

# **Games Consoles Self-Regulatory Initiative**

## **Independent Inspector Annual Compliance Report - Final**

### **Reporting Period 2017**

**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  
CONSOLES**

Report Authors: Jane Lee jane.lee@intertek.com  
Stephen Fernandes stephen.fernandes@intertek.com

Laboratory Manager: Caroline Blenkhorn  
caroline.blenkhorn@intertek.com

Contact details: Intertek  
Address: Davy Avenue, Knowlhill, Milton Keynes MK5 8NL  
Telephone: 01908 857 807  
Fax: 01908 857 838  
Website: www.intertek.com

Authorised:   
Caroline Blenkhorn

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# 1 Summary

## 1.1 Commitments and requirements

This Annual Compliance Report from the Independent Inspector for the Self-Regulatory Initiative (SRI) covers the reporting period January 2017 to December 2017.

The SRI covers games consoles placed on the EU market by three Signatories which manufacturer all the games console models that fall into the scope of the SRI. This represents 100% of the games consoles, within the scope, accounting for around 10 million units sales in 2017.

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 as well as non-energy characteristics.

The key requirements covered by the SRI are:

- Meeting maximum power consumption targets (power caps)
- Compliance with 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 Signatories

Three manufacturers, constituting the Signatories to the SRI, market all five of the games consoles covered by the SRI for the reporting period 2017:

- Microsoft Xbox One S
- Nintendo Wii U
- Sony PlayStation 4
- Microsoft Xbox One X
- Sony PlayStation 4 Pro

The three Signatories dominate the games console market in the EU.

### 1.1.2 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. The data collection template was the same as that used for the preceding reporting period.

After reviewing the product compliance reports, clarification regarding the data was required with all three manufacturers and communicated via Individual Compliance Reports. This was primarily clarification regarding sales data submitted compared to the third party source. There were also a couple of issues raised regarding the online links provided in the Product Compliance Reports. Responses providing clarification were received from all three Signatories prior to the production of this draft report.

## 1.2 Compliance

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

- 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.
- Demonstrate that the SRI covers more than 80% of the games consoles sold in the EU for the preceding reporting period (bi-annually).

The three Signatories complied with the requirements given above.

All the Signatories met with the requirements of the SRI in terms of declarations made for maximum power consumption, auto-power down, market coverage, and declaring non-energy requirements in relation to resource efficiency and information to the consumer.

## 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, which use more than 20 watts in Active Game mode.

The SRI, which includes the scope, definitions and commitments, and other administration elements of the SRI, can be found on the dedicated games console SRI website; <http://www.efficientgaming.eu/>

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

- Meeting maximum Power Consumption targets (power caps)
- Compliance with 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 Compliance Report (ACR), prepared by the Independent Inspector covers the reporting period January 2017 to December 2017.

This report includes information on the compliance by the Signatories according to the Games Console Self-Regulatory Initiative (SRI) version 1.1.

A revised version of the SRI (V2.5) is available and updates the initial SRI. It incorporates future commitments and additional resource efficiency requirements. The revised SRI will be used for future compliance reporting.

This Annual Compliance Report has been compiled following the submission of Product Compliance Reports by the Signatories to the Independent Inspector. The reporting by the Signatories was undertaken using a spreadsheet based upon the reporting template given in the SRI. The information submitted has been reviewed by the Independent Inspector against the requirements in the SRI.

## 3 List of Signatories

For the reporting period January to December 2017, there were three manufacturers signed up to the Self-Regulatory Initiative for games consoles. These are the manufacturers that instigated and worked together to produce the voluntary agreement for this consumer product.

- 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 game console Self-Regulatory Initiative (SRI). Further detail and full wording can be found in the published SRI (version 1.1)<sup>1</sup>.

These aspects are all covered within the Product Compliance Report which is submitted to the Independent Inspector to demonstrate compliance with the SRI.

### 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<sup>2</sup>. 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 and Streaming HD 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 and Streaming HD, the Ultra-high definition consoles have power caps applicable two years later than for High definition consoles
  - 90 Watts from 2016
- Both High definition and Ultra-high definition consoles have additional power cap allowances when using a Natural User Interface.

