

Agenda

Abstract:

Within the thematic workshop, we will present how the usability of smart charging apps can be ensured. We will address the requirements of the users and present results from three different use cases. Study participants will also have the opportunity to interact with and test a prototypical smart charging app. Finally, there will be room for questions and discussions.

14:30 - 14:45 | Welcome and Introduction

- Welcome and Introduction to the FLOW Project by Project Coordinator (Josh Eichmann)
- The role of smart charging apps in V2G user acceptance (**Bettina Kämpfe**)
- How to ensure usability in smart charging apps? (**Bettina Kämpfe**)

14:45 - 15:00 | Recommendations for user centred app design (Bettina Kämpfe)

- Presentation of key insights and recommendations from D2.4
 - General recommendations for user-centred smart charging apps (overview)

15:00 - 15:20 | Discussion: Designing for User Needs – Opportunities and Challenges (all, Lead: Madlen Günther & Bettina Kämpfe)

- Open discussion on user preferences, transparency, and control in smart charging from different stakeholders' view

15:20 - 15:35 | Case Studies: Challenges and Key Findings (Bettina Kämpfe)

- Summary of studies from Menorca, Copenhagen, and Dublin
 - **Case Study 1:** Promoting Smart Charging in Menorca through User Information Design
 - **Case Study 2:** Usability Insights from the Spirii Go App
 - **Case Study 3:** Enhancing Charging Availability and Communication Tools in Dublin

15:35 - 15:55 | Practical Session: Testing a Prototype (Bettina Kämpfe)

- Interactive demonstration of a prototype smart charging app
- Participants explore features
- Provide feedback through a simple UX assessment

15:55 - 16:15 | Feedback and Recommendations (Bettina Kämpfe)

- Collection of participant feedback and Discussion

16:15 - 16:30 | Closing Remarks (Bettina Kämpfe and Josh Eichman)

- Summary of key takeaways
- Next steps and opportunities for collaboration