DESIGN TO ENHANCE ENERGY HARVESTING APPLICATION

Duke Ses Bass Connections

Introduction

Energy Harvesting: to obtain energy from external sources such as wind energy, solar power, mechanical vibrations, ..., and use it to operate a wireless device, or store it in batteries.

The design of an energy harvester, however, is still very empirical and mostly experimental, and very far from the broader user community.

<u>Goal</u>: to expand the application of energy harvesting solutions by developing a computational program than can predict how much energy we can harvest in a generic application and compare the performance with a simple prototype replicating the real-life scenario.

Field Application

Movement is energy \leftrightarrow **Energy is movement:** In other words, for this particular application, we can only harvest energy from a body that is moving.

Real-life scenario: charging your phone while traveling in the

Amtrack Texas Eagle.

How to extract energy from the wind outside the cabin? We can place a very thin plate outside with a piezoelectric element attached.

The plate vibrates due to the wind. The piezoelectric element on the plate is attached to the plate: if the plate deforms, so does the piezo element.





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Piezoelectric components can



Continue working on the code development to include the optimization step \rightarrow it will allow the design of the energy harvesting based on the physical restrictions of the space and availability of materials, for a given scenario.

Moving forward



Energy & Environment



Expand the case study to include other scenarios and assess the performance on energy harvesters to substitute conventional energy sources.