

Better Buildings Residential Network Peer Exchange Call Series: Using Mobile Applications to Generate Customer Demand

Call Slides and Discussion Summary March 12, 2015



Call Participants

AFC First Affordable Comfort Inc. AM Associates Andelman and Lelek Engineering Applied Performance Technologies, Inc Austin Energy Boulder County, Colorado Build Hero Building Media Inc. **Building Performance Institute** California Department of Community Services and Development (CSD) Cedar Falls Utilities Center for EcoTechnology, Inc. Center for Energy and Environment (CEE) Chai Energy City of Farmington Hills City of Kansas City, Missouri City of Phoenix City of Plano Clean Energy Works Oregon **CLEAResult** Columbia Water & Light **Community Software Group Conservation Services Group Cool Choices** Cool the Earth Denton Municipal Electric

Department of Natural Resources Canada Dr. Energy Saver E Source Ecodrain. Inc. Ecova Efficiency Nova Scotia **Elevate Energy** emPower Central Coast Energy Coordinating Agency of Philadelphia **Energy Efficiency Specialists** Environmental Design / Build Eversource Frontier Associates Go Green New Mexico, LLC Greater Cincinnati Energy Alliance green|spaces Harcourt Brown Carey Holy Cross Energy Home Energy Analytics, Inc. Honeywell Lincoln Electric System LogCheck National Rural Electric Cooperative Association (NRECA) NeighborWorks of Western Vermont Neil Kelly Co. **OmStout Consulting**

OptiMiser LLC Performance Systems Development (PSD) Philadelphia Gas Works Puget Sound Energy **Residential Science Resources** Sacramento Municipal Utility District (SMUD) Sealant Technologies, Inc. Simple Energy Smart Grid Consumer Collaborative Snohomish County PUD Solar and Energy Loan Fund (SELF) Sonoma Clean Power Southern Energy Management Spirit Foundation Sunnovations Inc. Tempo, Inc. The Environmental Center Trehab **Ulster County Community Action Committee Umatilla Electric Cooperative** Union Gas University of Nebraska Omaha (NBDC) Utah Energy Conservation Coalition Washington State University Energy Program Wisconsin Energy Conservation Corporation (WECC)





Opening Poll Results (#1)

- Are you (i.e., is your organization) a member of the Better Buildings Residential Network?
 - No—44%
 - Yes—36%
 - I'm not sure—20%







Opening Poll Results (#2)

- Which of the following best describes your organization's experience with using mobile applications to generate demand for energy efficiency upgrades?
 - Thinking about it—48%
 - Currently implementing—22%
 - Haven't thought about it—13%
 - Planning to implement—10%
 - Not applicable—7%





Better Buildings Residential Network

- <u>Better Buildings Residential Network</u>: Connects energy efficiency programs and partners to share best practices to increase the number of American homes that are energy efficient.
 - <u>Membership</u>: Open to organizations committed to accelerating the pace of existing residential upgrades. Commit to providing DOE with annual number of residential upgrades, and information about benefits associated with them.
 - Benefits:
 - Peer Exchange Calls
 - Tools, templates, & resources
 - Newsletter updates on trends

- Recognition: Media, materials
- Optional benchmarking
- Residential Solution Center

For more information & to join, email <u>bbresidentialnetwork@ee.doe.gov</u>.

- Better Buildings Residential Network Group on Home Energy Pros Join to access:
 - Peer exchange call summaries and calendar
 - Discussion threads with energy efficiency programs and partners
 - Resources and documents for energy efficiency programs and partners

http://homeenergypros.lbl.gov/group/better-buildings-residential-network





Better Buildings Residential Network Group on Home Energy Pros Website







Peer Exchange Call Series

- Calls are held the 2nd and 4th Thursday of every month at 12:30 and 3:00 ET
- Calls cover a range of topics, including financing & revenue, data & evaluation, business partners, multifamily housing, and marketing & outreach for all stages of program development and implementation
- Upcoming calls:
 - April 9, 12:30 ET: Residential Energy Efficiency Messaging
 - April 9, 3:00 ET: The Future is Here: Smart Home Technology
 - April 23, 12:30 ET: Community Organizing and Outreach
 - April 23, 3:00 ET: Developing State Energy Efficiency Alliances
- Send call topic ideas to <u>peerexchange@rossstrategic.com</u>.





Peer Exchange Call Summaries

U.S. DEPARTMENT OF

Discussion: Challenges and Solutions Overcoming Challenges - Solutions: Access trusted, local messengers Engage your satisfied customers as champions to turn them into "lifetime customers" Invite people to make a pledge with a few simple EE activities they can take Connect with the right local partners (Connecticut) conducted "community asset mapping") Directly involve the homeowner through DIY work or as energy efficiency demonstration homes to help them feel engaged (San Diego demonstration homes) Minimize paperwork to make it easier to participate Better ENERGY Poll Results

Participant Poll: Which of the following best describes your program's experience with energy efficiency behavior change efforts?

