

# Independent Inspector Annual Compliance Report UK Market – Final

Reporting Period 2022

## Games Consoles Voluntary Agreement

**SCOPE OF WORK:**

**COMPLIANCE REPORT FOR THE UK VOLUNTARY AGREEMENT  
ON ENERGY AND RESOURCE EFFICIENCY OF GAMES CONSOLES**

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## CUSTOMER

Signatories for the UK Voluntary Agreement  
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 UK Voluntary Agreement (VA) covers the reporting period January 2022 through December 2022 for in-scope consoles sold in the UK.

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

Games consoles covered by the VA 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 VA).

The VA 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 VA 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 VA:

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

### 1.3 Data Collection and Processing

The Independent Inspector reviewed the Product Compliance Reports, 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 by each Signatory 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 VA, Signatories must achieve the following reporting obligations:

1. Ensure that Product Compliance Reports for all games consoles within the scope of the VA 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 VA, from an individual Signatory fail to comply with the requirements in the VA
4. Demonstrate that the VA covers more than 80% of the games consoles sold in the UK 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 UK must be provided by the Signatories directly to the Secretary of State.

## **1.5 Compliance Verification Investigation**

A compliance verification investigation was undertaken in October 2022 as part of the EU voluntary agreement. Five consoles were reported on. As the protocol for verification is the same for the UK and EU the results are considered to be transferable. All the consoles reviewed complied with the requirements.

## **1.6 Overall Compliance**

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

## 2 INTRODUCTION

The Voluntary Agreement (VA) establishes a voluntary agreement, under the terms of Part 8, regulation 22 (3) of the Ecodesign for Energy-Related Products Regulations 2010<sup>1</sup>, for improved energy and resource efficiency, and end-of-life treatment and recycling of games consoles. The VA, with the scope, definitions and commitments can be viewed on the dedicated website; [www.efficientgaming.info](http://www.efficientgaming.info)

The scope of the VA 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 VA<sup>2</sup> 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 VA version 1.0.

The VA version 1.0, published mid-2021, is based on the EU self-regulatory initiative, first published with requirements from 2014. The scope includes non-energy efficiency requirements only for consoles that consume less than 20W in Active Gaming mode. All the requirements (energy and resource efficiency) apply to consoles using more than 20 Watts in Active Game mode.

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

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<sup>1</sup> SI 2010/2617 as amended by SI 2019/539 and 2020/1528

<sup>2</sup> Parentheses provide VA paragraph references

with the requirements set out in the VA. The submission of the PCR has been reviewed by the Independent Inspector against the reporting obligations in the VA.

### 3 LIST OF SIGNATORIES

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

- 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 VA. Further detail and full wording can be found in the published VA (version 1.0) at [www.efficientgaming.info](http://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 VA 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 VA 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 VA, from an individual Signatory fail to comply with the requirements in the VA
4. Demonstrate that the VA covers more than 80% of the games consoles sold in the UK 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 UK (point 4) must be provided by the Signatories directly to the Secretary of State.

#### 4.2 Energy and Resource Efficiency Requirements

The following requirements are specified in the VA 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 VA 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 VA 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 VA. 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

A summary of the requirements applicable to this reporting period is given below – more detail can be found in the VA.

### 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)
  - 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 VA include –

- the Signatories providing a dedicated VA website in order to publicise and disseminate information regarding the VA, including, amongst other things; general market information, a list of compliant consoles, published documents such as copies of the VA 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 VA, in aggregate, must account for more than 80% of the unit sales of Games Consoles in the UK for the relevant Reporting Period. Signatories are required to provide independent market data to prove this level of market coverage to the UK 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 VA.

## 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 VA. 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 VA 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 VA. 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 VA. Actual recorded sales figures are only required if the Signatory states that less than 90% of products sold comply with the VA requirements.

The VA commitment to demonstrate that the VA covers at least 80% of the games consoles sold in the UK this is not part of the annual review and reporting by the Independent Inspector. The VA 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 VA<sup>3</sup>.

## 6 SIGNATORY COMPLIANCE

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

1. Ensure that Product Compliance Reports for all games consoles within the scope of the VA 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 VA, from an individual Signatory **fail to comply with the requirements** in the VA
4. Demonstrate that the VA covers more than 80% of the games consoles sold in the UK 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 UK (point 4) must be provided by the Signatories directly to the Secretary of State.

### 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 VA (by the end of February).

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<sup>3</sup> Energy Efficiency of Games Consoles, Voluntary Agreement for further improve the energy efficiency of Games consoles, Version 1.0, Section 4.2

## 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 VA for at least 90% of products sold.

# 7 VA REQUIREMENTS COMPLIANCE INVESTIGATION

The VA 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 VA specifies methods of verification for energy consumption and non-energy requirements and energy efficiency information.

