Supplementary information for paper 11:   
Makahiki+WattDepot: An open source software stack for next generation energy research and education

**Response to reviews:**

*What is missing in the paper are two fold:*

*- besides raw description of the tools and experiment, no analysis of the result is given, in terms of changes in behaviour or actual savings. To go beyond a simple game authors should concentrate to the reasons of the success (or the failures) in terms of energy savings and how this work could be extended at large scale in other population.*

The full paper provides details on our experiences using the tools, and our insights into the experimental problems we encountered in trying to understand issues such as "actual savings".

*- second the population adressed, from the HI Univ. is maybe not a naive population. It would be worth comparing with other population, but this is promised for the full paper.*

The population at UH is definitely a "naive" population. While we had originally hoped to have data from other populations, due to scheduling circumstances beyond our control, the other Kukui Cups are currently in progress and we cannot report on them at this time. However, they will be finished by February and we plan to report some preliminary findings at the conference presentation.

**Recommendations:**

1. Software to support consumer behavioral change should be an integral part of the deployment of the smart grid. (Societal actors: utilities and research funding organizations.)

2. Energy data should be made available to third parties for development of user-facing applications in a secure, privacy-preserving manner. For example, by augmenting the Green Button (greenbuttondata.org) protocol with digital signatures. (Societal actor: utilities and public utility regulators.)