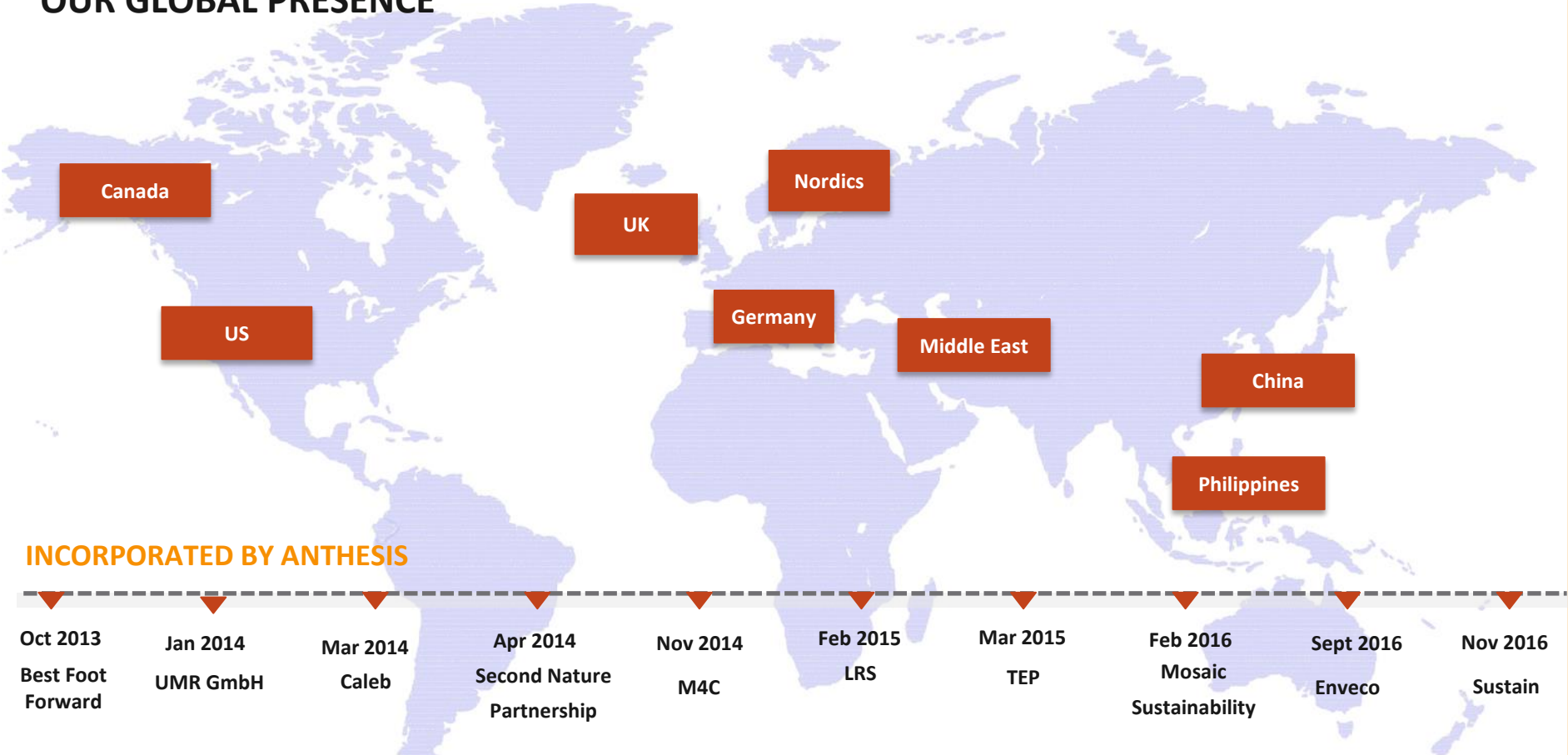


**Review of Games Console SRI
Resource Efficiency Commitments
Brussels, 15.11.17
Dr Richard Peagam**

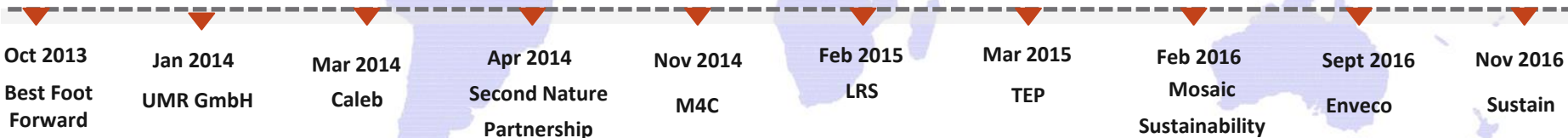
ABOUT ANTHESIS

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Anthesis study on “all WEEE flows”

Games console specific content, within a wider study

Durability

- Games consoles have low failure rates, despite increasing complexity.
- 7th Generation had consumer perception of high failure rates, surveys yielded variable figures – many were inflated, and hardware revisions significantly improved reliability.
- 8th generation has generally enjoyed a much greater record of durability.
- Design to enable repair and component harvesting; consumers often receiving their own console back if returned.

