

GAMES CONSOLES SELF-REGULATORY INITIATIVE

INDEPENDENT INSPECTOR ANNUAL COMPLIANCE REPORT

EU SRI

Reporting Period -
January 2022 through December 2022

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(V1.1)



ANNUAL COMPLIANCE REPORT SUMMARY

This presentation covers all the sections as presented in the Annual Compliance Report – further detail can be found in the actual published report on the Efficient Gaming website

The published ACR includes the following sections:

- The aims of the SRI and the key requirements covered
- The Signatories for the reporting period January through December 2022
- A Summary of the data collection process and any issues
- Compliance requirements
- Compliance verification investigation
- Details compliance confirmation
- Recommendations

INTRODUCTION

The EU SRI details the scope, definitions and commitments, and other administrative elements for the voluntary agreement for improved energy and resource efficiency

For the reporting period January 2022 through December 2022 the EU SRI version 4.0 applies

The Annual Compliance Report has been compiled by the Independent Inspector following the submissions of Product Compliance Reports by the Signatories

SIGNATORIES



The SRI covers 100% games consoles placed on the EU market by the Signatories:

Microsoft
Corporation

Nintendo Co., Ltd.

Sony Interactive
Entertainment Inc.

In 2022, EU sales of games consoles amounted to around 10.6M units, however this data (from VGChartz) includes some out of scope handheld consoles and UK sales data

Nine games consoles fall within the scope of the EU SRI for the 2022 reporting period

REPORTING COMMITMENTS

Three main reporting commitments to be met by the Signatories for the Annual Compliance Report:

Ensure that Product Compliance Reports for all games consoles within the scope are submitted 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

Reviewed by the Independent Inspector

Reviewed by the Independent Inspector

The Signatory completes a declaration within the PCR

The Signatories report directly to the European Commission.



SRI REQUIREMENTS

There are 3 main elements to the requirements given in the SRI:

1. Energy efficiency
2. Non-energy (Resource efficiency, End-of-life and Information to consumer)
3. Market coverage



SRI REQUIREMENTS: ENERGY EFFICIENCY – 1 POWER CAPS

The Power Caps apply to consoles consuming more than 20W in Active Gaming Mode

Mode / Console Type	High Definition	Ultra-high Definition			8K Capable	
		Media Capable	Gaming Capable			
Navigation Tier 6 From Jan 2021	50W Measured at HD video resolution	50W Measured at HD and UHD video resolutions	65W Measured HD video resolutions	70W Measured at HD and UHD video resolutions	70W Measured at HD and UHD video resolutions	
Media Play back and Streaming Tier 6 From Jan 2021	60W Measured at HD video resolution	60W Measured at HD and UHD video resolutions	70W Measured with HD video resolution	110W Measured at UHD video resolutions	70W Measured with HD video resolutions	100W Measured at UHD video resolutions

SRI REQUIREMENTS: ENERGY EFFICIENCY – 2 AUTO POWER DOWN



The APD requirements apply to consoles consuming more than 20W in Active Gaming Mode

Navigation mode and Active Gaming: within 60 min

Media Playback (Disc and Streaming):

within 4 hours

of starting any audio or video media playback

within 1 hour or less

after user inactivity after termination of video media content



SRI REQUIREMENTS: NON-ENERGY COMMITMENTS - 1

Apply to all consoles

Resource efficiency and end-of-life

Facilitate refurbishment or out-of-warranty repair services:

Make **spare parts** available to authorised repair or refurbishment centres

Facilitate **non-destructive disassembly** of key components for recycling and reuse

Use of **joining and sealing techniques** that do not prevent removal of components

Component access enabled by documenting the **dismantling operations**

Make **technical documents** available to authorised repair centres

For end-of-life, efficient recycling is facilitated by:

Marking of plastic parts according to material composition (parts >25g)

Any external plastic enclosure components >100 g are removable using **tools** commercially available to recyclers

Providing information on whether plastic enclosure parts >25 g contain any halogenated **flame retardants** >1000ppm

SRI REQUIREMENTS: NON-ENERGY COMMITMENTS - 2



Apply to all consoles

Support product life extension by providing users information on:

How to keep the product in **good working order**

Instructions on **deleting personal data**

Information on options to **upgrade** the console

Information on **end-of-life** processing, **refurbishment** and out-of-warranty **repair** options

SRI REQUIREMENTS: NON-ENERGY COMMITMENTS - 3



Information to consumers

Information for consumers is to be provided within console operating instructions - with the console itself, onscreen or hardcopy, or online:

Some energy consumption data (different modes)

Energy-saving advice (default modes and settings)

