

efficient gaming

Games Consoles Voluntary Agreement

4th UK Steering Committee Meeting

23 January 2024

17:00-18:00 CET (16:00-17:00 GMT)

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
- 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
2. Approval of minutes of previous Steering Committee meeting
3. Review of actions of previous Steering Committee meeting
4. Annual Compliance Report (ACR) presentation
5. Update from Signatories
 - 5.1 VA 2023 Review Report & Presentation of UK VA v.2
 - 5.2 Stakeholder outreach update
 - 5.3 2023-2024 Timeline
6. Update from BEIS
7. AOB
8. End of meeting

2. Approval of minutes of previous Steering Committee meeting



3. Review of actions of previous Steering Committee meeting

ACTION	STATUS
VA Administrator to prepare and distribute the minutes of the current meeting	<input checked="" type="checkbox"/>
VA Administrator to organise electronic signature of the UK VA v1.1 (Annex D) by the Signatories, which will be then shared with BEIS.	<input checked="" type="checkbox"/>
James Butterworth (Defra) to share with the Signatories useful links on the consultation for the Waste Electrical and Electronic Equipment (WEEE).	<input checked="" type="checkbox"/>
James Butterworth (Defra) to add the Signatories to the list of stakeholders for the WEEE consultation.	<input checked="" type="checkbox"/>
BEIS to share with Signatories their explanatory memorandum for the UK based on the ESPR proposal.	<input checked="" type="checkbox"/>
Sony to share with BEIS a presentation on the impact of 20-minute APD requirement in new Standby regulation using example of PlayStation consoles in Europe vs rest of the world	<input checked="" type="checkbox"/>

4. Annual compliance report Intertek

5.1 VA 2023 Review Report

- **First UK VA review**
- Previous EU reviews: 2017, 2019 and 2020 (reports available on the [GCVA website](#))
- The review covers the following proposals:

Energy
efficiency

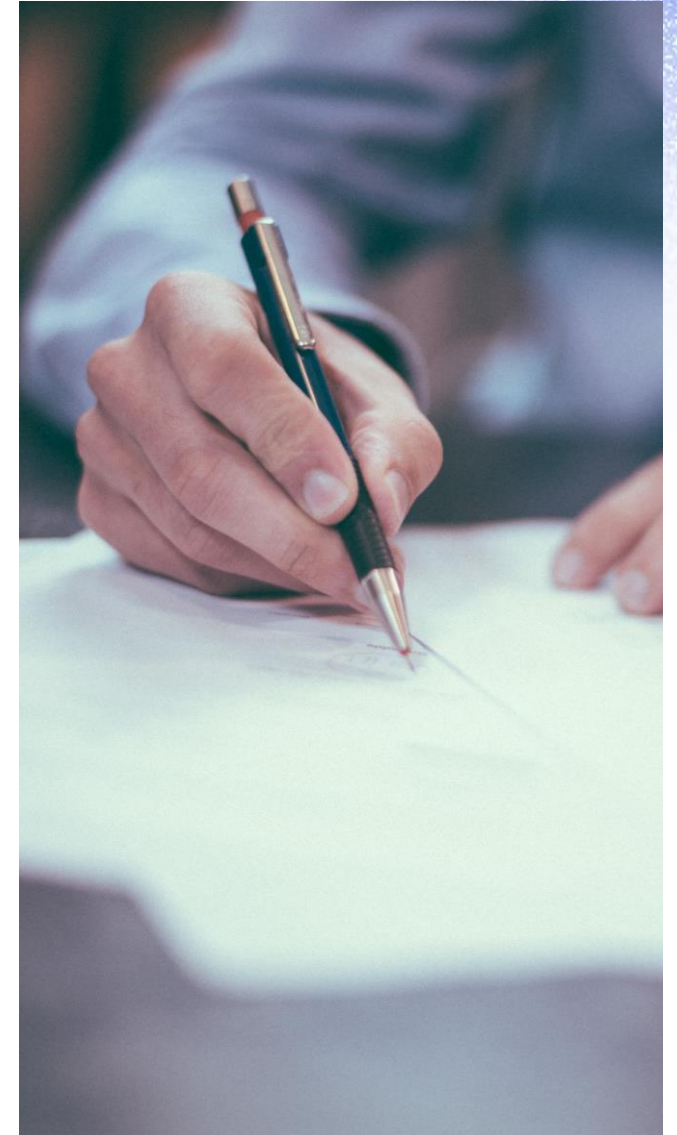
Resource
efficiency

Increased
transparency
and testing

Energy efficiency proposals

EU Standby regulation update

- Regulation issued in April 2023
- It will come into effect in May 2025
- It will be applicable in Member States and Northern Ireland
- The EU GCVA will be updated before end 2024 to reference it
- **The rest of the UK might consider introducing the same provisions in the future**



