

Games Consoles Self-Regulatory Agreement

Independent Inspector Annual Compliance Report

Reporting Period 2015

COMPLIANCE REPORT FOR THE SELF-REGULATORY

INITIATIVE ON ENERGY AND RESOURCE EFFICIENCY OF GAMES CONSOLES

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Customer: **STEERING COMMITTEE FOR THE SELF-REGULATORY
INITIATIVE ON ENERGY EFFICIENCY OF GAMES
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1 Summary

1.1 Commitments and requirements

This is the first Annual Compliance Report from the Independent Inspector for the Self-Regulatory Initiative (SRI) version 1.0 (22 April 2015) on Games Consoles. The SRI was formally adopted in April 2015 and this report covers the reporting period January 2015 to December 2015.

The SRI covers games consoles placed on the EU market by the Signatories. These Signatories are the three manufacturers producing all the games console models that fall into the scope of the SRI, thus representing 100% of the market, accounting for around 10.5 million units sold in 2015.

The SRI aims to further improve the energy efficiency of games consoles and reduce the environmental impact over their life cycle with energy savings through better design.

The key requirements are:

- Meeting maximum power consumption targets (power caps)
- Compliance with standby power limits and Auto-Power Down (APD) requirements
- Achieving specific Market Coverage
- Non-energy Commitments: resource efficiency and end of life design requirements
- Further Information: Including energy and non-energy related information in the user instructions

1.1.1 Data collection and processing

The Independent Inspector, following the requirements given in the SRI reviewed data from the Signatories submitted using a Product Compliance Report for each games console. This is the first time that this process was followed and some issues came to light in relation to the way the template, taken from the SRI, is structured and the handling of the data submitted. These issues were collaboratively resolved and lessons learned will be taken forward as recommendations to make improvements to the process and provide clearer understanding of expectations for all parties in future years.

After reviewing the product compliance reports submitted by the Signatories some clarification regarding the data submitted was required with each of the three manufacturers. This included some anomalies regarding Auto-Power Down values, which were data entry errors, and a lack of completeness in relation to the information included in instructions. These matters were all resolved fully in a timely manner.

1.2 Compliance

In order to comply with the Self-Regulatory Initiative, Signatories must achieve the following:

- Demonstrate that the SRI covers 80% of the games consoles sold in the EU for the preceding period;
- Ensure that Product Compliance reports for all games consoles within the scope of the SRI are submitted to the Independent Inspector on time;
- Ensure that the Product Compliance reports for all games consoles are complete;
- Ensure that no more than 10% of products, within the scope of the SRI, from an individual Signatory fail to comply with the requirements in the SRI.

All three manufacturers, constituting the Signatories to the SRI, complied with the obligations given above. These manufacturers and the five games consoles covered by, and complying with the SRI for the reporting period 2015 are:

- Nintendo Wii U (available as two model types depending upon storage size)
- Microsoft Xbox One
- Microsoft Xbox 360
- Sony PlayStation 3
- Sony PlayStation 4

These constitute all the games console models produced by the three Signatories. As the three Signatories dominate the games console market in the EU, the requirement of the SRI that the Signatories account for 80% of the unit sales is also met.

2 Introduction

The Self Regulatory Initiative establishes a voluntary agreement, under the terms of EU Directive 2009/125/EC on Energy Related Products, for improved energy and resource efficiency, and end of life treatment and recycling of Games Consoles, which use more than 20 watts in Active Game mode.

The SRI, version 1.0, was published in April 2015. This version, which includes the scope, definitions and commitments and other administration elements of the SRI, can be found on the dedicated SRI website; <http://www.efficientgaming.eu/>

The main categories of commitments detailed in the SRI include:

- Meeting maximum Power Consumption targets (power caps)
- Compliance with standby power limits and Auto-Power Down (APD) requirements
- Specific Market Coverage – as a sector and individual manufacturer requirements
- Non-energy commitments: resource efficiency and end of life design requirements
- Further Information: Including energy and non-energy related information in the user instructions

This annual report, prepared by the Independent Inspector covers the reporting period January 2015 to December 2015. It includes information on the compliance by the Signatories according to the Games Console Self Regulatory Initiative (SRI) version 1.0 (22 April 2015) as well as documenting issues and recommendation associated with the compliance review of the SRI.

