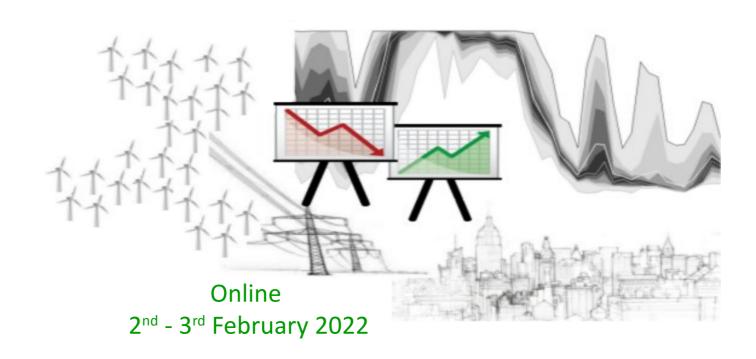


IEA Wind Task 51 "Forecasting for the Weather-driven Energy System"

Kick-off Meeting Workstream Decision-Making under Uncertainty



WS Decition-Making under Uncertainty:

Probabilistic Forecast Games and Experiments

Goals and Objectives of the Initiative

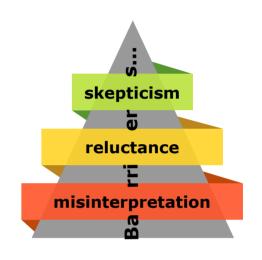


Our aim is:

i test the **most known** and **observed barriers** of making use of uncertainty/ probabilistic/risk forecasts:

- skepticism - reluctance - misinterpretation -

ii develop solutions to overcome these personal barriers





Tools and design structures integrated in our experiments make use of:

- i. Use of "decision from experience" principle rather than "decision from description"
- ii. Use of "learning with feedback" principle rather than "theoretical learning"
- iii. Use of **Gamification**: a game illustrates an action without the seriousness and responsibility that comes from real applications and "a more relaxed atmosphere"



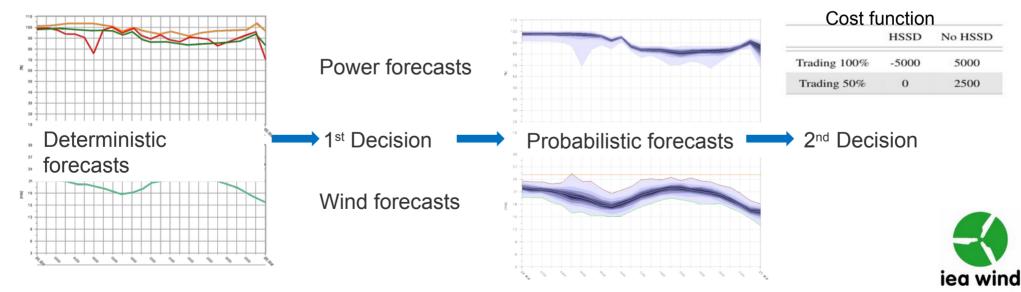
Probabilistic Forecast Games and Experiments

1st Experiment Design (2020) Value of probabilistic power forecasts

How do professionals decide based on probabilistic wind & power forecasts?

Design & Analysis: Dr. Nadine Fleischhut*, Dr. Corinna Möhrlen** & Dr. Ricardo Bessa (INESCTEC)
Host of Experiment: *Max-Planck Insititute for Human Development, Hans-Ertl Center of Weather Reseach, Germany
Ensemble Forecasts: **MSEPS 75 Member EPS of WEPROG

Trade 100% or only 50% wind energy – given the risk of high-speed shutdown?



Probabilistic Forecast Games and Experiments

2nd Experiment Design (2021/22) Value of probabilistic power forecasts

Online: https://meteorology.mpib.dev/wind-power-decisions/about.html -- Go to "Play again?" to play...

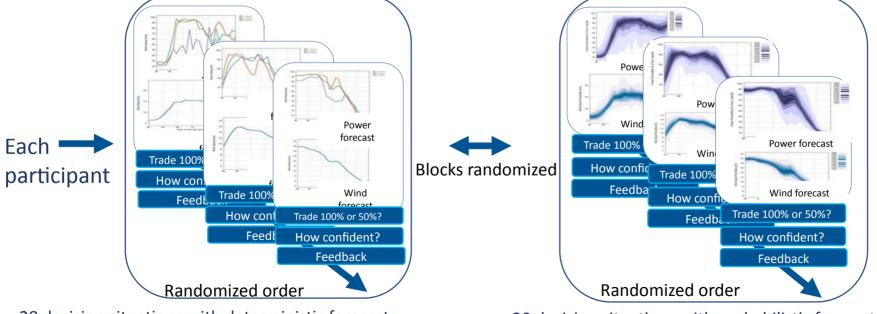
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20 decision situations with deterministic forecasts.

20 decision situations with probabilistic forecasts

Probabilistic Forecast Games and Experiments

ONE SIZE DOES NOT FIT ALL ------ ⑤ ------*) 沖 産 €£\$ 輩

Questions to answer in Task 51

How can probabilistic wind/power forecasts benefit decision making?

Risk communication: How can we improve risk perception?

- Using transparent representations, evidence-based design and evaluation
- Do we have to move from generation forecasts to impact forecasts?

Decision support: How to design decision strategies based on probabilistic information?

- What cues need to be provided for interpretation (e.g. highlight critical thresholds)
- How do we put information in perspective (e.g. comparision, typical distribution)
- How can we allow users to develop decision strategies based on realistic experience
- How can we Provide simple and robust heuristics /decision strategies for users

Next steps:

Evaluate the current running Game/Experiment

- --→ please share the link**!!!
- Design a new experiment for the Summer Workshop
 - use results from experiment 1 and 2 to see, whether there are unanswered questions
 - what other questions should we investigate ???



Playing Games

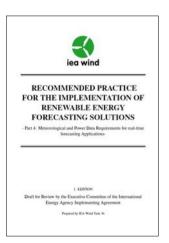
Discussions for Design of new Experiments

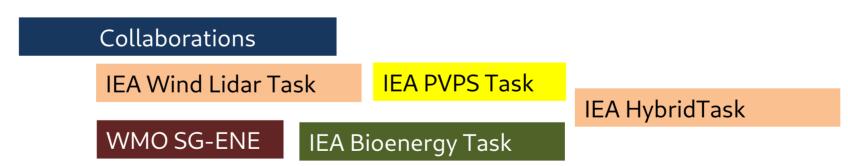
IEA Bioenergy Task

IEA HybridTask

IEA PVPS Task

Recommended Practice Version 3:





Include uncertainty and probabilistic forecasting solutions

