

Independent Inspector Annual Compliance Report EU Market – Final

Reporting Period 2022

Games Consoles Self- Regulatory Initiative

SCOPE OF WORK:
COMPLIANCE REPORT FOR THE EU SELF-REGULATORY
INITIATIVE ON ENERGY AND RESOURCE EFFICIENCY
OF GAMES CONSOLES

REPORT NUMBER:
V1.0

ISSUE DATE:
12 May 2023

PAGES:
27



CUSTOMER

Signatories for the Self-Regulatory Initiative
on energy and resource efficiency of games
consoles

REPORT ISSUED BY

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1 SUMMARY

1.1 Commitments and Requirements

This Annual Compliance Report (ACR) from the Independent Inspector for the Self-Regulatory Initiative (SRI) covers the reporting period January 2022 through December 2022 for in-scope consoles sold in the EU.

The SRI covers games consoles placed on the EU market by the three Signatories. This accounts for 100% of the in-scope games consoles sold in the EU in 2022.

Games consoles covered by the SRI are mains powered devices with handheld or other interactive controllers, use external televisions as a primary display, use dedicated console operating systems and use internal or dedicated external power supply units. For consoles that consume more than 20W in Active Gaming mode, all the requirements apply. For consoles that consume less than 20W, all requirements apply except the Energy Efficiency Requirements (section 3.1 of the SRI).

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

The key requirements covered by the SRI are:

- Compliance with Auto-Power Down (APD) requirements
- Ensure that maximum power consumption targets (power caps) are not exceeded
- Resource efficiency and end-of-life design requirements
- Information provision: including energy and non-energy related information in the user instructions and to repairers or recyclers
- Achieving specific Market Coverage

1.2 Signatories

There are three manufacturers that are Signatories to the games console SRI:

- Microsoft Corporation
- Nintendo Co., Ltd.
- Sony Interactive Entertainment Inc.

1.3 Data Collection and Processing

The Independent Inspector reviewed the Product Compliance Reports (PCRs), covering each games console, submitted by the Signatories.

The Product Compliance Report indicates compliance by listing links to online information. The percentage of compliant models sold during the reporting period is also declared via the PCR.

The Independent Inspector reported back to the Signatories individually after reviewing the Product Compliance Reports. No non-compliances or issues were reported.

1.4 Annual Reporting Compliance

In order to comply with the SRI, Signatories must achieve the following reporting obligations:

1. Ensure that Product Compliance Reports for all games consoles within the scope of the SRI are submitted to the Independent Inspector on time
2. Ensure that the Product Compliance Reports for all games consoles are complete
3. 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
4. Demonstrate that the SRI covers more than 80% of the games consoles sold in the EU for the preceding reporting period (bi-annually)

Only the first three commitments listed above are covered using the Product Compliance Report submitted to the Independent Inspector and covered in this report. The market data compliance regarding aggregate sales of consoles in Europe must be provided by the Signatories directly to the European Commission.

1.5 Compliance Verification Investigation

The verification investigation reported in this ACR is for testing undertaken during 2022 after PCRs were submitted for consoles sold during 2021. No new consoles were placed on the market during the 2021 reporting period for which PCRs were submitted in February 2022. However, two consoles included in the previous investigation were retested using retailer sourced samples rather than samples from manufacturers, which was the case previously due to supply issues. Two Nintendo Switch models were reviewed as the SRI brought these into scope for the 2021 reporting period. The compliance verification investigation was undertaken in October 2022 against version 4.0 for the SRI, for consoles from the 2021 reporting period. All the consoles reviewed complied with the requirements.

1.6 Overall Compliance

All the Signatories met the reporting requirements of the SRI for in-scope games consoles by providing complete Product Compliance Reports, on time, and declaring compliance with the SRI requirements for the necessary percentage of consoles sold in the EU.

