

# experiencing energy visualizing and interacting with energy

Electricity is both invisible and intangible. We can see, feel, hear and even smell its effects, but we can not really perceive it. As the effects of electricity such as light and heat often are taken for granted in the domestic sphere today, electricity becomes even more invisible. Increasing awareness in the area of energy consumption is crucial so that people learn about different amounts of energy used by the electric products in their everyday life.

## STATIC! [www.tii.se/static](http://www.tii.se/static)

STATIC! is a research project funded by the Swedish Energy Agency (Energimyndigheten or STEM). It is a collaboration between the POWER and RE:FORM studios of the Interactive Institute. Partners include Front, Ludvig Svensson AB, Mälardalen University, Region Västra Götaland, School of Design and Crafts (HDK) at Göteborg University, Swedish Industrial Design Foundation (SVID) and Swedish School of Textiles at the University College of Borås.



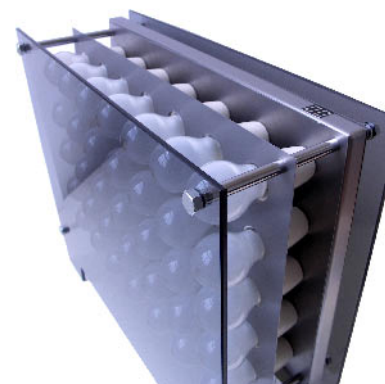
### domestic energy display

The Static project collaborates with HM Power to develop energy displays for the home. These are used to monitor the current amount of kilowatts used within the domestic space and to help families get a better notion of their consumption. Additional information provided by the display will be on energy thresholds and the load on the different fuses.



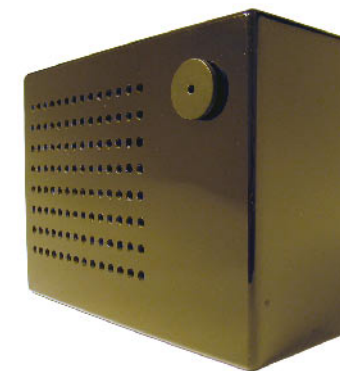
### rewarding energy behaviours

Household lamps typically have very basic functionality with respect to energy - expressed in lit states of 'on' or 'off' or somewhere between. In the 'Flower Lamp' example, it is not just the light of the lamp but its very form that reflects energy used. The lamp 'blooms' - changing its shape and thus lit expression - when energy consumption in a household has been low for some time, thus reflecting the cycles of local energy use. In order to make the lamp more beautiful, a change in behaviour is needed.



### the element

It is usually hard to tell whether radiators are on or off except by touching them. This prototype is made out of glass, metal and enough lightbulbs to reach the same consumption level as an electric radiator, and the current use of energy is constantly seen. When the room is warm the light is dimmed and vice versa. Since 95% of the energy from lightbulbs is transformed into heat, this prototype uses all the energy it produces for light and warmth.



### erratic objects

The Erratic Radio may "untune" when there are too many objects in the room consuming energy, visualizing the consumption by its unexpected response and giving direct feedback on the high quantity of energy being used at that exact moment.

### project team

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