

# Designing Energy Partnership Between Users and Intermittently Powered Device

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Bao Baihong



**Master Thesis - Appendix**

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**Designing  
Energy Partnership  
Between  
Users and Intermittently  
Powered Devices**

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**August, 2020****Author**

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MSc. Design For Interaction

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**Delft University of  
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Design Engineering****Project Chair**

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Professor of Internet of Things

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Professor of Post-industrial  
Design

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Appendix A

# Design Brief

# IDE Master Graduation

## Project team, Procedural checks and personal Project brief

This document contains the agreements made between student and supervisory team about the student's IDE Master Graduation Project. This document can also include the involvement of an external organisation, however, it does not cover any legal employment relationship that the student and the client (might) agree upon. Next to that, this document facilitates the required procedural checks. In this document:

- The student defines the team, what he/she is going to do/deliver and how that will come about.
- SSC E&SA (Shared Service Center, Education & Student Affairs) reports on the student's registration and study progress.
- IDE's Board of Examiners confirms if the student is allowed to start the Graduation Project.

### USE ADOBE ACROBAT READER TO OPEN, EDIT AND SAVE THIS DOCUMENT

Download again and reopen in case you tried other software, such as Preview (Mac) or a webbrowser.

### STUDENT DATA & MASTER PROGRAMME

Save this form according to the format "IDE Master Graduation Project Brief\_familyname\_firstname\_studentnumber\_dd-mm-yyyy". Complete all blue parts of the form and include the approved Project Brief in your Graduation Report as Appendix 1 !

family name Bao Your master programme (only select the options that apply to you):  
 initials      given name Baihong IDE master(s):  IPD  Dfl  SPD  
 student number 4842863 2<sup>nd</sup> non-IDE master:       
 street & no.      individual programme:      (give date of approval)  
 zipcode & city      honours programme:  Honours Programme Master  
 country      specialisation / annotation:  Medisign  
 phone       Tech. in Sustainable Design  
 email       Entrepreneurship

### SUPERVISORY TEAM \*\*

Fill in the required data for the supervisory team members. Please check the instructions on the right !

\*\* chair Gerd Kortuem dept. / section: IoT  
 \*\* mentor Elisa Giaccardi dept. / section: HICD  
 2<sup>nd</sup> mentor       
 organisation:       
 city:      country:     

Chair should request the IDE Board of Examiners for approval of a non-IDE mentor, including a motivation letter and c.v..

Second mentor only applies in case the assignment is hosted by an external organisation.


Ensure a heterogeneous team. In case you wish to include two team members from the same section, please explain why.

comments (optional)

### Procedural Checks - IDE Master Graduation

#### APPROVAL PROJECT BRIEF

To be filled in by the chair of the supervisory team.

chair Gerd Kortuem date 07 - 04 - 2020 signature 

#### CHECK STUDY PROGRESS

To be filled in by the SSC E&SA (Shared Service Center, Education & Student Affairs), after approval of the project brief by the Chair. The study progress will be checked for a 2nd time just before the green light meeting.

Master electives no. of EC accumulated in total: 30 EC  
Of which, taking the conditional requirements into account, can be part of the exam programme 30 EC

List of electives obtained before the third semester without approval of the BoE     

YES all 1<sup>st</sup> year master courses passed

NO missing 1<sup>st</sup> year master courses are:

name J. J. de Bruin (SPA-IO) date 09-04-2020 signature JdB

#### FORMAL APPROVAL GRADUATION PROJECT

To be filled in by the Board of Examiners of IDE TU Delft. Please check the supervisory team and study the parts of the brief marked \*\*. Next, please assess, (dis)approve and sign this Project Brief, by using the criteria below.

- Does the project fit within the (MSc)-programme of the student (taking into account, if described, the activities done next to the obligatory MSc specific courses)?
- Is the level of the project challenging enough for a MSc IDE graduating student?
- Is the project expected to be doable within 100 working days/20 weeks ?
- Does the composition of the supervisory team comply with the regulations and fit the assignment ?

Content:  APPROVED  NOT APPROVED

Procedure:  APPROVED  NOT APPROVED

Remark: title too long, please adapt the title in due course at your application form for your MSc - examination

name Monique von Morgen date 28-04-2020 signature MvM

Designing energy partnerships between users and intermittently powered project title

Please state the title of your graduation project (above) and the start date and end date (below). Keep the title compact and simple. Do not use abbreviations. The remainder of this document allows you to define and clarify your graduation project.

start date 07 - 04 - 2020 end date 25 - 08 - 2020

**INTRODUCTION \*\***

Please describe, the context of your project, and address the main stakeholders (interests) within this context in a concise yet complete manner. Who are involved, what do they value and how do they currently operate within the given context? What are the main opportunities and limitations you are currently aware of (cultural- and social norms, resources (time, money,...), technology, ...).

With the spread of smart-products and wearable devices, the need for changing and charging batteries will become greater and greater. This growing number of batteries is not only bad for the user experience but even worse for the environment. Energy harvesting technology, which energy is harvested from the surrounding environment through light, vibration, temperature gradients and radio frequencies, could help resolve some of these challenges. For the foreseeable future, smart-projects and wearable devices could completely powered by the ambient energy sources without the need of battery.

However, the current designed human-energy interactions are based on the existence of batteries, including:

- battery percentage indicator (icon and percentage number)
- low-power mode switch
- low power hints
- charging behavior
- battery management
- other self-forming energy management

Apparently, these human-energy interactions will either not applicable or need redesign for the future battery-less devices. Also, these devices will require aggressive power management schemes which are likely to introduce new user experience issues.

Therefore, a new energy partnership between human and battery-less devices needs to be defined. New user experience or interfaces of battery-less regarding to energy also need to be redesigned.

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introduction (continued): space for images