- Currently implementing: 31%
- Planning to implement: 31%
- Thinking about it: 19%
- Haven't thought about it: 0%
- Not applicable: 19%



Presentation and Discussion Summary (PDF)

How do you eat an elephant? One bite at a time. A slight shift in perspective goes a long way.

Understanding how EE can solve a financial, public relation, or customer service problem for the utility is the right place to start.





Residential Program Solution Center

Web portal of residential EE upgrade program resources, & lessons learned to plan better, avoid reinventing the wheel.

- BB Neighborhood Program, Home Performance with ENERGY STAR Sponsors+
- Provides:
 - o Step-by-step guidance
 - o **Examples**
 - o **Tools**
 - o **Templates**
 - o Lessons learned
 - Best practices
 - o Tips
- Continually add content to support residential EE upgrade programs member ideas wanted!



https://bbnp.pnnl.gov/





Example Strategies: Simple Energy





Mobilizing energy efficiency Lisa Hough VP, External Affairs

U.S. Department of Energy's Better Buildings Residential Network

March 12, 2015

Simple Energy | Key Stats

Founded: 2011 Employees: 60 Headquarters: Boulder, CO Certified B-Corp



Backed by leading Silicon Valley and Colorado venture capital firms:

- The Westly Group Tesla, Recycle Bank, Revolution Foods
- Techstars Ventures Uber, GroupMe (Microsoft), SendGrid, Revolv (Nest)
- Vision Ridge Partners Sungevity, Proterra, Scoot, Vision Fleet



Simple Energy | Customers and Results

Partial Customer List



Key Customer Results



Verified 4.5% Behavioral Energy Efficiency Results



27% Program Participation Rate



Increased customer satisfaction and engagement



Energy has become "back of mind"

14,198

energy



Proprietary & Confidential

How are consumers motivated? Differently.

of consumers are motivated by incentives to recruit their friends and family to sign up for energy-related products and services.¹

Extrinsic

- Monetary
- Prizes
- Loyalty Points

76%

- Badges
- Social Comparison / Leaderboards







Leveraging the behavioral mechanics that drive action

TIME: 3PM-10PM

THANK YOU FOR YOUR CONTINUED SUPPORT!

RED BANK MIDDLE SCHOOL GRADE & FUNDRAISED TAT

WOALT STREET D BANK, NJ 07701 732 590-1007 WHEN: THURSDAY, FEBRUARY 3, 2011

New Corner will contribute 20% of a sales to the Class of 2011 The 5th grade class welcomes ALL Family, Friends and the Community.

Social Pressure



Incentives



Social Comparison



Accomplishments



FREE!!!





Share for a Free Deal After you buy the deal, you'll get a unique link to share. If three people buy the deal using your link, then your

"Free Lunch"

Marketplace





Engagement should build relationships



OVER TIME



Need to provide an end-to-end customer experience...







Personalized Email Energy Reports

We reach the customer on the go. They receive emails that leverage energy usage data with tips and special offers on products and services that can save money. Or even notify them of a peak event.

Simple Energy: Web Application Highlights and Lessons Learned

- Digital customer engagement program that connects consumers to utility companies by leveraging behavioral change concepts and aims to motivate proactive engagement.
- Successful engagement requires understanding consumer motivations and overall behavioral mechanics (e.g., some people are motivated by pride, concerns about the environment, or by being part of a community).
- Design the information to communicate across all formats.
 - Simple Energy is a website designed for mobile compatibility, not a mobile app.
 - 72% of consumers accessed the information from a desktop computer, but a growing 28% used a phone or tablet to access the program.
 - 41% of mobile users used an iPhone and 17% used an iPad.
 - Email communications drove users to the website; users opened 16% of emails on mobile devices.
- Web and mobile applications increase access between the utility company or energy efficiency program and the consumer.
 - Increased access creates more opportunities to move consumers from a level of general awareness about EE toward advocating for energy efficiency and spreading the word about the program.
 - Targeting the consumer through different mediums reduced energy use by 4.5% over time.





Simple Energy: Q&A

 Q: Can the customer set email alerts to receive notifications when their energy use reaches a certain level?

 A: Simple Energy piloted demand response systems that could be customized to alert customers of a peak event or other customized energy use levels the customer might be concerned about. It also allowed customers to set personal goals. However, Simple Energy is not using these notifications in the web application currently.