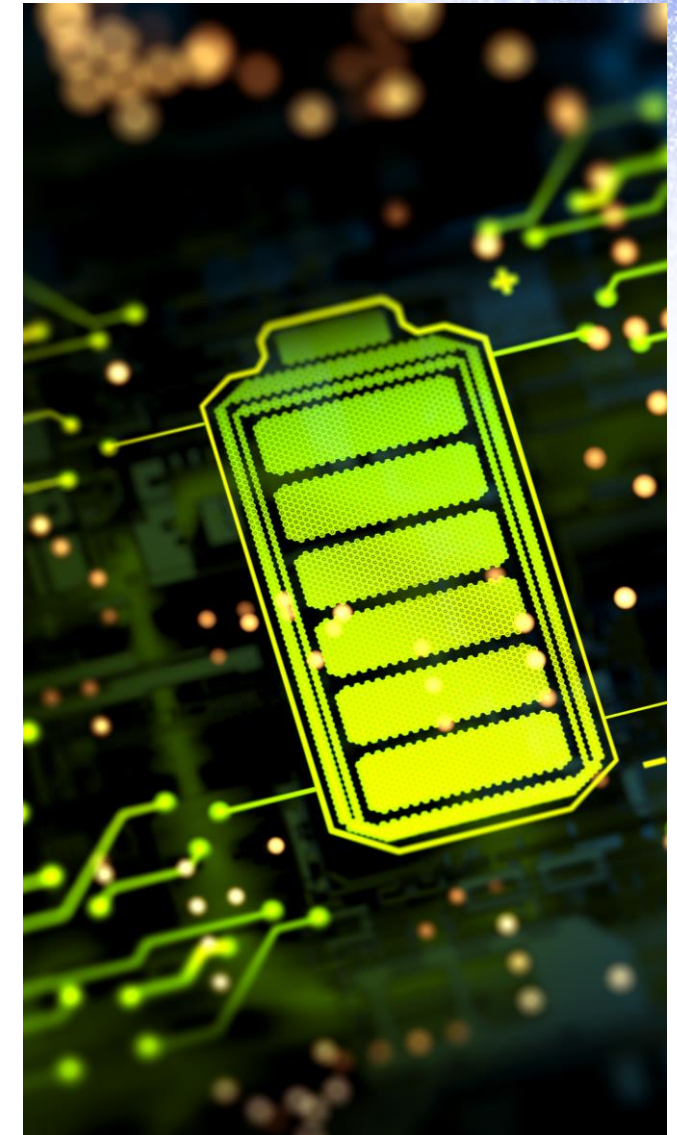
Power cap reductions

Proposed reductions from 1st Jan 2024:

HD capable	Current	Proposal
Navigation HD	50 W	40 W
Media HD	60 W	45 W

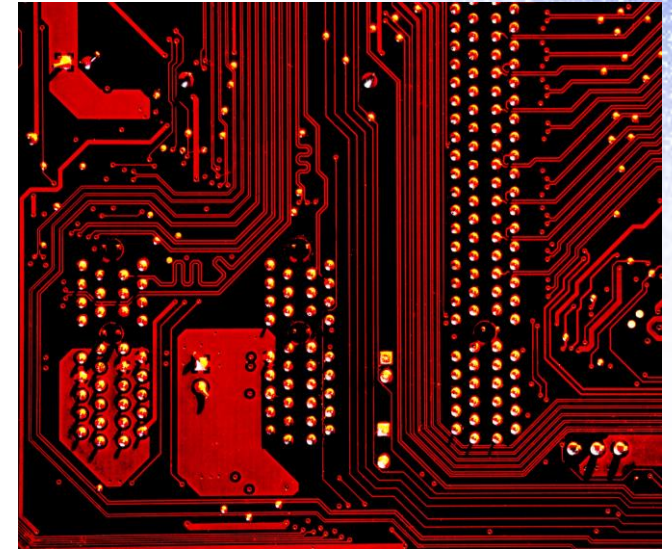
UHD media capable	Current	Proposal
Navigation HD	50 W	45 W
Navigation UHD	50 W	45 W
Media HD	60 W	50 W
Media UHD	60 W	50 W

8k capable	Current	Proposal
Navigation HD	70 W	60 W
Navigation UHD	70 W	60 W
Media HD	70 W	60 W
Media UHD	100 W	85 W



