

PROJECT REPORT TEMPLATE

PLUGGING INTO THE FUTURE: AN EXPLORATION OF ELECTRICITY CONSUMPTION PATTERNS

1. INTRODUCTION

1.1 Overview

Electricity consumption represents the amount of electricity that has been consumed over a specific time in a unit, electricity demand represents that rate at which electrical energy is consumed for a need output rating, in units W.

1.2 Purpose

Use electricity for lighting, heating, cooling, refrigeration and for operating appliances, computers, electronics, machinery, and public transportation systems.

2. PROBLEM DEFINITION AND DESIGN THINKING

2.1 Empathy Map

Template

Retrospective

Use this framework to reflect on recent work. This simple structure is useful both alone and in groups.

Created in partnership with **Product School**

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Reflect on the topic

Working silently and individually, have each person create a few sticky notes in all four quadrants below for about five minutes. With the remaining time, discuss notes in each quadrant.

What went well?

What should we keep doing?
What should we celebrate?
Where did we make progress?

What went poorly?

Where did we have problems?
What were barriers to us or others?
What held us back?

What ideas do you have?

What ideas do you have for future work together?
Where do you see opportunities for improvement?
What are unexplored potentials?

How should we take action?

What do you believe we should do next?
What specific things should we change?
What actions could be taken beyond this meeting?

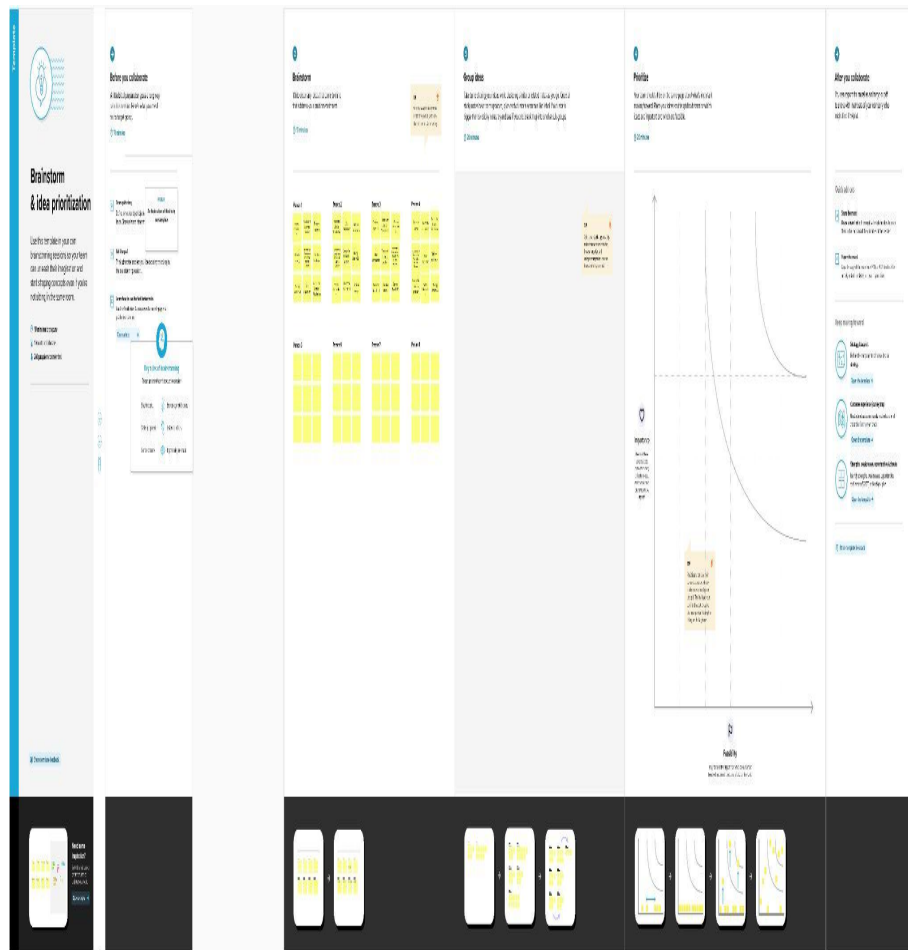
An Exploration of Electricity consumption patterns

Need some inspiration?

See a featured version of this template to know it's yours.

