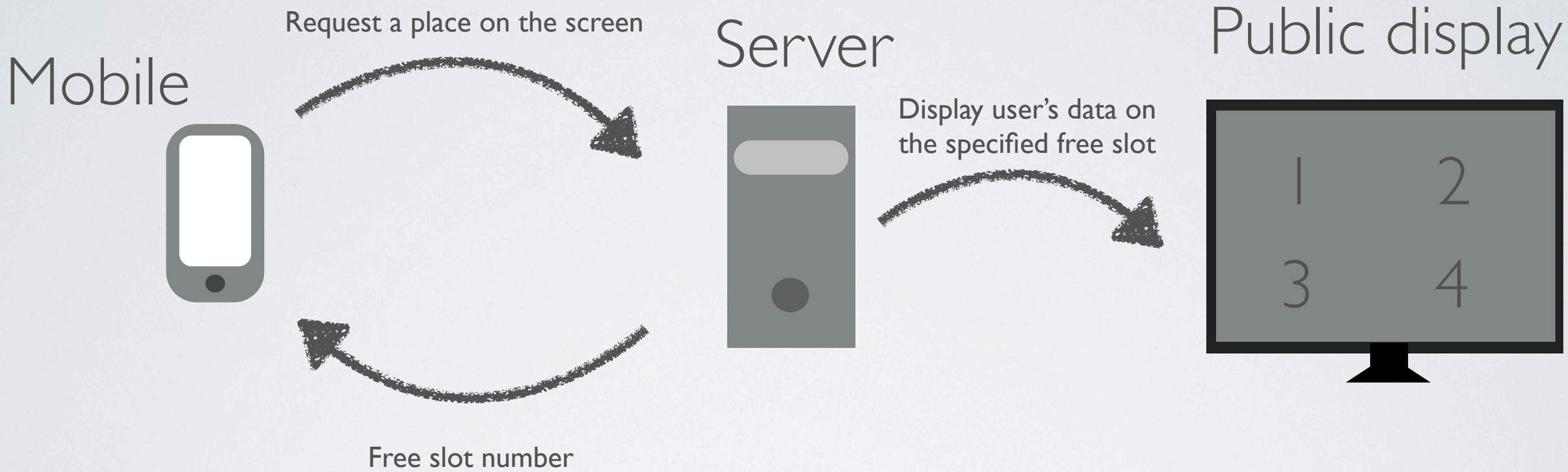
II. Synchronization of the displays

III. User privacy

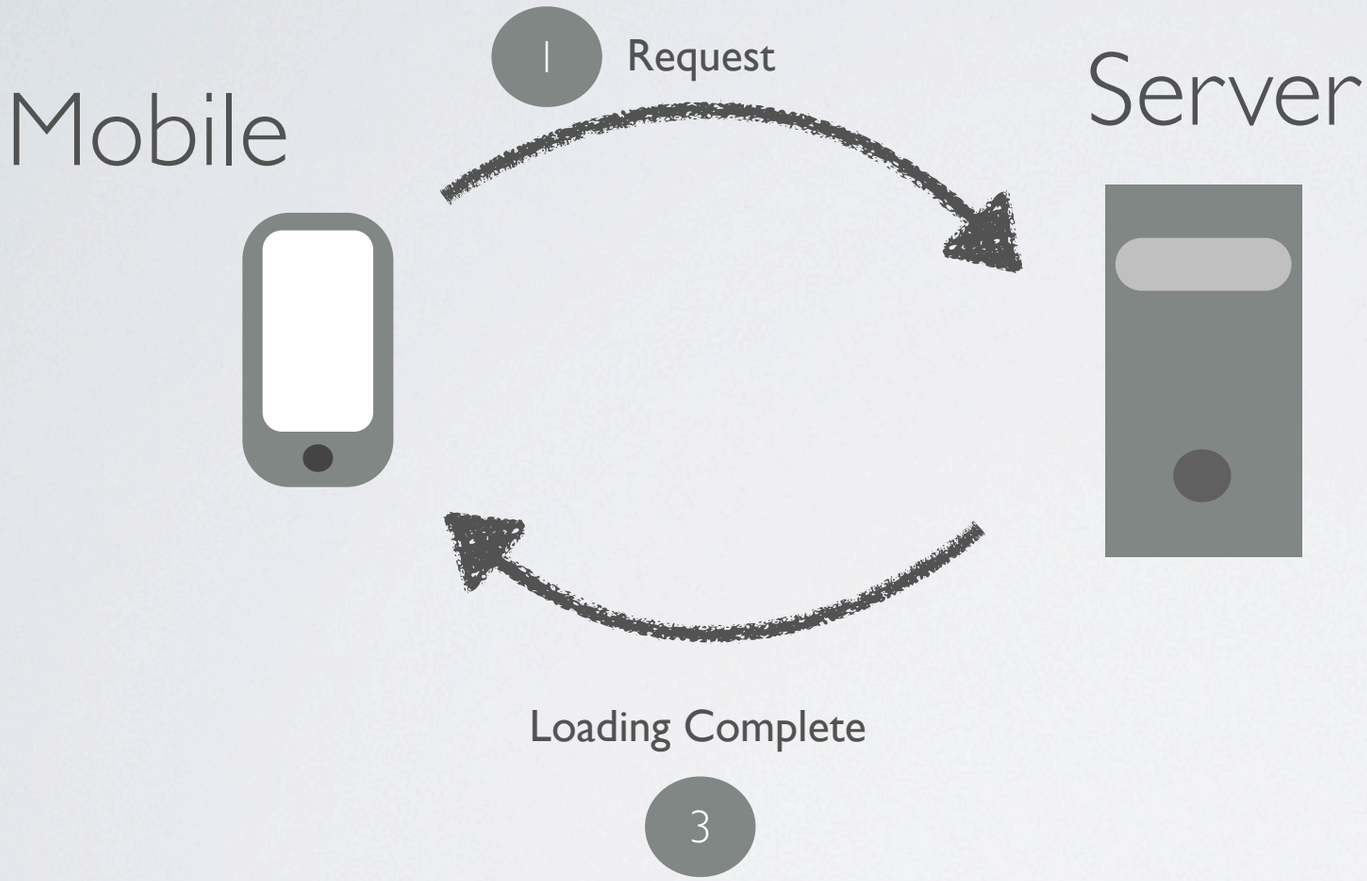
SAVE-E

- Connection Setup
- Synchronizing displays
- Charts
- User Privacy
- Managing multi-user on one screen
- Game mechanics

CONNECTION SETUP



