



# GAMIFIED, DECENTRALIZED AND DISTRIBUTED INTERNET OF ENERGY

Weiss Tech House PennVention

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Adebayo Adejare

Adedotun Adejare

# OVERVIEW

HuxEnergy is a next-gen decentralized and distributed internet of energy platform designed for a sustainable economy.

Philosophy: make users more energy and environmentally conscious by presenting a mix of data analytics and social content that is actionable and relevant based on the user's value.

Model: Using a compensation system where users are rewarded in two different virtual currencies.

- Energy Action Unit (EAU): rewards based on energy and environmentally behavior. EAUs can be exchanged for tangible rewards and is kept on a distributed ledger system using blockchain.
- HUX tokens: a dynamically calculated measurement of a social standing in the network. HUXs determine a user's ranking in the social network.

# TEAM



DNV GL



An Exelon Company



Over 5 years experience working with energy efficiency and environmental programs. Worked with utilities on their

energy efficient rebate programs. Researched energy efficient buildings. Studied alternative energy and power systems. Environmental advocate.



An Exelon Company








Graphic Designer - ???

Members:

Adedotun Adejare  
UPENN Wharton Student  
HuxEnergy Administrator

# COMPETITION

|                       |  |  |  |  |  |
|-----------------------|---|--|---|---|---|
| IMPORT UTILITY DATA   | ✗   | ✓  | ✓   | ✓   | ✓   |
| SMARTHOME INTEGRATION | ✗   | ✗  | ✗   | ✗   | ✓   |
| USES SOCIAL MEDIA     | ✓   | ✓  | ✓   | ✓   | ✓   |
| VIRTUAL REWARDS       | ✗   | ✓  | ✓   | ✓   | ✓   |
| TANGIBLE REWARDS      | ✓   | ✗  | ✗   | ✓   | ✓   |
| TEAMS                 | ✓   | ✗  | ✗   | ✗   | ✓   |
| DECENTRALIZED         | ✗   | ✗  | ✗   | ✗   | ✓   |

# BUDGET

- In January 2014, IDC Energy Insights estimated that by the end of the year, utilities would spend \$13.5 million on gamification worldwide, rising to \$65 million in 2016. By then, 60% of “progressive” energy retailers would be using at least one gamified solution (IDC 2014).

- Markets

- Utilities that are mandated to reach an energy efficiency goal
- Deregulated markets

- Revenue streams

- License the game to utilities for their energy efficiency programs
- Subscription based model for independent energy retailers

## HuxEnergy Project Budget

year income:  
\$3,000

■ PennVention



year expenses:  
\$2,643

■ Internet of Energy Layer  
■ Application Layer  
■ Presentation Layer  
■ Data Layer  
■ APIs  
■ Blockchain Layer



year cash flow:  
\$357



CASH FLOW

