**Quick Facts**

- 9 Partners
- 15 Schools from Greece, Italy, and Sweden
- Aiming to cut down energy consumption
- IoT infrastructure to monitor energy consumption and environment
- Real-time feedback through games and other interfaces
- Students, teachers, buildings managers, government officials
- Horizon 2020 funding

**Goals**

- Real-life validation across European regions
- Raise awareness regarding environmental effects on energy spending
- Develop feedback mechanisms to notify students, faculty, staff, and parents on energy consumption
- Competitions across educational communities
- Utilize energy consumption data to improve energy efficiency of buildings

**Timeline**

From February 2016 to January 2019

Feb 2016 - Sep 2017: Design, setup and test infrastructure, systems and educational material

Oct 2017 - Oct 2018: Trial evaluations

Sep 2018 - Jan 2019: Evaluation & GAIA products

**Social Networks & Competitions**

Community engagement of:
- Students
- Parents
- Teachers
- Building managers
- School & University authorities
- Municipalities
- Relevant SMEs
- Research community