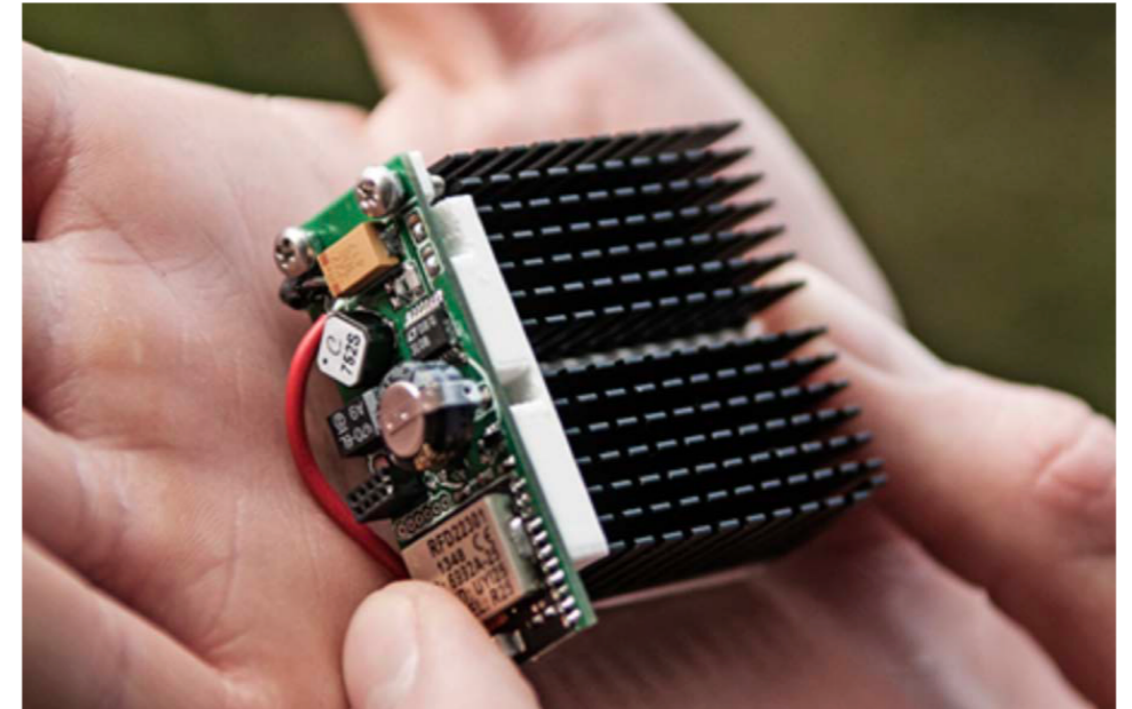


image / figure 1: A thermal energy harvesting device. Source: Delta

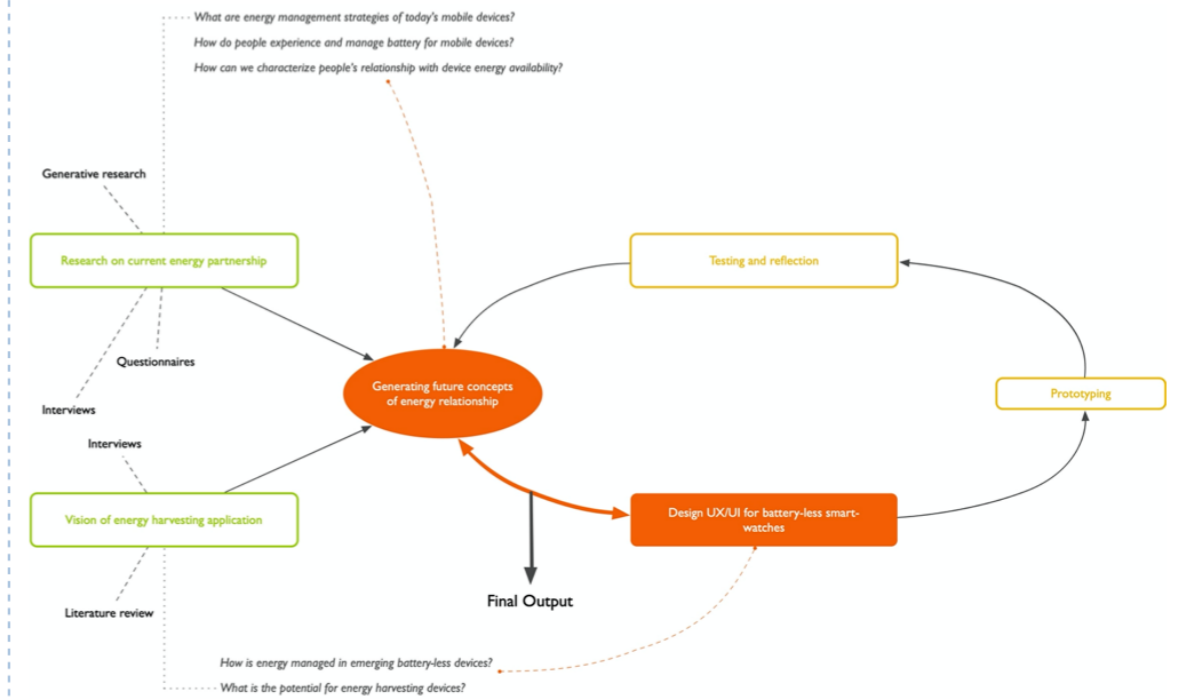


image / figure 2: Research structure of this graduation project

**PROBLEM DEFINITION \*\***

Limit and define the scope and solution space of your project to one that is manageable within one Master Graduation Project of 30 EC (= 20 full time weeks or 100 working days) and clearly indicate what issue(s) should be addressed in this project.

With the diverse use of smart devices and growing user expectations for the device, battery life has progressively become an important issue. To solve this, different ways of interaction between users and smart devices have been developed, including battery management interface, battery percentage indicator, low power hints and so on. These elements on the interfaces, can be said to mediate users' perception of and relationships with energy.

Energy harvesting technology, on the other hand, provides devices another way of requiring energy, harvesting energy from the surroundings. Therefore, in the future, smart portable devices will no longer treat a battery as the only source of energy. But such technology will also cause user experience problems. At a deeper level, it will reshape smart device users' perception and relationships with energy.

The key question that this graduation project want to tackle is to formulate a brand-new human-energy relationship between users and intermittently powered devices (devices that utilizing energy harvesting). In order to accomplish that, two main research tasks and several research questions need to be done:

1. Mapping the current human-battery interactions and human-energy relationships

With the following research questions:

- What are energy management strategies of today's mobile devices?
- How do people experience and manage battery for mobile devices?
- How can we characterize people's relationship with device energy availability?

2. Visioning the application of energy harvesting to conceive the future scenario of intermittently powered devices

With the following research questions:

- How will energy harvesting be working in the future scenario?
- What is the potential for energy harvesting?

**ASSIGNMENT \*\***

State in 2 or 3 sentences what you are going to research, design, create and / or generate, that will solve (part of) the issue(s) pointed out in "problem definition". Then illustrate this assignment by indicating what kind of solution you expect and / or aim to deliver, for instance: a product, a product-service combination, a strategy illustrated through product or product-service combination ideas, ... . In case of a Specialisation and/or Annotation, make sure the assignment reflects this/these.

This graduation project will deliver the following outcomes:

1. A research about current human-battery interactions and relationships, and the future scenario of intermittently powered devices
2. A design of future human-energy relationship and detailed user experience (interfaces) on a specific use cases

Since the core question of this graduation project is to formulate a new human-energy relationship regarding to energy harvesting technology, a research will be conducted with two main research tasks above. According to the research, a new concept of human-energy relationship will be designed. To test if this concept is feasible, a much more detailed user experience (interfaces) on a specific type of device will come along. With a iterative design cycle (design, prototype and test) a final design result including high fidelity design and prototypes will be delivered as proof of success for the new concept.

Tangible graduation project outcomes:

1. a report with all the details of research and design activities and results.
2. a user experience or user interfaces design on a specific type of device.
3. Prototypes as proof of success for the concept.
4. (if possible) a video demonstrating the concept and UX/UI design.

**PLANNING AND APPROACH \*\***

Include a Gantt Chart (replace the example below - more examples can be found in Manual 2) that shows the different phases of your project, deliverables you have in mind, meetings, and how you plan to spend your time. Please note that all activities should fit within the given net time of 30 EC = 20 full time weeks or 100 working days, and your planning should include a kick-off meeting, mid-term meeting, green light meeting and graduation ceremony. Illustrate your Gantt Chart by, for instance, explaining your approach, and please indicate periods of part-time activities and/or periods of not spending time on your graduation project, if any, for instance because of holidays or parallel activities.

start date 7 - 4 - 2020 25 - 8 - 2020 end date

Gantt Chart

	Fulltime during semester 4 (30EC, 20 weeks)																			
Calendar week	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33
Project week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
<b>Research</b>																				
human-energy user research																				
Technology Investigation																				
<b>Iterative design cycle</b>																				
Cycle 1 - new concept and detailed UX/UI design																				
Cycle 2 - Prototyping and testing																				
Cycle 3 - Reflection, redesign and final test																				
<b>Finalization - report and presentation</b>																				

Overall, the approach of this graduation project could described as research through design. With such approach, the design itself is the means to explore and understand the relationship between the future intermittently powered devices and users.

