

## Gamification to Motivate Energy Savings

Dr. Felix Lossin, 12. Mai 2017

# **BEN** Energy







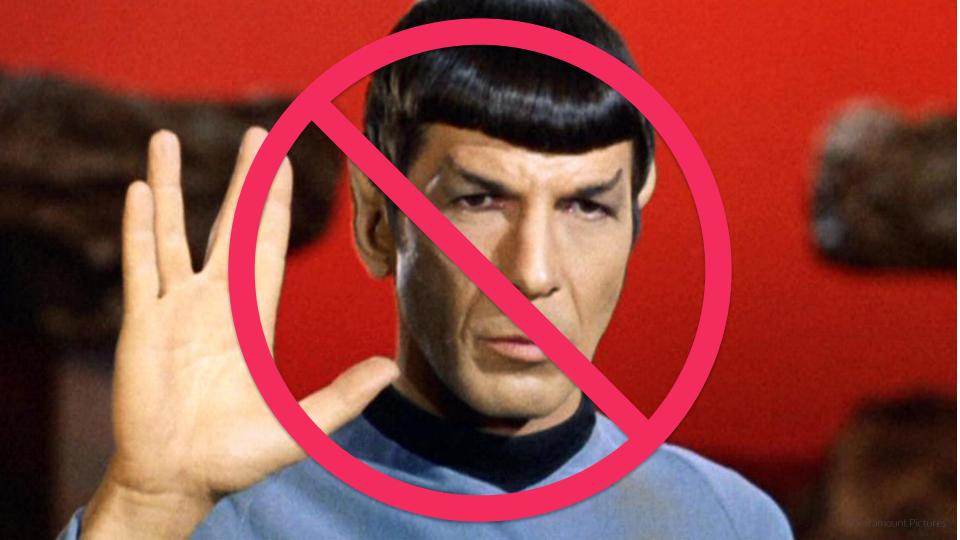
Q4 2014 out of ETH Offices in Zurich & Munich

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



# Achievements/ Badges

# Why Gamification





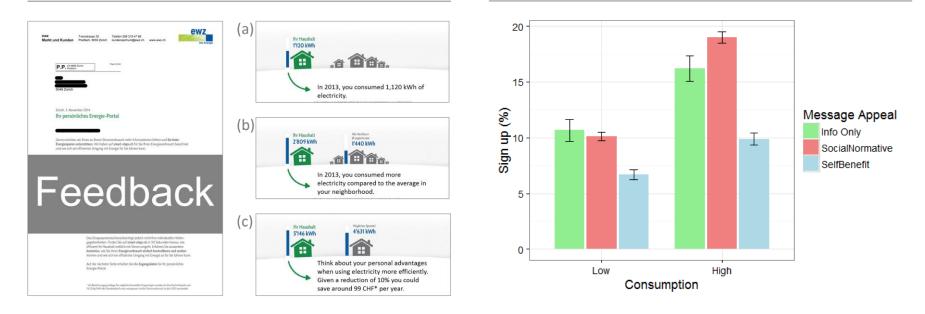


# Achievements/ Badges

## **EFFECTS OF STORY**

The story you tell shapes the context people make decisions

### **Feedback variations**

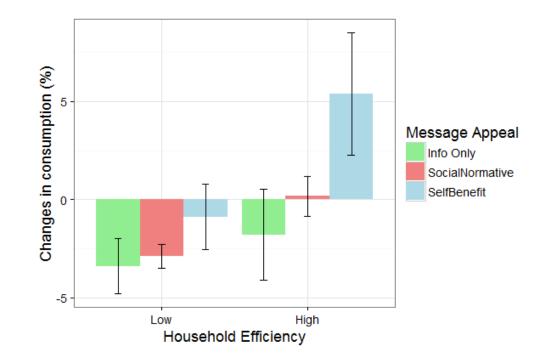


**Effect signup rates** 

#### **BEN** Energy

## **EFFECTS OF STORY**

The context may have conter-intended effects...