• Q: What is the source of the energy data and how often is it updated?

- A: The source for the energy data in the web application varies by area and what usage data the utility can provide. Other data in the application comes from the customer profile.
- Q: How does Simple Energy measure success and what is the biggest challenge the program faces?
 - A: Success is achieving Simple Energy's mission of motivating people to save energy. Since behavioral energy efficiency remains a relatively new concept, the biggest challenge is helping people understand behavioral factors that can drive actions. Over time, the application can help utilities and programs better understand and leverage behavioral energy efficiency.





Program Experience: Cool the Earth



COOJ the earth.



Carleen Cullen Founder and Executive Director

www.cooltheearth.org



Schools Program Evaluation

Reach: 200,000 kids 300,000 actions

Results: 35% participation of which

1/3 of parents tookmoreactions beyondprogram



Mobile is Massive

USA

2012: Kids <8yo access to mobile: 52% 2014: Kids <8yo access to mobile: 75%

2013: App market size \$30-35b 102b downloads 1/3 spent on games avg. device 12 games for kids

2014: Babies under 2yo used mobile: 50%

Sources: Gartner Group, Common Sense Media

COOJ the earth.

Time Spent with Media, By Age, 2013 Time spent using media in a typical day:		
		Change in time using
	Child Age	media
	5-8 yo	2011-2013
Watching TV	:58	< :12
Watching DVDs	:25	n/a
Playing games on mobile deivce	:15	> :10
Playing console video games	:12	< :04
Playing computer games	:09	< :06
All the rest	:22	
Total screen media	2:21 per day	

Source: Zero to Eight Children's Media Use in America 2013 A Common Sense Media Research Study, Fall 2013







Dear Parent,

Your child has been playing **Koda Quest**, a free educational app helping kids learn the importance of taking earth friendly actions, created by non profit Cool the Earth.

Please confirm that your child is taking the following actions, by clicking on the box(es) below. By doing so your child will earn bonus points in the game

water off

You child turned the water off while brushing teeth

Print mel If your child is playing Koda Quest as part of a school program, print this email, and bring it to school to receive credit



Confirm



Game Overview

Mobile vs. PC programming

Marketing and Distribution

Evaluation

Challenges

Next Up



Cool the Earth: Mobile Application Highlights and Lessons Learned

- Cool the Earth began as an educational module in schools that taught kids about energy efficiency and challenged them to perform simple interventions at home.
 - The program runs in over 500 schools and has reached 250,000 kids; 35% of families took additional actions after the program.
 - With success in schools, the program decided to create an educational children's game for a mobile device that would motivate families to take actions to improve energy efficiency.

About the Game:

- The user has to take care of Koda, the game's polar bear mascot. The attention needed by Koda draws the child to the application.
- Mini-games within the app create opportunities for additional environmental learning.
- The child must complete missions to advance to the next level in the app (20 levels in total). The missions involve energy efficiency interventions to be carried out in the child's home.
- At level 10, the child must acquire a parent's email to move forward. As additional levels are achieved, the parent is notified via email to confirm if the child performed each mission.
 - Having to confirm that their child is taking actions through the app increases the parents' involvement with and awareness of energy efficiency.





Cool the Earth: Q&A

Q: How many downloads has the app received?

 A: Too early to tell. Cool the Earth was released into the Apple Store at the beginning of March and was expected to reach the Google Play Store later in March 2015.

Q: Did the app encounter privacy issues around gathering data?

 A: Cool the Earth ran into many restrictions that changed the trajectory of the application from what the program set out to originally develop. Original ideas to incorporate photos and selfies were dropped because the app could not collect information through the user since the target audience is children under 13. However, the app can collect information through emails from the parent. Apple also had restrictions on push notifications.

• Q: What is your strategy for promotion?

- A: Cool the Earth plans to target children who are currently, or have in the past, been involved in the school program. Additionally, the developer of the app is in the "edu-tainment" sector and has a network reaching 500,000 children. Other effective marketing strategies are word of mouth, paid in-app advertising, and identification in the app store as a noteworthy or top application.
- Q: Do you have any overarching insights from the focus groups?
 - A: Kids have a hard time differentiating the virtual play space from the real world, so the developers changed the app to make Koda talk. The focus group also found kids need to fail and be challenged for the game to capture their interest. Adding timers and waiting periods between levels also helped hold their attention.