2 INTRODUCTION

The Self-Regulatory Initiative (SRI) 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. The SRI, with the scope, definitions and commitments can be viewed on the dedicated website; www.efficientgaming.info

The scope of the SRI includes games consoles that are mains powered and also:

- Utilise either dedicated handheld or other interactive controllers designed to enable game playing (rather than the mouse and keyboard used by personal computers)
- Are equipped with audio-visual outputs for use with external televisions as the primary display
- Use dedicated Console operating systems (rather than using a conventional PC operating system) and
- Use either internal or dedicated external power supply units

The main categories of commitments and requirements detailed in the SRI¹ include:

- Compliance with Auto-Power Down (APD) requirements (3.1.1)
- Not exceeding maximum power consumption targets (power caps) (3.1.2)
- Resource efficiency and end-of-life design requirements (3.2)
- Information provision: including energy and non-energy related information in the user instructions and to repairers or recyclers (3.1.4, 3.2.2 and Annex B)
- Achieving specific Market Coverage: as a sector and individual manufacturer
- Other commitments such as maintaining information on a dedicated website (3.3)

This Annual Compliance Report (ACR), prepared by the Independent Inspector, covers the reporting period January 2022 through December 2022. It includes information on the compliance by the Signatories according to the Games Console SRI version 4.0.

The SRI version 4.0 was published mid-2021 and extended the scope of the SRI to include consoles that consume less than 20W in Active Gaming mode for compliance to the non-energy efficiency requirements and remain exempt from the Energy Efficiency Requirements (section 3.1 of the SRI). For consoles which use more than 20 Watts in Active Game mode all the requirements apply.

This ACR has been compiled following the submission of Product Compliance Reports (PCR) by the Signatories to the Independent Inspector. The PCR enables Signatories to report where product information can be found using online links, and demonstrate compliance with the requirements set out in the SRI. The submission of the PCR has been reviewed by the Independent Inspector against the reporting obligations in the SRI.

¹ Parentheses provide SRI paragraph references

3 LIST OF SIGNATORIES

For the reporting period January through December 2022, there were three Signatories to the SRI for games consoles. These are the manufacturers that instigated and worked together to produce, and continually undertake revisions to, the SRI.

- Microsoft Corporation
- Nintendo Co., Ltd.
- Sony Interactive Entertainment Inc.

4 COMMITMENTS AND REQUIREMENTS

The following sections provide a summary of the commitments and requirements for Signatories of the games console Self-Regulatory Initiative (SRI). Further detail and full wording can be found in the published SRI (version 4.0) at www.efficientgaming.info. The energy efficiency requirements apply to in-scope consoles consuming more than 20W in Active Gaming mode. The Resource Efficiency requirements apply to all in-scope consoles.

4.1 Commitments for ACR Review

The SRI specifies four reporting commitments to be met by the Signatories:

1. Ensure that Product Compliance Reports for all games consoles within the scope of the SRI are submitted to the Independent Inspector on time
2. Ensure that the Product Compliance Reports for all games consoles are complete
3. 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
4. Demonstrate that the SRI covers more than 80% of the games consoles sold in the EU for the preceding reporting period (bi-annually)

Only the first two commitments listed above are checked by the Independent Inspector, the third commitment is declared on the PCR.

The market data compliance regarding aggregate sales of consoles in Europe (point 4) must be provided by the Signatories directly to the European Commission.

4.2 Energy and Resource Efficiency Requirements

The following requirements are specified in the SRI in relation to energy usage and resource efficiency, including providing information to consumers. Compliance with these requirements, either by measurement or manufacturers' declared values, is only checked by the Independent Inspector when a compliance investigation is undertaken (see section 7 of this report).

4.2.1 Energy Efficiency

The SRI specifies auto-power down and power caps applicable to Media Playback and Navigation modes. These are applicable to consoles using more than 20W in Active Gaming mode. Further details can be found in Appendix B of this report.