Limitations for future power reduction

- Approaching end of Moore's law – past power reductions no longer possible
 - Signatories will continue to investigate other methods to improve energy efficiency
- Video codec evolution:
 - Streaming companies are migrating from H.264 encoding to AV-1
 - AV-1 provides higher compression reducing demand on networks but requires more energy on the edge device to decode
 - The increased power required to decode AV-1 negates most of the energy reduction from new silicon designs
 - The new codec, and likely future new codecs, will make it harder to reduce media playback caps



Energy efficiency information

Efficient Gaming website now includes:

- the estimated total annual energy consumption (TEC) for Signatories' consoles
- links to the Signatories' websites for additional information

Energy Use

Since the CEUK was re-launched in 2015 there have been 10 years of power caps introduced to improve the energy efficiency of consoles in the EU. These power caps, together with power management requirements, and the automatic power down time limits, have helped drive substantial energy efficiency improvements in game consoles.

Below Electronics Consortium (CEUK) table are power labels for Microsoft, Nintendo and Sony consoles. TEC table provides an estimate of the energy used to power consoles in an average year. TEC is an estimate for powering the console based on operational conditions: continuous play (100% CPU & gaming, media, navigation and standby) in the average home time spent in each mode.

Manufacturer	Console Model	Estimated annual TEC	Comments
Microsoft	Xbox Series X	120kWh	Based on the Electronics Consortium Laboratory CEUK's power cap of 150W and the CEUK's power cap of 100W for the console in standby mode.
Microsoft	Xbox Series S	20kWh	Based on the Electronics Consortium Laboratory CEUK's power cap of 35W and the CEUK's power cap of 100W for the console in standby mode.
Nintendo	Nintendo Switch OLED	40kWh	Based on the CEUK's power cap of 15W and the CEUK's power cap of 100W for the console in standby mode.
Nintendo	Nintendo Switch 2	40kWh	Based on the CEUK's power cap of 15W and the CEUK's power cap of 100W for the console in standby mode.

Power Consumption and Settings

For information on the power consumption and settings of each console, please see each manufacturer's website:

- Microsoft: About power settings on Xbox One and Xbox Series X|S. Read more.
- Nintendo: Information about energy efficiency and energy-saving features on the Nintendo website. Read more.
- Sony: Energy efficiency and power management information for PlayStation Consoles. Read more.

How can I minimise console energy use?

Enable automatic power down

If you need to set up your console to conserve energy use, ensure you have automatic power down enabled. This will ensure that the console only draws a small amount of power.

For instructions on how to set up power management settings on your console, see:

- Microsoft: See "Optimize power" in Xbox power settings on the Xbox website.
- Nintendo: See "Power management" on the Nintendo website.
- Sony: See "Power management" on the PlayStation website.

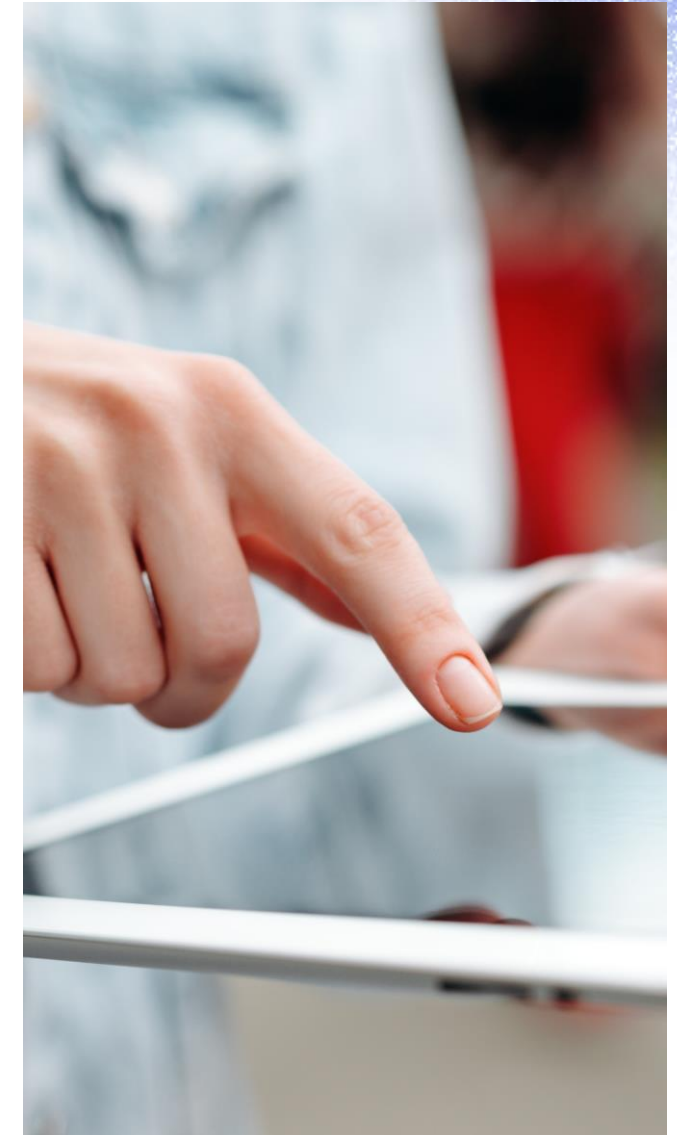
Choose the correct power settings for you

Consider how you use your console to help you choose the correct power settings for your preferences. For more information on these settings and how to control the console, visit us to help you save energy.