This is the first annual report and as such the first instance in which the Signatories have had to work with the Independent Inspector and submit information according to the SRI for the first reporting period that the Initiative has been applicable.

In order to produce this Annual Compliance Report, the main tasks of the Independent Inspector have been:

- Produce a Product Compliance Report template based upon the information requirements presented in Annex B of the SRI.
- Request the information from the Signatories by means of completion of a Product Compliance Report template for each games console.
- Carry out a technical review of the information submitted.
- Raise any issues for clarification and feedback on any potential non-compliance.

There have been a few issues associated with the information gathering and submission, and some areas of inconsistencies in the SRI were highlighted. The lessons learned from this first reporting period will help to improve the data handling and reporting in future years.

3 List of Signatories

For the reporting period January to December 2015, there are three manufacturers signed up to the Self-Regulatory Initiative for games consoles. These manufacturers worked together to produce the first voluntary agreement for this product type.

- Microsoft Corporation
- Nintendo Co., Ltd
- Sony Computer Entertainment Europe Inc.

4 Commitments and requirements

The following sections provide a summary of the commitments and requirements for Signatories of the game console Self Regulatory Initiative (SRI). Further detail and full wording can be found in the published SRI (version 1.0 22 April 2015)¹.

4.1 Energy efficiency

The SRI specifies power caps applicable to Media Playback and Navigation modes. The power caps are based upon the adoption of best available technologies and determined following a review of a number of studies (referenced in Annex F of the SRI).

In order to achieve a progressive improvement in energy efficiency, power caps are specified in four tiers over a five year period. Further details can be found in Appendix B.

- The power caps for navigation mode are the same for High and Ultra-high definition consoles (90 Watts from 2014 and 70 Watts from 2017).
- For Media Playback the power caps for High definition consoles are the same level as in Navigation mode (90 Watts from 2014 and 70 Watts from 2017)
- For Media Playback, the Ultra-high definition consoles have power caps applicable two years later than for High definitions consoles (90 Watts from 2016 and 70 Watts from 2019).
- Both types of console have additional power cap allowances when using a Natural User Interface.

The SRI also specifies requirements for power limits for standby and networked standby as well as the duration of time before Auto-Power Down is triggered.

4.2 Market coverage

The Signatories to the SRI, in aggregate, must account for more than 80% of the unit sales of Games Consoles in the EU for the relevant Reporting Period.

Each Signatory must ensure that at least 90% of the games console units it places on the market and/or put into service meet the requirements of the SRI.

4.3 Non-energy commitments

There are two main areas covered by non-energy commitments:

1. Resource efficiency and end-of-life design requirements
2. Further information to be provided to consumers within the instructions

4.3.1 Resource efficiency

Resource efficiency and design requirements include making available a refurbishment or out of warranty repair service for each games console. This must be supported by technical documentation, availability of spare parts, and non-destructive disassembly. Efficient recycling is facilitated by the marking of plastic parts according to material composition.

4.3.2 Information in the instructions for use

The information to be provided to consumer in the instruction book aims to provide some energy-use data and energy-saving advice, including automatic power down settings. It also signposts consumers to end-of-life, refurbishment and out-of-warranty service information.

Signatories are required to provide this information for consumers within console operating instructions either provided with the console itself, onscreen or hardcopy, or online.

¹ The SRI can be downloaded from the dedicated website; <http://www.efficientgaming.eu/>

5 Data collection and processing

5.1 Data collection template

In order to verify the commitments to the SRI (as summarised in Section 4) data was collected as specified in Annex B - Product Compliance Report Template, of the SRI. This Annex provided tables for data collection and also listed the non-energy commitment requirements. The template, as given in the Annex B, was transposed to an Excel spreadsheet to allow for data and text to be entered into specific cells. It also facilitated the submission of information for more than one games console within one document, on separate sheets. This allowed cross referencing between the models and kept all data from one Signatory in one document. A copy of the template can be found in Appendix A of this report. As well as the data collection sheets, a guidance page was created to assist with completion.

One template was created to cover High definition and Ultra-High definition games consoles as the data required is the same for both. The difference in the requirements for the two types is the date of the introduction of the power caps.