For the current relationship research part of this graduation project, online context mapping, crowd sourcing and online interviews would be the case due to the current situation.

As for the technology visioning, the main approach will be literature review and online communication with specialists.

## Personal Project Brief - IDE Master Graduation

### MOTIVATION AND PERSONAL AMBITIONS

Explain why you set up this project, what competences you want to prove and learn. For example: acquired competences from your MSc programme, the elective semester, extra-curricular activities (etc.) and point out the competences you have yet developed. Optionally, describe which personal learning ambitions you explicitly want to address in this project, on top of the learning objectives of the Graduation Project, such as: in depth knowledge a on specific subject, broadening your competences or experimenting with a specific tool and/or methodology, ... . Stick to no more than five ambitions.

- As a DFI student, I always like to imagine how people embrace new technologies in their daily lives and work with the help of design. We designed new ways of interactions for these new technologies and products in order to balancing usability and functionality. Therefore, I would like to do a graduation project with the basis of a new tech. To see how much impact these new technology will bring, and what can a designer do to make the process as easy to use as possible.
- This project requires huge amount of coding and prototyping. I feel really excited to learn new coding skills by myself, just as we experienced in ITD. I hope to extend this skill as my competences when I'm looking for a job as a designer.

### FINAL COMMENTS

In case your project brief needs final comments, please add any information you think is relevant.



Appendix B

**EHT**

**Documentation**

# Existing EHT

there are different ambient energy sources available for EHT. Appendix B describes various EHT categorized by the ambient energy source, which is used to produce electrical energy. The four most typical energy sources for harvesting procedures, kinetic, solar, thermal and RF energy, are analysed as follow.

## Kinetic Energy Harvesting

Mechanical energy can be found almost anywhere that wireless sensor networks may potentially be deployed, which makes converting mechanical energy for instance from ambient vibration an attractive approach for powering wireless sensors. Mechanical energy harvesters are able to convert special kinds of mechanical energy, such as vibrations, rotation or motions, into electrical energy. There are many different options how to harvest mechanical energy, each of them based on slightly different physical phenomena. The most developed techniques are electromechanical transducers.

This category includes electromagnetics, electrostatics and piezoelectric, which is probably the best developed technique for vibrational harvesting nowadays (Harb, 2011).

### • Piezoelectric

The most developed solution to convert vibration energy into electrical energy is based on the piezoelectric effect. Piezoelectricity describes the process of internal generation of electrical charge resulting from an applied mechanical force, illustrated in Figure B.1. If force is applied on a piezoelectric crystal or fiber, the static structure is deformed, charge carriers are shifted and electrical current is generated (Kim, 2012). The probably most famous usage is a lighter. By pressing on a piezo crystal, an enough high voltage is produced and a spark is generated which ignites the gas and creates a flame. In other words, a mechanical shock is converted into electricity, as shown in Figure B.2.

Energy harvesting systems which

Beeby, S. P., Tudor, M. J., & White, N. M. (2006). Energy harvesting vibration sources for microsystems applications. *Measurement science and technology*, 17(12), R175.

Bhavani, G. (2014). Lighter. *Physics - Make It Simple*. <http://physicsmakesimple.blogspot.com/2014/06/lighter.html>

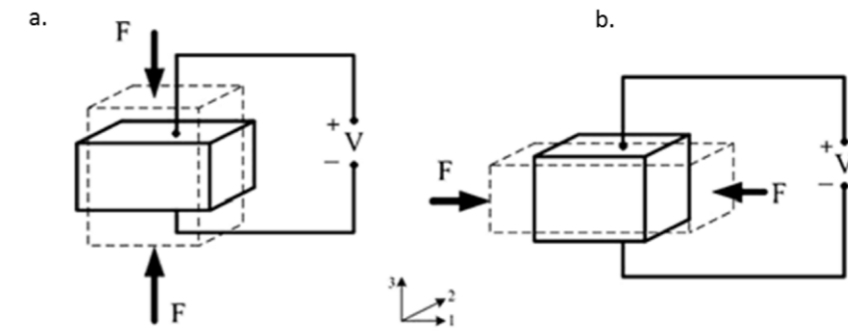


Figure B.1 - Piezoelectric generators: a. force applied from above; b. force applied from the side (Beeby, 2006).

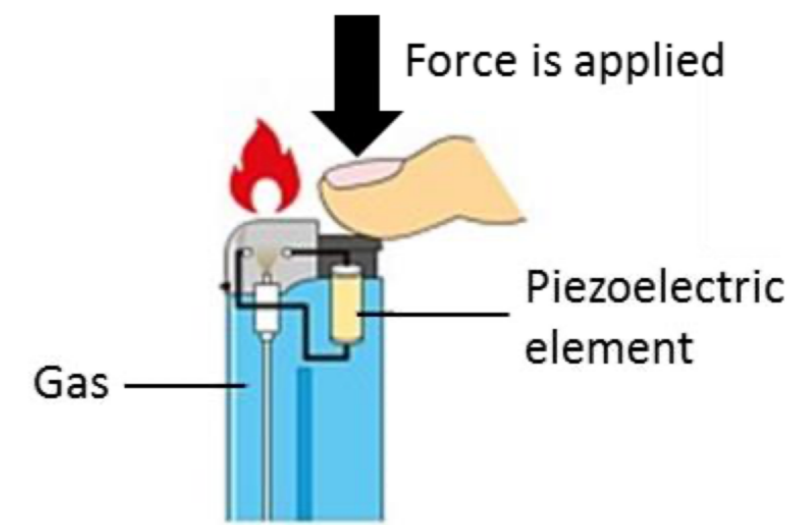


Figure B.2 - Working principle of a lighter (Bhavani, 2014).

do not rely on sudden mechanical shock make use of freestanding piezoelectric membranes or cantilevers and vibrational beams to pick up ambient oscillations.

Harb, A. (2011). Energy harvesting: State-of-the-art. *Renewable Energy*, 36(10), 2641-2654.

Kim, S. G., Priya, S., & Kanno, I. (2012). Piezoelectric MEMS for energy harvesting.

- **Electrostatic**

Electrostatic transduction is a promising way to convert ambient vibrations into electricity. Its operation is based on a capacitive structure created by two standalone electrodes. The gap between both electrodes can be filled with air, vacuum, or any dielectric materials (Zhang, 2015). By moving one of the electrodes, a variation of capacitance takes place, which can convert mechanical vibration to electricity by charge-discharge cycles or electret. For the energy harvesting technology only the electret-based electrostatic generators, which can directly turn ambient vibration to electricity enabled through the electret placed on the surface of one or two electrodes (see Figure B.3). Electrets have a similar task than magnets in the electromechanic-based generators. In other words, electrets are the dielectric material with a capability of maintaining an electric field and surface potential inside the structure for years (Nabavi, 2016).