Program Experience: Efficiency Nova Scotia

Leanne Hachey Director of Education, Outreach & Communications



Efficiency Nova Scotia: Mobile Application Highlights and Lessons Learned

- Efficiency Nova Scotia serves a unique community that is half urban and half rural. With rural and aging populations, the program mixes low-tech outreach with hightech tools to increase demand.
 - Perform on-the-ground outreach at events and trade shows to reach community members.
- The program found that grabbing parents' attention at outreach events was difficult if children were not also entertained during the conversation. This observation motivated the development of a mobile energy efficiency game.
 - Using the application during trade shows and outreach events allowed the program to have longer conversations with parents while also engaging their kids.

About the Game:

- Black and white cartoon game with 13 levels
- The user journeys through rooms in a house and identify the energy efficiency elements present. If the element is identified correctly, it changes to color.
- An explanation of energy efficiency elements pops up during a pause between each level.
- The final score is determined by how quickly the user can move through the house.
 - Scores can be shared through social media.
 - Because the game is structured on moving through it as quickly as possible, it was difficult to evaluate if the app was effective as a teaching tool.





Efficiency Nova Scotia: Q&A

Q: What is the biggest issue with application hosting?

 A: Efficiency Nova Scotia used an outside developer, so the application is not hosted on the program's network. As a result, they must continue to work with a third party to coordinate updates. Currently, the program is in the process of taking ownership over the app and determining how to host it locally.





Discussion Questions

- How is your organization using mobile applications to generate demand for energy efficiency upgrades?
- What are some challenges to or lessons learned from using mobile applications?
- How can you measure the impacts of using mobile applications?
- Other questions/issues related to the topic?







Benefits to Developing Web and Mobile Applications

- Increase awareness of energy efficiency: web and mobile apps help connect energy efficiency programs and utilities to customers.
- Reach children and parents: mobile applications offer an effective strategy to reach children who, in turn, influence their parents' decisions and behavior.
 - Usage of mobile by children has been growing while other activities are declining (e.g., TV, computer games, console devices, and reading).
 - The mobile apps make energy efficiency tangible for kids.
- Enhance data collection: applications can be used to collect data (with some limitations for juvenile users).
 - Examples: email data from parents and analytics tracking through the app store.
 - This information can inform programs about how families make environmental decisions.





Challenges to Developing Web and Mobile Applications

- Behavior change is difficult to measure and slow to occur.
 - It can be difficult to evaluate an application's impact on program uptake or learning.
- App development is expensive and needs constant upgrading: repeated updates and adjustments to the app to maintain compatibility with different operating systems add additional costs beyond the original cost for development.
- The mobile app space is crowded and competitive for children's attention.
 - To market an educational mobile app to kids, the app needs to be "90% cheese and 10% broccoli" to compete with other apps and games.
 - Marketing the app to maximize exposure needs to be on-going and include a communications plan beyond the launch of the app.
- Finding a developer: finding a mobile developer to work with is difficult.
 - A local developer can provide a local focus to the application.
 - Developers may offer a network to help promote and grow the audience for your app.
- Privacy constraints: privacy rules, like the Children Online Privacy Protection Act (COPPA) and rules specific to the application store (e.g., Apple), may limit data collection and functionality, especially for applications developed for children.





Resources and Additional Examples

ACEEE Report: Gamified Energy Efficiency Programs

- http://aceee.org/research-report/b1501
- This report describes and analyzes 22 games in depth and surveys 31 others. It takes program designers through the steps of developing a game, explains how games motivate players to reduce their energy use, and analyzes the characteristics of the most successful gamified solutions. Preliminary evidence indicates that gamified energy efficiency programs can achieve savings of 3–6% among a sizable number of participants.
- JouleBug app: <u>http://joulebug.com/</u>
- Leafully (<u>https://leafully.com/</u>): award-winning application from the US Department of Energy's Apps for Energy competition
 - http://appsforenergy.challengepost.com/submissions

"The quest to get [people] to cut down their energy use is becoming a lot less dreary and preachy — and a lot more fun." – Want to save money on your energy bill? Try this video game: Washington Post, February 12, 2015





Closing Poll Results

- After today's call, will you:
 - Seek out additional information on one or more of the ideas? 67%
 - Consider implementing one or more of the ideas discussed? 19%
 - Make no changes to your current approach to using mobile applications? 11%
 - Other (please explain)? 4%

Please send any follow-up questions or future call topic ideas to: peerexchange@rossstrategic.com





LET'S ALL MEET IN MAY!

REGISTER TODAY for the BETTER BUILDINGS SUMMIT Washington, DC • May 27-29, 2015

SAVE YOUR SPOT NOW:

http://www1.eere.energy.gov/buildings/betterbuildings/summit/

This Summit will bring together Better Buildings partners and stakeholders to exchange best practices and discuss future opportunities for greater energy efficiency in America's homes and buildings.

There will be time set aside for a specific Residential Network discussion and meet-up!