## 7.1 Testing and Reporting

Over recent years the Independent Inspector has undertaken a series of compliance investigations on new and revised games consoles under the EU Self-Regulatory Initiative. The protocol for testing is the same in the UK and EU VAs. The most recent compliance investigation undertaken included the following consoles in Table 1.

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

For the EU 2022 compliance test reporting some of the energy results were retests on models included in the 2021 compliance testing. This was because three models were not available to be purchased from retailers and samples were provided by the manufacturers on the basis that the 2021 reports would be draft and final reports would be issued when retail samples were available for testing. However, the Sony PlayStation 5 Digital Edition was not available to purchase for testing in 2022 so results from the sample was provided by the manufacturer as a retail ready console where included in the EU final report in 2022. For the Sony PlayStation 5 a revised model was used for the retests as this had replaced the previous model when purchasing samples for the 2022 testing.

Further details can be found in the Annual Compliance Report for the EU market (reporting period 2022).

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

## **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 EU voluntary agreement and therefore also the UK VA version 1.0.

## 8 OVERALL COMPLIANCE

For the reporting period January through December 2022, all the three Signatories comply with the reporting commitments in the VA, 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 UK Voluntary Agreement 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 VA (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 UK PCR is submitted for compliance with the Games Console Voluntary Agreement (UK SRI version 1.0).

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

UK PCR version: 1.0

Date: [dd/mm/yyyy]

## UK 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 UK PCR is submitted for compliance with the Games Console Voluntary Agreement (UK SRI version 1.0).

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

UK PCR version: 1.0

Date: [dd/mm/yyyy]

UK 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 UK PCR is submitted for compliance with the Games Console Voluntary Agreement (UK SRI version 1.0).

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

UK PCR version: 1.0

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 UK PCR is submitted for compliance with the Games Console Voluntary Agreement (UK SRI version 1.0).

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

UK PCR version: 1.0

Date: [dd/mm/yyyy]

UK 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)	
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 UK PCR is submitted for compliance with the Games Console Voluntary Agreement (UK SRI version 1.0).

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UK PCR version: 1.0

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 UK PCR is submitted for compliance with the Games Console Voluntary Agreement (UK SRI version 1.0).

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

UK PCR version: 1.0

Date: [dd/mm/yyyy]

## Notes for Independent Inspector

#	Notes	Regarding



Total Quality. Assured.

Independent Inspector Annual Compliance Report UK Market – Final

Report No: V1.0

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## **Appendix B - VOLUNTARY KEY POWER CONSUMPTION REQUIREMENTS**

The following tables detail the power cap and Auto-Power Down (APD) requirements for the VA version 1.0. Further detail can be found in the VA.

## 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 <sup>1</sup>	90 <sup>2</sup>		na
	Tier 2	01-Jan-16	90 <sup>1</sup>	90 <sup>2</sup>		na
	Tier 3	01-Jan-17	70 <sup>1</sup>	70 <sup>2</sup>		na
	Tier 4	01-Jan-19	50 <sup>1</sup>	Media Capable 50 <sup>2</sup>	Gaming Capable 70 <sup>2</sup>	na
	Tier 5	01-Jan-20	50 <sup>1</sup>	50 <sup>2</sup>	65 <sup>2</sup> 70 <sup>3</sup>	na
	Tier 6	01-Jan-21	50 <sup>1</sup>	50 <sup>2</sup>	65 <sup>2</sup> 70 <sup>3</sup>	70 <sup>2</sup>
Media Playback DVD	Tier 1	01-Jan-14	90 <sup>1</sup>	na	na	na
	Tier 2	01-Jan-16	90 <sup>1</sup>	90 <sup>1</sup>		na
Media Playback Blu-ray Disc	Tier 3	01-Jan-17	70 <sup>1</sup>	90 <sup>1</sup>		na
	Tier 4	01-Jan-19	60 <sup>1</sup>	Media Capable 60 <sup>2</sup>	Gaming Capable 70 <sup>1</sup> 110 <sup>3</sup>	na
Streaming HD	Tier 5	01-Jan-20	60 <sup>1</sup>	60 <sup>2</sup>	70 <sup>1</sup> 110 <sup>3</sup>	na
	Tier 6	01-Jan-21	60 <sup>1</sup>	60 <sup>2</sup>	70 <sup>1</sup> 110 <sup>3</sup>	70 <sup>1</sup> 100 <sup>2</sup>

<sup>1</sup> Measured at HD video resolutions

<sup>2</sup> Measured at HD and UHD video resolutions

<sup>3</sup> 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