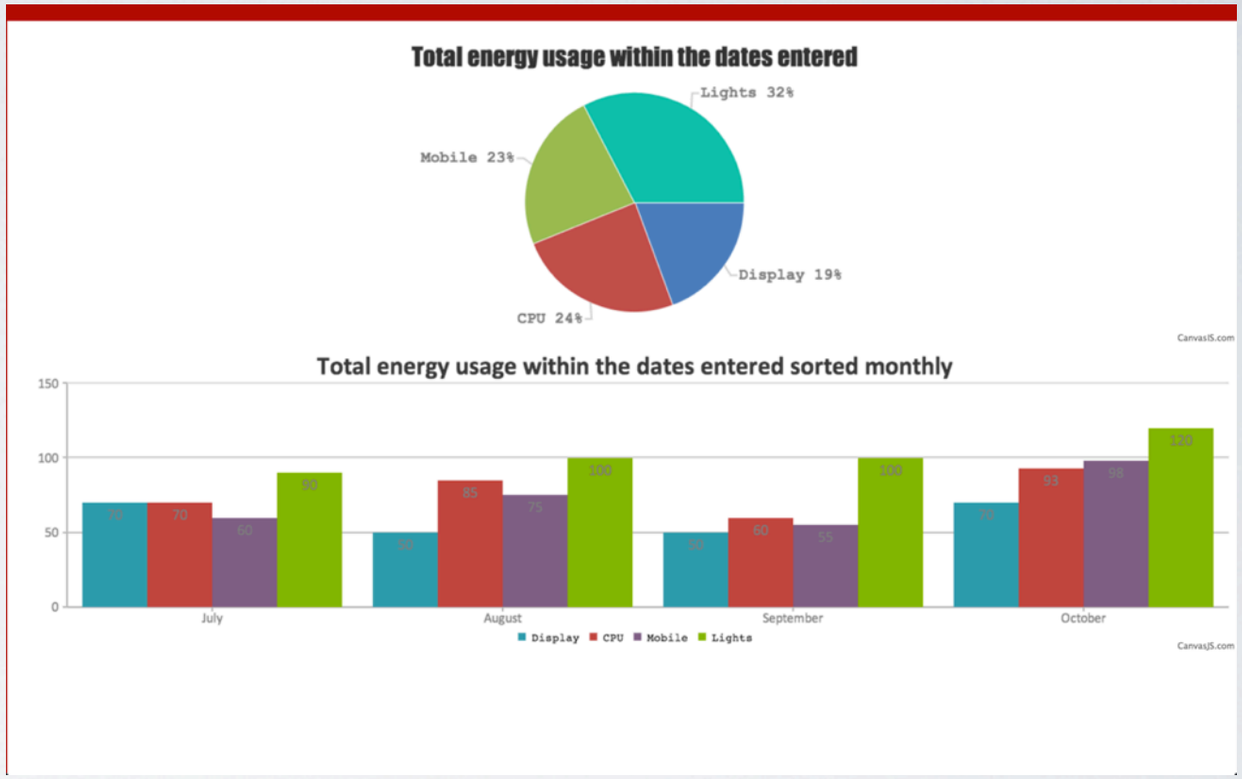
SYNCHRONIZING DISPLAYS



CHARTS

- Users can choose the dates in which they want to view their usage within
- The data is displayed as 2 charts :

  i. Pie chart which represent the total energy usage in the duration the user chose



