ACTIVITY 3: EROEI (Energy Returned on Energy Invested) of Activity 1

Activity Objective: Determine the EROEI (Energy Returned on Energy Invested) of the two systems in activity 1.

Materials: Chapter 8, paper, computer, printer, Internet Access

Definition: EROEI (Energy Returned on Energy Invested) is the ratio of electricity generated divided by the energy required to build and maintain the equipment, which is an economic measure, closely related to the energy payback time. EROEI is not the same as ROI or economic return on investment that varies according to local energy prices, subsidies available and metering techniques. The EROEI of a photovoltaic (PV) system is in the range of 10 to 30 years, thus generating enough energy over their lifetimes to reproduce themselves many times depending on what type of material, system balance, and the system geographic location. EROEI uses the following formula:

$$EROEI = \frac{Electricity\ Generated}{Energy\ required\ to\ build\ and\ maintain\ the\ equipment}$$

REVIEW VIDEOS:

Energy returned on energy invested of solar (EROEI), Energy return on investment: https://www.youtube.com/watch?v=ZV4itTdbuZs

Procedure:

- 1. Work as partners or small teams.
- 2. Review the above video.
- 3. Research and brainstorm the EROEI (Energy Returned on Energy Invested of a power generating system.
- 4. Calculate the EROEI (Energy Returned on Energy Invested of the system data from Activity 1.
- 5. Create a chart or graph showing the EROEI and EPBT of the PV and CSP systems from your Activity 1 data.
- 6. Show which one has the most promising data.

4	3	2	1
World-Class	Proficient	Developing	Emergent
Learner	Learner	Learner	Learner
Learner at this	Learner at this	Learner at this	Learner at this
level has gone	level has had	level has been	level may or may
beyond mastery of	opportunities to	exposed to & had	not have been
knowledge, skills,	apply knowledge,	opportunity to	exposed to
& attitudes	skills, & attitudes	apply knowledge,	knowledge, skills,
described in	of component of	skills, & attitudes	& attitudes
project. World-	project. Proficient	of project.	required by
class learner	learner has	Developing	academic
consistently	mastered essential	learner may have	standards of the
exhibits high-	attributes, thus	only a few	project.
quality	proving mastery.	essential attributes	

to master before

mastery.

1= Emergent Learner

performance.

2 = Developing Learner

3 = Proficient Learner

4 = World-Class Learner