



D8.1; Collaborative internal web-platform

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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.

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

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.

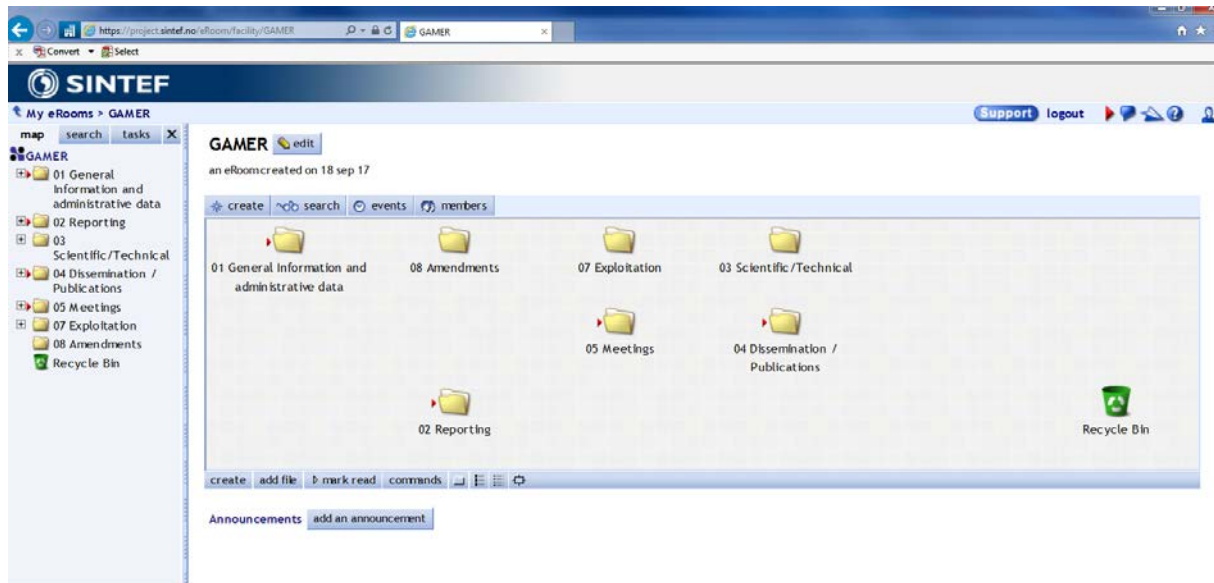


Figure 1: Layout of GAMER eroom

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)

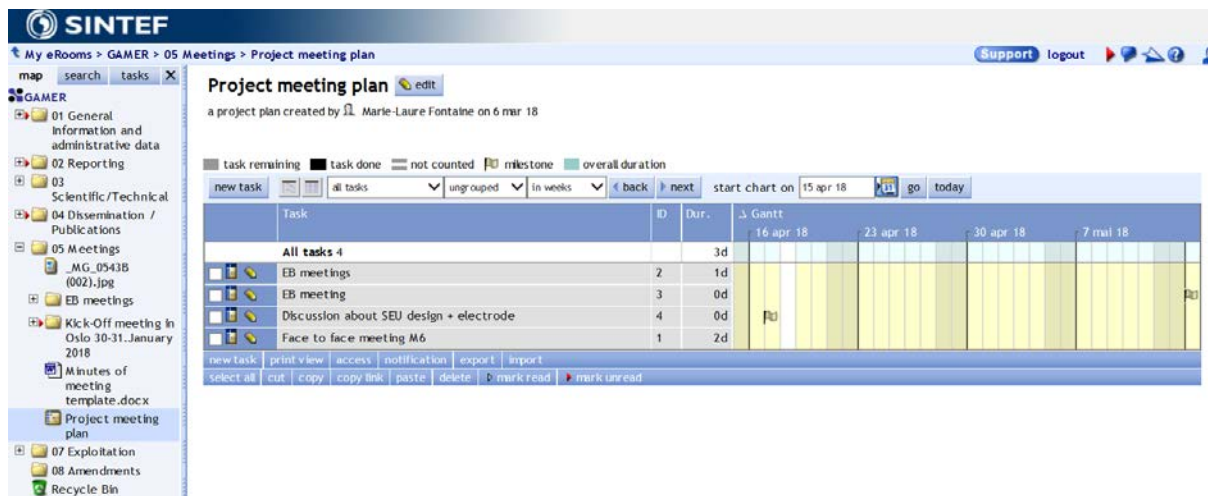


Figure 2: Planning of meetings in GAMER

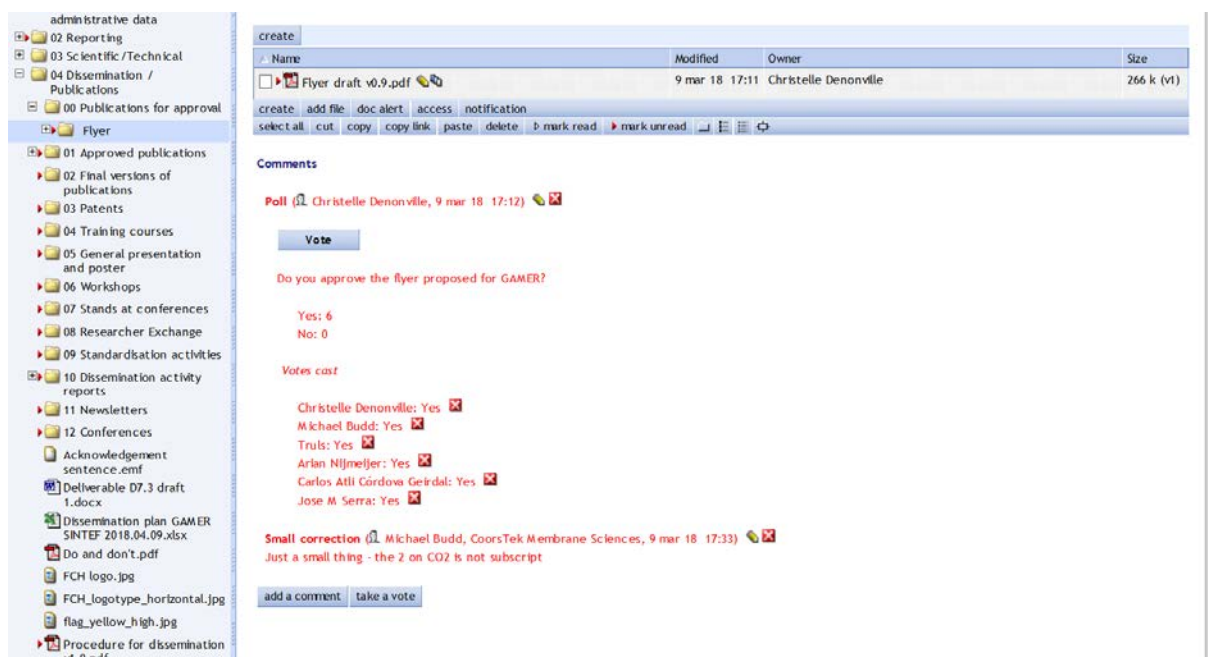


Figure 3: Example of online voting of publishable results in GAMER

3 Acknowledgements

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