Auto-Power Down

The SRI specifies requirements for the duration of time before Auto-Power Down (APD) is triggered and the console is powered down to a low power state:

- For operational modes other than Media Playback:
 - 1 hour or less from the time of the last user input
- In Media Playback mode:
 - within 4 hours of starting any audio or video media playback
 - or within 1 hour or less of user inactivity after termination of video media content

Power Caps

In order to achieve a progressive improvement in energy efficiency, power caps are specified in tiers. The power caps applicable for the 2022 reporting period are given below.

Navigation Mode - Tier 6 (effective from 01.01.2021) - power caps:

- High Definition consoles 50W (Measured at HD video resolutions)
- Ultra-high definition consoles:
 - Media Capable 50W (Measured at HD and UHD video resolutions)
 - Gaming Capable 65W (Measured at HD video resolutions)
70W (Measured at UHD video resolutions)
- 8K-compatible consoles 70W (Measured at HD and UHD video resolutions)

Media Playback - Tier 6 (effective from 01.01.2021) - power caps:

- High definition consoles 60W (Measured at HD video resolutions)
- Ultra-high definition consoles
 - Media Capable 60W (Measured at HD and UHD video resolutions)
 - Gaming Capable 70W (Measured at HD video resolutions)
110W (Measured at UHD video resolutions)
- 8K-compatible consoles 70W (Measured at HD video resolutions)
100W (Measured at HD and UHD video resolutions)

4.2.2 Energy Efficiency Information

Power consumption information shall be provided to consumers for all consoles in scope of the SRI.² This is within the operating instructions provided with the console itself, onscreen or hardcopy, or online. Energy efficiency information will be neutrally worded so as not to encourage users to disable power-saving features.

4.3 Resource Efficiency Requirements

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

1. Resource efficiency requirements to promote repair and recyclability
2. Information to be provided to consumers and repairers

The resource efficiency requirements in version 4.0 are very similar to the previous version of the SRI, although more detailed information is given in some areas and there are some requirements listed that only came in to force at the beginning of this reporting period. The wording for flame retardants has been changed slightly and reference to LCD displays and mercury has been removed. A summary of the requirements applicable to this reporting period is given below.

4.3.1 Requirements to promote repair and recyclability

- A refurbishment or out-of-warranty repair service shall be available –
 - Hard disk drive and External power supply are specific components that shall be made available to professional repairers and end users
 - Key components (optical drive, motherboard, hard disk drive, internal power supply) shall be made available to facilitate repair by authorized repair and refurbishment centres
- To improve recycling and reuse –
 - maintenance and refurbishment shall be possible by non-destructive disassembly of key components
 - joining and sealing techniques are used that do not prevent removal of components
- To improve recycling at end-of-life –
 - plastic parts will be marked specifying the type of resin (parts >25g, with some exceptions)

² Version 4.0 of the SRI, extended the resource efficiency requirements to cover all consoles in-scope including those using less than 20W in Active Gaming mode, from January 2022.

- any external plastic enclosure components >100 g are removable using tools commercially available to recyclers
- to improve the recyclability external plastic enclosure parts >25 g shall not contain halogenated flame retardants >0.1 % by weight

4.3.2 Information Requirements

- To support product life extension provide *consumers* (via onscreen, hardcopy or online instructions) information on –
 - how to keep the product in good working order
 - instructions on deleting personal data
 - information on options to upgrade the console (if available)
 - information on end-of-life processing, refurbishment and out-of-warranty repair options
 - information on reparability, such as:
 - whether commercially available or specialized proprietary tools are necessary
 - whether any repairer or authorized experts are required for repair diagnostics
 - availability of spare parts by all repairers or only manufacturer authorized providers
 - whether an out-of-warranty repair service is provided
- Information for refurbishment or out-of-warranty *repair service* supported by –
 - technical documents available to authorised repair centres
 - information provided to repair and recycling operations regarding halogenated flame retardants in external plastic enclosures >25g (with exceptions)
 - information provided to enable product disassembly, including access to targeted components, fastening techniques and tools required

4.4 Other Commitments

Other requirements in the SRI include –

- the Signatories providing a dedicated SRI website in order to publicise and disseminate information regarding the SRI, including, amongst other things; general market information, a list of compliant consoles, published documents such as copies of the SRI versions and reports
- Introduced in January 2022, the website also provides power consumption for navigation, media play, gaming and low power modes.

