

# Scoping the value creation with the consumers: modernizing energy education with EEC

This was a project with the Energy Evolution Center (EEC) of Eskilstuna municipality, where MDH students played a crucial part of identifying the needs of the stakeholders for co-creation of value; a wanted feature for knowledge creation within the field of energy and how youths will want to learn about it.

## Innovation or Design Challenge

The purpose of this project was to identify the needs of the pupils of a local gymnasium to be able to co-create an artifact that focuses on knowledge and learning about energy. The artifact creation was based on a common denominator of the participants.

## Research Question(s)

What are the common interests of the pupils at Rinman gymnasium within the field of energy?

What could interactive learning artifact look like, and how can it be integrated into gymnasium programs to fit both teachers and pupils?

## Project benefits

The project goal was to spread awareness of energy and its importance. Further, we had to create an incentive to learn about why we need clean energy production and the benefits of using specific production systems.

There can be a positive impact for society as the artifacts of this project could contribute to life-long learning for the young adults within their current educational system. We suspect better knowledge of energy and its applications can impact where they will work in the future.

## Project outcome and next steps

To modify and adapt a game to fit the specific needs of the teachers and pupils. There are many games with the possibility to be adapted for educational purposes and this is what we have chosen to follow up. This means that the game we found (Cities: Skylines) has the fundamentals that are needed to fulfill the wants and needs of both teachers and pupils. Therefore, we thought this concept was an adequate starting point of implementation within the education of the pupils.

## Prototype/Business model

The use of a game that creates an interaction between pupils and teachers. A virtual scenario that could be suited to the learning outcomes of the courses that are taught within the school. A fun and creative learning platform that aims to have educational adaptation to the focus within city planning and energy production/consumption. For more about our project, scan the QR codes below!



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