Zhang, A., Peng, Z., Luo, A., Li, S., & Wang, F. (2015, October). Electrostatic energy harvesting device with broad bandwidth. In *2015 International Conference on Manipulation, Manufacturing and Measurement on the Nanoscale (3M-NANO)* (pp. 178-181). IEEE.

Nabavi, S., & Zhang, L. (2016). Portable wind energy harvesters for low-power applications: A survey. *Sensors*, 16(7), 1101.

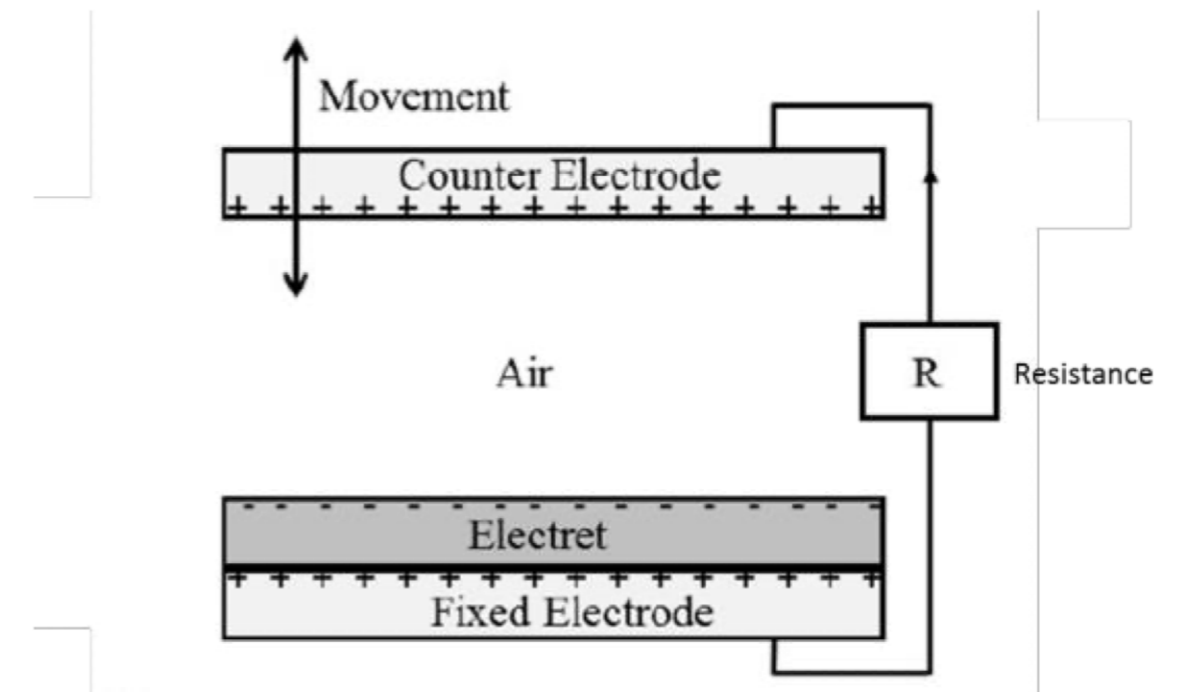


Figure B.3 - Schematic view of the electret-based electrostatic harvester (Nabavi, 2016).

• **Electromagnetic**

Electromagnetic induction was discovered by Michael Faraday in 1831. In an electromagnetic generator, strong magnetic fields are produced by permanent magnets and a coil is used as the conductor, which allows the flow of an electrical current in one or more directions. Either the coil or the permanent magnet is fixed to the frame while the other is attached to the moving part, respectively to the inertial mass. The vibration causes a relative displacement and thus the transduction mechanism starts working and electrical energy is generated (Kim, 2012). Figure B.4 depicts two commonly seen examples of electromagnetic generators.

Cepnik provided an informative report titled “Review on Electrodynamical Energy Harvesters - A Classification Approach”, where many different electromechanical harvester prototypes are discussed in detail.

*Kim, A., Maleki, T., & Ziaie, B. (2012, January). A novel electromechanical interrogation scheme for implant able passive transponders. In 2012 IEEE 25th International Conference on Micro Electro Mechanical Systems (MEMS) (pp. 31-34). IEEE.*

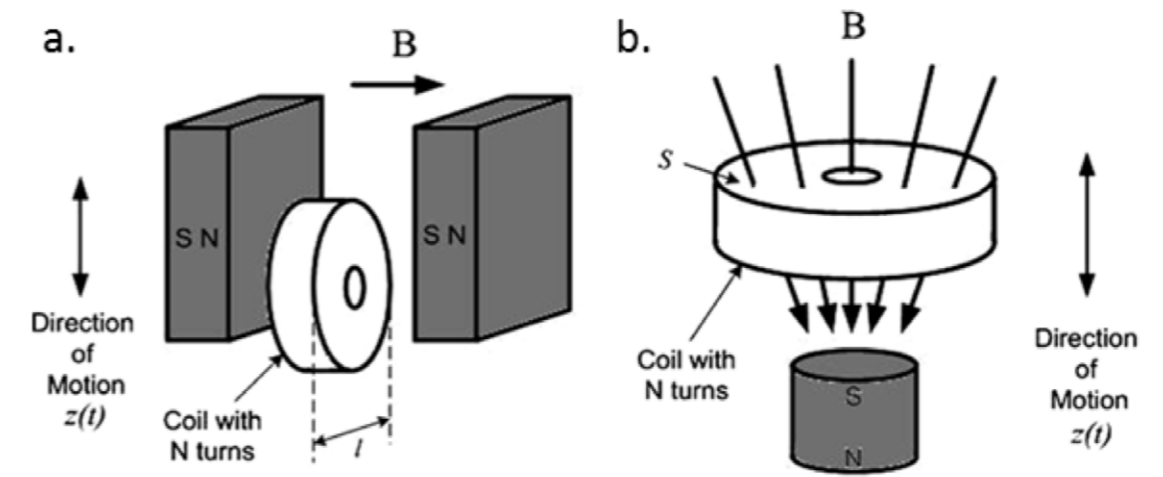


Figure B.4 - Electromagnetic generators (Cepnik, 2013).

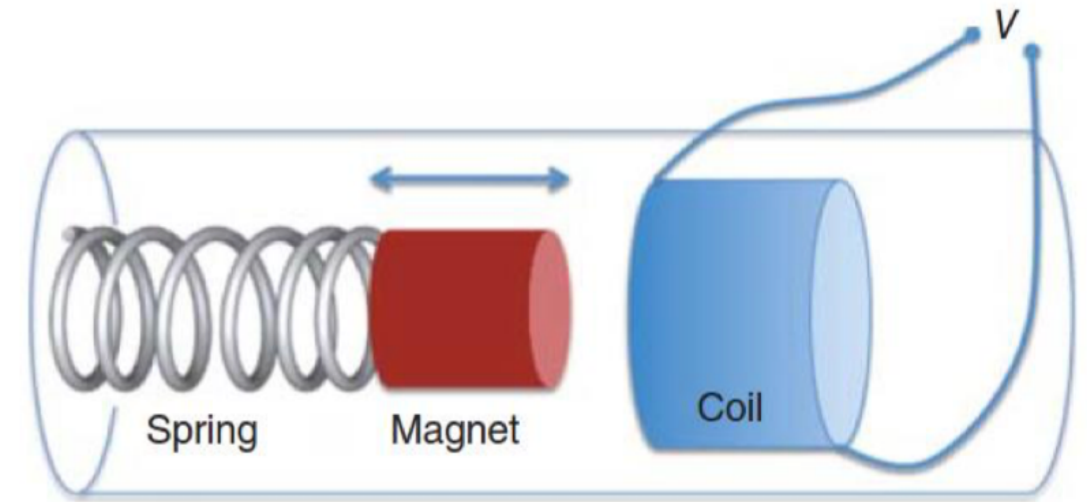


Figure B.5 - Basic scheme of an electromagnetic vibration harvester where a moving magnet oscillates with respect to a fixed coil (Fedder, 2015).