4.5 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. Signatories are required to provide independent market data to prove this level of market coverage to the European Commission every two years.

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.

5 DATA DECLARATIONS AND PROCESSING

5.1 Product Compliance Report Template

For this Annual Compliance Report the Product Compliance Report (PCR) template was used for the Signatories to declare compliance with the requirements of the SRI. The template enables each Signatory to report on all the consoles within one document. The template is reproduced in Appendix A of this report.

To prevent PCR duplication for consecutive years the Signatories record whether a games console is:

- a new games console
- a revised model of an existing games console
- or an existing games console model

This allows the Signatory to refer to a previously submitted PCR rather than completing sections of the template, each year, for existing consoles. For a new console placed on the market a section in the PCR is fully completed for that model.

The Product Compliance Reports contain no actual performance data (e.g. energy consumption). The majority of the data required to demonstrate compliance with the requirements is also the information that is to be published to consumers. The links to online information in the PCR enable the Signatories to cover all the SRI requirements in one place.

5.2 Data Processing

Product Compliance Reports (PCR) were submitted by all three Signatories.

Microsoft had two existing models falling within the scope of the SRI. This year's PCR provided a link to the PCR (2021), available on the Efficientgaming website.

Nintendo submitted a PCR for two Switch consoles. These were existing models and this year's PCR provided a link to the PCR (2021), available on the Efficientgaming website.

Sony had five models of games consoles listed in the PCR. Three were previously report on and therefore existing models, two were also existing models but with revisions resulting in updated new model numbers but no changes effecting power consumption compared to previous existing models. Sony therefore referred to PCRs already available via the Efficientgaming website. (Four of the models had previous PCRs from 2021, the fifth was submitted for the 2018 reporting period).

The Independent Inspector reviewed the PCRs for completeness. This involved checking that the online links provided in the PCR went to appropriate web pages, but the actual content on these pages was not reviewed.

5.3 Market Coverage

Using the Product Compliance Report format the Signatories specified what percentage of products sold complied with the SRI. Actual recorded sales figures are only required if the Signatory states that less than 90% of products sold comply with the SRI requirements.

The SRI commitment to demonstrate that the SRI covers at least 80% of the games consoles sold in the EU is not part of the annual review and reporting by the Independent Inspector. The SRI states that Signatories will provide data from an independent 3rd party to the Commission to prove market coverage within three months following a change in Signatories, and will reconfirm market coverage every two years during the operation of the SRI³.

5.4 Sales data

It is the Signatories responsibility to declare and report market coverage. However, at the request of the Signatories the following sales data has been included in this annual compliance report. Market information can be sourced from the 3rd party market organization VGChartz. The data published by VGChartz does not differentiate sales in the UK and also includes the Nintendo Switch Lite⁴ (according to Nintendo). As a guide, a total sales figure for all consoles of around 10.6 million is given by VGChartz for January through December 2022, including UK sales and Switch Lite sales.

³ Energy Efficiency of Games Consoles, Self-Regulatory Initiative for further improve the energy efficiency of Games consoles, Version 4.0, Section 4.2

⁴ The Nintendo Switch Lite is a pure handheld games model and therefore not in scope for the SRI

6 SIGNATORY COMPLIANCE

The SRI specifies four commitments to be met by the Signatories:

1. Ensure that Product Compliance Reports for all games consoles within the scope of the SRI are **submitted** to the Independent Inspector **on time**
2. Ensure that the Product Compliance **Reports** for all games consoles **are complete**
3. 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
4. Demonstrate that the SRI covers more than 80% of the games consoles sold in the EU for the preceding reporting period (bi-annually)

Only the first three commitments listed above are considered by the Independent Inspector, using the Product Compliance Template, prior to the compilation of this annual report.