There were a few adaptations integrated into the spreadsheet template that created slight deviations from the SRI template (Annex B). In some areas of the template in Annex 3 of the SRI, the requirements are just statements. In order to ensure that the Signatories indicate commitment to the requirement the spreadsheet template required acknowledgment by completing a cell in the template, e.g. yes/no answer for the resource efficiency, and where the information is provided for the instructions section (onscreen/online). For the Auto-Power Down information the spreadsheet template required the Signatories to enter a value (minutes) for the period of time elapsed before the APD is triggered. This was not strictly a requirement in the SRI Annex 3 template, and was raised as an issue by one of the Signatories, but the Independent Inspector felt that the inclusion of a declared value would demonstrate that the requirement had been checked against an actual value.

A column, titled "Test result" given in the SRI requirements table in the SRI Annex B presentation of the template had Pass/Fail/Not applicable tick boxes. This was in the spreadsheet template but not colour coded as cells for the Signatory to complete. It was felt that it was the role of the Independent Inspector to determine compliance rather than the Signatory.

5.2 Data collection issues

As detailed in Section 5.1, the template for data collection and information requirements given in the SRI was transposed into a spreadsheet to allow the Signatories to submit information to the Independent Inspector. Although generated originally by the Signatories as part of the development of the SRI, there were some areas of data collection that created anomalies and inconsistencies, not noticed until the templates were actually used. These are discussed in this section and associated recommendations can be found in Section 7.

5.2.1 Reporting of games tested

The general product information at the top of the template required the reporting of the "Top 3 games titles tested from the preceding year". The definition of what is classed as "Top" is not defined anywhere in the SRI.

For this section of the reporting (the energy requirements), Gaming is only relevant when reporting the Auto-Power Down (APD). It was therefore felt by the Signatories that listing three games was not necessary as the type of game should not affect the APD. However, as it was a requirement already specified in the SRI for this reporting period the Signatories were obliged to specify the three top games titles.

The requirement to specify the top three selling games conflicted with the requirement for the consumer instruction section where the power consumption in active modes is required using test data from an "Average of three proprietary games".

If a proprietary game is understood to be one marketed under and protected by a registered trade name then the games specified for the consumer information power consumption would be specific to the games console model and not necessary the same as the top three games as required for APD reporting.

Furthermore, determination of the top selling games in a reporting period can only be made after that reporting period has ended. Therefore this information cannot be provided to the consumer in the manual for example, during the reporting period as required by the SRI.

5.2.2 Market coverage

The product compliance template requires Signatories to detail Reported Sales, by month, for each games console model.

The SRI product compliance template, although recording sales for the specific games console does not ask Signatories to provide sales data to prove market coverage (80% of the unit sales of Games Consoles in the EU). The SRI (Section 4.2) does require Signatories to provide data from an independent 3rd party to prove market coverage every two years during the operation of the SRI.

On completion of the templates all three Signatories provided sales data originating from the same industry recognised market-data company (www.vgchartz.com). Following discussions between the Independent Inspector and the Signatories, this source has also been identified as offering total market data (as presented in Section 6.4)

There is no provision in the template or SRI for each Signatory to report the total sales of all games consoles covered by the SRI within the EU. It has been assumed that all products within the scope of the SRI will meet the requirements, but a specific data request in the template would be useful to confirm that all signatories are using the same “total” figure as they have no control over day-to-day consistency of data on the vgchartz.com website.

5.2.3 Consumer information in the instructions

As detailed in Section 5.1, when it came to the “information in instructions for use” the SRI template lists the requirements. There are four types of requirement;

- Inclusion of a statement as specified in the SRI
- Provision of power consumption and APD default values (with test date and media used)
- Instructions to consumers for changing default settings
- Reference to other information associated with power consumption or end-of-life provision

In some instances the template asked for information to be entered into the table. Some manufacturers provided online links to the information, some actually provided the written information e.g. the steps to change default settings.

In order to ensure that the information was included as required, the spreadsheet template included a column for the Signatories to specify if the information is given onscreen (OS), as a hardcopy (HC) and/or online (OL).

Most completed templates for this section indicated that the information was available online and links were sometimes provided. When available online it may have been a link to a PDF copy of the instructions, so essentially a downloadable hard copy, or a page on their website.

Overall the reporting of this information appeared adequate and complete, but there was some inconsistency in the approach.

