CBEI - Collaborative Approaches for Integrated Energy Retrofits

2015 Building Technologies Office Peer Review

John Messner, jmessner@engr.psu.edu
Charles and Elinor Matts Professor of Architectural Engineering
CBEI - The Pennsylvania State University
## Project Summary

### Timeline:

<table>
<thead>
<tr>
<th>Start date:</th>
<th>February 1, 2013</th>
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<tbody>
<tr>
<td>Planned end date</td>
<td>April 30, 2015</td>
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### Key Milestones:

1. Three work sessions in collaborative workspace (April 30, 2014)
2. Work with 5 project teams in collaborative workspaces (April 30, 2015)

### Budget:

- Total DOE $ to date: $0.459 M
- Total future DOE $: $0 M

### Target Market/Audience:

Project teams with a focus on integrated design solution development to improve building energy performance.

### Key Partners:

- CBEI – Penn State
- Penn State Office of the Physical Plant
- Retrofit Project Teams

### Project Goal:

To benchmark, evaluate and demonstrate the use of interactive workspaces and information technology infrastructure solutions for efficiently and effectively supporting integrated design teams. The demonstration will leverage interactive workspace components for planning retrofits and will be performed in the Immersive Construction (ICon) Labs.
**Vision:**
By 2030, deep energy retrofits that reduce energy use by 50% in existing SMSCBs, which are less than 250,000 sq ft.

**Mission:**
Develop, demonstrate and deploy technology systems and market pathways that permit early progress (20-30% energy use reductions) in Small and Medium Sized Commercial Buildings.

**Our Goals:**
- Enable deep energy retrofits in small to medium sized commercial buildings
- Demonstrate energy efficient systems tailored for SMSCBs in occupied buildings – living labs
- Develop effective market pathways for energy efficiency with utilities and other commercial stakeholders: brokers, finance, service providers.
- Provide analytical tools to link state and local policies with utility efficiency programs

**CBEI Partners**
Purpose & Objectives

Problem Statement:
Energy efficient design requires collaboration, and integration of systems, processes and collective team knowledge.

Target Market and Audience:
This project focuses on energy efficient retrofits projects. The primary audience is project team members, and companies, that are focused on delivering energy efficient retrofit projects.

Impact of Project:
Through the development of clear guidelines for creating and implementing interactive workspaces, we aim to improve team integration to better support design decisions that impact overall building energy consumption.
A Core CBEI Focus

Integration of Systems

Integrative Design

INTEGRATION

Integrated Process

Integrated Team
Approach

**Approach:**
Leverage interactive workspaces to support integrated teamwork to improve design and delivery of energy efficient retrofit projects. We have developed specific workflows to enable the use of interactive workspaces to support the design review process for energy retrofit projects.

**Key Issues:**
Our target is team integration. A significant challenge within this effort is the shift in approach necessary by project teams (including the owners, architects, engineers, and contractors) to successfully leverage integrated workspaces. We have worked closely with project teams to demonstrate the value that can be obtained with altering common (less collaborative) work practices.

**Distinctive Characteristics:**
Focus on supporting a project team with a collaborative, interactive work environment that leverages modeling content. Several industry partners have embraced the approach and are either designing their own workspaces, or implementing the ICon Lab facilities for their projects.
Interactive Workspaces

A physically located technology and media enabled project space facilitating human centered interaction and meaningful collaboration of project team members utilizing heterogeneous devices and software featuring large format displays, for content sharing and media viewing, and multi-modal interaction systems.
The Immersive Construction (ICon) Labs

The ICon Lab contains an affordable immersive projection display which allows 3D and 4D models to be displayed in stereo at full scale.

**Features:**
- 3 screen active stereo projection
- User-tracking system
- Video-conferencing
- Interactive whiteboards
- Seats 30 people
Case Study Projects Begin Deployment at National Scale
Locations of Workspaces in Database
Interactive Workspace Use Cases

**Primary Use Cases**

- Design Verification
- Construction Coordination
- End User Design Reviews
- High Performance / Building Infrastructure

**Secondary Use Cases**

- Engineering Visualization
- CFD Visualization
- Big Data
- Energy Visualization
Progress and Accomplishments

Lessons Learned:
- Project teams can benefit from leveraging interactive workspaces by gaining knowledge from a diverse group of participants
- We are not changing the analyses, but instead, changing the communication of the results to improve decision making
- Implementation requires a champion

Accomplishments:
- Interactive Workspace Guide will be release at the end of April 2015
- 2 Building Energy Informatics Summits hosted at CBEI Headquarters
- Database of Interactive Workspaces

Market Impact:
- To date, nine projects leveraged the ICon Labs in the design process, and more are following
- Four organizations designing collaborative spaces within their offices based upon project results
- Significant owner (Penn State) is implementing reviews in ICon Lab on all new major projects.
Project Integration and Collaboration

Project Integration:
Project team meetings and visits are frequently scheduled within the ICon Labs. These meetings directly demonstrate the approach to using interactive workspaces to improve integrative design.

