



Games Consoles Self-Regulatory Initiative 12th EU Steering Committee Meeting

30 November 2021

Online Meeting



Meeting Etiquette

- Please turn cameras off after the welcome and introduction.
- Please mute when not speaking.
- Please raise a hand if you would like to ask a question or type your question in the chat box.
- Questions will be addressed after the Signatories' update.
- The meeting will be recorded for **the sake of drafting the minutes** (recording will be deleted immediately after releasing the minutes and will not be shared with anyone).

Agenda

| | |
|---|---------------|
| 1. Welcome and introductions | 16:00 – 16:15 |
| 2. Approval of minutes of previous Steering Committee meeting | 16:15 – 16:20 |
| 3. Review of actions of previous Steering Committee meeting | 16:20 – 16:25 |
| 4. Update from Signatories <ul style="list-style-type: none">• Follow-up on stakeholder comments from the previous Steering Committee meeting | 16:25 – 17:25 |
| 5. Update from the European Commission | 17:25 – 17:40 |
| 6. AOB and date of next Steering Committee meeting | 17:40 – 18:00 |
| 7. End of meeting | 18:00 |

Welcome and introductions



Approval of minutes of previous Steering Committee meeting

EFFICIENT GAMING

**GAMES CONSOLES VOLUNTARY AGREEMENT (GCVA)
ELEVENTH STEERING COMMITTEE MEETING**

**Tuesday, 8 June 2021, 16h00-18h00
Conference call**

Review of actions of previous Steering Committee meeting

| ACTION | STATUS |
|--|-------------|
| VA Administrator to prepare and share the minutes of the current meeting. | Completed |
| Sony to share its carbon impact assessment report with NRDC. | Completed |
| Signatories to discuss internally the points raised by stakeholders and to come back to the group at the next Steering Committee meeting (or earlier if possible): | |
| <ul style="list-style-type: none"> • How to better report/improve readability of data on the annual energy use of consoles in Europe on the GCVA website (look at Set-Top Boxes report as example). | In progress |
| <ul style="list-style-type: none"> • Consider how to provide updates on duty-cycles and reporting on aggregated data on energy use and carbon impact associated to it. | In progress |
| <ul style="list-style-type: none"> • How to better report on media streaming and energy use. | In progress |
| <ul style="list-style-type: none"> • Discuss the possibility to extend the availability of spare parts. | In progress |
| <ul style="list-style-type: none"> • Microsoft to improve the way the standby mode information is displayed to consumers. | In progress |
| <ul style="list-style-type: none"> • Reflect how to better inform consumers about power use and low power modes (impact of their choices) | In progress |

Update from Signatories

- Follow-up on stakeholder comments from the previous Steering Committee meeting on 8 June 2021



Update from Signatories

Key areas of focus / feedback areas for the 2022 review:

- **New power cap tiers:**

Signatories will fully review the technical feasibility of new power caps during the 2022 review cycle.

- **25g limit for HFRs in external plastic enclosure:**

Signatories are actively investigating the possibility of removing the >25g limit and will determine feasibility during the 2022 review.

- **Spare parts (availability):**

The shelf life of each console generation is longer than many other AV-IT consumer electronic products subject to ecodesign requirements.

Additionally, console manufacturers provide out-of-warranty services for much longer.

Nevertheless, the length of time for making spare parts available will be re-evaluated after consultation with supply chain and developers.



Update from Signatories (continued)

- **Enhance reporting through improving the Product Compliance Report:**
Signatories will discuss opportunities to improve reporting with the Independent Inspector after compliance verification audit is completed.



Update from Signatories (continued)

- **Improving information provided on the Efficient Gaming website:**

Signatories currently provide various information on their own websites (e.g. power consumption in different modes, APD timings etc.) as per VA requirements.

We are currently considering providing energy efficiency related information on the Efficient Gaming website, which might be helpful for consumers and third parties.