The market data compliance regarding aggregate sales of consoles in Europe (point 4) must be provided by the Signatories directly to the European Commission.

6.1 Submission of Product Compliance Reports

All initial Product Compliance Reports (PCR) were received by the Independent Inspector within the timeframe given in the SRI (by the end of February).

6.2 Product Compliance Report Completeness

Following a review by the Independent Inspector, each Signatory was contacted individually: there were no reporting or content issues regarding the PCRs for any of the Signatories.

6.3 Market Coverage

All three Signatories with in-scope consoles declared, via the Product Compliance Reports, compliance with the requirements of the SRI for at least 90% of products sold.

7 SRI REQUIREMENTS COMPLIANCE INVESTIGATION

The SRI includes a requirement that a product compliance investigation may be conducted on any new games console model or a revised model after it is first placed on the market. Such an investigation uses product testing and the links provided in the PCR to verify the self-declared values and data provision. Annex A-1 and A-2 of the SRI specifies methods of verification for energy consumption and non-energy requirements & energy efficiency information. For new consoles a product compliance investigation takes place after the submission of the PCR.

The testing and verification were undertaken by the Consumer Electronics division of Intertek Performance Electrical & Network Assurance test facility in Milton Keynes, UK.

7.1 Testing and Reporting

This investigation covers consoles with PCRs submitted in February 2022 for the reporting period January through December 2021.

Both Microsoft and Sony had launched new models in the reporting period of 2020, which were included in the previous compliance verification testing in October 2021. However, supply difficulties meant that three console samples were sourced directly from the manufacturers. It was agreed at the time that the consoles would be retested with retailer purchased samples when they were more readily available. These retests were undertaken as part of the 2022 compliance verification process.

Since the testing with manufacturer sourced samples, Sony revised the model previously reviewed. It was agreed that the most up to date version was used for the verification.

It was still not possible to purchase a sample for the PlayStation5 Digital Edition so the results from the previously tested manufacturer supplied sample were used for the final report in 2022.

Nintendo consoles, the Switch and the Switch - OLED Model, were also included in this year's investigation. Although not new to the market, they came into scope of the SRI as consoles using less than 20W and are therefore covered by the resource efficiency requirements of the SRI. These consoles underwent a basic power consumption test to confirm that they use less than 20W. Resource efficiency compliance information was reviewed.

Table 1 below shows which consoles were reviewed against which Annex in the SRI.

Table 1. Games consoles tested for 2022 compliance verification

Games Console	Verification
Nintendo Switch HAC-001(-01)	Annex A-1 (Active gaming power consumption only) & Annex A-2
Nintendo Switch - OLED Model HEG-001	Annex A-1 (Active gaming power consumption only) & Annex A-2
Microsoft Xbox Series X 1882	Annex A-1 & Annex A-2
Sony PlayStation5® Digital Edition CFI-1016B	Annex A-1 & Annex A-2
Sony PlayStation5® CFI-1116A	Annex A-1 & Annex A-2

Appendix C shows which samples were tested when, in a diagrammatical form. The Independent Inspector reviewed the test results and the non-energy requirements & energy efficiency information evidence according to version 4.0 of the SRI.

7.2 Compliance

From the energy efficiency testing and the review of evidence for non-energy requirements, all five consoles complied with the requirements according to SRI version 4.0.

8 OVERALL COMPLIANCE

For the reporting period January through December 2022, all the three Signatories comply with the reporting commitments in the SRI, in terms of the submission of Product Compliance Reports and declaring market coverage.

