

# GAMIFICATION\* OF ENERGY KNOWLEDGE & EDUCATION



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SEEC Forum

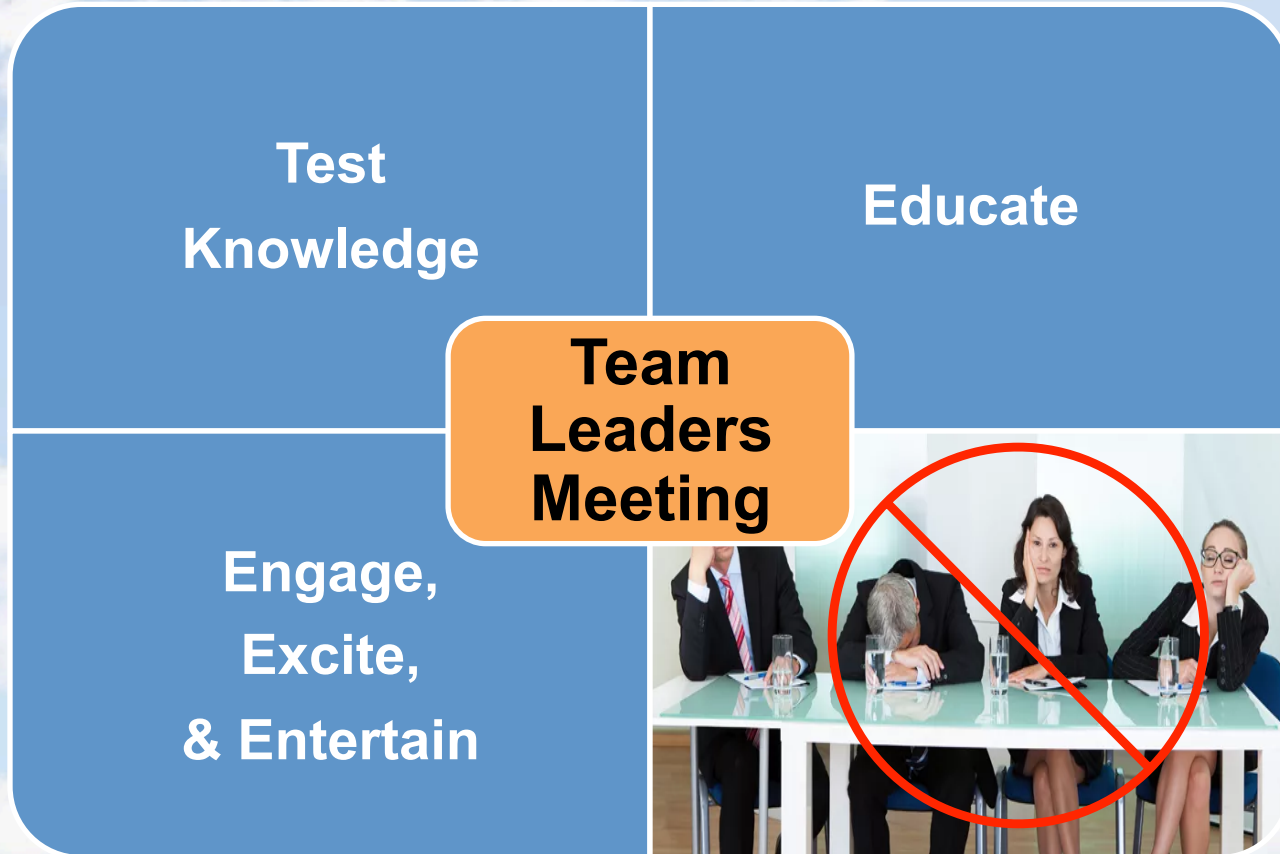
Motivating Energy Efficiency: Model Behavior Change Strategies

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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



# 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 BIOTOXIC AND CHEMICAL WARFARE

GLOBAL THERMONUCLEAR WAR



# The Solution





# Energy Jeopardy - Game Characteristics & Challenges

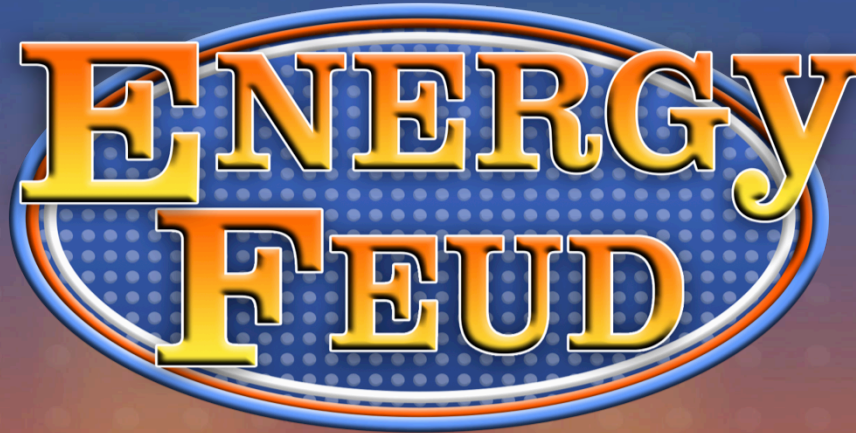
Who was  
first?



Individuals  
vs.  
Teamwork




## Newest Game



***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



Team Writes Team Name  
HERE

If you miss  
one, they will  
say it



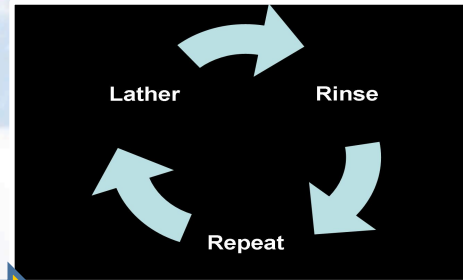
Be prepared  
for variations  
on the answers

lime	fern	olive
pear	moss	shamrock



# Overall Game Takeaways

Practice at least 1 run-through



Have at least 2 people to run the game



Use reputable sources



# Game Templates