Microsoft: See "About power settings on Xbox One and Xbox Series X|S".

Nintendo: See "Power management" on the Nintendo website.

Sony: See "Power management" on the PlayStation website.



Resource efficiency proposals

Spare parts

New proposal to supply spare parts to 3rd parties avoiding stockpiling:

- The Signatories **may utilise one or more of the following strategies** to support their own repair and refurbishment processes for consoles and provide spare parts to third parties:
 - providing new parts
 - providing refurbished parts or consoles
 - providing recovered parts
 - directing to 3rd party part supplier or providing them, when safe and technically feasible
 - keeping an archive of new [or used] consoles for parts recovery
- Proposal:
 - Aligns with UK circular economy objectives
 - Excludes IP protected components (encryption system)



Encrypted parts are critical to protect against game piracy

- Hackers are constantly attempting to modify (or “crack”) consoles to enable piracy
- Some internal components (e.g. Motherboard, Optical Drive) form a specialised and locked encrypted system to prevent this software piracy
 - These parts and associated blueprints cannot be provided to independent repair companies without compromising protection



By console manufacturers taking steps to prevent illegally copied games they protect game developers and the wider video game industry.



Spare Parts Proposal

After significant technical review, the Signatories propose to provide the following spare parts effective from 1 January 2026:

- Internal and external parts that are not part of the encryption system (when applicable) to be provided to professional repairers:
 - **Internal axial fan**
 - **Internal power supply**
 - **Circuit board assemblies not protected by internal encryption**
 - **External plastic enclosure parts**
- Standard bundled **external cables** (when applicable), such as USB, power and HDMI, are to be provided to professional repairers and end-users
 - **Continue to provide HDD and EPS**



Spare Parts Proposal

Availability of spare parts

As well as increasing the list of spare parts available to professional repairers and end-users, Signatories commit to increasing length of time to provide spare parts **from 2 to 5 years** effective from 1 January 2026

Last date of manufacture

To improve Signatories' ability to forecast and stakeholders to assess the availability of spare parts, we propose changing the start time to **last date of manufacture** instead of **last unit placed on the market**



Regulatory handling of spare parts

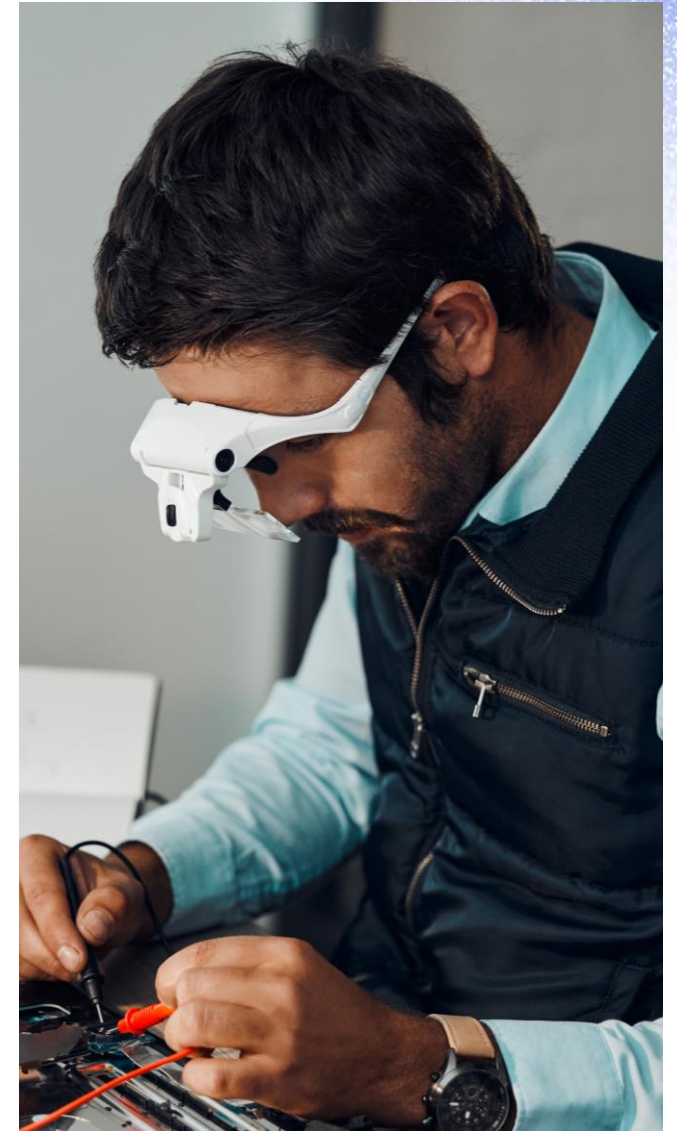
- The Signatories commit to improving resource efficiency by providing spare parts to third parties, and to reducing waste from excess inventory, where possible (stockpiling)
- In some instances, updates to UK regulations and standards (e.g. safety, chemicals, etc.) may prevent Signatories from providing spare parts to third parties, as spare parts would need to meet these new regulatory requirements which come into force after the original console was last placed on the market