8.1 Signatories and Games Consoles

Table 2 below lists the manufacturers and the corresponding games consoles that are covered by the EU Self-Regulatory Initiative for the reporting period January through December 2022. Consoles not included in previous reports are identified in *italics*.

Table 2. Compliant models covered by the SRI (reporting period 2022)

Manufacturer	Games Console Name	Model no.	Type
Microsoft	Xbox Series X	1882	8K Definition Gaming Capable
Microsoft	Xbox Series S	1883	Ultra-High Definition Media Capable
Nintendo	Nintendo Switch	HAC-001(-01)	High Definition <20W
Nintendo	Nintendo Switch - OLED Model	HEG-001	High Definition <20W
Sony	PlayStation®4	CUH-2216	Ultra-High Definition Media Capable
<i>Sony</i>	<i>PlayStation®5</i>	<i>CFI-1216A</i>	<i>8K Definition Capable</i>
<i>Sony</i>	<i>PlayStation®5 Digital Edition</i>	<i>CFI-1216B</i>	<i>8K Definition Capable</i>
Sony	PlayStation®5	CFI-1116A	8K Definition Capable
Sony	PlayStation®5 Digital Edition	CFI-1116B	8K Definition Capable

9 RECOMMENDATIONS

There are no recommendations in relation to the reporting process, data handling and product compliance review associated with the role of the Independent Inspector for the production of the Annual Compliance Report.

Appendix A - PRODUCT COMPLIANCE REPORTING TEMPLATE

The template reproduced here was generated in Microsoft Word by the Signatories and allows all appropriate games consoles models to be reported on in one document, with a summary at the beginning.

This EU PCR is submitted for compliance with the Games Console Voluntary Agreement (EU SRI version 4.0).
 For further information please see: <https://www.efficientgaming.info/eu.html>
 EU PCR version: 4.0
 Date: [dd/mm/yyyy]

EU Product Compliance Report Summary

Signatory company	Choose an item.				
Reporting period	Jan – Dec [yyyy]				
Date submitted	[dd/mm/yyyy]				
Completed by	[name]				
Contact details	[VA Administrator details]				
List of consoles within scope of SRI					
#	Model name	Model number	Console type	Status	< 20 W
A.	[model name]	[model number]	Choose an item.	Choose an item.	<input type="checkbox"/>
B.	[model name]	[model number]	Choose an item.	Choose an item.	<input type="checkbox"/>
The Signatory complies with the requirements of the SRI for:			100% of products sold		

#	Reference to previously submitted PCR for applicable models	Submitted on:
A.	[Link/reference for model A if applicable]	Click or tap to enter a date.
B.	[Link/reference for model B if applicable]	Click or tap to enter a date.

This EU PCR is submitted for compliance with the Games Console Voluntary Agreement (EU SRI version 4.0).

For further information please see: <https://www.efficientgaming.info/eu.html>

EU PCR version: 4.0

Date: [dd/mm/yyyy]

EU Product Compliance Report (A)

A.	Model name	[model name]	Model number	[model number]	< 20 W	<input type="checkbox"/>
	Console type	Choose an item.	Status	Choose an item.		
Additional model information						

Section 1.a

The following information and documents are submitted in support of this declaration by the references provided		References to documentation / hyperlink
1.1	Information on the energy-saving potential of power management. (Section 3.1)	
1.2	Information on default regulatory standby mode when the Games Console is powered-down. (Section 3.1)	
1.3	Information on the default auto power-down time settings. (Section 3.1)	
1.4	Information on how to change time settings for auto power-down. (Section 3.1)	
1.5	References to further information on other available low power modes. (Section 3.1)	
1.6	Information on console power consumption of navigation, media play, gaming, regulatory standby mode(s) and other user-enabled low power conditions. (Section 3.1)	
1.7	Information on availability of end-of-life processing, refurbishment, out-of-warranty services. (Section 3.2)	
1.8	Information on product life extension: explanation on how to keep the consoles in good working condition. (Section 3.2)	
1.9	Information on product life extension: how to delete personal data. (Section 3.2)	
1.10	Information on product life extension: options available (if any) to consumers to upgrade the performance of their consoles. (Section 3.2)	

This EU PCR is submitted for compliance with the Games Console Voluntary Agreement (EU SRI version 4.0).

