



eTEACHER
Empowering Energy Education

App Quick Start Guide

Discover the app

eTEACHER is the app that **teaches you how to save energy** at home, work, and school in a different way.

It's the first app 100% designed and developed **based on users' feedback** to provide all functionalities you need in one single app!

The app is based on your **energy behaviour** and provides a number of features to help you take your energy use under control and being more aware of your energy performance.

The project app is available both online and as a mobile phone app.



Click on the buttons below to **start the app.**

Features



RECOMMENDATIONS



RANKING



COMFORT OPINION



CARBON FOOTPRINT



**ENERGY CONSUMPTION
AND SAVING**



ENERGY MIX

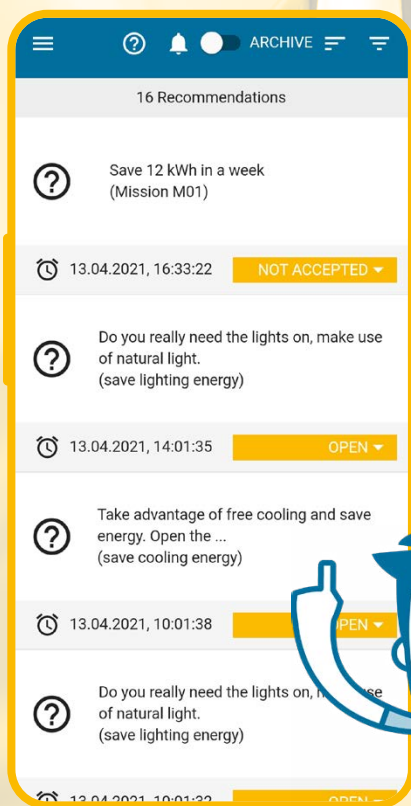


COMFORT SCORES



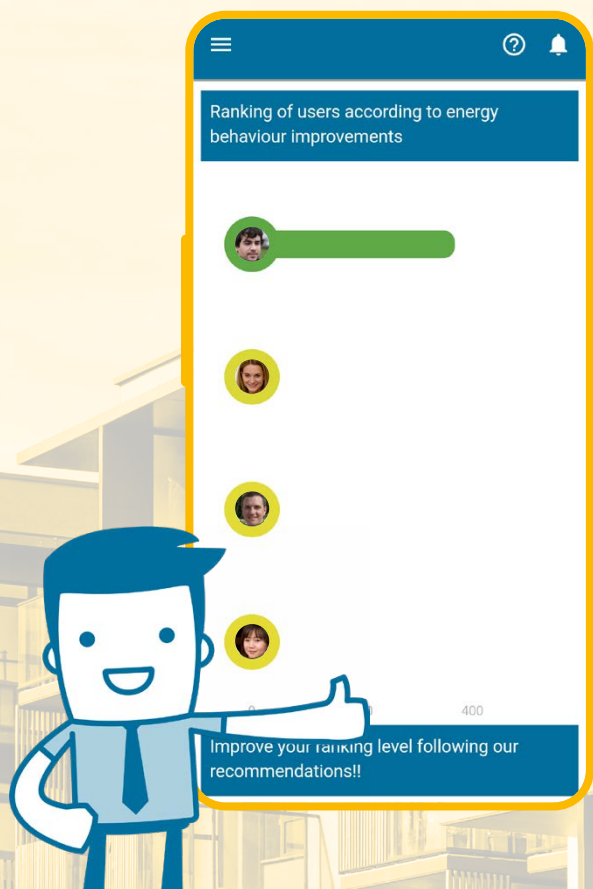
3D VISUALISATION

Recommendations



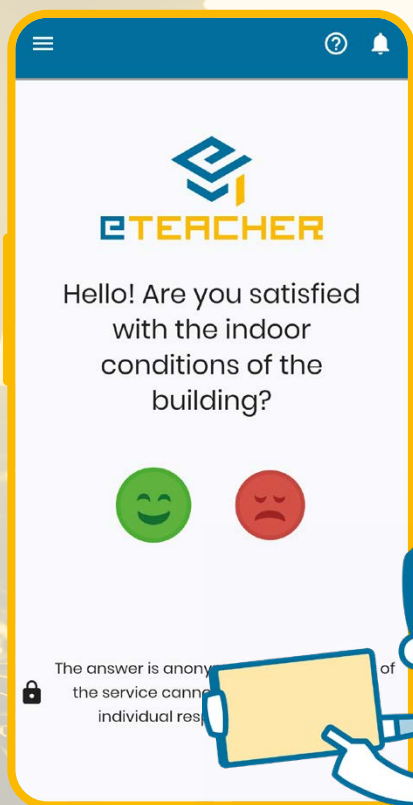
Tailored recommendations are regularly provided by the app, based on your **energy behaviour**. Here you will find hints and tips for **saving energy** which are generated based on the data being collected from your building.