The proposed strategy will enable Signatories to:

- (1) increase the length of time they can provide spare parts**
- (2) increase the types of spare parts available to third parties**

Out of warranty repair service

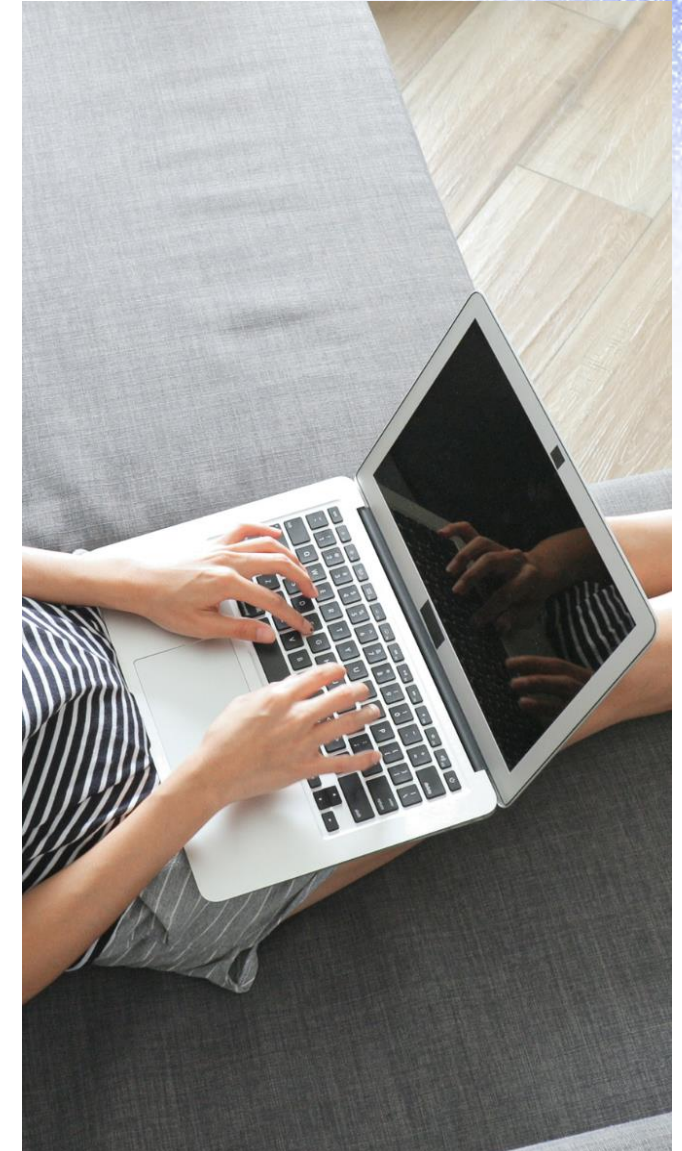
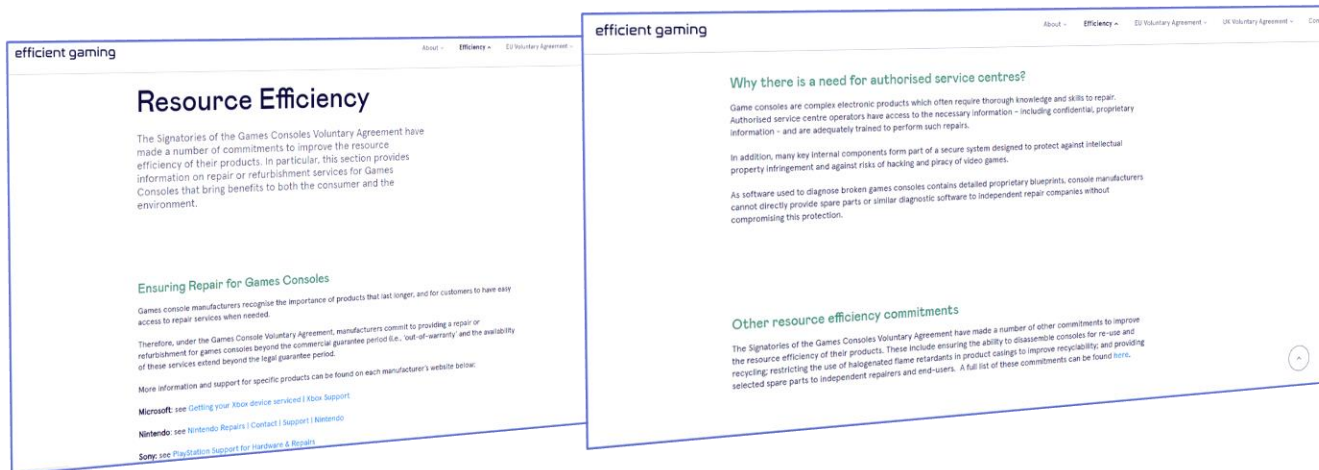
- The GCVA already requires Signatories to provide an out-of-warranty repair and refurbishment service for end-users:
 - Benefits of this service include the provision of safe and reliable repairs, as well as the ability to collect data on reoccurring issues to improve reliability of future models
 - Aligning with the intentions of the UK and the European Commission's proposals on common rules promoting the repair of goods (May 2021 / March 2023)
- Signatories propose that from 1 January 2026, authorised repair or refurbishment centres shall provide an out-of-warranty repair and refurbishment service to end-users **for a minimum five years** (*after the last unit was manufactured*)