*Cepnik, C., Lausecker, R., & Wallrabe, U. (2013). Review on electrodynamic energy harvesters—a classification approach. Micromachines, 4(2), 168-196.*

*Brand, O., Fedder, G. K., Hierold, C., Korvink, J. G., & Tabata, O. (2015). Micro energy harvesting. John Wiley & Sons.*

## Light Energy Harvesting

Most of the energy, which is used by humans, such as oil, coal and gasoline, originates indirectly from sunlight. Sunlight is also the best energy to be harvested, if it is available as energy source. The average power density of outdoor sunlight is 100 mW/cm<sup>2</sup> under AM 1.5 illumination spectrum. Indoor light depends on e.g. the type, size and the position of light source and may vary widely, from 0.1 to 1mW/cm<sup>2</sup> (Guilar, 2009).

### • Photovoltaic cell

Photovoltaic (PV) cell, also known as solar cell, is by far the most highly developed electrical device that converts the energy of light directly into electricity by the photovoltaic effect. There are various solar cell technologies, with a history of more than 50 years (Archer, 2001). The photovoltaic effect refers to photons of light exciting electrons into a higher state of energy, allowing them to act as charge carriers and generate an electric current. As shown in Figure B.6, a PV cell contains two different layers. n-type silicon layer, which has free electrons, and p-type silicon layer, which is missing electrons, leaving “holes” in their place. When these two materials are placed side by side inside

Guilar, N. J., Kleeburg, T. J., Chen, A., Yankelevich, D. R., & Amirtharajah, R. (2009). *Integrated solar energy harvesting and storage. IEEE Transactions on Very Large Scale Integration (VLSI) Systems*, 17(5), 627-637.

Archer, M. D., & Green, M. A. (Eds.). (2001). *Clean electricity from photovoltaics (Vol. 1)*. London: Imperial College Press.

a solar cell, the n-type silicon’s spare electrons “jump over” to fill the gaps in the p-type silicon. This means that the n-type silicon becomes positively charged and the p-type silicon indicates a negative charge. Thereby, an electric field is generated and electric current is provided.

The efficiency varies enormous based on the technology used for the PV cell. There is an overview given (Figure B.7) from the NREL (national renewable energy laboratory) based in USA, which illustrates the different technologies and above all the improvements in efficiency of PV in recent years. There are four categories:

- Multi- and single-junction cells
- Crystalline Si Cells
- Thin-Film Technologies
- Emerging PV

Vishal, Vishal. (2016). *Wireless Sensor Network Prototypes and Solutions for Energy Harvesting*. 10.13140/RG.2.2.19492.48009.

Wikipedia contributors. (2020, August 9). *Solar cell*. Wikipedia. [https://en.wikipedia.org/wiki/Solar\\_cell](https://en.wikipedia.org/wiki/Solar_cell)

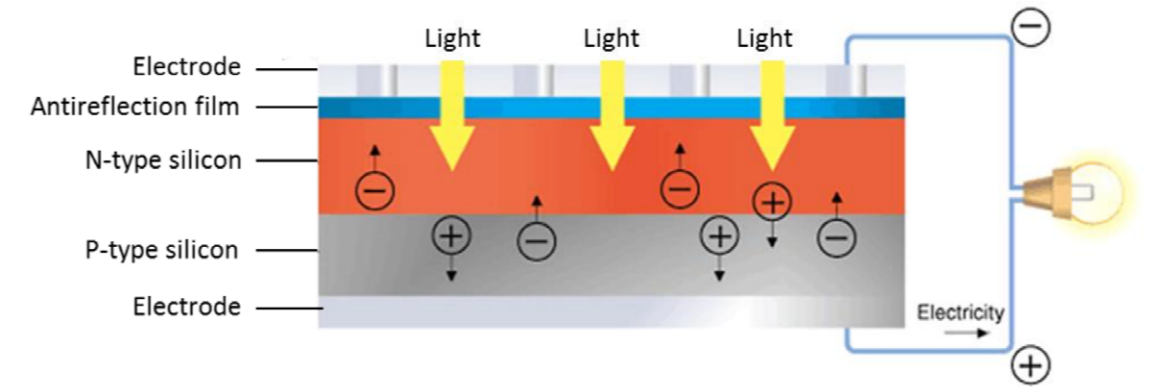


Figure B.6 - Simplified working principle of a photovoltaic cell (Vishal, 2016).

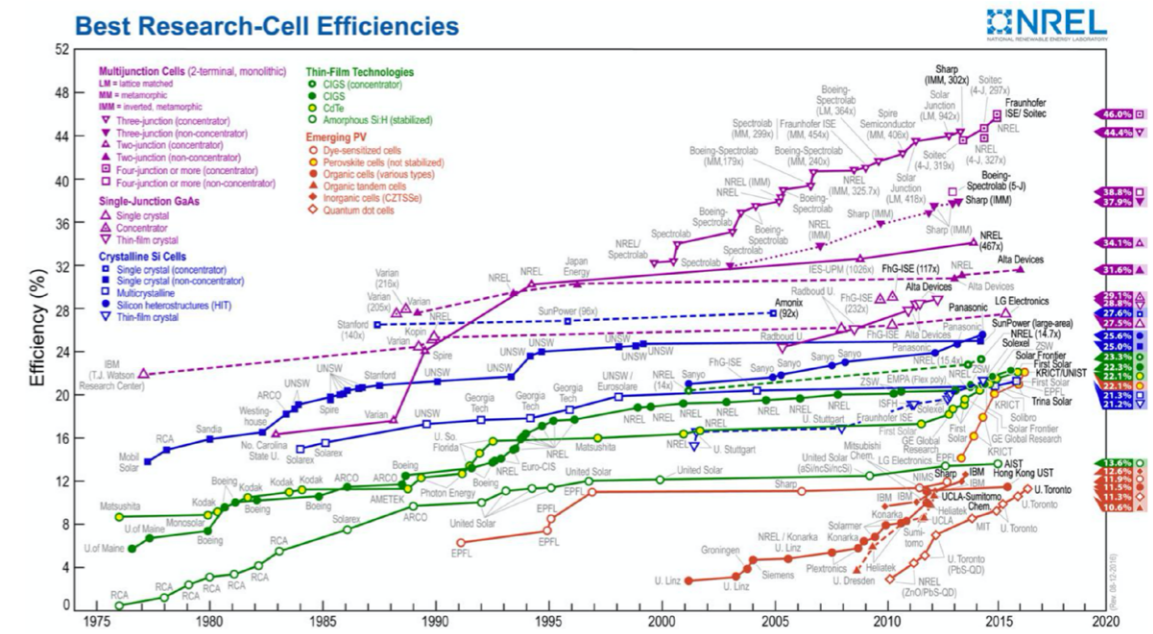


Figure B.7 - Basic scheme of an electromagnetic vibration harvester where a moving magnet oscillates with respect to a fixed coil (Wikipedia contributors, 2020).