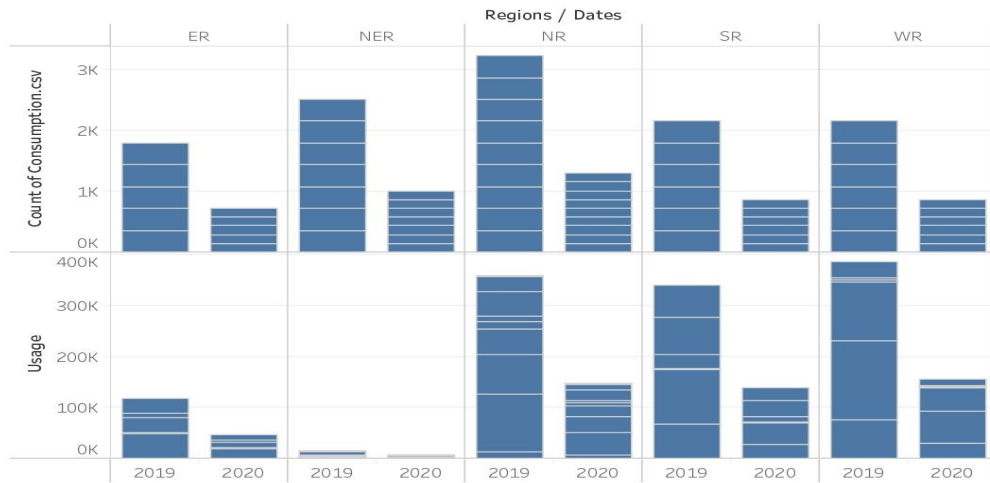
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2.2 Ideation and Brainstorming Map