Resource efficiency information

Efficient gaming website includes information on:

- Repair or refurbishment services (also available on Signatories' websites)
- Other resource efficiency commitments

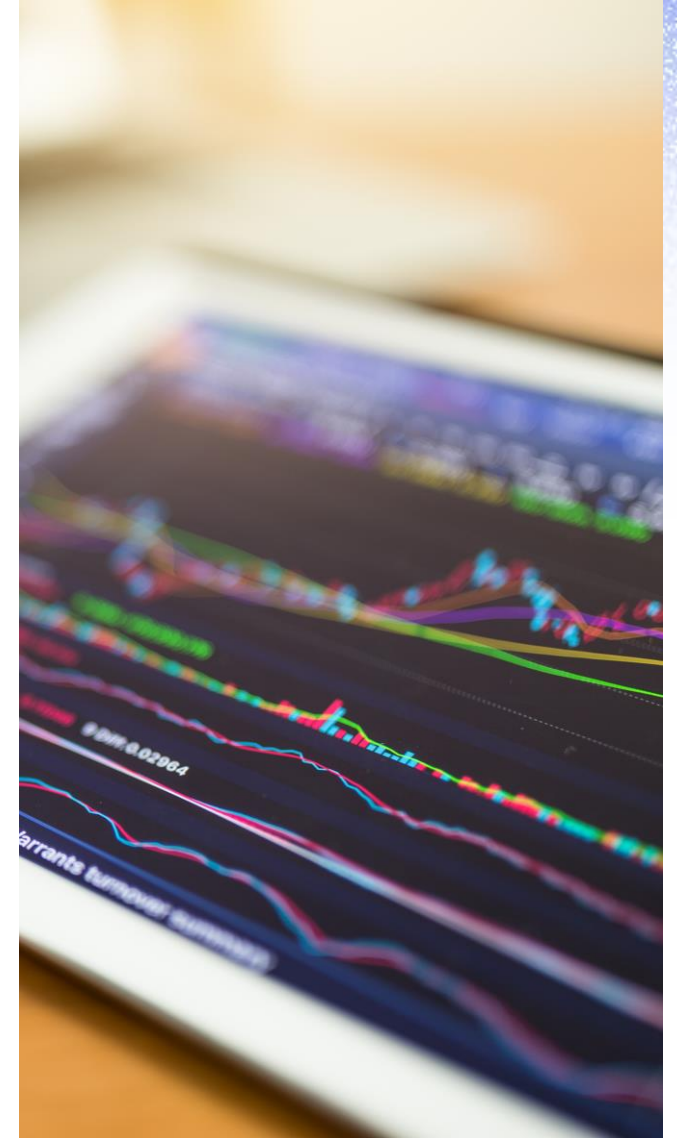


Other proposals

Increased transparency and testing

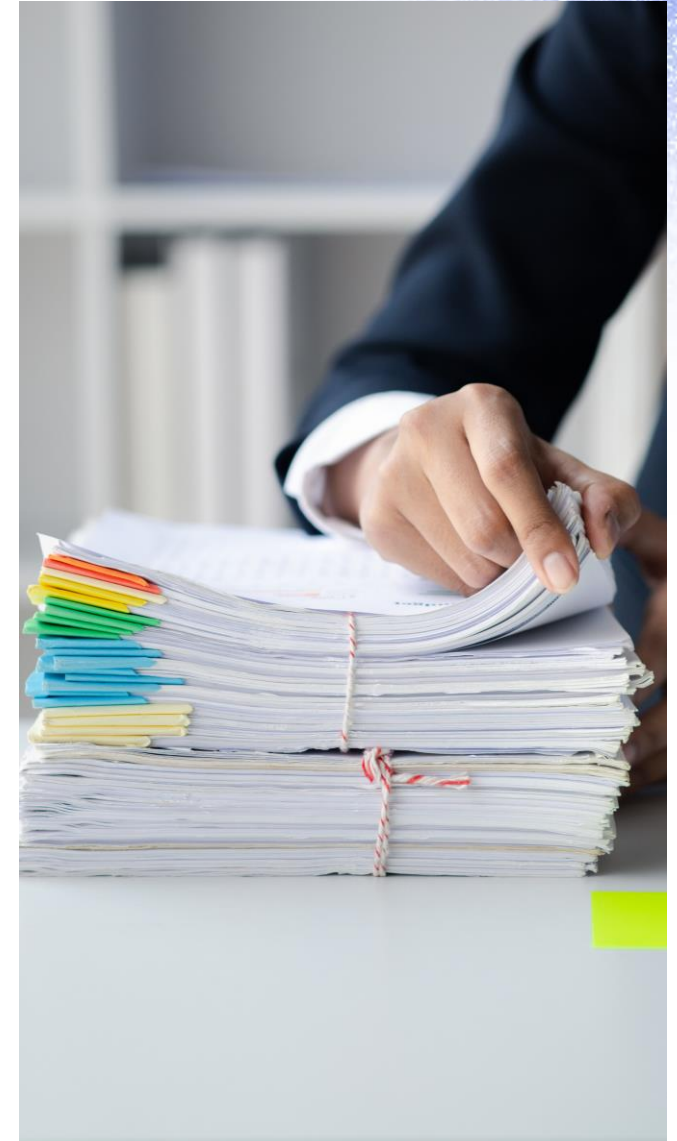
The Signatories updated the compliance and verification methods to further increase transparency representativeness:

- The Independent Inspector can now test energy efficiency requirements of a game console model **each year**
- Resource efficiency requirements will also be checked by the Inspector for the selected games consoles