For further information please see: <https://www.efficientgaming.info/eu.html>

EU PCR version: 4.0

Date: [dd/mm/yyyy]

1.11	Clear and consistent information, based on CENELEC standards, regarding the reparability of the console is available. (Section 3.2)	
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Section 1.b

The Signatory company also confirms via this Product Compliance Report the following		Confirmed by the Signatory
1.12	Technical documentation, as requested in Section 3.2.2, is made available to authorized repair services.	<input type="checkbox"/>
1.13	Product disassembly instructions, as requested in Section 3.2.2, are made available to repair and recycling operations.	<input type="checkbox"/>

Section 2.

#	Reasons for non-compliance	Supporting documentation / reference / hyperlink

This EU PCR is submitted for compliance with the Games Console Voluntary Agreement (EU SRI version 4.0).

For further information please see: <https://www.efficientgaming.info/eu.html>

EU PCR version: 4.0

Date: [dd/mm/yyyy]

EU Product Compliance Report (B)

B	Model name	[model name]	Model number	[model number]	< 20 W	<input type="checkbox"/>
	Console type	Choose an item.	Status	Choose an item.		
Additional model information						

Section 1.

The following information and documents are submitted in support of this declaration by the references provided		References to documentation / hyperlink
1.1	Information on the energy-saving potential of power management. (Section 3.1)	
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1.3	Information on the default auto power-down time settings. (Section 3.1)	
1.4	Information on how to change time settings for auto power-down. (Section 3.1)	
1.5	References to further information on other available low power modes. (Section 3.1)	
1.6	Information on console power consumption of navigation, media play, gaming, regulatory standby mode(s) and other user-enabled low power conditions. (Section 3.1)	
1.7	Information on availability of end-of-life processing, refurbishment, out-of-warranty services. (Section 3.2)	
1.8	Information on product life extension: explanation on how to keep the consoles in good working condition. (Section 3.2)	
1.9	Information on product life extension: how to delete personal data. (Section 3.2)	
1.10	Information on product life extension: options available (if any) to consumers to upgrade the performance of their consoles. (Section 3.2)	

This EU PCR is submitted for compliance with the Games Console Voluntary Agreement (EU SRI version 4.0).

For further information please see: <https://www.efficientgaming.info/eu.html>

EU PCR version: 4.0

Date: [dd/mm/yyyy]

1.11	Clear and consistent information, based on CENELEC standards, regarding the reparability of the console is available. (Section 3.2)	
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Section 1.b

The Signatory company also confirms via this Product Compliance Report the following		Confirmed by the Signatory
1.12	Technical documentation, as requested in Section 3.2.2, is made available to authorized repair services.	<input type="checkbox"/>
1.13	Product disassembly instructions, as requested in Section 3.2.2, are made available to repair and recycling operations.	<input type="checkbox"/>

Section 2.

#	Reasons for non-compliance	Supporting documentation / reference / hyperlink

This EU PCR is submitted for compliance with the Games Console Voluntary Agreement (EU SRI version 4.0).

For further information please see: <https://www.efficientgaming.info/eu.html>

EU PCR version: 4.0

Date: [dd/mm/yyyy]

Notes for Independent Inspector

#	Notes	Regarding



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Appendix B - SELF REGULATORY INITIATIVE KEY POWER CONSUMPTION REQUIREMENTS

The following tables detail the power cap and Auto-Power Down (APD) requirements for the SRI version 4.0. Further detail can be found in the SRI.

