



UNCONVENTIONAL RESERVOIR ENGINEERING PROJECT
COLORADO SCHOOL OF MINES



Group Discussion

Research Topics & Priorities



UNCONVENTIONAL RESERVOIR ENGINEERING PROJECT

Kick-Off Meeting, November 16, 2012, Golden, Colorado

UREP Research Interests

1. Understanding pore-scale phenomena
2. Construction/reconstruction of phenomenological description of flow and transport mechanisms
3. Development of new numerical simulators
4. Data analysis and interpretation tools and procedures



UREP Research Interests

1. Understanding pore-scale phenomena

Pore scale models

Diffusion, filtration, osmosis

Lattice-Boltzman simulation

Brownian motion

Capillary effects

Effect of pore geometry

Surface forces



UREP Research Interests

2. Construction/reconstruction of phenomenological description of flow and transport mechanisms
 - Governing transport mechanisms
 - Scale and averaging properties
 - Constitutive relations and quantification
 - Fluid and formation characterization
 - Fit-for-purpose models for real systems



UREP Research Interests

3. Development of new numerical simulators

Bottom-up development of new simulators based on new understanding

Phase behavior based on thermodynamics in confinement

Non-equilibrium thermodynamics

Diffusion and filtration

Black-oil and compositional formulations



UREP Research Interests

4. Data analysis and interpretation tools and procedures
 - Pressure and rate transient analysis
 - Drainage area and interference
 - Production decline characteristics
 - Performance predictions
 - Completion optimization based on reservoir performance
 - Ultimate recovery



UREP Research Program

Based on the discussions of the kick-off meeting, we will create research proposals including deliverables, timetables, and budgets

We will prioritize the proposals based on importance, sequence of ideas, interest, and budget considerations

We will send the list of proposals to the potential sponsors

We will initiate the projects based on the input of the sponsors and the availability of funds

