



SANDIA INTERACTIVE WAVE ENERGY EDUCATION DISPLAY (SIWEED)

Developed by Sandia summer interns, the Sandia Interactive Wave Energy Education Display (SIWEED) comprises a small wave tank (about the size of a fish tank), a wave maker, a small wave energy converter, and a small model town. As participants change the waves amplitude and frequency by operating a graphic user interface, they observe how the energy generated by the wave energy converter (WEC) changes, lighting up the model town. This experience gives users a rare, up close opportunity to interact with marine hydro kinetic energy, and its possible applications to the blue economy.

OBJECTIVES

To provide an accessible means for a wide-ranging audience to learn about wave energy:

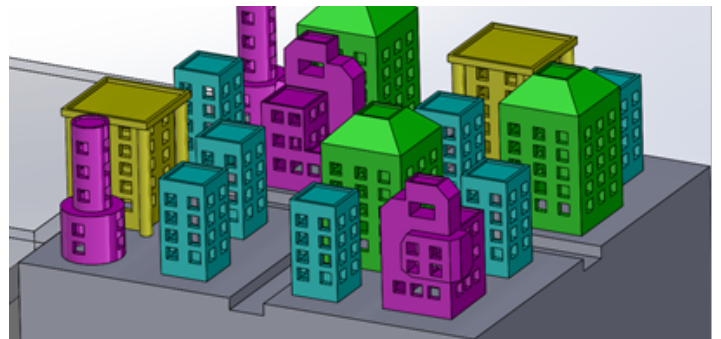
- "What is a wave energy converter (WEC)?"
- "How do different waves travel?"
- "How does the power generated change in different waves?"
- "How do different WEC controller tunings change the power generated?"



Sandia interns review their summer project.

PROJECT OVERVIEW

- The user controls and changes wave dimensions and sees the power output by the WEC
- Graphic user interface (GUI) to control:
 - Wave input
 - WEC control tuning
- A small mock city lights up based on the amount of energy received by the WEC



Early rendering of the mock city to be lit by the WEC.

SYSTEMS DETAILS

- Open-source system implemented with inexpensive hardware (with Arduinos)
- ¾ inch acrylic tank, 1.5m x 0.3m x 0.5m
- 3D printed town and plunger
- Screw drive train
- Interactive graphic user interface
- Real time wave data display

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Watch the Sandia Interactive Wave Energy Education Display (SIWEED) at: www.youtube.com/watch?v=PcOHZWLtS8c