



CREST project

Living lab animation sheet – Standby device electric consumption



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[Choisir la date]



Content

Aim of the document 2

1 Animation objectives..... 3

2 Needed equipment 3

3 Animation protocol 4

4 Expected results 4

5 Obtained results 5

6 Possible variations..... 5



Aim of the document

This document describes how to do an animation in the living lab.

Audience: Living lab animators. Animation designers.



Cambridgeshire
County Council



1 Animation objectives

Objectives:

- Calculate the electric consumption and cost when a device is left in standby mode.
- (Secondary) Make the users experiment the device site in order to make him autonomous with it.

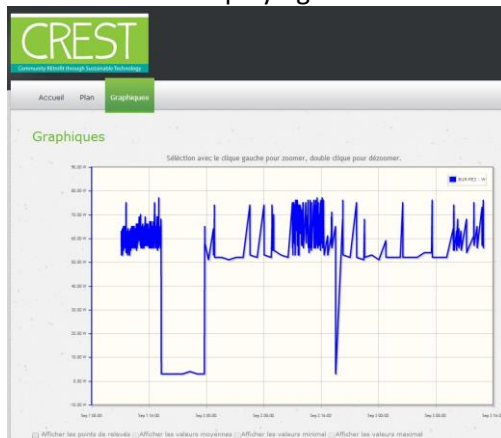
2 Needed equipment

In order to do this animation, you need:

- A device which has a standby mode.
 - Example: portable computer
 Obviously, you can do with other equipment (television, portable charger...).
- A ZPlug measuring electric consumption



- The device site displaying data



- A building user wishing to put in place this protocol.

3 Animation protocol

Plug the **ZPlug** in a normal plug.
Connect the PC to the **ZPlug**.

The experience is made on 2x24 hours.

Day 1:

The user write his arrival time.

User leaves his office without switching off his PC.

User write his leaving time.

Day 2:

User write his arrival time

User leaves his office switching off his PC.

User write his leaving time.

Jour 3:

User write his arrival time

Animator shows the results.

4 Expected results

On the device site, the animator goes on the chart page.

The animator shows that during the day 1 the consumption was greater than the day 2.

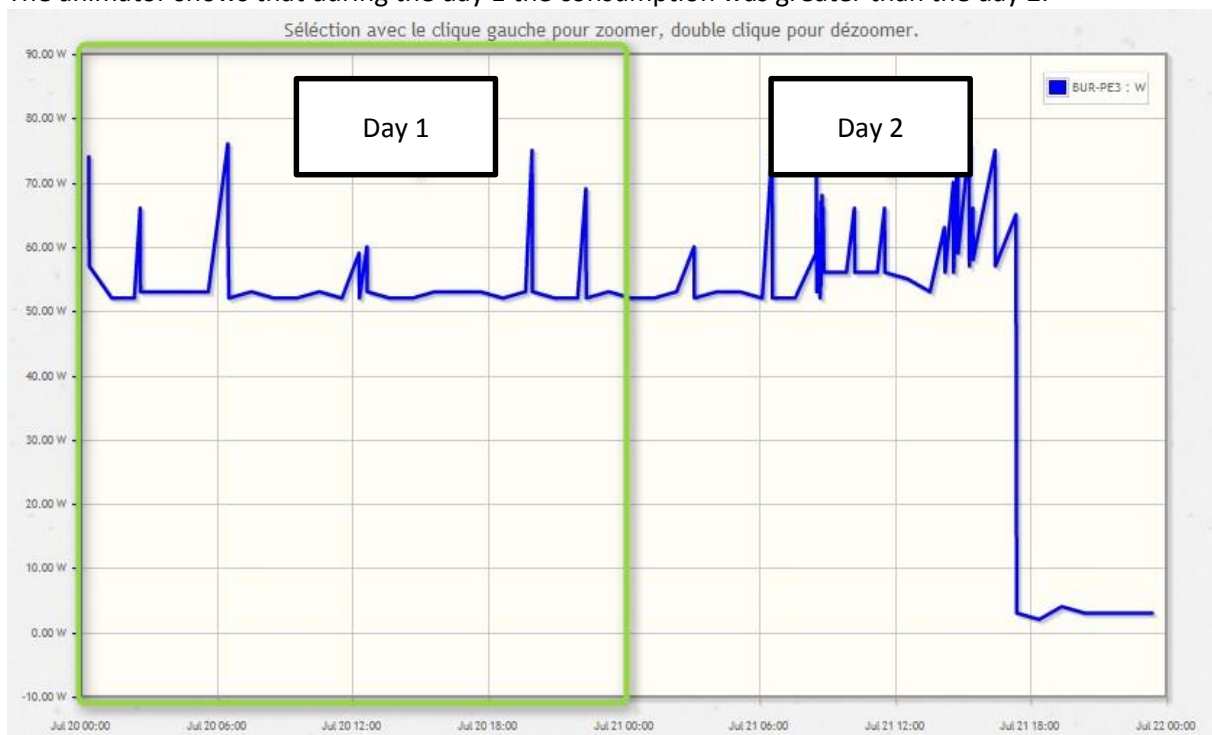


Figure 1: Electric consumption comparison between day 1 and day 2.

You can translate this difference in € cost (1kWh is 0.1440 EDF January 2015)

In order to make this cost more evident, the animator can compare with the cost reduction with

- Number of hour for a person who earns 1500€ a month.
- If 1000 people follows this virtuous behaviour, therefore we could save

- A family electric consumption for 1 year.
- The electric consumption of a bulb during N hours.

Secondary objective:

The animator can show to the user how he can get charts for his consumption.

The animator can ask to the user if he'd like to experiment other things.

5 Obtained results

To be filled by the animator

6 Possible variations

You can do the same thing with a portable charger that is plugged during 24 hours and unplugged during 24 hours.