

# **GAMES CONSOLES SELF-REGULATORY INITIATIVE**

# **INDEPENDENT INSPECTOR REPORT**

EC Consultation Forum Meeting 12<sup>th</sup> December 2019



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#### THIS PRESENTATION COVERS TWO ASPECTS OF COMPLIANCE WITH THE SRI

- 1 Annual compliance reporting
- 2 Compliance Investigation



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**ANNUAL COMPLIANCE REPORTING** 

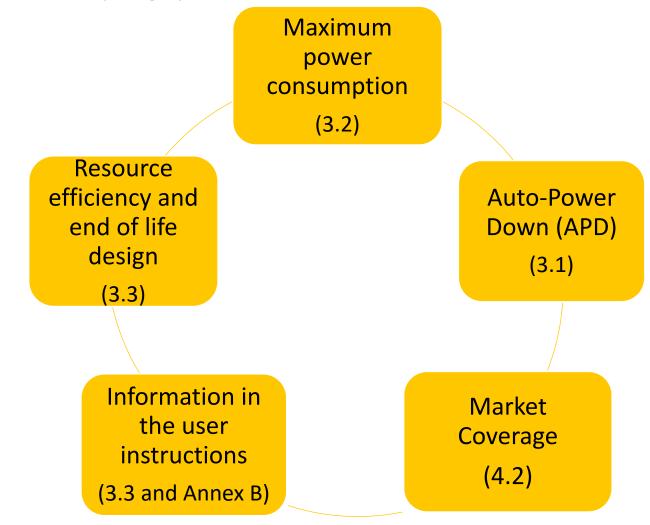
#### **ANNUAL COMPLIANCE REPORTING**

- > There have been 4 reporting periods for which an Annual Compliance Report has been produced
- The Annual Compliance Report reviews the information submitted by the Signatories to declare compliance with the requirements of the SRI
- The requirements detailed in the Games Console SRI are:

### **SRI KEY REQUIREMENTS:**

(Numbers in brackets are the SRI paragraph references)





#### **ANNUAL COMPLIANCE REPORTING**

- The Signatories submit a Product Compliance Report to the Independent Inspector at the beginning of the year for the preceding reporting period
- The Product Compliance Report is a standard template which records whether each games console:
  - is a new console to the market in that reporting period
  - is a revised model of an existing console
  - is an existing console
- The level of data submitted depends upon the above classification as data need not be resubmitted if the console is only a revision or existing model
- In order to achieve compliance the Signatories must fulfil the following:

# COMPLIANCE WITH THE SRI CONSIDERED BY THE INDEPENDENT INSPECTOR



#### Signatories must achieve the following:

- ➤ Demonstrate that the SRI covers 80% of all the games consoles sold in the EU for the preceding reporting period
- ➤ Ensure that Product Compliance Reports for all games consoles 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 that individual Signatory, fail to comply with the requirements in the SRI

#### **ANNUAL COMPLIANCE REPORT TIMELINE**



The Independent Inspector is responsible for compiling a publically available Annual Compliance Report (ACR)

Product
Compliance
Report (PCR)
template
finalised



Completed PCR submitted by the Signatories



Any areas of noncompliance or lack of clarity communicated back to the Signatories following a review of the PCR



ACR concluding whether the Signatories have met the requirements of the Self Regulatory Initiative

#### REPORTING COMPLIANCE SIMPLIFICATION

- Since the last Consultation Forum meeting the key aspect that has changed in the reporting has been the format and content of the Product Compliance Report
- The information and data that the Signatories had to enter into the template is the same information that has to be made available to consumers
- The Signatories now use a Product Compliance Report template in which they provide links to where this information can be found, for both the consumers and to demonstrate compliance declarations

# SUMMARY OF THE MOST RECENT ANNUAL COMPLIANCE REPORT

#### **REPORTING PERIOD JANUARY TO DECEMBER 2018**



The SRI covers games consoles placed on the EU market by the Signatories

The Signatories are the three manufacturers of games consoles sold in the EU

Microsoft Corporation

Nintendo Co., Ltd.

Sony Interactive Entertainment Inc.

They represent 100% of the EU market - accounting for around 47 million units sold in 2018

Six games consoles fall within the scope of the SRI

Nintendo did not have a console falling within the scope for this reporting period, but is still a Signatory to the SRI

#### **REPORTING 2018**



All the Signatories declared compliance for the following areas:

- Maximum Power Consumption targets (Tier 3 from January 2017)
- Auto-Power Down (APD)
- 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

## **ANNUAL COMPLIANCE REPORT - COMPLAINCE SUMMARY**



Signatory Requirement	Compliance
Demonstrate that the <b>SRI covers 80%</b> of the games consoles sold in the EU for the preceding period	Both Signatories with consoles in scope, represent 100% of EU market
Ensure that <b>Product Compliance Reports</b> for all games consoles within the scope of the SRI are <b>submitted</b> to the Independent Inspector <b>on time</b>	All reports received by 28 <sup>th</sup> February
Ensure that the <b>Product Compliance Reports</b> for all games consoles are <b>complete</b>	Reports for all games consoles received and completed
Ensure that <b>no more that 10%</b> of products, within the scope of the SRI, from an individual Signatory <b>fail to comply</b> with the requirements in the SRI	All games consoles within scope comply

