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**Innovation Action**



**CleAnweb Gamified Energy Disaggregation**



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## D5.3 Project flyer

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## Table of Contents

<b>EXECUTIVE SUMMARY</b> .....	<b>4</b>
<b>1. INTRODUCTION</b> .....	<b>5</b>
<b>2. FLYER</b> .....	<b>6</b>

## List of Figures

FIGURE 1 CHARGED. FLYER PAGE 1/2.....	7
FIGURE 2 CHARGED. FLYER PAGE 2/2.....	8

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## **Executive Summary**

This deliverable documents the creation of the first version of the project flyer.

The flyer will be updated during the project lifetime, to document progress and tailor the message to the various project phases.

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## 1. Introduction

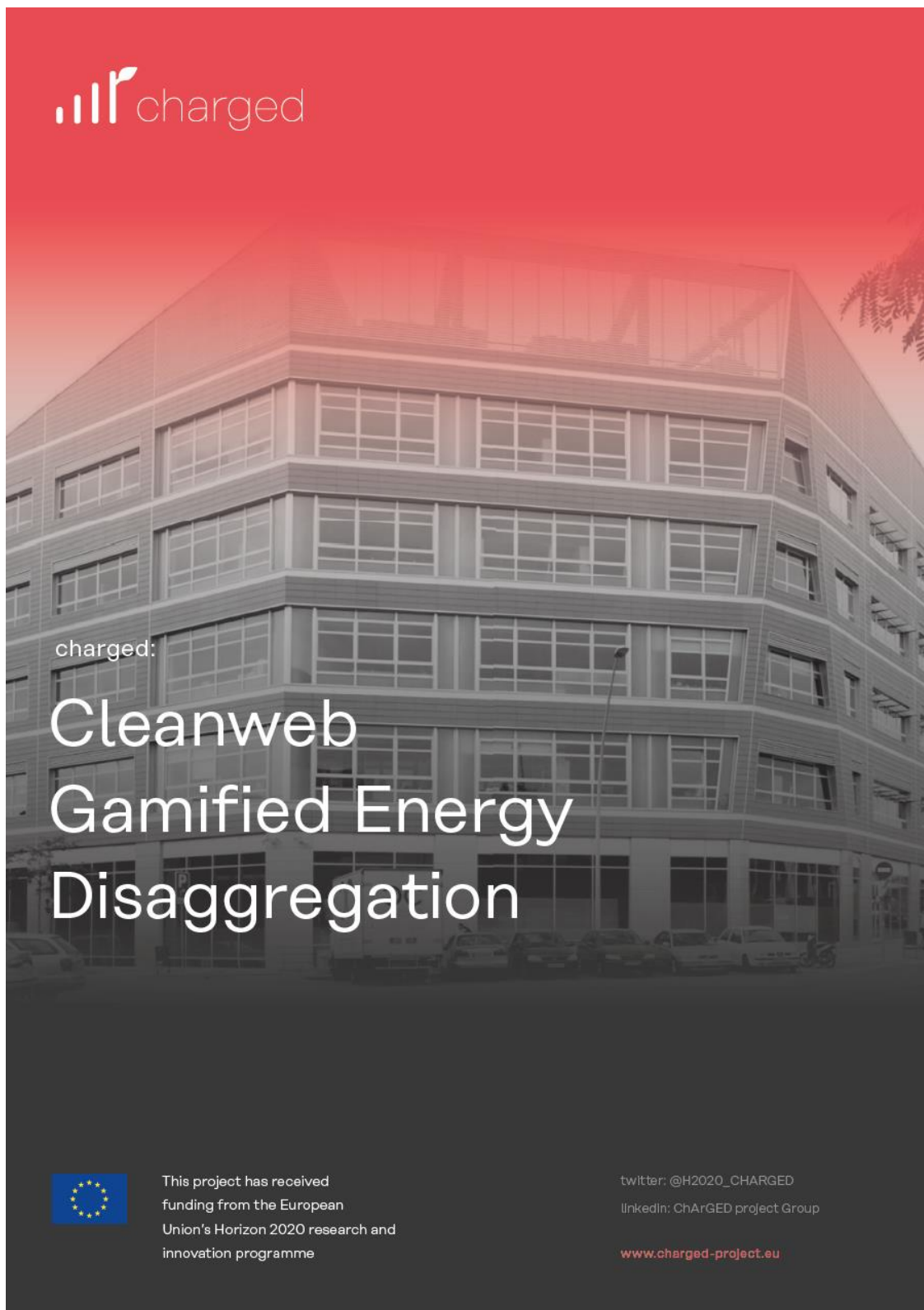
The project identity is used for the project communication and dissemination. This includes the creation of a flyer presenting the ChArGED project. The project identity set, along with the ChArGED logo and the web portal (Deliverable 5.1), is created with the aim to promote the visibility of the project and its results.

