

Smart electricity use, money in the pocket / time-of-use scenario demonstration system

Descriptions of application scenarios

User demand	Enable understanding of contents of time-of-use to users through games, to adjust electricity consumption upon the electricity price in various peak hours or off-peak hours, summer or non-summer months, in which users will be able to chose time-of-use to save electricity upon their habits and type of electricity use, enabling a triple-win position among power company, user and society.
Purpose of service	Understand power supply cost in peak, non-peak hours, peak hours report high rate while off-peak hours report lower rate, users to cooperate and adjust time of electricity use, to switch electricity use from peak hours to non-peak hours to save expenditure.

Descriptions of applied technologies

Applied technologies	<ul style="list-style-type: none">● Time-of-use● Demand response and control
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