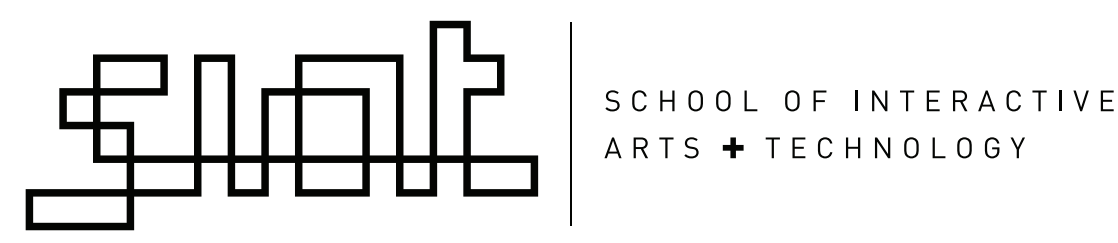


RESIDENTIAL RESOURCE USE FEEDBACK TECHNOLOGY A FRAMEWORK FOR DESIGN



JOHNNY RODGERS • MSc Candidate
jgr3@sfu.ca • <http://johnny.hcssl.iat.sfu.ca>



LYN BARTRAM
lyn@sfu.ca

ROB WOODBURY
rw@sfu.ca

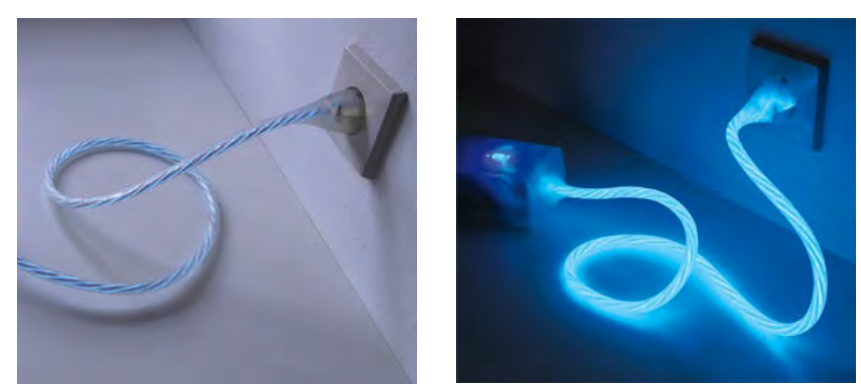
ACKNOWLEDGEMENTS



DESIGNING RESOURCE USE FEEDBACK TECHNOLOGY

Providing effective feedback on resource consumption in the home is a key challenge of environmental conservation efforts. However, existing approaches have relied on a variety of assumptions about effective techniques without a unifying theoretical foundation, or a means of reliably comparing the strengths and weaknesses of different approaches. This is a design space in need of some structure. We present a comprehensive framework for the analysis and design of tools that provide feedback on residential resource use. We base this framework on our research experience in three contexts: 1) the design and implementation of energy management systems in two high-profile sustainable homes, North House and West House, 2) a review of the relevant literature, and 3) an analysis of existing products and tools in the marketplace and research community. We propose five sets of dimensions upon which these tools may be mapped: **Context, Behaviour, Human Factors, Aesthetics, and Data**. The framework serves both the investigation of existing instances and the design of future systems.