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## 2. Flyer

The project flyer will be used in dissemination events (conferences, workshops, congresses, etc.) to provide interested parties with base information about the project objectives and technical approach, as well as the Consortium members and the contact points.

It will be available for downloading and printing at the web portal of ChArGED project.



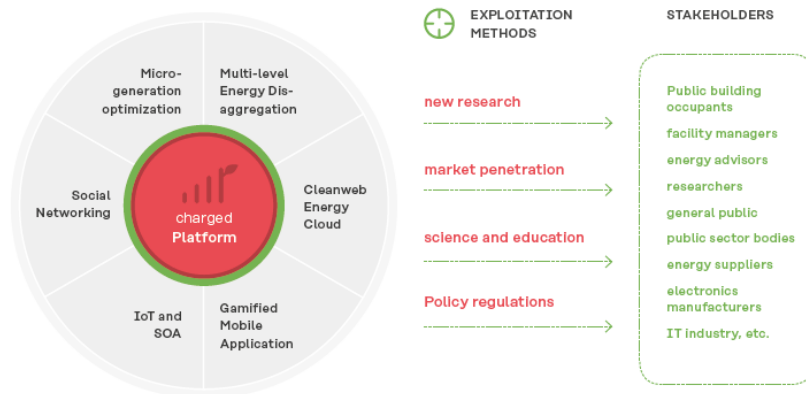
*Figure 1 ChArGED. Flyer page 1/2*

**About charged**

charged addresses energy consumption in public buildings and proposes a framework to achieve greater energy efficiency. The framework leverages IoT enabled, low-cost devices (NFC or iBeacons) to improve energy disaggregation mechanisms that provide energy use and -consequently- wastages at the device, area and end user level. These wastages are targeted by a

gamified application that feeds personalized real-time recommendations to each individual end user. The design of the game follows a cleanweb approach and implements a novel social innovation process based on human incentive factors to help users understand the environmental implications of their actions and adopt a more green, active and responsible behaviour.

**charged expected outcomes**



**charged framework incorporates**

- Multi-level energy disaggregation using commercially available central energy smart meters, smart plugs, large number of non-expensive sensors
- An Internet of Things and Service Oriented Architecture and OSGi technology to inter-connect subsystems
- Cloud-based backend system, on commercially available clean energy cloud infrastructures, to collect the energy consumption and intelligently correlate
- A cleanweb gamified application for mobile devices with novel concepts for attractive and engaging user-centred motivational paths
- Micro-generation as an integral component

**Consortium**

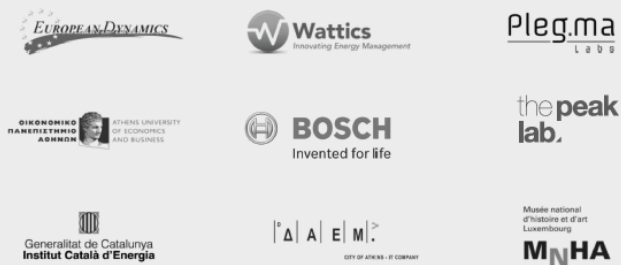


Figure 2 ChArGED. Flyer page 2/2