The SRI also specifies requirements for the duration of time before Auto-Power Down (APD) 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. Signatories are required to provide market data to prove this level of market coverage 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.

### 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.

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

<sup>2</sup> Future tiers are not specified as these have been revised in the SRI that will apply for subsequent reporting periods

#### **4.3.2 Information in the instructions for use**

The information to be provided to consumers in the instruction book aims to provide some energy consumption 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.

## 5 Data collection and processing

### 5.1 Data collection template

In order to comply with the commitments of the SRI (as summarised in Section 4) the Signatories were required to complete and submit a Product Compliance Report (PCR). The 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. A copy of the template used for data collection, and a guidance note for completion, can be found in Appendix A of this report.

There were some formatting differences between the PCR template in the SRI and the Excel workbook PCR template. These were to allow the Signatories to confirm compliance with the requirements. For example, stating yes or no alongside statements regarding resource efficiency.

The template for this reporting period is the same as that used for the preceding reporting period.

The use of the template within an Excel spreadsheet facilitated the submission of information for more than one games console within one document, on separate worksheets. This allowed cross referencing between the models and kept all data from one Signatory in one document.

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

### 5.2 Data collection considerations

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.

#### 5.2.1 Market coverage

There are two market information requirements; firstly, that the Signatories, in aggregate account for more than 80% of total sales in the EU, and secondly, that each Signatory has at least 90% of its games consoles put on the market meeting the requirements of the SRI.

The SRI (Section 4.2) requires Signatories to provide data from an independent third party to prove market coverage at the 80% level, every two years during the operation of the SRI. There is no provision specified in the SRI for the Signatories to record and report the information, the Independent Inspector uses the third party market report to determine this.

Within the PCR, Signatories are required to provide data establishing individual sales in the EU to the Independent Inspector along with the independent third party source of this information. This third party source can also be used to consider the aggregate sales. All three manufacturers referenced the same market-data company ([www.vgchartz.com](http://www.vgchartz.com)).

There is no specification in the SRI for Signatories to report when a games console model is no longer placed on the market. This leads to some anomalies when looking at sales data and considering the percentage of models placed on the market. The SRI considers the percentage of consoles placed on the market whereas the declarations reported via the PCRs consider reported sales. There are products previously reported on by Signatories that may not need to be declared in a particular reporting period, even though they appear in sales data.

#### 5.2.2 Consumer information in the instructions

There are four types of consumer information recorded in the PCR template;

- Inclusion of a statement regarding Automatic Power-down (APD)
- Provision of power consumption and APD default values
- Instructions to consumers for changing default settings
- Reference to other information associated with power consumption or end-of-life provision



The provision of information to the consumer is a self declaration, but rather than just confirmation of compliance with a yes/no option, the template requires the insertion of values or information for some aspects. There is firstly, a table to enter the information, as provided to the consumers, and secondly, a subsequent table to record references and online links to this information.

Where the template asked for information to be entered into the table, some manufacturers provided online links for the information, some actually provided the written information e.g. the steps to change default settings. The latter provides a more recordable demonstration of compliance as website links may be lost or the web pages moved.

Where online links were provided, the Independent Inspector used these to check that they worked and directed consumers to pages where the required information is given. This information was not scrutinised for content, completeness, consistency or accuracy by the Independent Inspector.

### **5.2.3 Compliance Review**

The Independent Inspector reviewed the Product Compliance Reports (PCRs) submitted by the Signatories against the commitments and requirements of the SRI. This included:

- checking that the declared power caps and APD values met the requirements
- reviewing the sales data against the third party source
- assessing if online links provided direct access to appropriate data

Following an initial review, the Independent Inspector forwarded Individual Compliance Reports to each Signatory in the form of a letter seeking clarification on a few areas. These were mostly to confirm sales data that was not consistent with the third party market data.