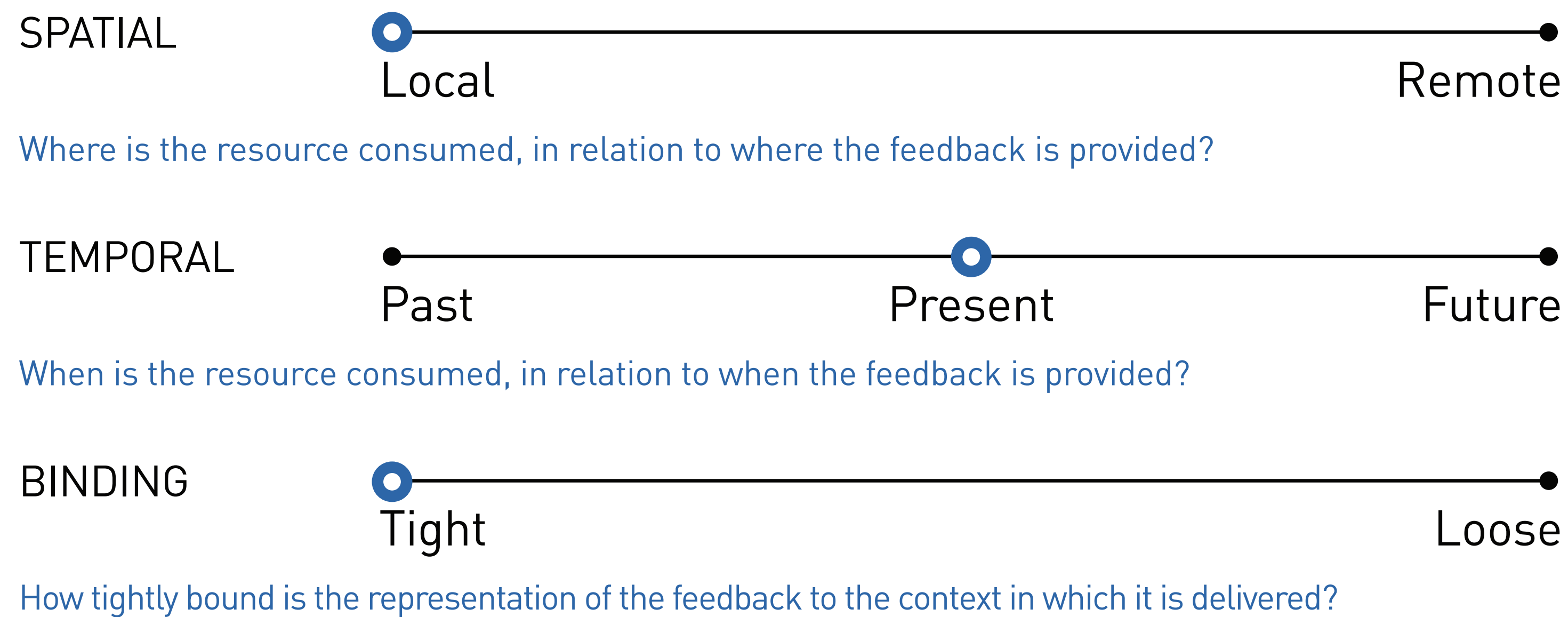
EXAMPLE: THE POWER-AWARE CORD



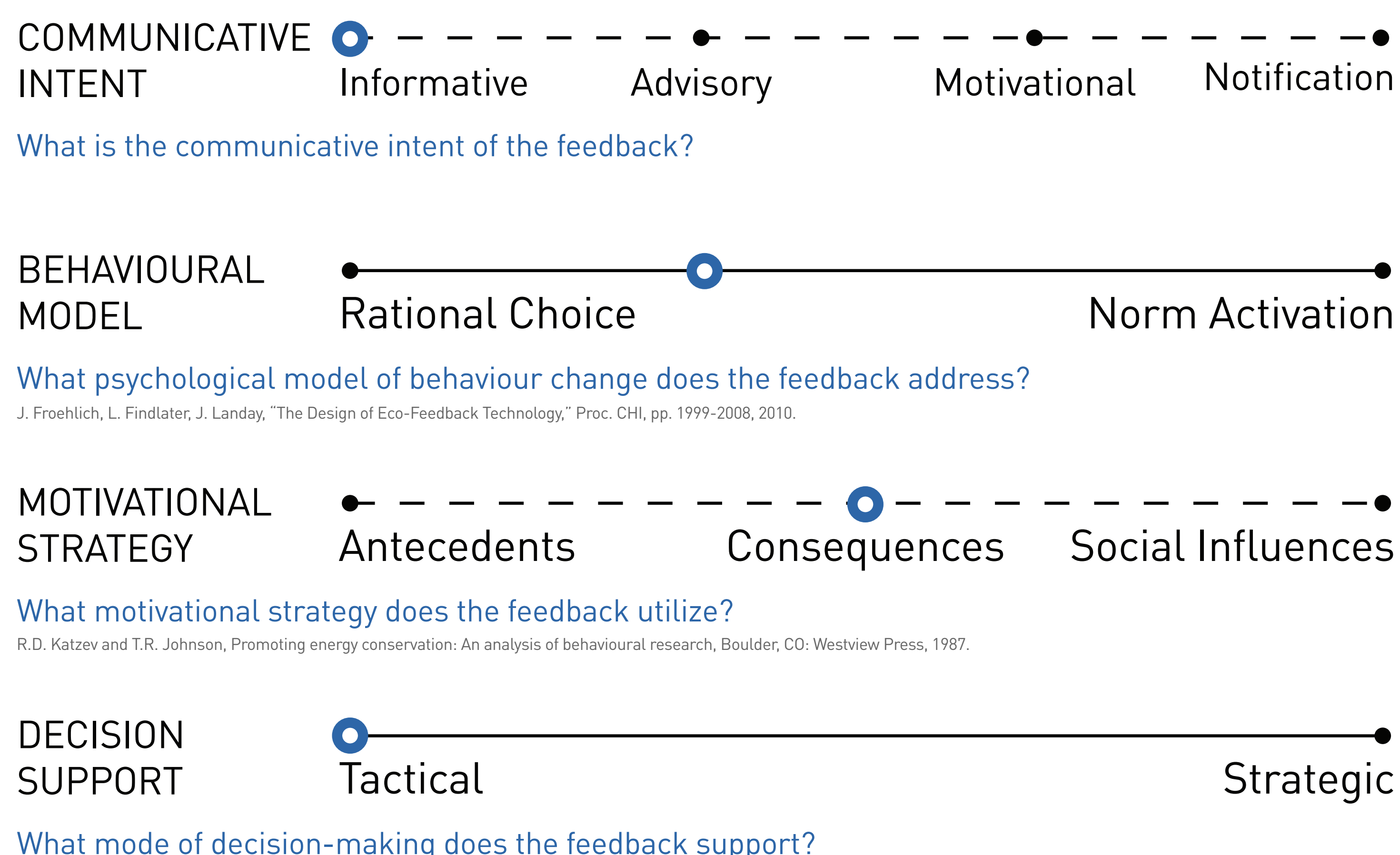
A. Gustafsson, M. Gyllenswärd, "The Power-Aware Cord: Energy Awareness through Ambient Information Display," Proc. ACM CHI Extended Abstracts, pp. 1423-1426, 2005.

The Power-Aware Cord is an ambient display intended to promote energy awareness. When active, the cord displays light either at a static intensity or as pulsating or flowing patterns, with intensity and frequency mapped to the current electrical draw of the attached devices. The parameters of the Power-Aware Cord have been mapped onto the dimensions of the framework below.