Ranking



How are you doing **compared to your neighbours?** You can check out how you rank against other building users via the Ranking function. Every time you accept one of our recommendations you **receive points** related to the savings generated from taking these actions.

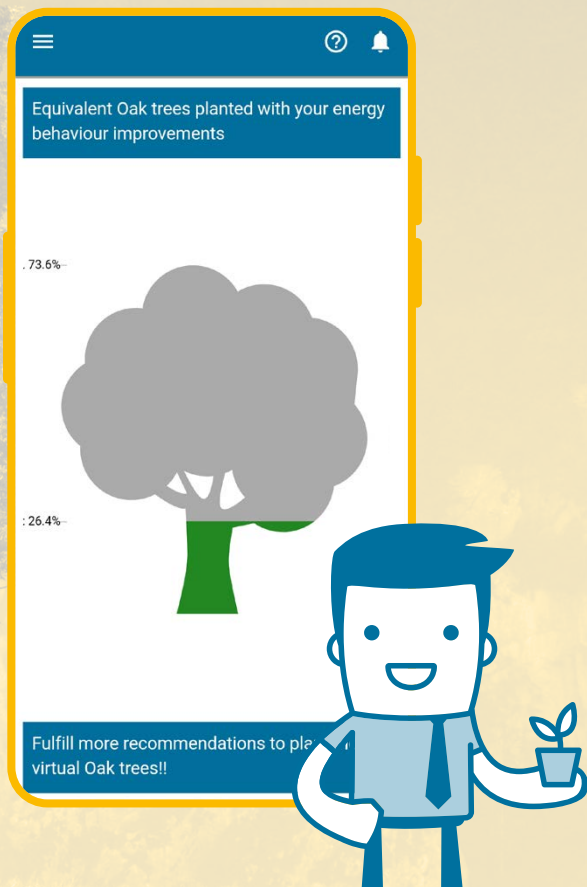
Comfort Opinion



The image shows a smartphone screen with the eTEACHER app interface. At the top is a blue header with a menu icon, a question mark icon, and a bell icon. Below the header is the eTEACHER logo, which consists of a stylized blue and yellow 'e' above the word 'TEACHER' in blue. The main text on the screen asks, 'Hello! Are you satisfied with the indoor conditions of the building?'. Below this text are two circular buttons: a green one with a smiling face and a red one with a sad face. At the bottom of the screen, there is a small lock icon followed by the text: 'The answer is anonymous, the service cannot identify individual responses'. A cartoon character with blue hair, wearing a blue shirt and tie, is holding a yellow tablet and pointing at the screen.

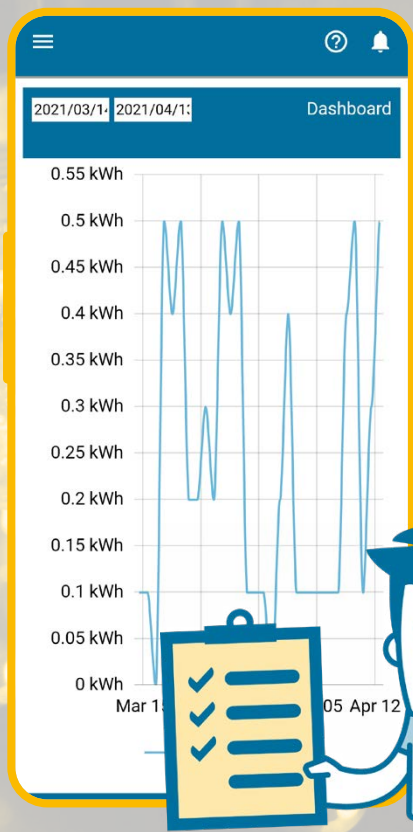
Use the Comfort Opinion feature to indicate whether **you are satisfied or not** with the indoor conditions such as the temperature. Just click on whether you are **happy or sad** with the indoor conditions, leaving a comment detailing why. This feedback and comments can then be seen by the Facility Manager who can respond back and take action.

Carbon Footprint



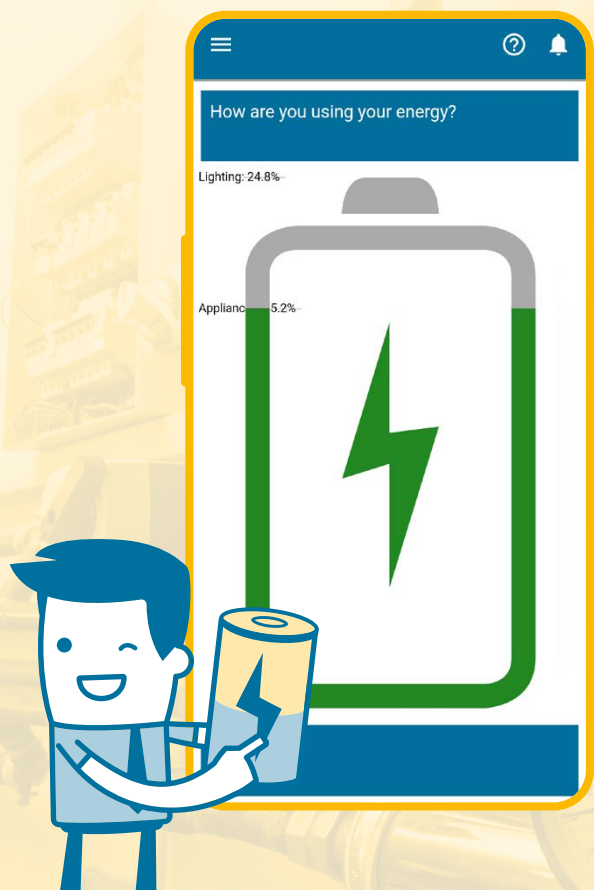
The Carbon function tells you how your actions are impacting the environment by **saving carbon emissions**. The improvements you'll make will be displayed as equivalent to Oak trees planted. The more effort you'll make, **more virtual trees** will be planted. Every effort counts!