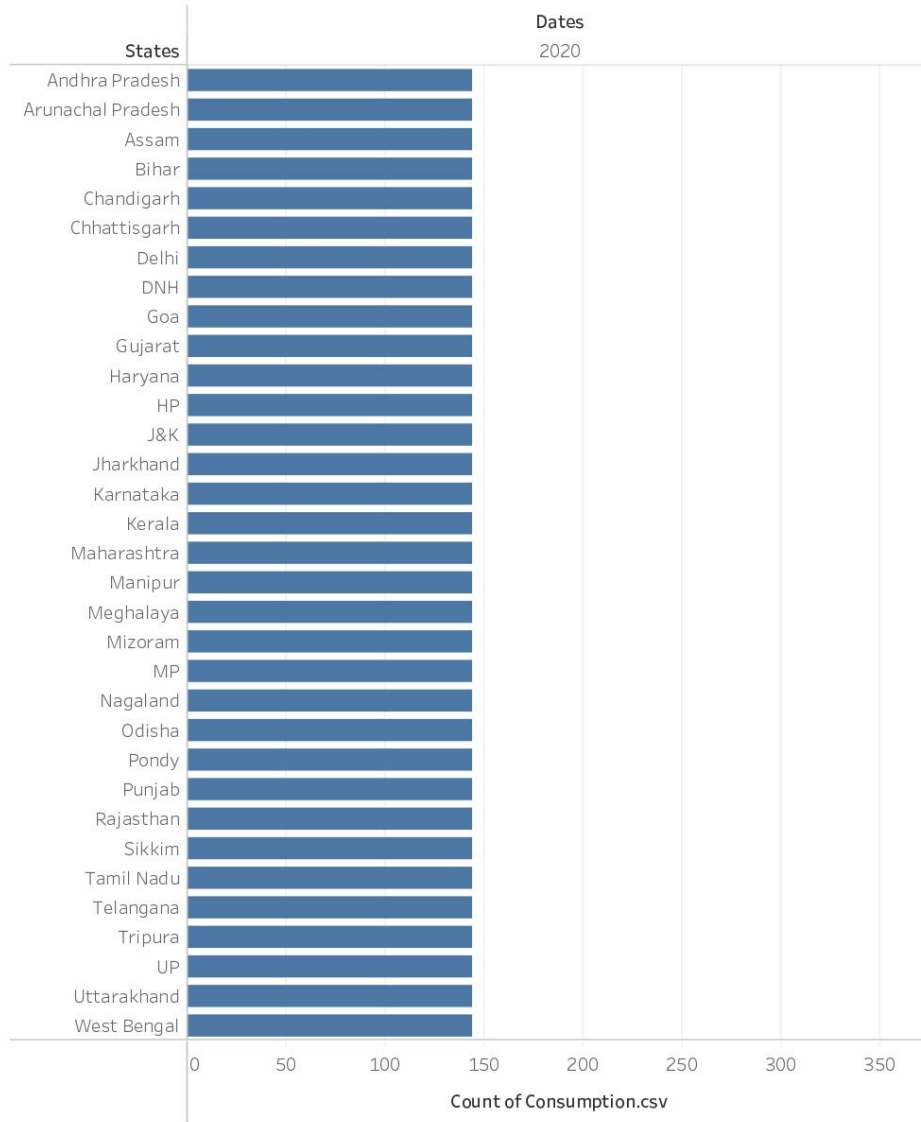


3 RESULT

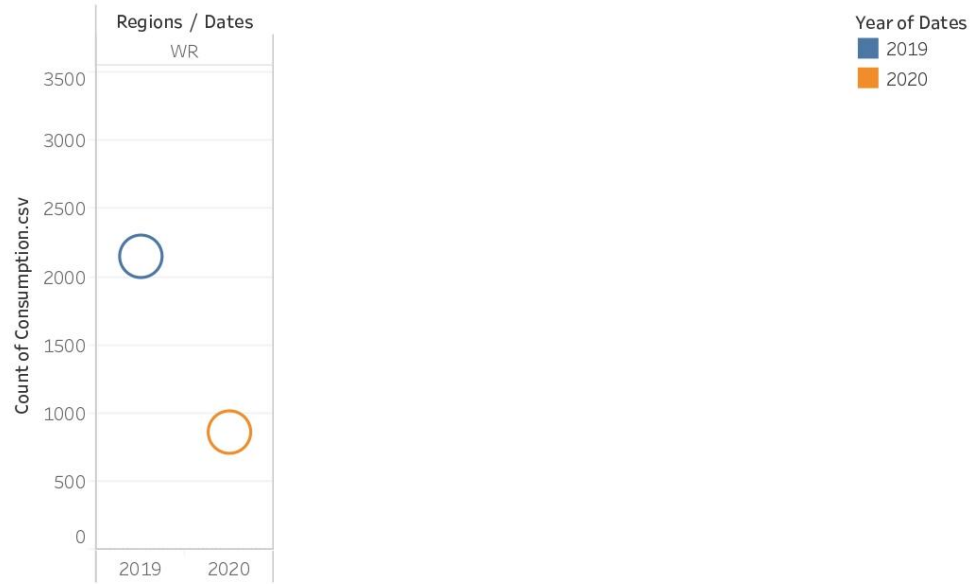
Sheet 1



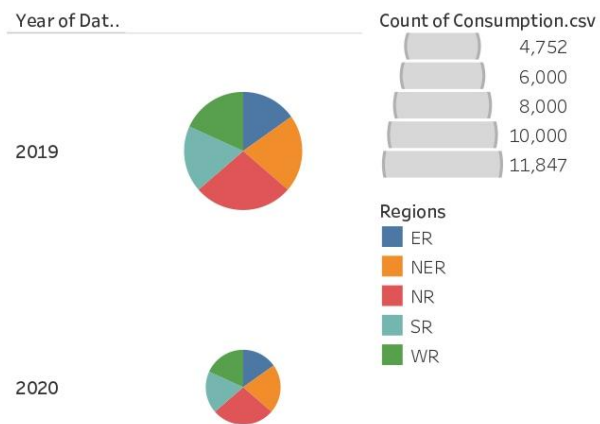
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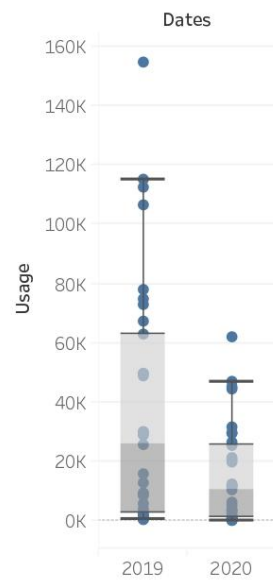
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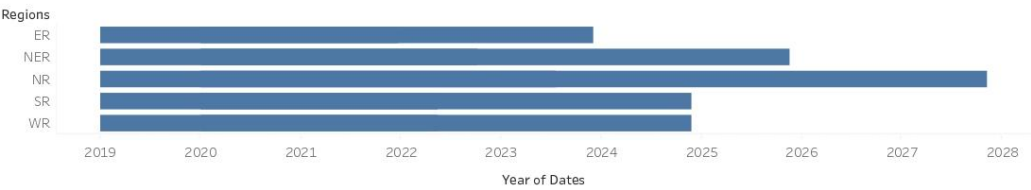
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Sheet 5



Sheet 6



4 ADVANTAGES AND DISADVANTAGES

- It is a clean, safe, cheap and convenient source of energy
 - Lower maintenance cost
 - More efficient
 - No tailpipe emission
 - We all know that it can be set up in many sizes
 - It doesn't require as many employees
 - Reduces greenhouse emission
 - Makes barely any pollution compare to other ways of creating or generating electricity
 - Relatively low maintenance cost
 - Hydroelectric station are inexpensive to operate
 - Hydroelectricity produces no gas emissions or waste
 - A station can operate and run for long periods of time
 - It is renewable
-
- More expensive than gasoline
 - Loss of fish species
 - Sometimes messes up wildlife
 - Dependent on precipitation
 - More power plants and more pollution
 - Damming can cause loss of land suitable for agriculture as well as recreation
 - Cost for construction
 - Change in river or stream quality
 - An electric vehicle is not completely emission free
 - In electricity, there are a limited number of feasible sites for a large number of dams
 - Drought can affect power production
 - Hydroelectric natural seasonal changes in river and ecosystems can be destroyed

5 APPLICATIONS

- lighting,
- computer operation,
- motive power,
- entertainment applications

6 CONCLUSION

Electricity is the backbone of modern society. Our life will go back to the primitive age without electricity. There is a need for rational use of electricity, as it is largely produced from non-renewable sources like coal and water

7 FUTURE SCOPE

Global electricity demand grows at 2.1% per year to 2040, twice the rate of primary energy demand. This raises electricity's share in total final energy consumption from 19% in 2018 to 24% in 2040. Electricity demand growth is set to be particularly strong in developing economies.