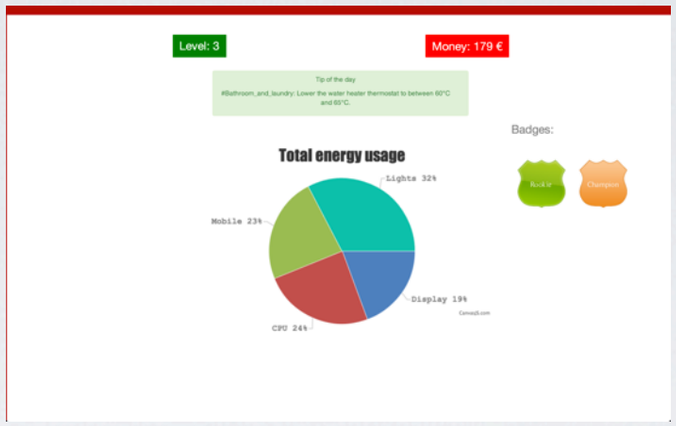
  ii. Bar chart which represent the total usage within the duration chosen but classified monthly and has more details

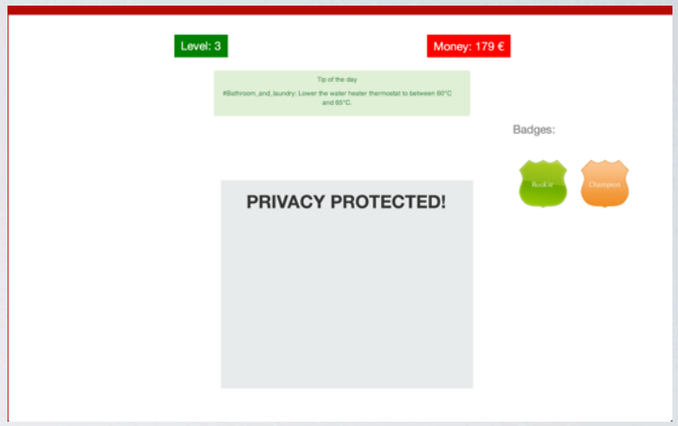
USER PRIVACY

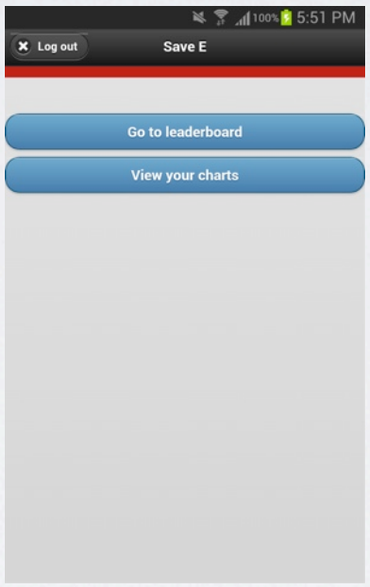
Users get to choose between two privacy profiles:

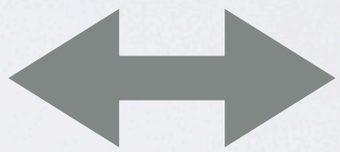
i. High privacy profile

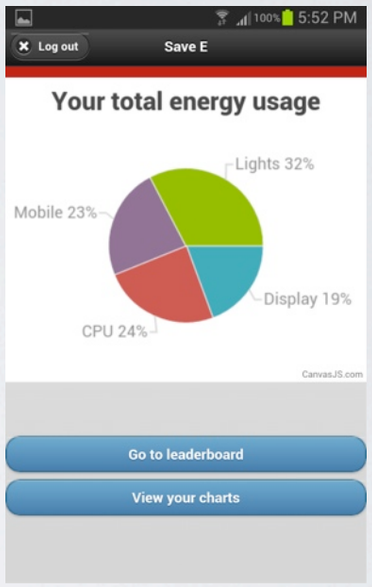
ii. Low privacy profile





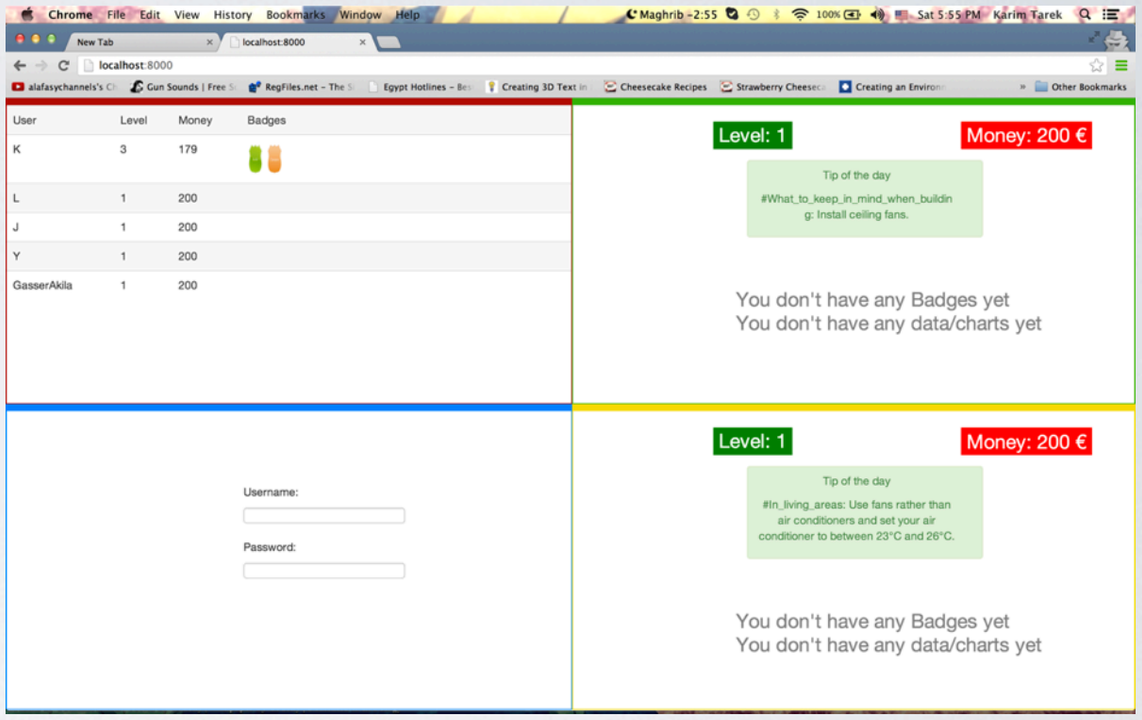






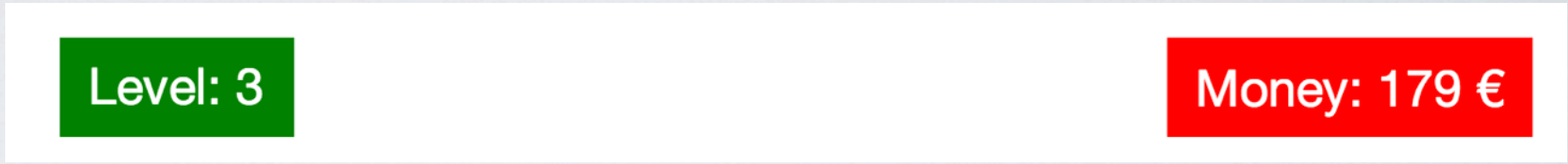
MANAGING MULTI-USER ON SCREEN

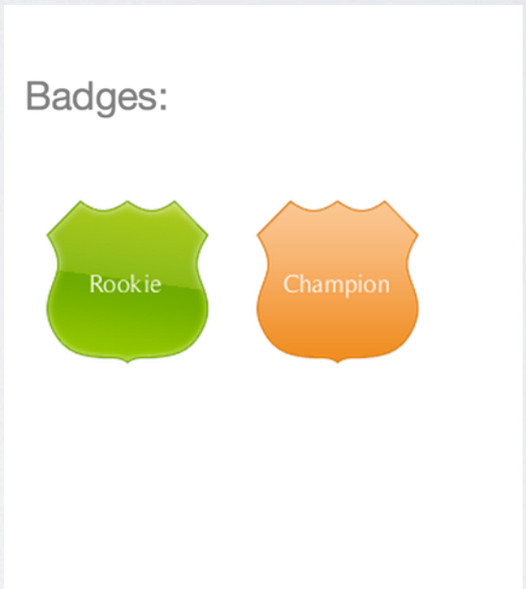
- Each user has his own channel and space that allow him to interact with the display



GAME MECHANICS

- Levels
- Badges
- Money
- Leader board





RESULTS AND FUTURE WORK