## Thermal Energy Harvesting

Almost every system loses heat as waste energy. This includes all kind of industries, transportation, human body and many more. Depending on the application area the power density varies from 2 to 600 microWatt/cm<sup>2</sup>. Existing energy harvesting techniques using thermal energy are based on the thermoelectric and pyroelectric effect,

- **Photovoltaic cell**

The thermoelectric effects describe the interaction between heat and electricity. Thermoelectric devices make us of the Seebeck effect to generate power from a temperature gradient. The Seebeck effect arises due to the fact that charge carriers in metals and semiconductors are free to move. When a temperature difference is applied to this type of materials, the charge carriers will diffuse from the hot to the cold side producing an electrostatic potential. Thermoelectric generators (TEG) are composed by multiple thermocouples, of p- and n- type materials connected electrically in series and thermally in parallel. When exposed to a temperature gradient, the carriers with either positive or negative charge, flow from the

hot top to the cold bottom (heat flow) and induce an electrical current due to movement of the charge carriers (current flow), as illustrated in Figure B.8. The voltage of each element (p- and n-type) is added together (Bensaid, 2012).

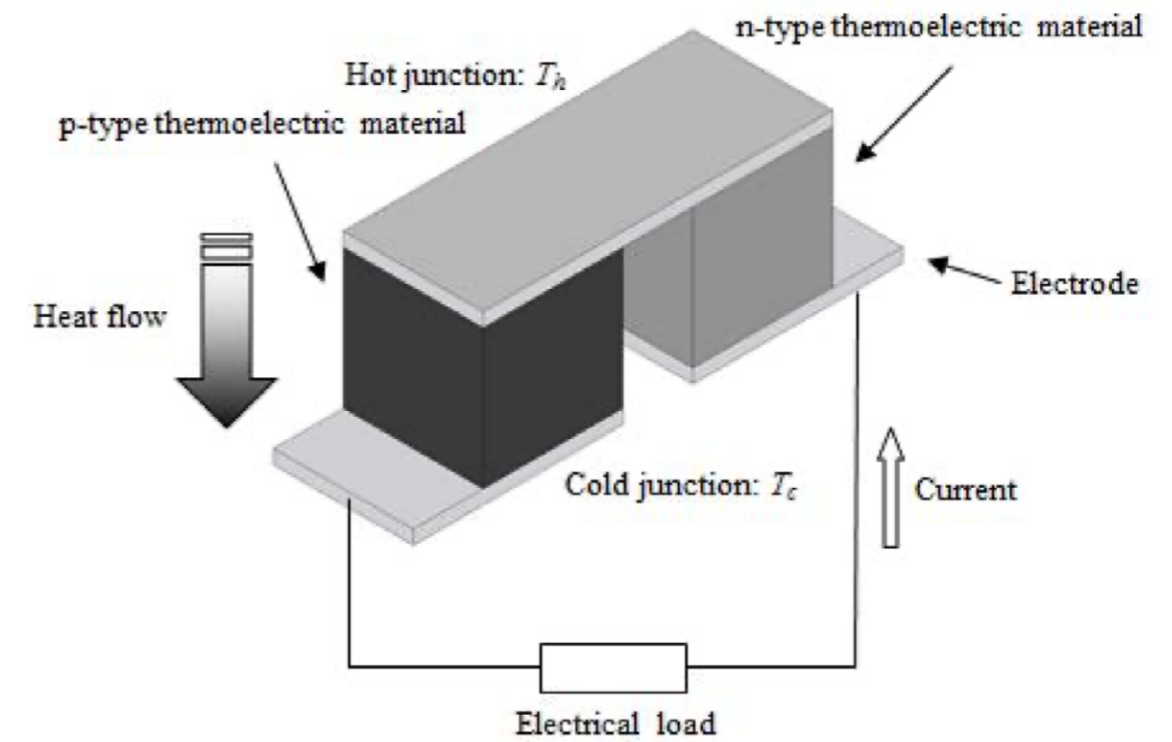


Figure B.8 - Schematic figure of a thermocouple with a n-type and p-type leg.

## Radio Frequency (RF) Energy Harvesting

The RF spectrum is part of the electromagnetic (EM) spectrum and ranges from 3 kHz to 300 GHz. The biggest advantage of RF radiation as energy source is its abundance. Every urban region is covered by radio, television broadcasts, mobile telephone services and wireless local area network (WLAN), which makes RF radiation a very attractive ambient energy source. Wireless energy harvesting (WEH) has proven to be one of the most promising solutions because of its simplicity, availability and ease of implementation. The WEH receives the transmitted radio waves with an antenna and converts the received RF energy into a stable direct current (DC) energy source to supply the sensor device (Kamalinejad, 2015). The harvested RF power can generate about 1.8-4 V with a total converted power of about 100mW (Kim, 2014).

*Kim, S., Vyas, R., Bito, J., Niotaki, K., Collado, A., Georgiadis, A., & Tentzeris, M. M. (2014). Ambient RF energy-harvesting technologies for self-sustainable standalone wireless sensor platforms. Proceedings of the IEEE, 102(11), 1649-1666.*

Appendix C

# Literature Review



# Powerlet: an active battery interface for smartphones

## Abstract

User research of current battery interface and Powerlet, a new battery management interface

## Key Point

- Traditional approaches tried automatic policies for battery management without having to consider user intervention. (But now)The management scheme now focuses on understanding user's behavior, and subsequently changes the device usage for efficient battery management.

- The battery interface includes an indicator of the device's power status and an interface to adjust the power-related variables.

- What information should be delivered; how the interface exhibits information; and when the information should be delivered to user.

- We conducted a survey to assess users' interest, their requirements with respect to battery issues, and their experiences. The questions

were distributed online through Google Drive and promoted over social networking services.

- Many users do not utilize battery interface features even though the function is provided by the smartphone operating system; They(users) were highly satisfied with the alarm features for specific situations, such as an alarm for a low battery status; They were also satisfied with power-saving features that can be switched on with a simple control, such as the power-saving mode. Users were interested in identifying the applications that waste energy rather than the hardware components.

- We found that the users greatly preferred the active interface, and that this caused user behavior to become more efficient in terms of energy usage. The results of this study demonstrate that it is possible to change user behavior patterns towards improved energy efficiency by altering their type of interaction with the battery interface.

SQ1	What action do you primarily take to save battery power?
SQ2	Have you previously used a battery interface, such as the battery item in the Settings menu on an Android phone or battery management apps/widgets that are downloaded from an app market?
SQ3	Mark X next to the battery interfaces you have used before.
SQ4	How satisfying has your experience of battery interfaces been on a scale of 1 to 5? (1: very dissatisfied, 2: dissatisfied, 3: neutral, 4: satisfied, 5: very satisfied)
SQ5	Mark X next to the factors that made your experience of battery interfaces inconvenient.
SQ6	Mark X next to the features offered by the battery interfaces that you have used.
SQ7	Mark X next to the types of information provided by the battery interfaces that you have used
SQ8	Mark X next to the features you found convenient.
SQ9	Mark X next to the types of information you found convenient.
SQ10	Mark X next to the types of features you would like to see in a battery interface.
SQ11	Mark X next to the types of information you would like to see in a battery interface.
SQ12	Describe your thoughts with regard to battery interfaces in general.