CONTEXT



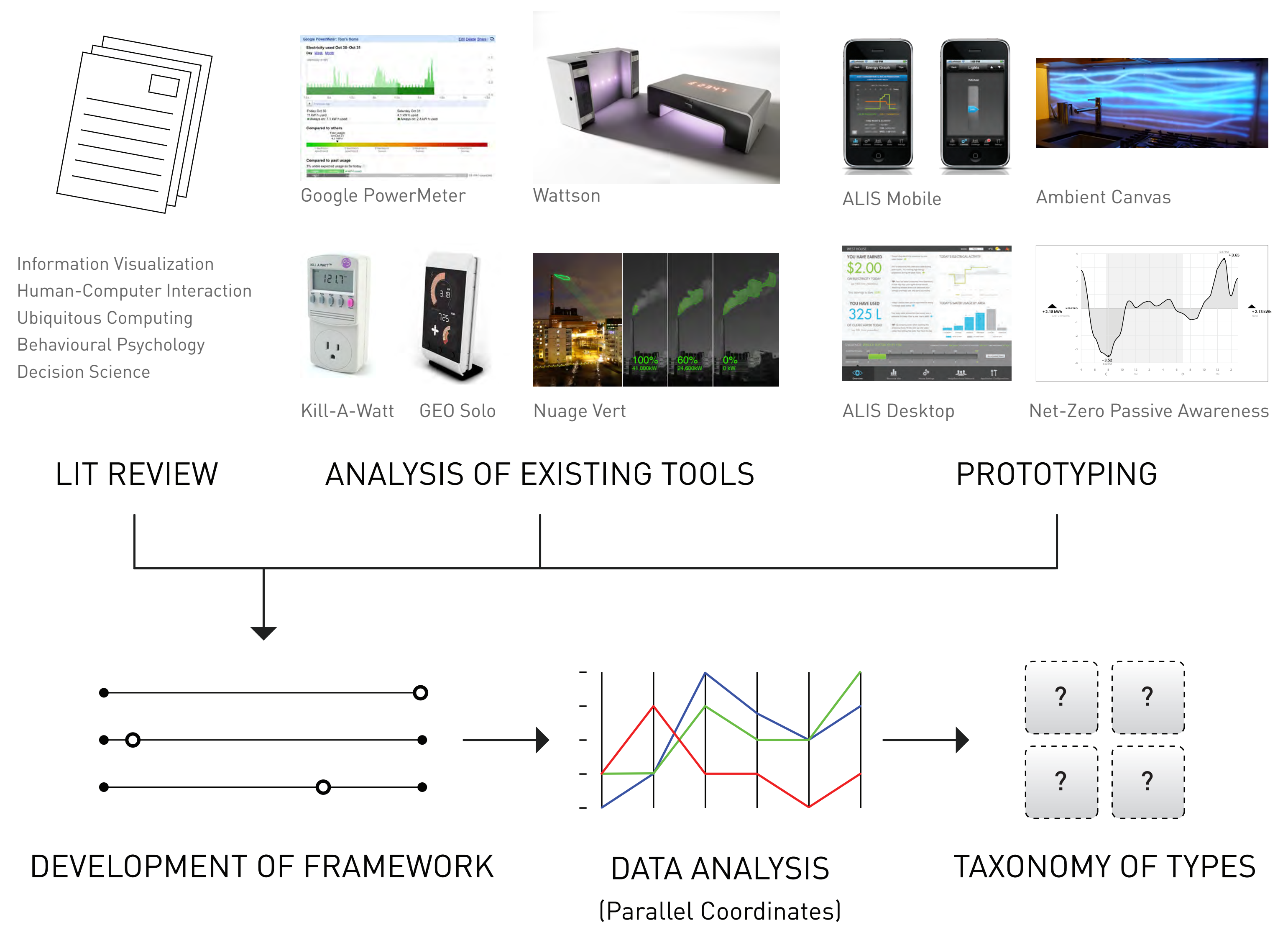
BEHAVIOUR



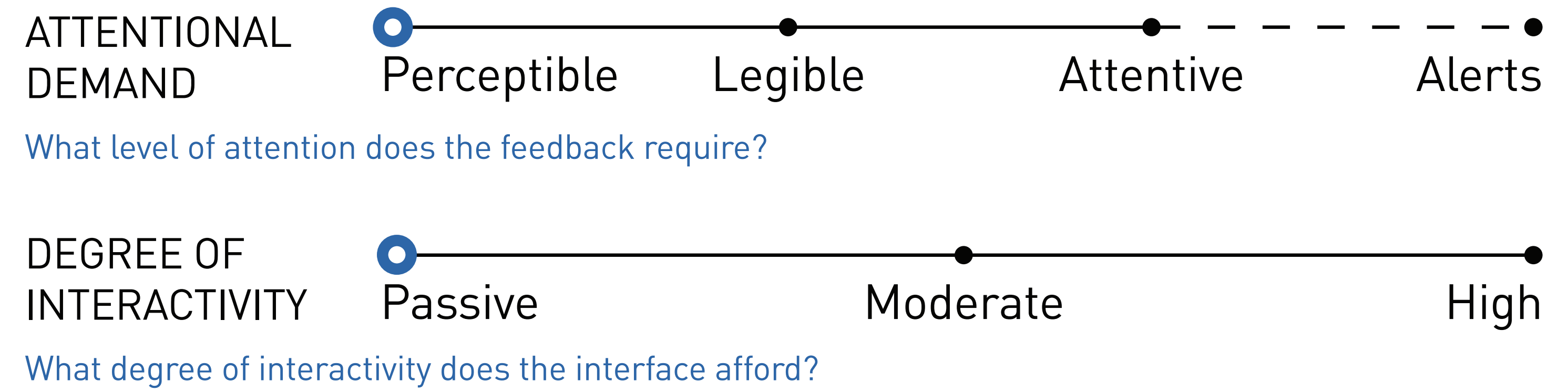
AESTHETICS



THEORY DEVELOPMENT



HUMAN FACTORS



DATA

