MOBISTYLE NEWSLETTER

April 2019: In this newsletter we'll tell you about the MOBISTYLE game and dashboard. We also have a 360 degrees video for you about the Dutch demonstration case! So just scroll further.
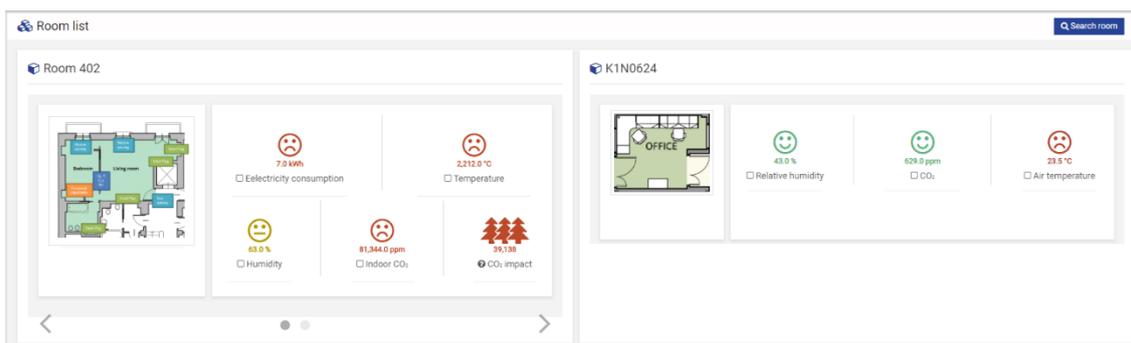
MOBISTYLE dashboard

The MOBISTYLE dashboard is a tool that allows different kind of users to receive information about the buildings they interact with, through specific authentication. The buildings connected to MOBISTYLE are sensorized as groups of sensors had been installed according to the parameters that the experts suggested to monitor and analyse.

Each entity, - being an "entity" a room, a building, an apartment, an appliance, a person, - becomes a "sensorized entity" in MOBISTYLE. They are related to the demo cases (for now Slovenia and Italy and in the future for new customers), where building users have a possibility to decide which information can be shown to them and how: Energy usage, indoor environmental quality, health related parameters, appliances

usage, etc. Information can be given through simple data monitoring, historical trend analysis, specific widgets or ad hoc suggestions.

According to MOBISTYLE, the purposes of the dashboard are:

- Raise user awareness
- Motivate behavior change
- Stimulate reduction in energy usage and IEQ improvement
- Give tailored information to users that makes them active and engaged
- Create a feedback loop that improves knowledge and involvement of users

The dashboard is available in two versions, one for desktop access from a computer and one as a mobile phone APP. The presented information, the structure and the widgets, are the same for both. Nevertheless, it proved that the possibility for users to use different devices improves their experience.

For each entity different actors interact with the dashboard depending on the role. For example, administrators can create new types of sensorized entities and connect them to these sensors, managers can create different dashboards and assign them to the single users and building users can be MOBISTYLE users and receive information related to specific entities (as employees of a hotel connected to the solution).

The dashboard also manages tips and suggestions given to each MOBISTYLE user, to inform him/her on how to improve their energy, health and environment performance that is not optimal. Below you can find an example of sensorized entity with real time parameters.
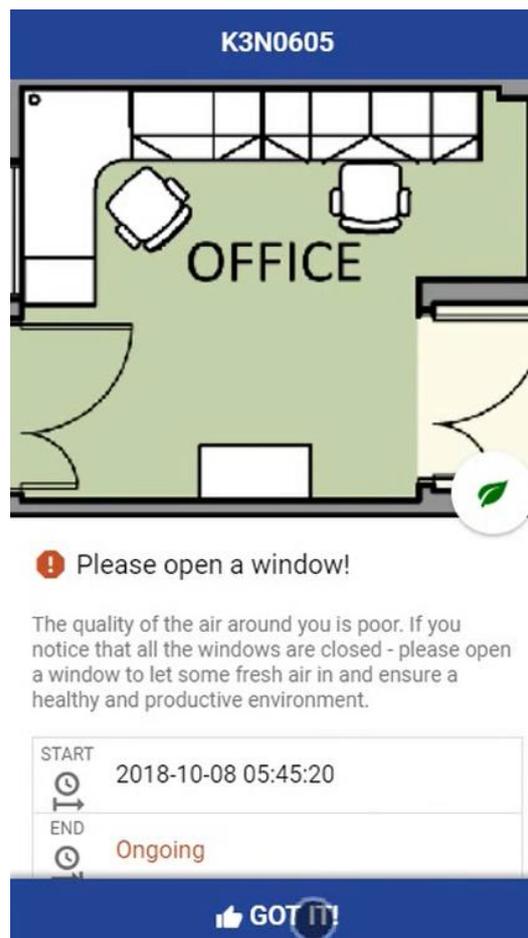
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MOBISTYLE Game