Energy Consumption and Saving



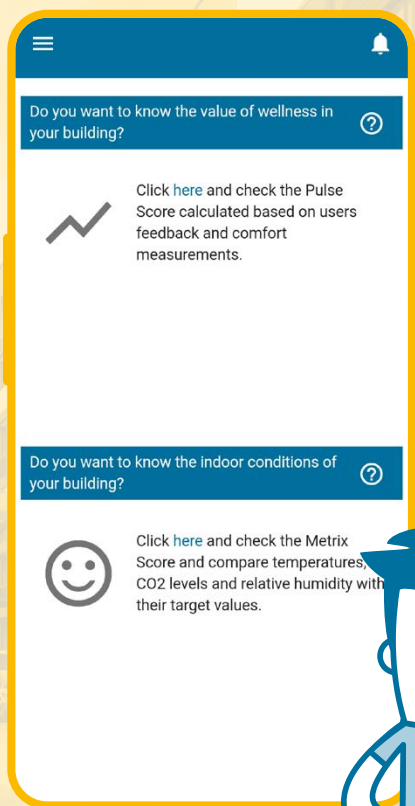
Check out the **Energy Consumption** feature and see the monitored data over time. Already taken action to reduce your **lighting consumption**? Check out the Energy Saving feature and track how much energy has been saved recently.

Energy Mix



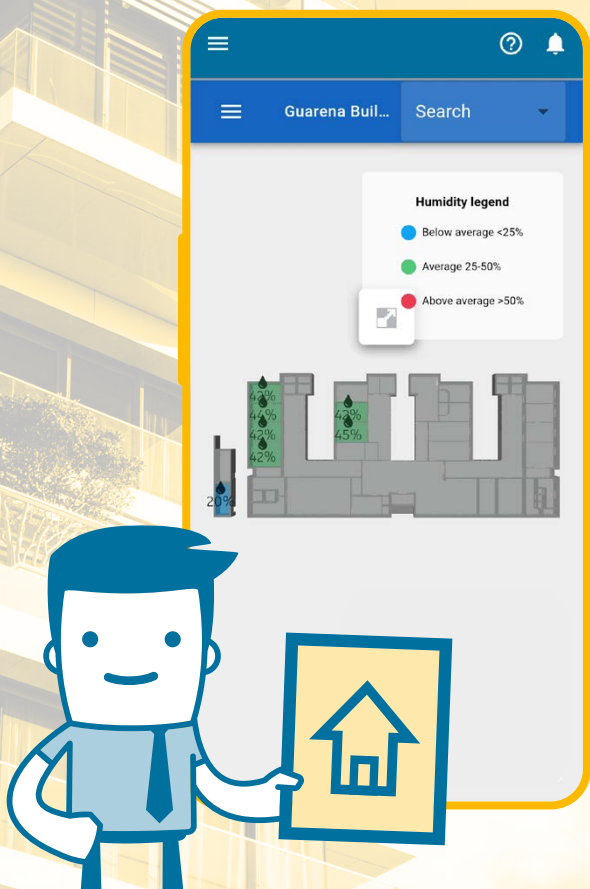
If you want to see **more information** on your energy consumption by different categories, check out the Energy Mix feature. Here you will see your energy consumption broken down into **heating, lighting, appliances**, etc. The battery tells you the energy distribution of your rooms to make you more aware of your energy use.

😊 Comfort Scores



The Building Comfort Conditions feature tells you how well **the building is performing**. This takes you to an overall “wellness” score for the building. It takes into consideration the monitoring data being collected on the current indoor conditions and building **users’ feedback** via the comfort opinion feature.

🏠 3D Visualisation



This feature is available only for building managers and show them real-time monitoring data. This helps them to **adjust the set-points of the building** according to the energy distribution, the comfort feedback provided, eventual losses of energy etc.



**End-users tools to empower and raise awareness of
behavioural change towards energy efficiency**

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Learn more about the project:
www.eteacher-project.eu