The Signatories welcome suggestions from the stakeholders on what information would be useful to consider.

Power Consumption

- PlayStation consoles
- Xbox consoles
- Nintendo consoles

How to minimise console energy use

Enable automatic power down

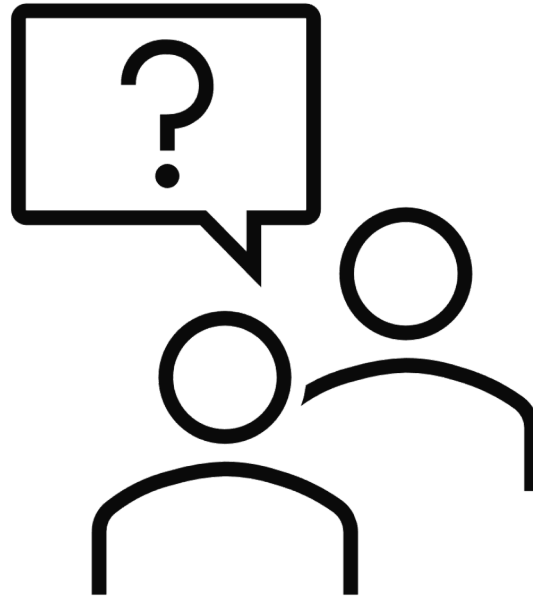
Text to be confirmed. Text to be confirmed.

For instructions on how to set up automatic power down for your console, see each manufacturer's websites.

Choose the right settings for you

Text to be confirmed. Text to be confirmed.

Q&A

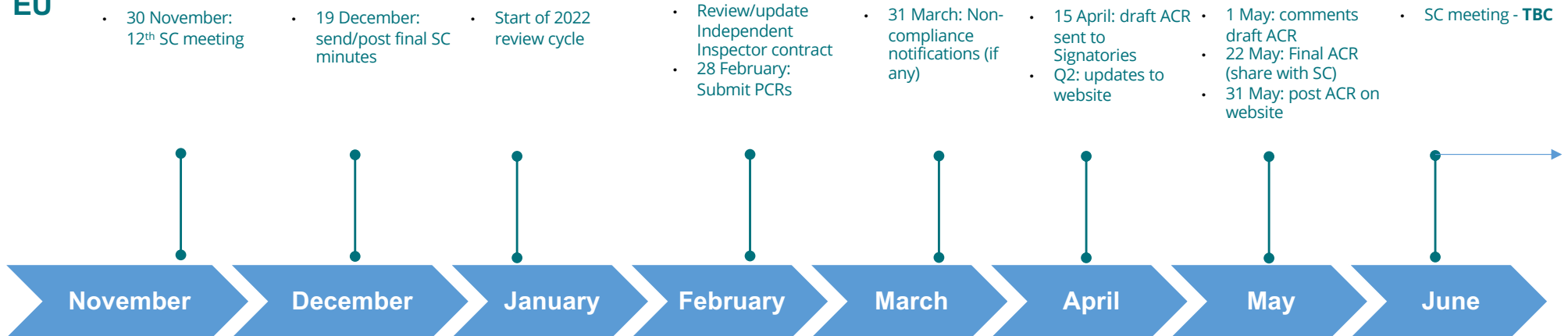


Update from the European Commission

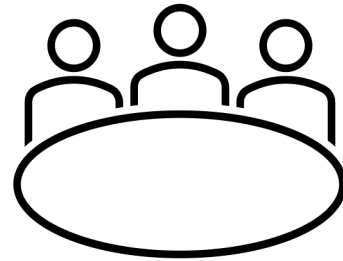
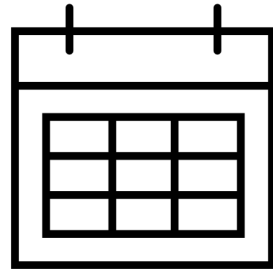


Timeline 2021/2022

EU



AOB and date of next Steering Committee meeting



End of meeting