

Gamification to Motivate Energy Savings

Dr. Felix Lossin, 12. Mai 2017

BEN Energy







Q4 2014 out of ETH Offices in Zurich & Munich

17 Comp./Data Sci., Business, Psych., Design 37 Customers DACH



Achievements/ Badges

Why Gamification





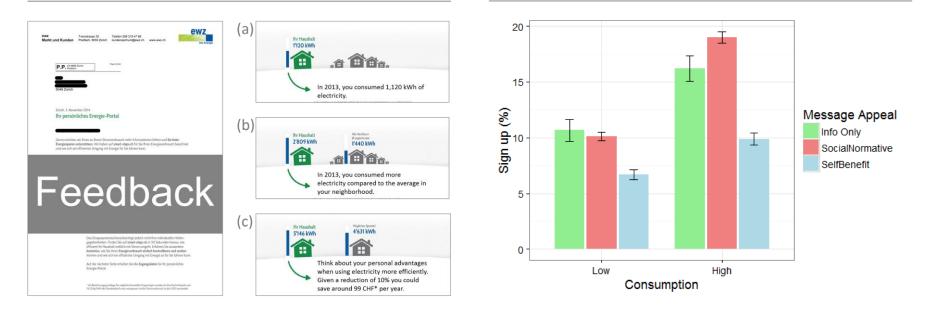


Achievements/ Badges

EFFECTS OF STORY

The story you tell shapes the context people make decisions

Feedback variations

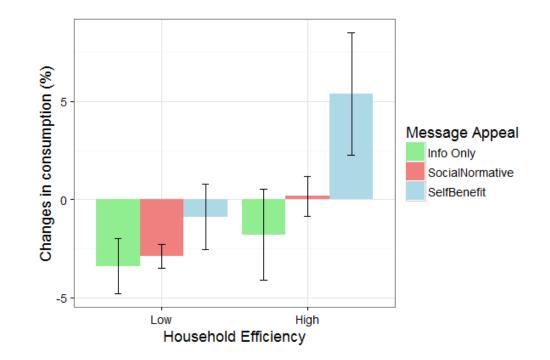


Effect signup rates

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EFFECTS OF STORY

The context may have conter-intended effects...



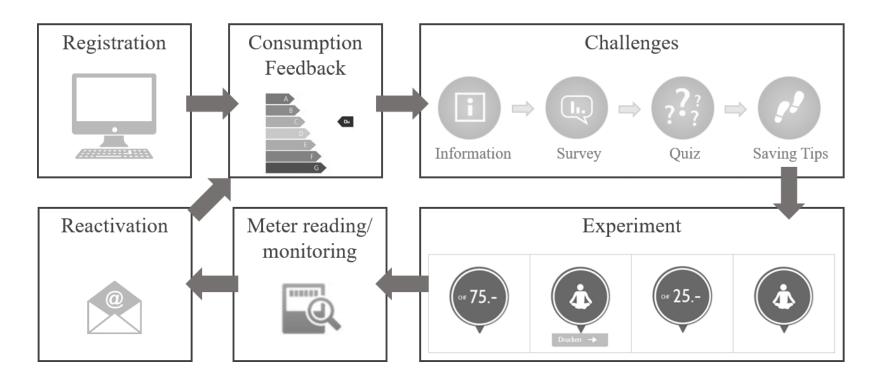




Achievements/ Badges

BONUS POINTS

Experiment investigates the effectiveness of different types of incentives to motivate target behaviors





BONUS POINTS

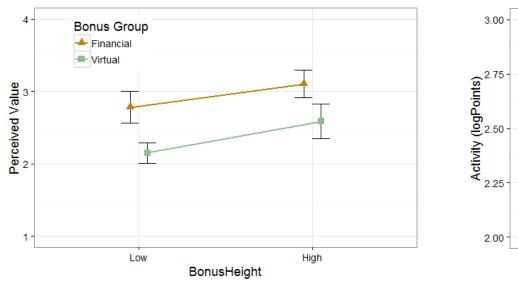
Participants (n=2,355) were randomly assigned to five experimental groups



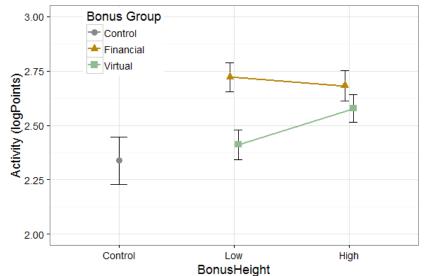
BONUS POINTS

Financial incentives increased activity, but effects did not increase with height

Perceived value



User activity





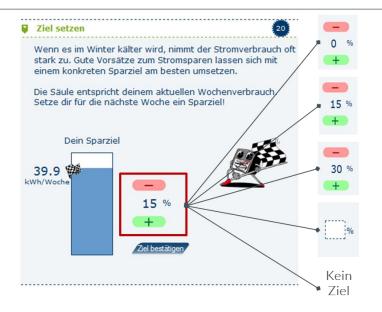


Achievements/ Badges

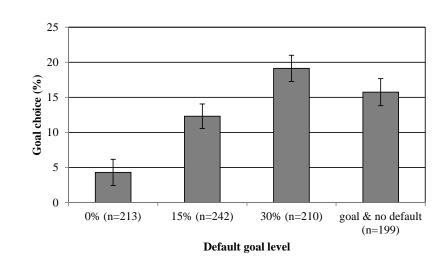
CONCRETE GOALS AND DEFAULTS

Loock et. al., 2013 MISQ

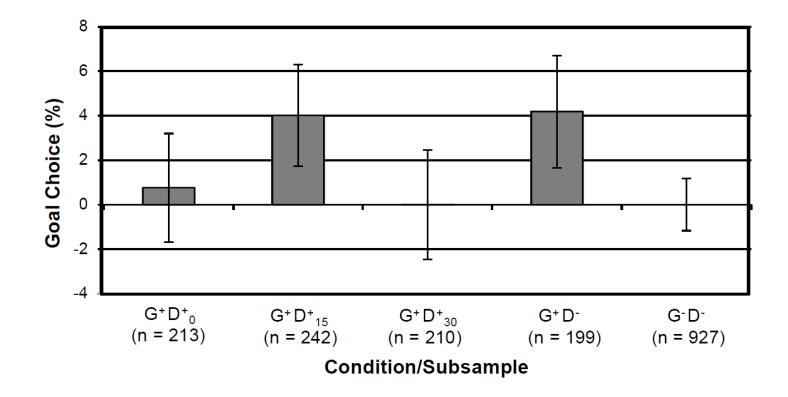
Defaults



... influence goal choice



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