The MOBISTYLE game consists of a gamified app aiming at behavioural change regarding energy use and also at creating awareness on the associated health benefits. The acquisition of the desired MOBISTYLE behaviours is achieved through a series of gamified challenges, which were designed following the project's people centric approach.

The game is designed for the residential demonstration cases (Poland and Denmark) where such an approach seemed to be most beneficial based on a collaboration with the demonstration case holders and the support of the energy experts.

The game relies on the operationalisation of the MOBISTYLE behaviours in measurable actions that can be captured by sensors within the environment. The game identifies different behaviours within the home based on data collected from the sensors

available. Then, based on the analysis of the data, the game provides incentives in the form of recognition, achievements and suggestions with the ultimate goal to encourage the users to adopt and sustain particular behaviours towards better energy efficiency and also provide useful health tips.
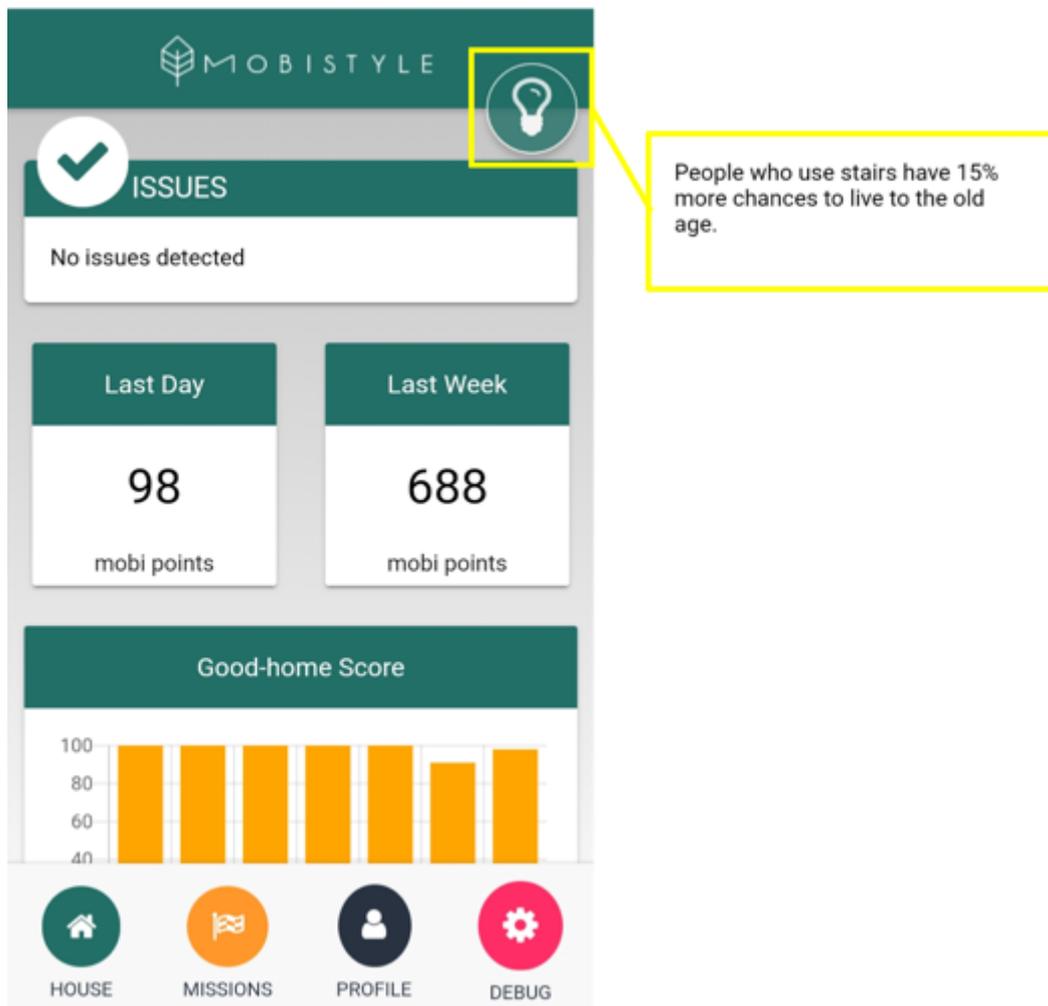
The MOBISTYLE game provides users with attractive, personalized information on their energy usage, indoor environment & health. This way, we boost their positive intentions and help them to reach their self-determined goals!