Power consumption caps

Mode	Tier	Effective from	High Definition Consoles (W)	Ultra-High Definition Consoles (W)		8K-capable Consoles (W)
				Media Capable	Gaming Capable	
Navigation Mode	Tier 1	01-Jan-14	90 ¹	90 ²		na
	Tier 2	01-Jan-16	90 ¹	90 ²		na
	Tier 3	01-Jan-17	70 ¹	70 ²		na
	Tier 4	01-Jan-19	50 ¹	Media Capable 50 ²	Gaming Capable 70 ²	na
	Tier 5	01-Jan-20	50 ¹	50 ²	65 ² 70 ³	na
	Tier 6	01-Jan-21	50 ¹	50 ²	65 ² 70 ³	70 ²
Media Playback DVD	Tier 1	01-Jan-14	90 ¹	na	na	na
	Tier 2	01-Jan-16	90 ¹	90 ¹		na
Media Playback Blu-ray Disc	Tier 3	01-Jan-17	70 ¹	90 ¹		na
	Tier 4	01-Jan-19	60 ¹	Media Capable 60 ²	Gaming Capable 70 ¹ 110 ³	na
Streaming HD	Tier 5	01-Jan-20	60 ¹	60 ²	70 ¹ 110 ³	na
	Tier 6	01-Jan-21	60 ¹	60 ²	70 ¹ 110 ³	70 ¹ 100 ²

¹ Measured at HD video resolutions

² Measured at HD and UHD video resolutions

³ Measured at UHD video resolutions

Auto-Power Down

Title	Requirement
Navigation Mode	APD to trigger within 60 minutes to the power limits for applicable low power mode
Active Gaming	APD to trigger within 60 minutes to the power limits for applicable low power mode
Disc-Based Media Playback	APD to trigger within 4 hours of starting any audio or video media playback or within 1 hour or less of user inactivity after termination of video media content to the power limits for applicable low power mode
Media Streaming Playback	APD to trigger within 4 hours of starting any audio or video media playback or within 1 hour or less of user inactivity after termination of video media content to the power limits for applicable low power mode



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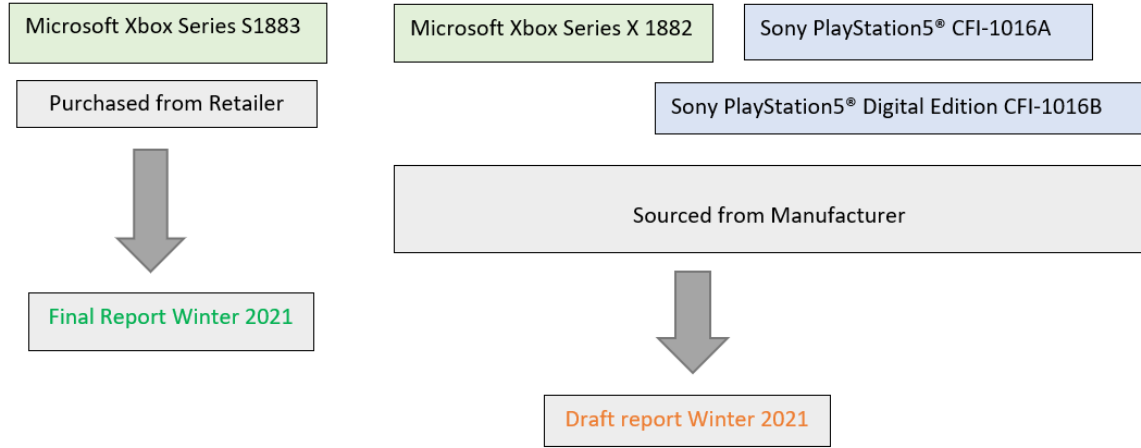
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Appendix C - VERIFICATION INVESTIGATION AND SAMPLES SEQUENCING

PCRs submitted February 2021 (2020 reporting period) – Testing Autumn 2021



PCRs submitted February 2022 (2021 reporting period) - Testing Summer 2022