Adjusting automatic-power down settings

Signposts to end-of-life, refurbishment and out-of-warranty service information

Apply to all consoles

Information to support product life extensions as given in the previous slide

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

SRI REQUIREMENTS: MARKET COVERAGE



Each Signatory must ensure that at least 90% of the games consoles it places on the market and/or put into service meet the requirements of the SRI

By self-declaration using the PCR

The Signatories, in aggregate, must account for more than 80% of the unit sales of Games Consoles in the EU

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

DATA COLLECTION AND PROCESSING



Data is submitted by the Signatories using a Product Compliance Report (PCR) template (or referring to a previous PCR for existing models)

Independent Inspector reviews the PCR to check that it is complete

Independent Inspector produces an Individual Compliance Report for each Signatory specifying any issues or confirming compliance

If required, a Signatory provides clarification on any issues and may resubmit a PCR

Independent Inspector produces the Annual Compliance Report

INDEPENDENT INSPECTOR REVIEW

The Product Compliance Reports (PCRs) were reviewed for completeness and online links checked to ensure the relevant information was provided

Microsoft

Two existing models (Xbox Series X, Xbox Series S) – reference to the previous PCR published on the Efficiency Gaming website

Nintendo

Two existing consoles, within scope for non-energy requirements for consoles using < 20W (Nintendo Switch, Nintendo Switch - OLED Model) – reference to the previous PCR published on the Efficiency Gaming website

Sony

Three consoles the same as the previous reporting period (PlayStation 4 [CUH-2216], PlayStation 5 [CFI-1116A] PlayStation 5 Digital Edition [CFI-1116B] - reference to previous PCRs but with updated links to consumer information

Two new consoles (PlayStation 5 [CFI-1216A] PlayStation 5 Digital Edition [CFI-1216B]) – information and online links provided in a PCR

SIGNATORY COMPLIANCE



Signatory Requirement	Compliance
Ensure that Product Compliance Reports for all games consoles within the scope of the SRI are submitted to the Independent Inspector on time	All reports received by the end of February
Ensure that the Product Compliance Reports for all games consoles are complete	Reports for all games consoles received and completed
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	All manufacturers submitting PCR's declared that all consoles comply

COMPLIANCE SUMMARY



The three Signatory manufacturers and nine games consoles covered by, and complying with, the SRI for the reporting period 2022 are:

Manufacturer	Games Console	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
Sony	PlayStation®5 (CFI-1116A)	8K Definition Capable
Sony	PlayStation®5 Digital Edition (CFI-1116B)	8K Definition Capable
<i>Sony</i>	<i>PlayStation®5 (CFI-1216A)</i>	<i>8K Definition Capable</i>
<i>Sony</i>	<i>PlayStation®5 Digital Edition (CFI-1216B)</i>	<i>8K Definition Capable</i>

The new consoles for this reporting period are in *italics*

COMPLIANCE VERIFICATION INVESTIGATION - 1

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

The verification review took place during Summer 2022

Sample Selection

Instead of testing new models it was agreed that three consoles tested during the previous year's verification, using manufacturer supplied samples, would be included but this time, using retailer purchased samples

However, one of the Sony models had been updated so the new version was tested, and the other Sony console (PlayStation5 Digital Edition) was still not available to purchase

Additionally, two Nintendo models were included as they had come into scope of non-energy requirements. They had basic power consumption tests to confirm that they used less than 20 W, and the resource efficiency information was reviewed



COMPLIANCE VERIFICATION INVESTIGATION – 2

Samples Timeline

Microsoft Xbox Series X
1882
PCR 2021 – reporting
period 2020
Tested Autumn 2021
Manufacturers sample



Retested Summer 2022
Retailer sample

Sony PlayStation5
CFI-1016A
PCR 2021 - reporting
period 2020
Tested Autumn 2021
Manufacturers sample



Replaced with CFI-1116A
Retailer sample
Tested Summer 2022

Sony PlayStation5 Digital
CFI-1016B
PCR 2021 – reporting
period 2020
Tested Autumn 2021
Manufacturers sample



No Retailer sample:
Results carried forward
from Manufacturer
sample tested in 2021

Nintendo Switch and Nintendo Switch – OLED Model - Tested for Non-energy as now it is in scope of SRI

COMPLIANCE VERIFICATION INVESTIGATION - 3

Testing and Reporting

Testing and verification was undertaken by the Consumer Electronics division of Intertek Performance Electrical & Network Assurance test facility in Milton Keynes, UK

Energy consumption test results (Annex A-1) and the non-energy requirements & energy efficiency information (Annex A-2) were compared to the specifications in version 4.0 of the SRI

Console	Testing/Reporting
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: 2021 test results carried forward from 2021 tests with manufacturer sample
Sony PlayStation5® CFI-1116A	Annex A-1 & Annex A-2

➤ All the reviewed consoles complied with the requirements

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

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