Summary of changes in UK VA v.2

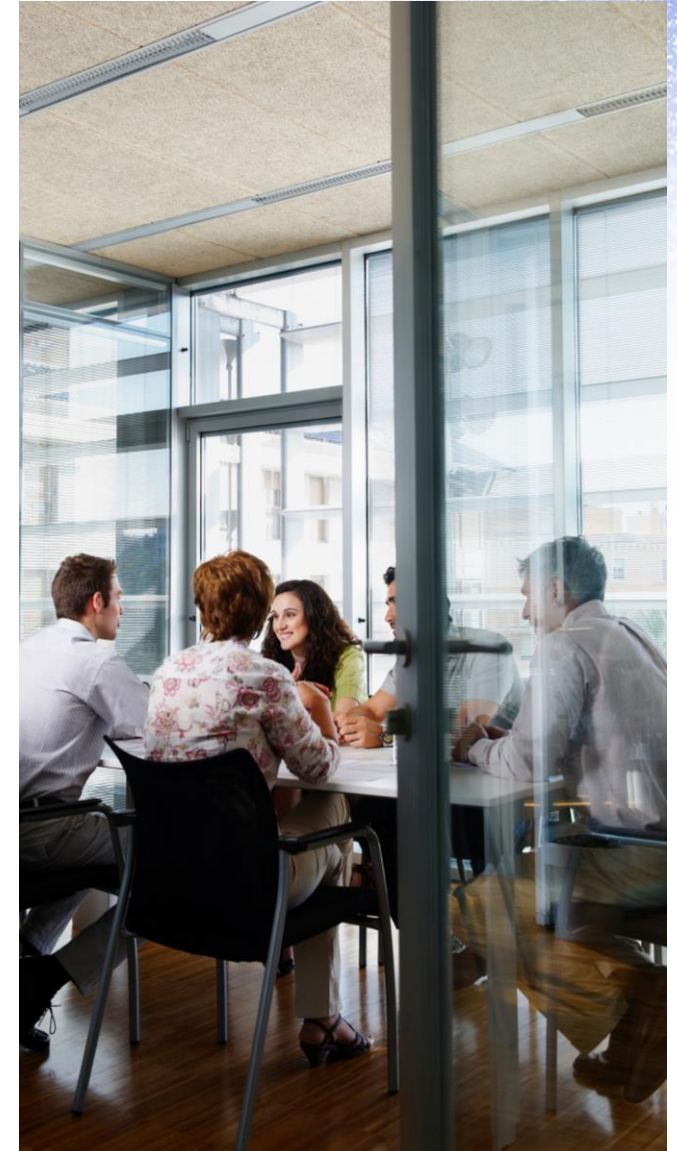
- Revisions and clarifications (**UK VA v.2**) include:
 - Tier 7 of power caps reduction for Navigation and Media modes
 - Increase duration of spare parts provision from 2 to 5 years
 - Increase list of spare parts for third parties
 - Commitment of 5 years to provide an out-of-warranty repair and refurbishment services
 - Revision of the 25g exemption for halogenated flame retardants to 0.5g
 - Energy and resource efficiency information requirements
 - Revised verification method and annual test by the Independent Inspector
- Planned adoption from 1 January 2024