#### **Power consumptions requirements**

The PCR template requires the Signatory to provide power consumption data to allow simple comparisons with the power caps given in the SRI. The PCR also requires the reporting of the different usage modes power consumption provided to consumers under the "Information included in Instructions for Use" section. The compliance review by the Independent Inspector does not require this information to be checked but it was noted that in some instances the power consumption provided in the first part of the PCR was not the same as that provided in the consumer information section. This was not raised in the Individual Compliance Reports.

#### **Sales data**

It was observed that some games consoles which were reported in the preceding reporting period (2016) did not appear in the PCRs. Although it is assumed to be because the product is not longer placed on the market, the Independent Inspector would expect data in a PCR for some of the reporting period, unless the product ceased production prior to January 2017. This was the case for two models of games consoles. One console manufacturer confirmed that production had ceased during 2016; the other stated that none of the particular model was placed on the market in 2017.

When reviewing the sales data provided by the Signatories, in the PCRs, with the third party market data referenced in the PCRs, there were some notable differences or lack of clarity. These issues were raised in the Individual Compliance Reports to the Signatories. All the manufacturers have revised or clarified the sales data and provided revised PCRs.

#### **Consumer information provision**

The review of the consumer information provision where Signatories had provided online links was limited to checking that the links resulted in a relevant web page. However, there were a couple of examples raised by the Independent Inspector where the links did not appear to result in access to relevant information or would require the consumer to carry out further searches within a manufacturers website. These were reported to the individual Signatories. Two particular issues were noted:

In one case the web address listed in the pdf instruction book, accessed via an online link in the PCR, appeared to go to a games console home page. When raised with the Signatory, the manufacturer stated that the use of a browser with a history of accessing a previous version of the page may result in an addressing error (i.e. ending up at a manufacturer home page). "*The page provider detects the country and redirect to the correct language page but if the browser stored an earlier version of the page it attempts to automatically load the previous version and the page server can't process a redirection.*"

In the second case, whilst reviewing the links to where model power consumptions were listed, it was observed that the latest model submitted in a PCR was not present. This matter was noted in the

Individual Compliance Report and the manufacturer agreed to update the website information. This example demonstrates the time lag that occurs for Signatories to provide and declare consumer information on a games console. If a product is placed on the market in the middle of a reporting period and the manufacturer does not provide the consumer information until necessary in order to meet the reporting commitments of the SRI, i.e. providing a PCR two months after the end of the reporting period, then the consumer information may not be available from the point that the product was first available to consumers, and is not directly in accordance with the SRI which states that the information should be included with the instructions for use.

The issues raised in this section do not constitute any non-compliance with the SRI; the criterion that the Signatory is assessed against for compliance is that a complete PCR is submitted to the Independent Inspector. These issues are observations by the Independent Inspector in relation to the self declared information from the manufacturers.

## 6 Signatory compliance

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

- Demonstrate that the SRI covers at least 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 initial product compliance reports (PCR) were received by the Independent Inspector within the timeframe given in the SRI (by 28<sup>th</sup> February).

### 6.2 Product compliance report review

Each Signatory was contacted individually, four weeks after they submitted the PCRs. Any data entry or information issues identified by the Independent Inspector were reported back to the individual Signatories concerned. The Signatories clarified any areas of concern, resubmitted revised Product Compliance Report spreadsheets, and notified the Independent Inspector of any online updates.

### 6.3 Power consumption requirements

All the Signatories complied with the power consumption requirements given in the SRI, Tier 3 which came into force in January 2017. This included power consumption in Navigation mode, Media playback (DVD and Blu-ray disc) and Streaming HD.

All Signatories were compliant for Auto-Power Down requirements.

### 6.4 Market coverage

As confirmed by the market data from vgchartz<sup>3</sup>, 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. It includes hand held devices, namely the 3DS and PSV (PlayStation Vita) that are outside the scope of the SRI. NS in the listing stands for the Nintendo SWITCH, which also falls outside the scope of the SRI, because of power consumption below 20W (as stated by Nintendo). The data publically available and reproduced in Figure 1 provides market share by games console. It is generally in line with the market data submitted in the Product Compliance Reports.