For this first year of checking compliance with the SRI, rather than accepting the claims by the Signatories that the information is provided, the Independent Inspector reviewed the information and online links provided by the Signatories. This is potentially above and beyond the role of the Independent Inspector for this annual review, but it was an instinctive exercise for a certification organisation. This review highlighted some lack of compliance with regard to the level of information or detail of data included in the instructions that could then not be ignored. This information was communicated to the Signatories and has brought benefits in highlighting inadequacies that could have subsequently been challenged through a formal audit process. More details regarding the outcome of this review and the corrective actions can be found in Section 6.5.2.

6 Signatory compliance

In order to comply with the Self-Regulatory Initiative, Signatories must achieve the following:

- Demonstrate that the SRI covers 80% of the games consoles sold in the EU for the preceding period;
- Ensure that Product Compliance reports for all games consoles within the scope of the SRI are submitted to the Independent Inspector on time;
- Ensure that the Product Compliance reports for all games consoles are complete;
- Ensure that no more than 10% of products, within the scope of the SRI, from an individual Signatory fail to comply with the requirements in the SRI.

The requirements given in the SRI cover the following:

- Meeting maximum Power Consumption targets (power caps)
- Compliance with Auto-Power Down (APD) limits
- Reporting and achieving specific Market Coverage
- Non-energy commitments: resource efficiency and end-of-life design requirements
- Further Information: Including energy and non-energy related information in the user instructions

6.1 Submission of product reports

All product compliance reports were received by the Independent Inspector within the timeframe given in the SRI (28th February). Due to discussions arising from the use of the product compliance template prior to the reporting deadline there were no significant reporting issues related to the completion of the reports.

6.2 Product report review

All the product compliance reports were complete. However, following a review of the information submitted, there were a few areas that required a follow up with each of the three Signatories. These were predominantly;

- clarification on APD values as some values appeared to be inappropriate,
- difficulty in locating the correct information that should be given to consumers in the instruction manuals.

Where a review of the data raised a query, each Signatory was contacted individually, detailing the issues in a separate document in order to facilitate traceability and efficient archiving.

Responses to these queries were prompt and simply addressed.

The SRI specifies that if a Signatory does not comply with the requirements of the SRI then the Independent Inspector must inform the Signatory by 15th April. This is after the publication date for the Annual Compliance Report (ACR) and any non-compliance would appear in the report. The Signatory then has until the next reporting deadline to become compliant. For the reporting year detailed in this ACR, the Signatories were contacted prior to the 15th April and the writing of the ACR, in order to seek clarification on the data submitted. The corrective actions were straight forward, generally requiring additional or correct information to be provided and/or updated in online resources. The Signatories were therefore all compliant prior to the publication of this Annual Compliance Report. The corrective action may not have been actionable in such a short time if it involved issues that required changes in energy efficiency performance through product design.

6.3 Power consumption requirements

All the Signatories complied with the power consumption requirements given in the SRI (Tier 1).

Three Ultra High Definition games consoles were included under the SRI; two models of the Sony PlayStation 4 and the Microsoft Xbox One. The latest version of the PlayStation 4 (the 12 series) and the Xbox One met the requirements for Tier 2 for Media Playback Mode even though this requirement did not come into force until January 2016.

All Signatories were compliant for standby power limits and Auto-Power Down.

6.4 Market coverage

As confirmed by the market data from vgchartz², the Signatories and games consoles within the scope of the SRI constitute the whole of the games console market in the European Union. The data in Figure 1 covers all gaming devices including hand held devices, namely the 3DS and PSV that are outside the scope of the SRI. The values for the Wii include the Wii Mini; a hand held device, as well as sales volumes for the Wii which is outside the scope of the SRI due to it consuming under 20W in active gaming mode.

6.4.1 Total market share compliance

The market data confirms that the compliant games consoles account for 80% of the sales of games consoles in the EU. The data publically available and reproduced in Figure 1 provides market share by games console, generally in line with the market data submitted by each Signatory in the Product Reports.