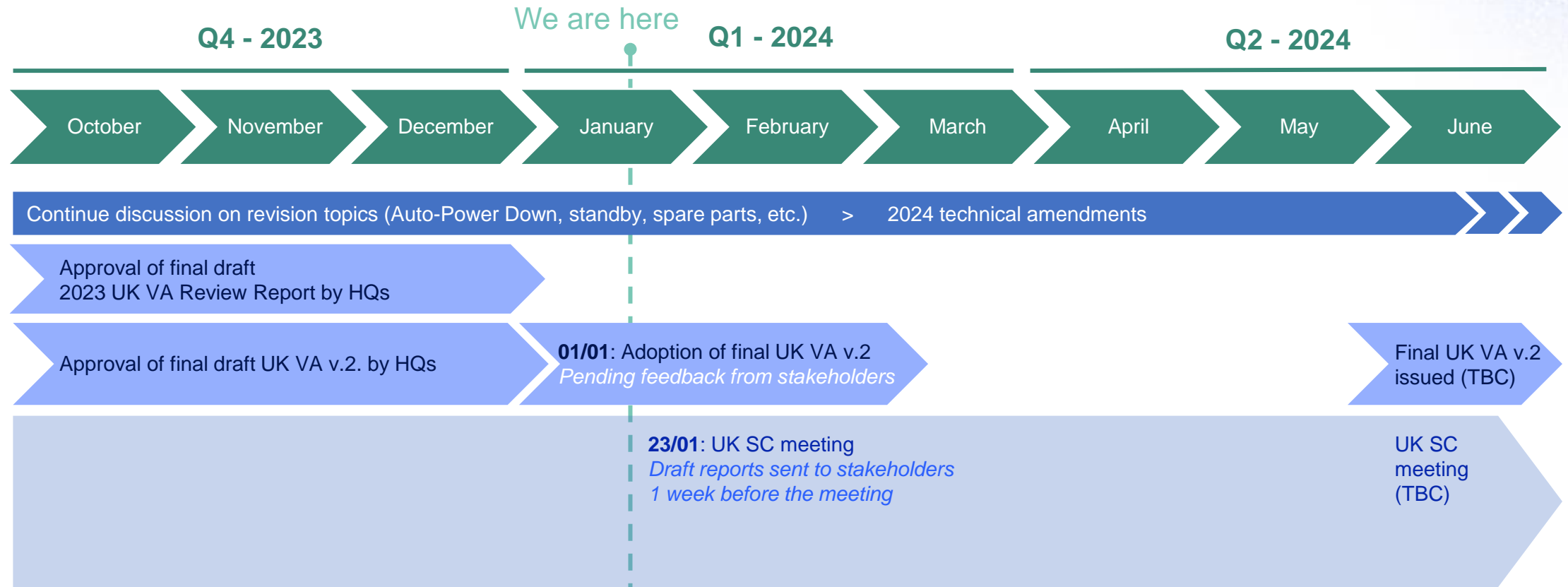
Updates and timeline

5.2 Stakeholder outreach update

- From June to August 2023, Signatories **presented the VA proposals to the following UK stakeholders** seeking preliminary feedback:
 - BEIS
 - Energy Saving Trust
- **Stakeholders raised questions** mainly on the proposals for power caps and spare parts, the out-of-warranty repair service, the compliance & verification process, and the timeline



5.3 2023-2024 Timeline



UK
VA REVIEW
REPORT

6. Update from BEIS



Department for
Business, Energy
& Industrial Strategy

7. AOB



END OF MEETING