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<sup>3</sup> [www.vgchartz.com](http://www.vgchartz.com) – independent public source of market data

Figure 1 Report for market research vgchartz: Sales of Hardware by Platform 2017 (Yearly)

Europe Hardware by Platform		
Platform	Yearly (change)	Total
PS4	8,230,250 (+21%)	29,478,270
NS	3,326,777 (++)21%	3,326,777
3DS	2,390,105 (-3%)	20,004,362
XOne	2,060,234 (-11%)	9,452,825
PSV	218,081 (-70%)	5,222,020
WiiU	52,343 (-85%)	3,243,717
PS3	48,785 (-77%)	34,548,951
X360	21,568 (-74%)	25,872,519
<b>Total</b>	<b>16,348,143 (+26%)</b>	

Source: <http://www.vgchartz.com/yearly/2017/Europe> accessed 27 March 2018

#### 6.4.1 Signatory market share compliance

None of the manufacturers signed up to the SRI produced any games consoles within the scope that were not compliant with the requirements. Therefore each Signatory is compliant with the market requirement for at least 90% of its games consoles to be in 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 PCRs to ensure all requirements had been considered and confirmed.

Actually verifying the validity of the self-declared values or data provision would 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 reproducing the information given to consumers, as well as references (usually online links) for locating the information.

##### 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), by the completion of this section of the template.

Any issues or potential inadequacies identified when the Independent Inspector reviewed the online links were dealt with through correspondence with the Signatories concerned.

All the Signatories are therefore compliant with this requirement.

## 6.6 Overall compliance

For the reporting period January to December 2017, all the three Signatories comply with the commitment to provide declarations regarding:

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

### 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 2017.

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.

Table1 Signatories and compliant models covered by the Self-Regulatory Initiative (reporting period 2017)

Manufacturer	Games Console name	Model number	Type
Microsoft	Xbox One S	1681	Ultra High Definition
Microsoft	Xbox One X	1787	Ultra High Definition
Nintendo	Wii U	WUP-101(03)	High Definition
Nintendo	Wii U	WUP-001(03)	High Definition
Sony	PlayStation 4	CUH2016A	Ultra High Definition
Sony	PlayStation 4	CUH 2116A	Ultra High Definition
Sony	PlayStation 4 Pro	CUH7016A	Ultra High Definition
Sony	PlayStation 4 Pro	CUH 7116A	Ultra High Definition

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 capacity, with the WUP-001 having less than the WUP-101.

The PlayStation 4 was reported with four configurations; the PlayStation 4 20 series was replaced by the PlayStation 21 series toward the middle of the reporting period. Similarly the PlayStation 4 Pro 70 series was replaced by the PlayStation 4 Pro 71 series.

## 6.7 Compliance testing

No compliance testing or auditing was undertaken in the reporting period up to December 2017.

## 7 Recommendations

The recommendations given below are those 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.

### 7.1 Data collection and processing recommendations

This is the third Annual Compliance Report for the Self-Regulatory Initiative for games consoles. As such, previous experiences of reporting compliance by the Signatories and the Independent Inspector have resulted in better understanding of the expectations for both parties.

There were two areas that required particular clarification in relation to the reporting and recording of sales data. Two possible improvements are suggested that may reduce such issues arising in Individual Compliance Reports.

- Cessation of production – it would be useful if the Signatories could formally communicate when a games console ceases to be placed on the market in order to confirm that such a model will not be reported on in a particular year.
- Third party sales data - there were anomalies in the data provided by the Signatory and that subsequently observed on the third party website. In future, if sales data provision is necessary<sup>4</sup>, it may be useful to have a screen shot of the data source table.

In respect to the provision of information to consumers, the Independent Inspector would recommend that care is taken by the Signatories to ensure that the requirements stated in the SRI are fulfilled in relation to the information being provided in the operating instructions (onscreen or hardcopy, or online) with the games console at the time that the console is placed on the market.

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<sup>4</sup> The revised SRI (version 2.5) specifies a different reporting method that may not require sales data to be provided for the Annual Compliance Report.