Figure C.1 - Survey Questions.

# Materializing energy

## Abstract

Articulate a perspective on energy-as-materiality and propose a design approach of materializing energy.

## Key Point

- Emerging through these investigations we propose the notion of energy-as-materiality and further outline a simple framework for designing interactions with energy-as-materiality involving collecting, keeping, sharing, and activating energy.

- collecting energy (generating / producing)
- keeping energy (storing / maintaining)
- sharing energy (transmitting / distributing)
- activating energy (using / consuming)

- product attachment (or object attachment, or material possession attachment): focuses on people's attachment to particular material objects and, as such, is distinct from general trait

materialism, product category involvement, and evaluative affect towards possessions. Rather, product attachment refers to bonds between a person and a particular thing as opposed to a general class of things.

- Singularity of process: the ways in which a particular object is or becomes unique, personalized, decommodified, irreplaceable. The singularization of objects is related to various possession rituals (e.g., using, displaying, storing, discussing, comparing, altering, etc.), through which objects can be said to provide, acquire, or mediate meaning.

- We might design for caring for our energy in the same ways that one cares for the materiality of food when gardening or preparing an elaborate meal. As a more concrete example, it may be worthwhile to design microgeneration technologies in ways that promote a form of emotional attachment to or care for energy. "The advantage with [solar power technologies installed in his home] is that it makes you think about your

energy use more. You value it more..." and "I want to feel that as much electricity as I can use is my own electricity."

- it is imperative that designers aim to sustainably redefine (or "recode") our understandings of and interactions with energy through careful attention to the material-symbolic value of emerging as well as commonplace energy related technologies and the energy they materialize.

- Focal engagement, effort and energy (Borgmann & Verbeek's work): Whereas focal engagement suggests an intrinsically meaningful involvement with a thing, effort suggests a type of engagement that is not intrinsically rewarding and is done only as means to some end. Verbeek gives the example of focal engagement with an electronic keyboard or electronic sewing machine, which is contrasted with the effort involved in refilling the car with gasoline.

- In particular we outline two different yet related strategies for sustainable energy-interaction design: (i) materializing engagement with energy through engagement with energy devices (e.g., solar panels, mobile phones) and (ii) rematerializing

engagement with energy as reengagement with simpler things (e.g., windows, the outdoors, the sun).

- Energy engagement +energy awareness = energy attunement: Energy engagement could be a powerful way of transforming our relationships with energy in more meaningful and sustainable ways; designers can aim to design technologies with and through which limiting the availability of energy is not perceived of as increased effort but rather as focal engagement.

- we offer the notion of energy attunement, by which we mean to suggest approaching cognitive energy awareness as an experiential materialized presence of energy that invites focal engagement.

- the concept of energy attunement suggests a conceptual shift from shouting at people about energy to inviting them to be more in touch with energy.

# Exploring current practices for battery use and management of smartwatches

## Abstract

Smartwatch battery usage, user's satisfaction and concerns, and recharging patterns through online survey and data analysis

## Key Point

- To address these, we conduct two studies: one to examine usage behaviors of 59 smartwatch users via an online survey, and the other to analyze the battery usage data from 17 Android Wear smartwatch users.

- Our key findings reveal that 1) many users are **satisfied** with current battery life of their smartwatch or in a neutral position, 2) the drain rate of the smartwatch battery is relatively low compared to that of the smartphone even with very frequent interactions, and 3) users usually recharge their smartwatch once a day despite having sufficient battery remaining.

-- We conduct an online survey

with 59 participants (including 2 females) in order to understand the following three aspects of the smartwatch: 1) its main usage, 2) concerns about its battery life, and 3) recharging patterns of its battery.

- We investigated why the participants showed different levels of satisfaction. To this end, we asked **“How often do you experience situations where you need to, but cannot recharge your smartwatch?”**; We also asked **“Do you keep wearing your smartwatch when it could not operate due to running out of battery?”**; **“Describe your level of discomfort if your smart device were to be turned off for the whole day”**; To examine the sensitivity to the remaining battery, we asked about the **frequency of checking the battery level**.

- From these results, we could see that users' concerns about the current battery life of the smartwatch are relatively lower than those for the smartphone.

This would be mainly because the main usage of the smartwatch so far is smartphone-dependent.

- the participants recharged their smartwatch much earlier than the battery was depleted; They stated that they recharge it habitually either when they go to bed or return home; We conjecture that this is mainly because the participants are already habitualized to recharge their smart devices on a daily basis; Unlike the smartwatch, the participants tend to recharge their smartphone whenever recharging is possible; (because)while the participants feel bothered from such frequent recharging, they try to keep their phone alive to maintain the connection with others.

# Home, habits, and energy: examining domestic interactions and energy consumption

## Abstract

Ways in which everyday interactions with technology in the home are performed without conscious consideration of energy consumption but rather are unconscious, habitual, and irrational.

## Key Point

- energy consumption can be characterized as “the routine accomplishment of what people take to be the ‘normal’ ways of life.”

- interactions for which conscious considerations of energy consumption are made are often irrational, a phenomenon that has been referred to as the “efficiency paradox” of energy consumption

- behaviors can be changed without necessarily first changing attitudes

- - Our study revealed that (i) people are often unaware of

energy-conserving options for products and, importantly, (ii) people often ignore visible options, instead relying on habit and split-second decisions.

- Instead of highlighting “energy efficient” settings on, for example, washing machines, designers might instead highlight a “high-energy” cycle, reversing descriptive normative messages to imply that the high-energy option is not “normal” usage.

Appendix D

# User Studies of Current EP

# Question List of Online Survey

16/08/2020

How do you perceive the energy of your mobile phone?

## How do you perceive the energy of your mobile phone?

\*Required

Hi there, I'm Bao Baihong, a design student from TU Delft. I'm conducting user research about the relationship between people and the energy of their mobile devices. This questionnaire is about your daily mobile phone usage and it will take around 3 minutes. Thanks for your corporation!

1. Your age, please? \*

2. First, I would like to know your daily care about energy level of your mobile phone. Please choose one of the descriptions below you think fits you (A short description is welcomed If you have something more to say!) \*

Mark only one oval.

- I always check the battery status actively to see if I need to charge my phone.
- I just check the battery level by glimpsing on the battery percentage when I'm on my phone.
- I seldom check the battery actively unless it notifies me to recharge.
- Other: \_\_\_\_\_

16/08/2020

How do you perceive the energy of your mobile phone?

3. How do you feel about the battery level below? Scale your comfort level from 1 to 5. (5 is the most comfortable,1 is the least comfortable) \*

Mark only one oval per row.

	1	2	3	4	5
100%	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
70%	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
50%	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
30%	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
20%	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
10%	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
5%	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

4. Next, I want to know what battery level will trigger you to charge your phone? Write down the percentage that makes you want to charge immediately. (If you don't care you can also write it down) \*

Mark only one oval.

