This project evaluates and extends the use of Serious Games to manage the demand-side of electric power distribution in self-organised decentralised community energy systems (dCES). In particular, different interface cues, visualisation methods and interaction affordances, which promote collective awareness as an enabler of successful collective action, are evaluated. The main objective was to design an interface component that would extend the Serious Game Social MPower and incentivise community behaviour. The background to Serious Games and Gamification is explained within the context of community energy systems and the design and implementation of an iOS app for managing local generation and consumption is described. This app gives a real-world implementation of Social MPower and can be used in conjunction with the game, to enable the user to easily view their energy usage, production, community contributions and achievements. The two areas that are focused on are interface improvement and assessing the effect of the app incentives in the short term. It is tested with a heuristic evaluation through user feedback and the results show that the points reward system increased motivation for donating to the community shared resource pool. A longitudinal study can be conducted for future works to see the effect of the app incentives if the game were used over an extended period of time.