Partners, Subcontractors, and Collaborators:
This project is focused on improving the integrative design strategy for retrofitting SMSCB within CBEI. We work closely with project teams performing retrofit projects. One partner is the Penn State Office of Physical plant, who through the demonstration of the value of design reviews, has made it standard practice to implement reviews within interactive workspaces such as the ICon Lab.

Communications:
We have hosted many visitors in the Immersive Construction Labs at the Navy Yard and University Park. Results from this project have been presented at two ASCE Computing conferences and a Construction Virtual Reality conference. Project teams that have worked in the space are our best deployment mechanism with most of our current case studies including at least one repeat team member.
Industry Participants in Case Study Projects

**Engaged with Industry**

- EYP
- Stantec
- DPR Construction
- Gilbane Construction
- Penn State Office of Physical Plant
- Clark Nexon
- SMP Architects
- Turner Construction
- State College School District
- Balfour Beatty
- Kieran Timberlake
- Clayco
- Crabtree Rohrbaugh and Associates
- Weber Murphy Fox
- Mascaro Construction
- C.B. Development Corp.
- Barton Malow
- Roberson Butz Architects
Building Energy Informatics Summit

**Goals:**
- Share Experiences
- Identify Future Directions
- Connect/Network

**Results:**
- Large Congregation of Attendance
- Multiple Sessions & Facility Tours
- Networking Opportunities
- Summary of Future Directions
Next Steps & Future Plans

Interactive Workspaces Guide to be release in April 2015.

DOE support for this project will end in April 2015.

Our team will continue our work with collaborative workspace project case studies via future sponsors of projects.

Will be disseminated on the CBEI website as well as the bim.psu.edu website which has yielded over 20,000 downloads of BIM planning guides.
Acknowledgements

- Industry Participants
- CBEI Team Members
- DOE Collaborators

“Tomorrow’s innovators will invest more in playing with prototypes, modeling marketplaces, and simulating scenarios because that will become the best way to create new value and profitably deliver it to customers. Innovative models inspire innovative behavior.

... the value of prototyping arises from how people behave around prototypes.”

- Michael Schrage from Serious Play (2001)
REFERENCE SLIDES
**Project Budget**

**Project Budget**: The project is funded through The Penn State Consortium for Building Energy Innovation. CBEI is a 5 year initiative. The current budget period is Budget Period 4 (BP4) which is from May 1, 2014 to April 30, 2015. BP5 is scheduled to start on May 1, 2015. There is no budgeted work in BP5 related to this project.

**Variances**: None

**Cost to Date**: Approximately 90% of the current BP4 funds have been spent to date.

**Additional Funding**: Matching funds from the Consortium for Building Energy Innovation (CBEI).

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**Budget History**

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<thead>
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<th>CBEI BP3 (past)</th>
<th>CBEI BP4 (current)</th>
<th>CBEI BP5 (planned)</th>
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<tr>
<td>DOE $180,726</td>
<td>Cost-share $60,951</td>
<td>DOE $278,459</td>
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<tr>
<td>DOE $0</td>
<td>Cost-share $0</td>
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CBEI – Consortium for Building Energy Innovation (formerly EEB Hub)
BP – Budget Period
## Project Plan and Schedule

### Project Schedule

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<td>Q1 (Feb-Apr)</td>
<td>Q2 (Mar-May)</td>
<td>Q3 (Jun-Aug)</td>
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<td>Q1 (May-Jul)</td>
<td>Q2 (Aug-Oct)</td>
<td>Q3 (Nov-Jan)</td>
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<td>Q1 (Jan-Mar)</td>
<td>Q2 (Apr-Jun)</td>
<td>Q3 (Jul-Sep)</td>
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<td>Q4 (Oct-Dec)</td>
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<td>Q4 (Feb-Apr)</td>
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### Past Work

- 1st Building Energy Informatics Summit
- 3 Demonstration Projects in Year 3
- Form Industry Advisory Board
- Benchmark Interactive Workspace Facilities and Use Cases
- 2nd Building Energy Informatics Summit
- 5 Additional Demonstration Projects in Year 4
- Develop Interactive Workspace Guide

BP – Budget Period for Consortium for Building Energy Innovation (formerly EEB Hub)