Figure 1 Report for market research vgchartz: Sales of Hardware by Platform 2015 (Yearly)

Europe Hardware by Platform		
Platform	Yearly (change)	Total
PS4	6,746,906 (+11%)	14,523,715
3DS	2,472,496 (-17%)	15,766,580
XOne	2,211,348 (+3%)	5,123,001
WiiU	918,114 (-7%)	2,961,403
PSV	911,164 (+12%)	4,278,046
PS3	553,069 (-64%)	34,285,086
X360	211,354 (-68%)	25,769,059
Wii	28,011 (-87%)	33,700,638
Total	14,052,462 (-9%)	

Source:
<http://www.vgchartz.com/yearly/2015/Europe/>
accessed 18 March 2016

6.4.2 Signatory market share compliance

None of the manufacturers signed up to the SRI produce any games consoles within the scope but not compliant with the requirements. Therefore each Signatory is compliant with the market requirement for 90% of its games consoles to be compliance with the SRI.

6.5 Non-energy commitments

As a self-regulatory initiative with reporting of requirements being self-declared by the Signatories, the Independent Inspector reviewed the completed Product reports to ensure all requirements had been considered and confirmed.

Actually verifying the validity of the self-declared values or data provision would normally form part of a verification audit process. Annex A-2 of the SRI specifies methods of verification of the non-energy and energy efficiency information requirements.

The manufacturers were asked to confirm that the information is available (and provide consumption and APD values as required) by indicating whether it was provided as a hardcopy with the console, onscreen or online.

² www.vgchartz.com industry recognised source of market data and reporting

6.5.1 Non-energy commitments: Resource efficiency and recycling requirements

All the Signatories declared compliance to the requirements specified in Annex B of the SRI, regarding providing technical documentation, spare parts, allowing non-destructive disassembly and composition marking of plastic parts, as appropriate.

All the Signatories are therefore compliant with this requirement.

6.5.2 Further information: Instructions for use

All the Signatories declared compliance to the requirements specified in Annex B of the SRI, regarding the provision of power consumption, energy efficiency related information and end-of-life related information in the instruction manuals (the Further Information).

Although not a requirement for the data collection and processing role of the Independent Inspector, the information provided by the Signatories regarding information to consumers was reviewed to consider where and how this information was available. This was to reassure the Independent Inspector that the self declarations were accurate for this first report on the Self Regulatory Initiative.

The review of the instructions requirements resulted in some follow up communication with the Signatories to identify the presences of particular information and power consumption data. As discussed in Section 5.2.3, the reporting of compliance for this section could have been better presented in the reporting template for consistency. Specific links to online information and the path a consumer would have to follow from the online manual or homepage to get to this information would provide better confidence in the provision of information to consumers.

Examples of the areas of concern identified by the Independent Inspector included:

- Instructions not containing the required wording given in the SRI; "Automatic power-down could help save energy by reducing the amount of time the Games Console remains on, but not in use."
- Power consumption values not quoted in the consumer information in the instructions.
- Inconsistencies between the power consumption quoted in the consumer information in the instructions found on line and those reported on the Product Report
- Lack of the publication of which media was tested, and the test date, for the power consumption quoted in the consumer information in the instructions.

When formally raised the Signatories responded and resolved the issues associated with the provision of energy efficiency related information in instruction manuals. Measures undertaken included: updating websites; suggesting that the latest manuals were not uploaded to a website and rectifying the situation; or stating that the website with the correct information would be available in the short term.

Given that the compliance reporting in this Annual Compliance Report is for the period January to December 2015, the issues raised above, although rectified, are assumed to have been present during the reporting period. Although the SRI was not finally agreed until a quarter of the way into the reporting period the parameters were agreed by, and in consultation with, the Signatories. The Signatories therefore had adequate time to consider and action the requirements for information provision within the remaining months of the reporting period.

As the Signatories were contacted during the review of the data by the Independent Inspector, the issues relating to the provision of further information to consumers have been resolved prior to the publication of this Annual Compliance Report. All Signatories can therefore be considered as compliant based upon the declarations in the Product Reports and subsequent formal communications.

6.6 Overall compliance

For the reporting period January to December 2015, all three Signatories comply with the requirements for:

- Power Consumption
- Auto-Power down
- Market Coverage
- Resource and recycling
- Further Information to be included in the instructions for use.

It is acknowledged that through the query and response system that the Independent Inspector has employed, inconsistencies and failure to provide information have been rectified. However, this has been at the time of reviewing the Product Reports (March 2016) after the end of the reporting period (December 2015).

6.6.1 Signatories and games consoles

Table 1 below lists the manufacturers and the corresponding games consoles that are covered by the Self-Regulatory Initiative for the reporting period January to December 2015.

