

Project no. 338-021

VisEskoler - visualisation of energy consumption and energy production in schools

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A virtual learning room is being built on the basis of existing tools relating to energy consumption in schools. This room will make it possible for individual schools to analyse energy consumption and potential savings. This tool is designed for direct use in teaching so that schools can focus more easily on their energy consumption.

Results:

This game has been tested by the project team in four schools, and feedback has been given to the developers who have altered a few things along the way. Since 15 August 2007, the game has also been played in schools in connection with Klimakaravanen (the Climate Caravan), which is visiting all the local authorities in Denmark.

Skolernes EnergiForum (the school energy forum) is seeking to offer a teacher training course before implementation of the game. This will help teachers to understand more readily the framework of the game, and hence to place them in a position to benefit from it more quickly and easily in their teaching.

This game is free and can be found at www.kontrakten.net. All schools can use it. The results may possibly inspire implementation of specific energy savings in schools.

Generally, the motivation for students is that they can transfer their results to their own homes and hence gain a greater understanding of what energy is used for there.