The users can browse through the different rooms in their house, check their state and suggestions on how to improve their indoor environment. The game makes it easy for them to adjust their behavior: Save energy and be healthier!
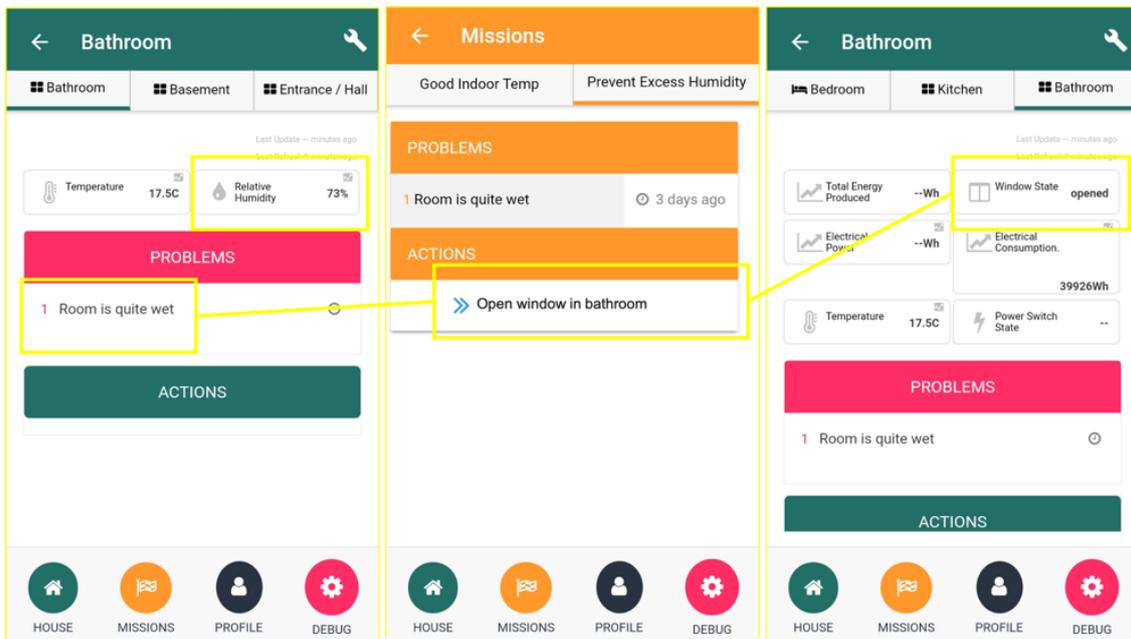
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Public deliverables

Are you curious about the progress we made in the first two years of the MOBISTYLE duration? Read all about the intermediate results & the progress in our public deliverables!

Dutch demonstration case

For the Dutch demonstration case, Qeske, we made a 360 video to show what we measured and how we did it! Watch the video below to find out more!

Follow us on [Twitter](#), [Linkedin](#) and [Instagram](#)!

Partners of MOBISTYLE