All games consoles that fall under the scope of the SRI are manufactured by the Signatories and constitute all the models available in the EU.

The Nintendo Wii U is available with two different model numbers. The manufacturer has confirmed that the only difference between the two configurations is the storage, with the WUP-001 having less than the WUP-101.

The PlayStation 4 was also reported with two configurations; the 12 series (CUH1216A) model replaced the 11 series (CUH 1116A) during the course of 2015.

Table1 Signatories and compliant models covered by the Self-Regulatory Initiative (2015)

Manufacturer	Games Console name	Model number	Type
Microsoft	Xbox One	1540	Ultra High Definition
	Xbox 360	1538	High Definition
Nintendo	Wii U	WUP-101(03)	High Definition
	Wii U	WUP-001 (03)	High Definition
Sony	PlayStation(R)3	CECH4303C	High Definition
	PlayStation 4	CUH1116A	Ultra High Definition
	PlayStation 4	CUH1216A	Ultra High Definition

6.7 Compliance testing

No compliance testing or auditing was undertaken in the reporting period up to December 2015.

Signatories have expressed that the review of the “Further information” requirements regarding the provision of information to consumers, which was undertaken by the Independent Inspector, was not a formal requirement for the compliance review but have requested it to be reported in this Annual Compliance Report. This review was undertaken more in line with an audit which would normally be commissioned as an additional request. It did, however, highlight some deficiencies in the data collection and processing, as well as identify specifications in the SRI which the Signatories may wish to review.

7 Recommendations

The recommendations given below are those in relation to the reporting process and data handling associated with the role of the Independent Inspector for the production of the Annual Compliance Report and subsequent Individual Compliance Reports (which are based upon the same data collection).

As this has been the first time that compliance with the SRI has been undertaken there are other issues that the Steering group may wish to address that have surfaced as a result of undertaking the product compliance reporting process.

7.1 Data collection and processing recommendations

It is not the role of the Independent Inspector to make recommendations to changes in the SRI, however, the following points were discussed during the completion of the product compliance templates and are recorded here for future reference. Some are issues that need discussion and resolving by the Steering group, others are formatting or efficient data collection issues associated with using the product compliance reporting template.

- A review of the requirement to list games used for testing for the declaration of APD and power consumption.
- Template formatting needs to be checked to ensure consistent alignment of data entered in the cells and that shading to identify cells to be completed is understandable.
- The format and presentation of the section for collecting information on Console power consumption in active modes (rows 84 – 94) could be improved. It was presented as given in Annex 3 of the SRI, but in future it might be more efficient to separate out the active modes and record the “notes” (date and media/games used) alongside each.
- A review of how the information to consumers in the instructions is recorded/reported in the template, possibly with online links to each section (row) of the requirement, with the steps a consumer would have to follow from the online manual or homepage to get to this information, and/or page numbers within PDFs of a hardcopy of the instructions.
- Consideration of whether Signatories should be required to provide data on APD times or just confirm that they comply with Pass/Fail options.
- Template to have an option to provide source to 3rd party with market data to demonstrate that Signatories account for 80% of the sales in the EU.
- Template to have a section to declare that all games consoles falling into the scope of the SRI have been included.
- The chronology needs to be looked at more closely. Clarity on when tests should be performed in order to provide relevant power consumption data to the consumer during the reporting period, i.e. in order to have the data in time, the tests need to be performed before the start of the reporting period so it also follows that the information on top selling games during that reporting period would not be available at the time of testing.

Appendix A: Product Compliance Reporting Template

The template was generated in Microsoft Excel to assist in efficient completion, referencing and formatting. The following pages have a copy of the template and guidance note used for the reporting period 2015. The guidance notes in the spreadsheet also included the power cap and automatic power down requirements; these can be found in Appendix B.

