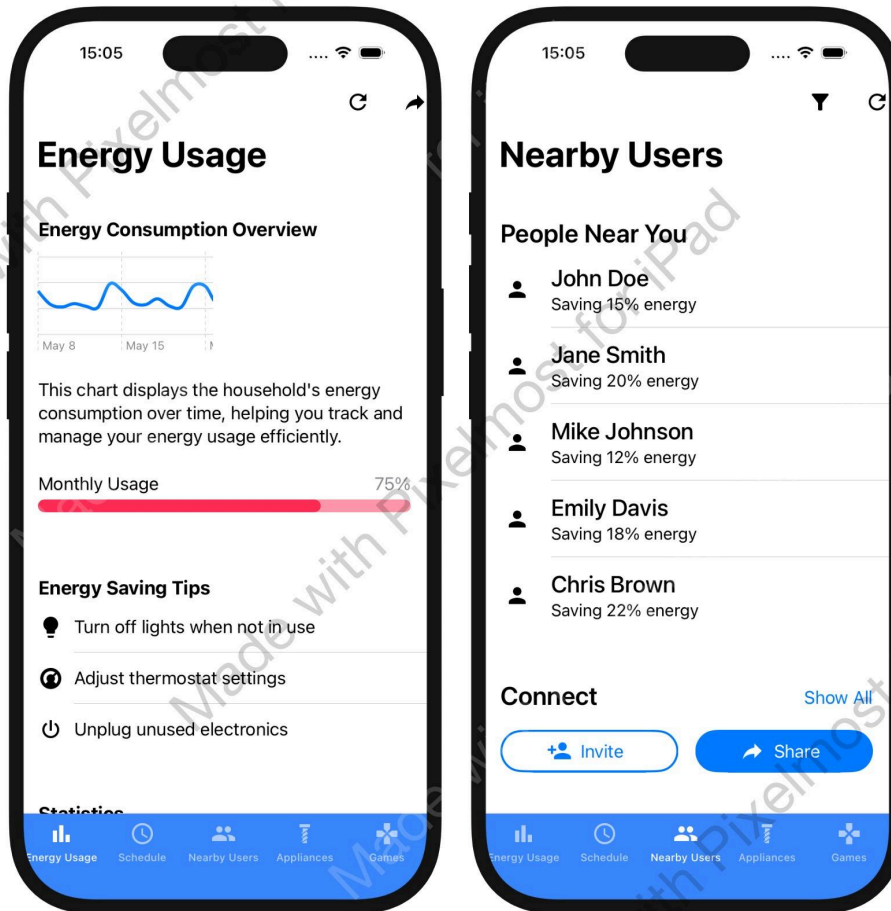


Dominic Moore
Pitch For Ener-gem
Developed: 2/27/25

How many people in the room right now know how much energy your household is currently consuming per month? Per day? How about every hour? According to an article published by the PNAS, in 2010 a survey of 505 U.S. citizens showed that 20% of the individuals are roughly aware of their energy consumption. With the United States being the number 1 consumer of fossil fuels and energy all together, this is not a big enough number. To help solve this issue, I have put in the works both a revamped app and device that alerts the user how much energy they are using through an app that even a 5 year old could understand. It will include features such as comparison to other people's energy saving, automatic schedule processing, and vibrant and inviting game-like aspects within the app to cater to more than just the concerned adult. With these products, it will give household members more accountability towards how much energy they are using, with hopes that they make the correct choices within their energy saving.





Q1: How will this product help the working class?

A1: This product is designed to make it easier for homes to track how much energy they are using, which will in turn help the “working class”

Q2: Why was this important to you

A2: well as someone who likes to get his work done, if I hadn't done this assignment then I wouldn't have gotten credit for my work

Q3: How did you make the actual app for presentation?

A3: I tried using Canva but then realized that there are some automated app builders for people to use, this helped sketch my outline and overall make the prototype

the Pitch is solely for investment

- the audience I will be pitching to is a bunch of kids and some adults

My name is Dominic, I am presenting because I want to tell them about my product

I am trying to solve energy waste in households

The end-user Pain points are automated scheduling & etc.

The solution is up top: I have put in the works both a revamped app and device that alerts the user how much energy they are using through an app that even a 5 year old could understand. It will include features such as comparison to other people's energy saving, automatic schedule processing, and vibrant and inviting game-like aspects within the app to cater to more than just the concerned adult.

It is a unique approach but at the same time is something that is not foreign to people.