## **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 2017. The guidance notes in the template spreadsheet also included the power cap and automatic power down requirements; these can be found in Appendix B.

**PRODUCT COMPLIANCE REPORT: GAME CONSOLES**

**Reporting Period** January - December 2017

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 >

**Self-Regulatory Initiative Requirements**

Title	Procedure Number		Test Result (pass/fail/na)	Comments
<b>Power Consumption:</b>		Measured power consumption (W)		
Navigation Mode Testing	14-16			
Media Playback DVD	24-27			
Media Playback Blu-ray Disc	28-31			
Streaming HD	32-35			<name own player here>

Title	Procedure Number		Test Result (pass/fail/na)	Comments
<b>Automatic Power Down:</b>		APD time as reported in manual or one console screen (mins)		
Navigation Mode APD	36-40			
Active Gaming APD	41-47			
Disc-Based Media Playback APD	48-54			
Media Streaming Playback APD	55-61			<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)
<b>A refurbishment or out of warranty repair service for each games console is available, and supported by the following requirements:</b>	
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	
<b>To improve recycling at end-of-life, console plastics parts &gt;25g are marked indicating their material composition (using ISO conforming marks), with the following exceptions:</b>	
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**

Information	Requirement: <i>The following information is included in the instructions for use (instructions either provided with the console itself, onscreen or hardcopy, or online)</i>
<b>1. Information on the energy-saving potential of power management:</b>	"Automatic power-down could help save energy by reducing the amount of time the Games Console remains on, but not in use."
<b>2. Default low power mode when the Games Console is powered-down:</b>	Select one only: <input type="checkbox"/> Standby <input type="checkbox"/> Networked standby
<b>3. Default auto power-down time settings:</b>	The Games Console will power down after the following periods of inactivity: Media playback (minutes) < insert number of minutes > Other modes (minutes) < insert number of minutes >
<b>4. Information on how to change time settings for auto power-down:</b>	<Insert information here>
<b>5. Reference to further information on other available low power modes (where applicable):</b>	<Insert information here>
<b>6. Console power consumption in active modes (based on a test sample):</b>	Wattage                      Media tested:                      Date tested:
Navigation	<insert W here>    <insert title here>                      < DD/MM/YY >
Blu-ray playback	<insert W here>    <insert title here>                      < DD/MM/YY >
DVD playback	<insert W here>    <insert title here>                      < DD/MM/YY >
1080p streaming	<insert W here>    <insert title here>                      < DD/MM/YY > <insert media player here>
Active gameplay	<insert W here>                      < DD/MM/YY > Average of the following three proprietary games: <insert game title here> <insert game title here> <insert game title here>
<b>7. End-of-life processing, refurbishment, and out-of-warranty services available:</b>	<Insert information here>

The above information is available at:

Information	Insert document name and page numbers, online links or on-screen navigation (or NP for not provided)
1. Information on the energy-saving potential of power management:	
2. Default low power mode when the Games Console is powered-down:	
3. Default auto power-down time settings:	
4. Information on how to change time settings for auto power-down:	
5. Reference to further information on other available low power modes (where applicable):	
6. Console power consumption in active modes (based on a test sample):	
7. End-of-life processing, refurbishment, and out-of-warranty services available:	

## Product Compliance Reporting Template

## Completion Guidance

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 refer to revised SRI document tabled at the Steering Group meeting in December 2016 and 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](mailto:jane.lee@intertek.com)

or [stephen.fernandes@intertek.com](mailto: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.

The location where the information is available should be recorded in the table provided, with website links and navigation routes or page numbers for instruction books.

The guidance notes also included the requirements for Power caps and Auto-Power Down requirements. 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
	<b>Tier 3</b>	<b>01-Jan-17</b>	<b>70</b>	<b>70</b>
	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
	<b>Tier 3</b>	<b>01-Jan-17</b>	<b>70</b>	<b>90</b>
	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
	<b>Tier 3</b>	<b>01-Jan-17</b>	<b>+15</b>	<b>+20</b>
	Tier 4	01-Jan-19	+15	+15

### Auto-Power Down

Title	Requirement
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