PRODUCT COMPLIANCE REPORT: GAME CONSOLES

Signatory company	
Model Name	
Model Number	
Type of Console	<high definition or ultra high definition>

Date Submitted	<insert DD/MM/YY>
Completed by:	< Name >
Contact details:	< Email >

Top three games titles tested from preceding year:	
Game 1	
Game 2	
Game 3	

Media titles tested:	
DVD	
Blu-ray	
Streaming HD	

Self-Regulatory Initiative Requirements

Title	Procedure Number		Test Result (pass/fail/na)	Comments
Power Consumption:		Measured power consumption (W)		
Navigation Mode Testing	13 - 15			
Media Playback DVD	16-19			
Media Playback Blu-ray Disc	20-23			
Streaming HD	24-27			<name own player here>
Off/Standby/Networked Standby: after pressing the off button	28-31			
Off/Standby/Networked Standby: when switched off from controller	32-35			
Automatic Power Down:		Time to APD to power limit for Standby (mins)		
Navigation Mode APD	36-40			
Active Gaming APD	41-48			
Disc-Based Media Playback APD	49-56			
Media Streaming Playback APD	57-64			<name own player here>

Unit Sales:

Third Party Source:

Month	Reported Sales
January	
February	
March	
April	
May	
June	
July	
August	
September	
October	
November	
December	

Non-energy commitments

Resource efficiency and recycling requirements	This console meets the requirement (Yes/No)
A refurbishment or out of warranty repair service for each games console is available, and supported by the following requirements:	
Technical documentation is available to authorised repair centres to enable repair or refurbishment	
Spare parts are available to authorised repair or refurbishment centres	
To improve both recycling and reuse at end-of-life, maintenance and refurbishment is possible by non-destructive disassembly	
To improve recycling at end-of-life, console plastics parts >25g are marked indicating their material composition (using ISO conforming marks), with the following exceptions:	
The part has <math><1\text{cm}^2</math> level surface available for marking	
The performance or function of a part is compromised e.g. buttons with tactile surface, plastic lenses, or display screens.	
External transparent parts	
Marking is not technically possible due to the specific production method of the plastics used in the part e.g. extrusion moulding.	

Information included in Instructions For Use

Web address for access to Instructions:

Information	Requirement	onscreen (OS), hardcopy (HC) and/or online (OL), or not provided (NP)
Information on the energy-saving potential of power management:	"Automatic power-down could help save energy by reducing the amount of time the Games Console remains on, but not in use."	
Default low power mode when the Games Console is powered-down:	Standby or Networked standby	Select one only:
Default auto power-down time settings:	<p>The Games Console will power down after the following periods of inactivity:</p> <p>Media playback (minutes) < insert number of minutes ></p> <p>Other modes (minutes) < insert number of minutes ></p>	
Information on how to change time settings for auto power-down:	<Insert information here>	
Reference to further information on other available low power modes (where applicable):	<Insert information here>	
Console power consumption in active modes (based on a test sample):	<p>Navigation (W) <insert W here></p> <p>DVD playback (W1) <insert W here></p> <p>Blu-ray playback (W2) <insert W here></p> <p>1080p streaming (W3) <insert W here></p> <p>Active gameplay (W4) <insert W here></p> <p>Notes:</p> <p>Dated tested < DD/MM/YY ></p> <p>1. Media Tested</p> <p>2. Media Tested</p> <p>3. Media Tested</p> <p>3. Using Media player: <insert name of player here></p> <p>4. Average of the following three proprietary games: <insert game one here></p> <p><insert game two here></p> <p><insert game three here></p>	
End-of-life processing, refurbishment, and out-of-warranty services available:	<Insert information here>	

Product Compliance Reporting Template - Guidance Notes

The template provided in this workbook is to be used for submitting evidence to the Independent Inspector for the Self-Regulatory Initiative (SRI) on Games Consoles. The scope and requirements for the SRI can be found in the "Energy Efficiency of Games Consoles: Self-Regulatory Initiative to further improve the energy efficiency of Games Consoles" document version 1.0 - 22 April 2015. The SRI also provides definitions and test procedures (procedure numbers are given for reference).

Please complete one worksheet for each games console (GC Model A, GC Model B, etc). The locked GC PCR Template is for reference or copying into new sheets as required.

Completing the Template

The template should be used for High Definition and Ultra High Definition Games Consoles.

There is no difference in the types of information or data collected according to the type of console, but the SRI power consumption limits are different, as given at the bottom of this sheet. These values are used to compare with information submitted by the Signatory to assess compliance with the SRI.

One sheet should be completed for each games console. See Unit Sales section for guidance on submitting information per model from aggregated sales information.

All cells shaded light green require data values or information.

Templates should be completed electronically and forwarded to the Independent Inspector (contact details below).

