GAMIFICATION* OF ENERGY KNOWLEDGE & EDUCATION

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SEEC Forum
Motivating Energy Efficiency: Model Behavior Change Strategies
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* Noun: The process of adding games or gamelike elements to something (as a task) so as to encourage participation

-- Merriam-Webster.com
The Goal

Test Knowledge

Educate

Engage, Excite, & Entertain

Team Leaders Meeting

The Solution

SHALL WE PLAY A GAME?

TIC-TAC-TOE
BLACK JACK
GIN RUMMY
HEARTS
BRIDGE
CHECKERS
CHESS
POKER
FIGHTER COMBAT
GUERRILLA ENGAGEMENT
DESERT WARFARE
AIR-TO-GROUND ACTIONS
THEATERWIDE TACTICAL WARFARE
THEATERWIDE BIO TOXIC AND CHEMICAL WARFARE
GLOBAL THERMONUCLEAR WAR

The Solution

Energy

JEOPARDY!
Energy Jeopardy - Game Characteristics & Challenges

Who was first?

Individuals vs. Teamwork

Energy Feud is a friendly competition between 3 teams of Energy Efficiency Leaders! Teams will take a shot at answering as many concealed answers as possible correctly within an allotted timeframe and earn points! Questions are NOT based on 100 person surveys but on research, studies, and our own EE knowledge. May the most knowledgeable Team win!!!
Energy Feud - Game Characteristics & Challenges

Teamwork, Competition, & Camaraderie

If you miss one, they will say it

Be prepared for variations on the answers

Overall Game Takeaways

- Practice at least 1 run-through
- Have at least 2 people to run the game
- Use reputable sources

Game Templates

Images: Self (Robin Squier) & http://zindagiunlimited.blogspot.com/2013/01/scrabble-mania.html (Robin Barret)