#### **COMPLIANCE SUMMARY**



Two Signatory manufacturers and six games consoles covered by, and complying with, the SRI for the reporting period 2018, based on the review using the Product Compliance Report declarations:

Manufacturer	Games Console	Туре
Microsoft	Xbox One S	Ultra High Definition Media Capable
Microsoft	Xbox One X	Ultra High Definition Gaming Capable
Sony	PlayStation 4 (21 and 22 series)	Ultra High Definition Media Capable
Sony	PlayStation 4 Pro (71 and 72 series)	Ultra High Definition Gaming Capable

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**COMPLIANCE INVESTIGATIONS** 



#### **COMPLIANCE INVESTIGATION TRIGGERS**

- The SRI was revised in 2017 to align with the European Commission Guideline for Voluntary Agreement
- The circumstances that now trigger a compliance investigation are:
  - >A Signatory failing to submit a Product Compliance Report
  - >Launch of a new or revised games console onto the market
  - ➤ Allegations of non-compliance by the European Commission or stakeholder
- ➤In accordance with the second trigger the Independent Inspector carried out compliance testing in October 2019



#### **CONSOLE SELECTION AND TESTING**

- ➤ Model selection was based on testing two consoles from each manufacturer with consoles in scope of the SRI
  - For Microsoft this was the two variants of the Xbox, the Xbox One S and the Xbox OneX
  - Sony had 4 models of the Playstation for the last reporting period the most recent variation on an existing models was selected, Playstation 4 (series 22) and Playstation 4 Pro (series 72)
- These models have been reported on in previous years, but as no previous compliance investigation had been carried out, existing models were selected
- > Samples were purchased by the test laboratory in the UK
- Testing was carried out by the Consumer Electronics division of Intertek Performance Electrical & Network Assurance test facility in Milton Keynes UK

#### **ENERGY RELATED PERFORMANCE ACCORDING ANNEX A-1**

- Energy consumption:
  - Navigation mode
  - > Active gaming
  - Media playback DVD
  - Media playback Blu-ray Disc (HD/UHD)
  - Media streaming
- ➤ Auto-Power Down:
  - Navigation mode
  - Active gaming
  - Disc-based Media playback
  - Media streaming playback

#### ANNEX A-1 ENERGY TEST RESULTS AND COMPLIANCE



#### **Sony Playstation 4 and Playstation 4 Pro**

Both consoles complied with the energy related performance requirements (energy consumption and APD times)

#### Microsoft Xbox One S and Xbox One X

- Both consoles complied with energy consumption requirements
- For APD, both consoles met the requirements for 6 of the 9 modes tested
  - APD for DVD playback exceeded the requirement (240 mins) by 1%
  - APD for navigation mode and active gaming exceeded the requirement (60mins) by more than 10%
- Microsoft is currently reviewing the APD on its consoles and has already taken measures to rectify the APD times on new consoles

# NON-ENERGY REQUIREMENTS AND ENERGY EFFICIENCY INFORMATION ACCORDING TO ANNEX A-2

- The Independent Inspector reviewed evidence provided by the Signatories covering:
  - > Information to support product life extension
  - Provision on refurbishment or out-of-warranty repair service
  - Provision of spare parts to authorised repair/refurbishment centres
  - Confirmation of non-destructive disassembly of key components
  - Provision of documents to enable access of components for dismantling operations
  - Information to confirm the marking of plastic parts by composition
  - > Information demonstrating the provision of energy efficiency information to consumers

# ANNEX A-2 NON-ENERGY RELATED REQUIREMENTS EVIDENCE AND COMPLIANCE



- Evidence for the provision of information to consumers was via websites links to instructions
- For assessing components, copies of documents used by processers were provided
- For other aspects such as repair services, parts and plastic marking, signed letters from repair and/or recycling agents were provided
- Both Sony and Microsoft provided appropriate information to verify the nonenergy requirements
- The report did note to Sony that the information on product extension is provided under a heading of 'energy efficiency' so not immediately obvious to consumers

#### **COMPLIANCE INVESTIGATIONS REVIEW**

It should be noted that this has been the first occ<mark>asion that compliance investigation tests and reviews have been carried out for the Games Console SRI</mark>

As was the case with the first Annual Compliance Report, the process may need refinement to ensure an effective and efficient reporting process

On the basis of the experiences gained on this occasion the Independent Inspector would recommend that the inclusion of a 10% allowance as stated in Annex 1 is reviewed to ensure that it's inclusion is less ambiguous. Clarity is needed on what measurements this 10% applies to and why it is deemed necessary

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