Any issues or questions related to the completion of the template should be directed to the Independent Inspector at:

jane.lee@intertek.com

or

stephen.fernandes@intertek.com

Type of Console

High Definition Console: Game Consoles capable of rendering High Definition (HD) video output with resolutions greater or equal to 720p (1280 pixels x 720 lines) or 1080i (1920 pixels x 1080 lines) or 1080p (1920 x 1080 lines) via HDMI, but excluding Ultra High Definition Game Consoles.

Standard Definition Console: Support for video output with resolutions of less than 720p (1280 pixels x 720 lines) or 1080i (1920 pixels x 1080).

Ultra High Definition Console: Game Consoles having potential of rendering video output with resolutions greater or equal to 4Kx2K (3840 pixels x 2160) in addition to capability defined for High Definition Console.

SRI Requirements (power consumption and APD)

The table requires power consumption and APD times to be entered.

The pass/fail column is to be completed by the Independent Inspector.

Where appropriate or asked for, additional information should be recorded in the Comments column.

Unit Sales

Sales information is to be provided from an independent third party source. This source must be entered in the report.

If more than one model of each console is sold within any month, and public data on the proportion of sales between models is not available, the sales per model must be estimated based on an assumed equal split of sales per day between each model.

As an example: if hypothetical models 'A' and 'B' were both on sale throughout July in a given year, and model 'C' launched on 15th July, and 3,100 consoles were sold in July in total (an average of 100 units per day):

Model A estimated sales = $(14 * 100 / 2) + (17 * 100 / 3) = 700 + 567 = 1,267$ units

Model B estimated sales = $(14 * 100 / 2) + (17 * 100 / 3) = 700 + 567 = 1,267$ units

Model C estimated sales = $(17 * 100 / 3) = 567$ units

Non-energy commitments

The template lists the resource efficiency and recycling requirements. Indication should be given as to whether these are met using a Yes or No response.

Further information

The template lists the information that is to be included in the instructions for the user.

Please provide a main website page link for accessing instructions or further information relevant to this data collection.

Values should be provided according to the table such as APD time settings, and power consumption in various modes.

Where this information if available to the user is indicated as either onscreen (OS), in a hardcopy of the instructions (HC) and/or online (OL). One or more options can be submitted.

If the information listed is not given then the availability column should recorded as not provided (NP).

The guidance notes also included the requirements for Power caps and Auto-Power Down. This are reproduced in Appendix B

Appendix B: Self Regulatory Initiative Key Requirements

The following tables detail the power cap and Auto-Power Down (APD) requirements for the SRI. Further detail can be found in the SRI.

Power consumption caps

Title	Tier	Effective from	High Definition Consoles (W)	Ultra High Definition Consoles (W)
Navigation Mode	Tier 1	01-Jan-14	90	90
	Tier 2	01-Jan-16	90	90
	Tier 3	01-Jan-17	70	70
	Tier 4	01-Jan-19	70	70
Media Playback DVD Media Playback Blu-ray Disc Streaming HD	Tier 1	01-Jan-14	90	-
	Tier 2	01-Jan-16	90	90
	Tier 3	01-Jan-17	70	90
	Tier 4	01-Jan-19	70	70
Additional Power Cap using a Natural User Interface	Tier 1	01-Jan-14	+20	-
	Tier 2	01-Jan-16	+20	+20
	Tier 3	01-Jan-17	+15	+20
	Tier 4	01-Jan-19	+15	+15

Standby and Auto-Power Down

Title	Requirement
Off/Standby/Networked Standby: after pressing the off button	Power limits for Standby and Networked standby as defined in: COMMISSION Regulation (EU) No.1275/2008 (Annex II) and COMMISSION REGULATION (EU) No 801/2013 Currently: Standby 0.50 W, Networked standby 6.00 W
Off/Standby/Networked Standby: when switched off from controller	Power limits for Standby and Networked standby as defined in: COMMISSION Regulation (EU) No.1275/2008 (Annex II) and COMMISSION REGULATION (EU) No 801/2013 Currently: Standby 0.50 W, Networked standby 6.00 W
Navigation Mode APD	APD to trigger within 60 minutes to the power limits for Standby
Active Gaming APD	APD to trigger within 60 minutes to the power limits for Standby
Disc-Based Media Playback APD	APD to trigger within 4 hours to the power limits for Standby
Media Streaming Playback APD	APD to trigger within 4 hours to the power limits for Standby