- 5%
- 10%
- 15%
- 20%
- 30%
- 40%
- 50%
- 60%
- 70%
- 80%
- 90%

5. You've reached the end of this section! How will you feel if your phone run out of power during the day but you can't charge it instantly? Scale your discomfort level from 1 to 5. (1 is the least discomfort and 5 is the most discomfort) \*

Mark only one oval.

1	2	3	4	5
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

How do you charge your mobile phone?

6. I would like to know how do you charge your phone under different conditions. So please view the options below and choose what fit you. You may choose multiple choices here. \*

Tick all that apply.

- I carry a power bank during commuting
- I use cable chargers when I'm at home or office
- I use wireless chargers when I'm at home or office
- Other:  \_\_\_\_\_

7. Describe your experience about the way of charging, 1 is the worst, 5 is the best and 0 is no experience. \*

Mark only one oval per row.

	0	1	2	3	4	5
Powerbank	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Typical cable charger	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Wireless charger	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

8. When do you usually charge your phone on a typical weekday? Choose multiple options that fit you or write your own answer. \*

Tick all that apply.

- I charge it at night when I'm sleeping
- I charge it after getting up
- I charge it on and off during the day
- I charge it in a settled time slot
- I charged it after getting back home
- Other:  \_\_\_\_\_

16/08/2020

How do you perceive the energy of your mobile phone?

9. I'm sure many people have formed their own charging routine. Could you describe it if you have your own plan for charging? You could skip this question if you don't have a routine of charging

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#### How do you manage the energy of your mobile phone?

10. Have you ever changed the way of using your phone to trade for an extension of battery life? \*

*Mark only one oval.*

- Yes
- No
- Maybe

11. Now let's turn to some hard situation. What will you do if your phone is about to shut down but you cannot charge it instantly? \*

*Tick all that apply.*

- I'll continue use it and try to find a way to charge it as soon as possible.
- I'll turn on Low power mode and try to extend battery life
- Let it go. I have other things to focus on.

Other:  \_\_\_\_\_

16/08/2020

How do you perceive the energy of your mobile phone?

12. How does it feel when you experience the previous situation? You could use a short sentence to describe your feelings.

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Google Forms









Table with 3 columns: Question ID, Question Text, and Answer Options. Includes a section for 'C. 教师使用教学策略与情境创设'.

Table with 3 columns: Question ID, Question Text, and Answer Options. Includes a section for 'B. 教师在课堂中创设情境'.

Table with 3 columns: Question ID, Question Text, and Answer Options. Includes a section for 'B. 教师在课堂中创设情境'.





# Question list of Online Interview

## Introduction

Hello, my name's Bao Baihong. I'm doing a research about the energy interactions between people and their smart devices. I'll ask some questions about your interactions between you and your devices regarding to energy. It'll take around 20 minutes.

trade for a extension of battery life?

- How do you usually do? And why do you do that?
- What about other devices?

## Perceive battery level

- How often do you check the battery level of your phone? What's the feeling?
- What about other devices? Like wearable devices, tablets and computers?

## Way of charging

- How do you usually charge your phone?
- Could you describe your daily routine of charging in a typical week day?
- What's the feeling of it?
- What about other devices?

## Battery Management

- Have you ever experienced the situation that you have to change your way of using the phone in

Appendix E

# Expert Interview



# Question list of Expert Interview

## Introduction

Thank you for your time to take part in this expert interview. My graduation project focuses on the influence that energy harvest will bring to future human-energy relationships between user and future device. I want to have a deeper understanding of this technology from a designer & researcher's perspective, so that I could be able to conceive the future human-energy relationship. I'll be asking some future-oriented questions, trying to get your opinion on how this technology will be applied and developed in the future. I'll record the audio during the interview, all the data will not be uploaded to any website, only for me to refer back during my research. It'll be archived in the repository of TU Delft.

## Intermittent operation

- As far as I understand, this sudden "on and off" effect will happen hundreds of times in one second. But what will people experience this side-effect in reality? (Let's say an energy-

harvesting version of smartwatch \ smartphone)

- a. How long will it last?
- b. How often could people experience that side-effect?

- Does this side-effect have a relation with the surrounding environment?

- a. The frequency or last time could be affected by the environment?

- Is this intermittent operation an inherent attribute that perhaps the future developers, designers and even users have to get used to? Or it will be overcome in the foreseeable future?

## Capacity of energy harvesting

- I know that you've successfully managed to create an energy-harvesting version of Gameboy, which is quite impressive. Do you think it will be applied to smartphones or smartwatches in the near future?

- a. What are the (advantages and) limitations?
- b. What are the barriers?

- I know that the environment

matters a lot considering the efficiency of harvesting. How big is the difference?

- a. To what extent will the environment affect the efficiency of the harvesting process?

b. Will people's actively taking part in the harvesting process make a huge difference?

- Are there any other factors that will affect the capacity of energy harvesting?

## Multiple energy source and charging

- Since different energy sources could be harvested, what's the difference of efficiency among different energy sources?

- Will the energy consumed immediately or it could be stored for later use?

- Is it possible to harvest and manage multiple sources of energy in one device? (Maybe a management system is needed)

Appendix F

# Prototype Testing

# Introductory Document

## Who am I

My name's Bao Baihong, you can also call me Jason. I'm a design student of TU Delft who is now conducting my graduation project about future relationship between people and intermittently powered devices, which means devices powered by surrounding energy.

## Appreciation

First I want to thank you for participating in my prototype test. Feel free to talk about any feelings you may feel and any doubts you have during the test.

## What am I doing

I'm now doing a prototype test about how users react to devices powered by environmental energy like solar energy. I want to know how users will react to the interruptions, how they feel and what users think when reacting.

## How will prototype

## behave

The prototype you're about to experience is a phone with a Spotify interface. You can use it just as how you use Spotify or any other Music Streaming App. The difference between an experience prototype with your own smartphone is that this prototype is powered by sunlight. Therefore you may experience some "interruptions" when listening to the music, performing as a few seconds on and a few seconds off. When the level of sunlight changes, the level of "interruption" will also change accordingly.

## Tasks

There are no specific tasks about this test. All you need to do is try to use this music player when you want to listen to music in the following 2 days and record what you experience.

## Explorative Sessions

First, let's explore how this prototype works together so you

can get familiar with it.

1. You can try to play and pause music first.
2. You can also switch between each track by swiping the cover.
3. Next, let's see how the interruption feels like.
4. The level of interruption is related to the amount of surrounding solar energy. So feel free to move around and experience.

# Interview Questions

## Starting with Specific Actions

- I see you doing..., could you explain what do you think when doing this?
- What makes you doing ...?
- I notice that you bumped into troubles when... what make it difficult?
- You said... during..., what do you mean by saying that?

## Overall Experience

- This prototype is a simulation of what Intermittent powered device would perform. How do you describe the overall experience?
- What's the most frustrating part that you think this device will bring?
- Do you think this device is anywhere better than the device that you currently own?
- What do you feel overall?

## Future Imagination

- If one of your device like phone, laptop or tablet turns into intermittently powered, which one

do you want?

- What do you think your adaptation will experience?
- How will you design the futuristic UI for energy indicator?

**Master Thesis -  
Appendix**

**by Bao Baihong**

August 2020