

## GAMES CONSOLES VOLUNTARY AGREEMENT (GCVA) Explanatory notes to SRI version 2.7

### REVISIONS MADE TO SRI VERSION 2.6.3, NOW VERSION 2.7

The Games Console manufacturers make revisions to the SRI in order to keep it up-to-date with the latest technological and regulatory developments and in response to Commission and stakeholder feedback, where appropriate

As part of their commitments under the SRI, the Games Console manufacturers performed a second review of the SRI in 2019, this time in parallel with the “Videogame Consoles Review Study” conducted by the independent consultants of the European Commission.

In consideration of the 2019 industry review, as well as recommendations from the independent consultants’ report, various revisions to the SRI are proposed in version 2.7. The industry 2019 Review Report explains in detail the rationale behind the proposed changes, and the table below provides a summary of those changes.

Area	Section / page	Update
Scope	2 /p8	<ul style="list-style-type: none"> <li>Revision of “games console” definition</li> </ul>
Energy Efficiency	3.1, Power Caps /p12, 13	<ul style="list-style-type: none"> <li>Removal of the 20 W additional power cap allowances for Natural User Interface</li> <li>Defined separate power caps for 2K &amp; 4K navigation mode</li> <li>Introduce 65 W cap for 2K navigation and 70 W cap for 4K navigation for 4K capable consoles (input from independent Study)</li> <li>Consider reporting power consumption of any separately enabled ray tracing for next generation consoles in the next SRI review</li> <li>Consider definition and power caps for rest modes of next generation consoles in the next SRI review</li> <li>Explained that current power caps account for power variation between different model samples</li> <li>Set requirements against circumvention</li> </ul>
	Annex A-1, 4 /p28	<ul style="list-style-type: none"> <li>Clarified basis of navigation power caps after 15 minutes inactivity (input from independent Study)</li> </ul>
	Annex A-1, 2 /p27 and 4.1 /p28	<ul style="list-style-type: none"> <li>Added a method to check stability of measurements and where necessary extend test time on a case by case basis</li> </ul>
Material and Resource Efficiency	3.2 /p14 ,15, 16	<ul style="list-style-type: none"> <li>Included a commitment to bring mains powered games consoles consuming less than 20 W in Active Gaming mode into the SRI scope for the material efficiency requirements of the SRI applicable to such consoles starting from January 2021.</li> <li>Ensure plastic enclosure parts &gt;100 g are removable using tools commercially available to recyclers (input from independent Study)</li> <li>Mark plastics &gt;25 g and &gt;100 mm<sup>2</sup> in accordance with ISO standards (input from independent Study)</li> <li>Provision of clear and consistent information based on CENELEC standards regarding the reparability of consoles within the product instructions</li> <li>Allow marking as alternative method to provision of recycling information concerning brominated flame retardants contained in plastic casing used for external enclosures &gt;25g</li> </ul>
Other	Throughout	<ul style="list-style-type: none"> <li>Added further detail on how SRI stakeholders can forward comments and feedback about the SRI implementation</li> <li>Restructured some of the sections to improve granularity and clarity</li> <li>Clarified further the test and verification procedures</li> </ul>