

GAIA

Green Awareness In Action

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GAIA's design philosophy

- GAIA aims to improve energy efficiency through the awareness of user groups related to the educational process and the educational community.
- We use the available infrastructure in schools to collect relevant measurements.
- This information is used by a set of applications to lead to energy-efficient behavior, which is assessed through continuous monitoring of building energy consumption.

Privacy Policy

- It is very important to us.
- We use anonymity techniques in every service and application of GAIA.
- The most important step occurs during the collection of data from inside the buildings.
- All data collected is "aggregated" at 5 minute intervals.
- This allows us to get everything we need from the required information and analysis of the data, but it also removes data that could characterize actions of specific individuals.

Single-Sign-On Service

- GAIA users can create a user account.
- This information may include, in addition to user status (student, teacher, building manager) age, gender or institution.
- It is the passport to have access to the services of the project and is the key to the participation of educational staff in the educational game (GAIA Challenge).

Security

- All communications through the portal are encrypted with a high degree of SSL certificate security and can only be accessed by authorized service users within GAIA.
- All personal user information (such as password) is also stored in an encrypted way.

Access to services

- Access to GAIA services is only possible with the use of a valid user account with rights and with a role that gives access to these data.
- Likewise, access to information such as the number of sensors in a building, sensor names, etc., is provided with the same method.

GAIA Challenge

- The concept revolves around some "tasks" and "excursions" to help students achieve a better understanding of concepts such as sustainability and energy efficiency.
- To achieve this, end-users can:
 - Sign up for the GAIA Challenge.
 - Get into this system.
 - Interact with the real-time data provided by the system.
 - Have access to the other system users' posts about their game progress, in the same school, or other school facilities.

Data

- For the actual data used in GAIA, there are 2 broad categories:

Data from the real world, produced by environmental sensors.

Data strictly related to the operation of the software for the educational game, that is, data related to the end user's profile and activity.

Data Types

- For the second data category, there are 3 categories for which GAIA stores data:
 - User registration to the GAIA subsystem.
 - User profile in this subsystem.
 - User activity within the aspects of the educational game.

GAIA Challenge

- Regarding the registration of end-users in GAIA Challenge, end-users should provide:
 - A valid username.
 - The name of the school attending courses.
 - Name of a particular class of their school.
- Providing an email is voluntary in order to retrieve data, such as a password.
- GAIA does not request personal data such as date of birth, gender, etc. so that users / students do not need to provide unnecessary data during and after their registration on the GAIA platform.

Questionnaires

- For internal evaluation purposes, we use anonymous questionnaires that are filled in by students.
- The main objective is to directly assess the activities of the project by students.

Data policy after the project ends

- All personal data that cannot be immediately anonymized, will be deleted 3 months after the end of the project, or 9 months after collection, whichever is the earliest.
- The data provided by students and other participants, intended for use within the system, will not be deleted, but all participants will be able to delete, or correct data produced / provided by them.