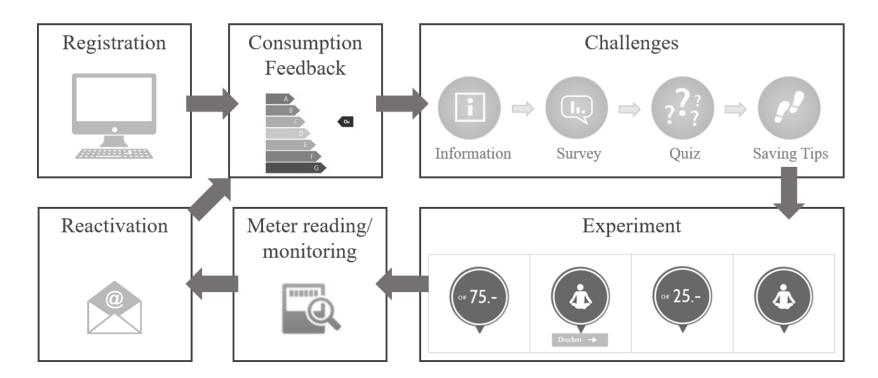




# Achievements/ Badges

## **BONUS POINTS**

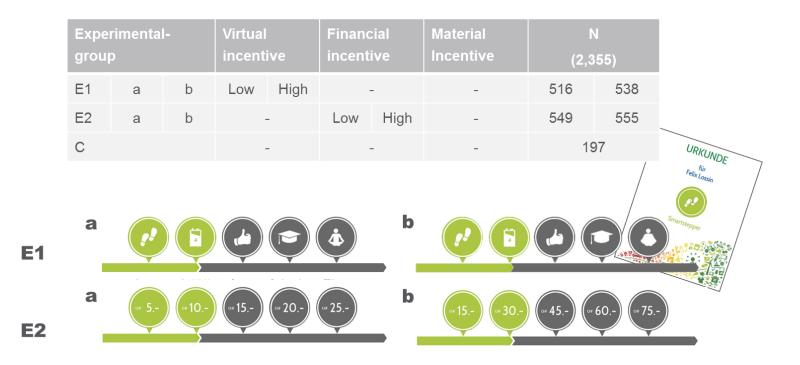
Experiment investigates the effectiveness of different types of incentives to motivate target behaviors





## **BONUS POINTS**

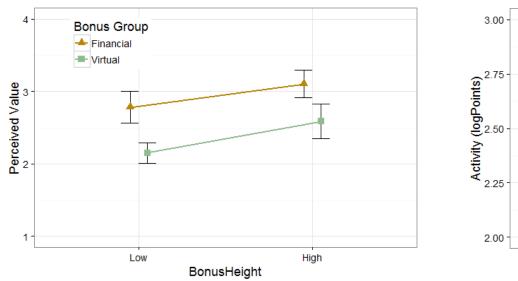
Participants (n=2,355) were randomly assigned to five experimental groups



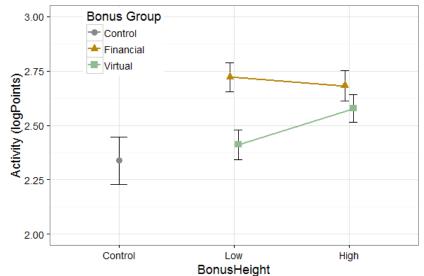
## **BONUS POINTS**

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

#### **Perceived value**



### User activity





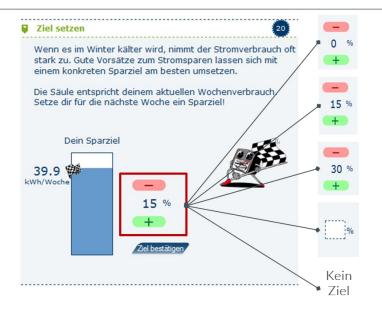


# Achievements/ Badges

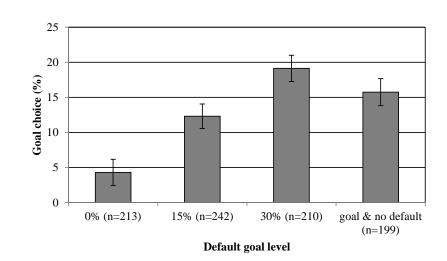
## CONCRETE GOALS AND DEFAULTS

Loock et. al., 2013 MISQ

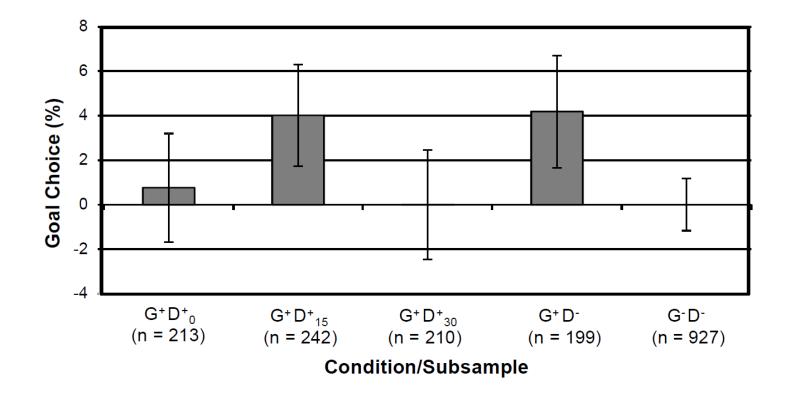
### Defaults



#### ... influence goal choice



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