



D8.1; Collaborative internal web-platform

PUBLIC

Contractual date of delivery to COM	M3
Actual date of delivery to COM	M4
Author(s)	Marie-Laure Fontaine, Christelle Denonville
Lead participant	SINTEF
Contributing participants	-
Work Package(s)	WP8
Dissemination level (PU/PP/RE/CO)	PU
Nature	Report
Total number of pages	3

Executive summary

This report is a brief description of the structure and feature and future expansions of the GAMER's project collaborative internal web-platform launched on January 2018. This platform consists in an eroom restricted to GAMER's partners.

Contents

Executive summary	1
1 Introduction.....	2
1.1 The GAMER project	2
1.2 Deliverable D8.1	2
2 Eroom	3
3 Acknowledgements	4



1 Introduction

1.1 The GAMER project

The GAMER project aims at developing a novel cost-effective tubular Proton Ceramic Electrolyser (PCE) stack technology integrated in a steam electrolyser system to produce pure dry pressurized hydrogen. The electrolyser system will be thermally coupled to renewable or waste heat sources in industrial plants to achieve higher AC electric efficiency and efficient heat valorisation by the integrated processes. The project aims at establishing a high volume production of novel tubular proton conducting ceramic cells. The cells will be qualified for pressurized steam electrolysis operation at intermediate temperature (500-700°C). They will be bundled in innovative single engineering units (SEU) encased in tubular steel shells, a modular technology, amenable to various industrial scales. GAMER focuses on designing both system and balance of plant components with the support of advanced modelling and simulation work, flowsheets of integrated processes, combined with robust engineering routes for demonstrating efficient thermal and electrical integration in a 10 kW electrolyser system delivering pure hydrogen at minimum 30 bars outlet pressure.

Partners of GAMER are:

<i>Partner (short name)</i>	<i>Country</i>
SINTEF (SINTEF)	Norway
Coorstek Membrane Science AS (CMS)	Norway
CSIC, Instituto de Tecnología Química (CSIC)	Spain
Carbon Recycling International (CRI)	Iceland
University of Oslo (UiO)	Norway
MC2 Ingeniería y Sistemas SL (MC2)	Spain
Shell Global Solutions International B.V. (SGSI)	Netherlands

The consortium covers the full value chain of the hydrogen economy, from cell and SEU manufacturer (CMS), system integrators (MC2, CRI), through researchers (SINTEF, UiO, CSIC), to end users in refineries, oil and gas, chemical industry (CRI, SGSI, with advisory board members YARA and Air Liquide). All along the project, these experienced partners will pay particular attention to risk management (technical, economic, logistic, business) and ensure progress of the technology from TRL3 to TRL5. The overall consortium will perform strategic communication with relevant stakeholders in order to ensure strong exploitation of the project's results.

1.2 Deliverable D8.1

The objective of this task is to establish an effective project management structure and ensure efficient and high-quality communication between the partners with smooth transfer/exchange of information.

A web-based shared information space in the form of an e-room has been created for this purpose, enabling effective handling of documents and communications within the consortium.



2 Eroom

The eroom was created in January 2018. It is hosted by SINTEF:

<https://project.sintef.no/eRoom/facility/GAMER>

All partners have received access to the eroom with a password. All partners have successfully accessed it and use it.

The screenshot shows the SINTEF eRoom interface for the GAMER project. The left sidebar lists categories such as General Information and Administrative Data, Reporting, Scientific/Technical, Dissemination/Publications, Meetings, Exploitation, Amendments, and a Recycle Bin. The main area displays a grid of folder icons with labels: 01 General Information and administrative data, 08 Amendments, 07 Exploitation, 03 Scientific/Technical, 02 Reporting, 05 Meetings, 04 Dissemination / Publications, and another 02 Reporting icon. At the bottom, there are buttons for creating new files, marking them as read, and managing commands.

Figure 1: Layout of GAMER eroom

The eroom contains several folders dedicated to the various activities of the project (research, meetings, dissemination, reporting, exploitation, amendments, and general administrative documentation).

It offers several functionalities:

- Storage of data and reports
- Planning of meetings (see figure 2)
- Voting for acceptance/modifications of publishable results (see figure 3)



SINTEF

My eRooms > GAMER > 05 Meetings > Project meeting plan

Support logout 🔍 🌐 🌐 🌐 🌐

Project meeting plan edit

a project plan created by Marie-Laure Fontaine on 8 mar 18

task remaining task done not counted milestone overall duration

new task all tasks ungrouped in weeks back next start chart on 15 apr 18 go today

Task	ID	Dur.	16 apr. 18	23 apr. 18	30 apr. 18	7 mai 18
All tasks 4		3d				
EB meetings	2	1d				
EB meeting	3	0d				
Discussion about SEU design + electrode	4	0d				
Face to face meeting M6	1	2d				

new task print view access notification export import

select all cut copy copy link paste delete mark read mark unread

Project meeting plan

Minutes of meeting template.docx

Kick-Off meeting in Oslo 30-31.January 2018

MG_0543B (002).jpg

EB meetings

Minutes of meeting template.docx

Project meeting plan

07 Exploitation

08 Amendments

Recycle Bin

Figure 2: Planning of meetings in GAMER

administrative data

02 Reporting

03 Scientific/Technical

04 Dissemination / Publications

00 Publications for approval

Flyer

01 Approved publications

02 Final versions of publications

03 Patents

04 Training courses

05 General presentation and poster

06 Workshops

07 Stands at conferences

08 Researcher Exchange

09 Standardisation activities

10 Dissemination activity reports

11 Newsletters

12 Conferences

Acknowledgement sentence.eml

Deliverable D7.3 draft 1.docx

Dissemination plan GAMER SINTEF 2018.04.09.xlsx

Do and don't.pdf

FCH logo.jpg

FCH_logotype_horizontal.jpg

flag_yellow_high.jpg

Procedure for dissemination v1.0.pdf

create

Name	Modified	Owner	Size
Flyer draft v0.9.pdf	9 mar 18 17:11	Christelle Denonville	266 k (v1)

create add file doc alert access notification

select all cut copy copy link paste delete mark read mark unread

Comments

Poll C Christelle Denonville, 9 mar 18 17:12

Vote

Do you approve the flyer proposed for GAMER?

Yes: 6
No: 0

Votes cast

Christelle Denonville: Yes ✅
Michael Budd: Yes ✅
Truls: Yes ✅
Arian Nijmeijer: Yes ✅
Carlos Atli Córdoba Górdal: Yes ✅
Jose M. Serra: Yes ✅

Small correction Michael Budd, CoorsTek Membrane Sciences, 9 mar 18 17:33

Just a small thing - the 2 on CO2 is not subscript

[add a comment](#) [take a vote](#)

Figure 3: Example of online voting of publishable results in GAMER

3 Acknowledgements

This project has received funding from the Fuel Cells and Hydrogen 2 Joint Undertaking under grant agreement (number 779486). This Joint Undertaking receives support from the European Union's Horizon 2020 research and innovation program, Hydrogen Europe and Hydrogen Europe research.