Reuse

- Consoles generate significant consumer attachment compared to other devices, with owners likely to keep consoles long-term.
- Consumers are unlikely to dispose of consoles, unless they no longer function, due to high resale values and the long-term health of secondary market.
- Substantial C2C trading activity, even a decade after a product is discontinued – up to 0.5% of UK sold first generation consoles were traded in one year on eBay.

Key elements of the self-regulatory initiative (SRI)

Impacts on resource efficiency

Main commitments of the SRI

Explicit requirements for participating manufacturers; focus on extending product life

High Level Requirement	Implications
Information shall be provided to consumers, to support product life extension.	<ul style="list-style-type: none">• Extended use phase• Greater C2C trading
A refurbishment or out-of-warranty repair service will continue to be available. Parts and guidance will continue to be made available, to authorised repair centres.	<ul style="list-style-type: none">• Greater, reliable and safe, reuse• Non-destructive disassembly• Component reuse
Console plastics parts >25g will continue to be marked indicating their material composition.	<ul style="list-style-type: none">• Targeted recycling
Consider the feasibility of ensuring any plastic components >100g are removable and made of polymers compatible with recycling.	<ul style="list-style-type: none">• Non-destructive disassembly• Greater harvesting / replacement of parts• Greater recycling rates

External points of reference

Insights into product durability and reuse

Operational considerations when enabling reuse

The SRI focuses on prolonging product life and enabling reuse

	Characteristics	Case studies
Factors that promote reuse	<ul style="list-style-type: none">• High value• Volume and standardisation• Cultural factors• Low cost return and refresh• Immediate utility	<ul style="list-style-type: none">• B2B IT• Medical equipment• Vending machines• Mobile phones• Pallets/railway line/beer kegs
Factors that hinder reuse	<ul style="list-style-type: none">• Inventory/stock holding• Access to parts and guidance• Skills and H&S concerns• Low margins• Access to units/routes to market• Obsolescence• Competing imperatives	<ul style="list-style-type: none">• Low value consumer electronics• Built environment• Metals• Packaging

Other commitments to reuse – comparing the SRI

Case study partnerships, voluntary initiatives and upcoming mandatory actions

Initiative	Description	Relevant factors in the SRI
PAS 141	Process based certification, to inspire confidence in reuse markets.	Out of warranty repair, support for authorised repair centres.
ReBUS	Funding for trial reuse business models (e.g. Samsung takeback).	Take back via repair centres and support for C2C trading, through durability guidance.
IT manufacturers	Working with iFixit to share information on repair.	Parts and guidance supplied to authorised repair centres; focus on skills and safety.
Eco3 reuse guidance	Design considerations to enable greater reuse.	Support for non-destructive disassembly and guidance on parts removal.
Spanish waste plan	2% of furniture, textile, electrical, and “other” items must be reused.	Highly active reuse already; support to enable longer life and high value recovery.

Assessment of the SRI

Key considerations and reflections on external reference points

Assessment of the SRI

Key thoughts on the elements related to resource efficiency

- Focus on durability and reuse to prolong product life – priorities in the waste hierarchy.
- This is appropriate, games consoles are highly reusable and are highly reused.
- Disassembly, access to components and expertise are all barriers to reuse.
- The SRI tackles these explicitly.
- The SRI has unparalleled coverage of a large market, albeit one with few players.
- There is a commitment to review progress and there are consequences for non-compliance.
- The SRI goes beyond standard practice in the broader sector and would be an example of leading practice.

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Backup slides

Supplementary information relevant to the main presentation

Anthesis study on “all WEEE flows”

C2C trading of older consoles remains high

Console*	Peak Sales Year	Youngest Console (years)	Annual UK eBay Sales	% Total UK Stock
Nintendo 64	1998	14	Up to 10,000	0.5 %
Sony PlayStation	1998	12	Up to 11,000	0.2 %
Microsoft Xbox	2002	8	Up to 6,000	0.4 %

*Anthesis analysis of publicly available data