

efficient gaming

Games Consoles Self-Regulatory Initiative

14th EU Steering Committee Meeting

7 November 2023

17:00-18:00 CET

Hybrid event



Meeting Etiquette

- (For participants joining online) Please turn cameras off after the welcome and introduction.
- Please mute when not speaking.
- Please raise a hand if you would like to ask a question or type your question in the chat box.
- The meeting will be recorded for **the sake of drafting the minutes** (recording will be deleted immediately after releasing the minutes and will not be shared with anyone).

Agenda

1. Welcome and introductions
2. Approval of minutes of previous Steering Committee meeting
3. Review of actions of previous Steering Committee meeting
4. Annual Compliance Report (ACR) presentation
5. Update from Signatories:
 - 5.1 SRI 2023 Review Report
 - 5.2 Stakeholder outreach update
 - 5.3 2023-2024 Timeline
6. Update from the European Commission
7. AOB and date of next Steering Committee meeting
8. End of meeting

2. Approval of minutes of previous Steering Committee meeting

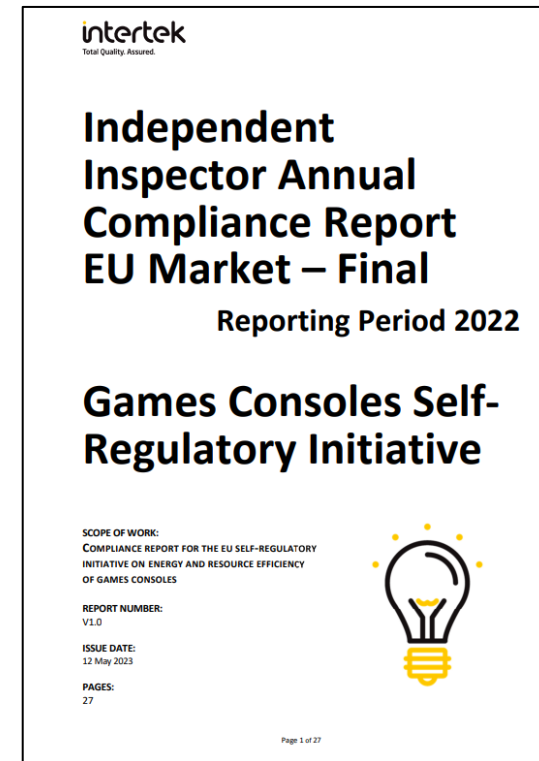


3. Review of actions of previous Steering Committee meeting

ACTION	STATUS
VA Administrator to prepare and distribute the minutes of the current meeting	✓

4. Annual Compliance Report (ACR)

- Presentation by the Independent Inspector



5.1 SRI 2023 Review Report

- **Fourth SRI review (EU SRI v.5)**
- Previous reviews: 2017, 2019 and 2020 (reports available on the [GCVA website](#))
- The review covers the following proposals:

Energy
efficiency

Resource
efficiency

Increased
transparency
and testing

Energy efficiency proposals

Standby regulation update

- The GCVA will be updated to reference the new EU regulation before the end of 2024.



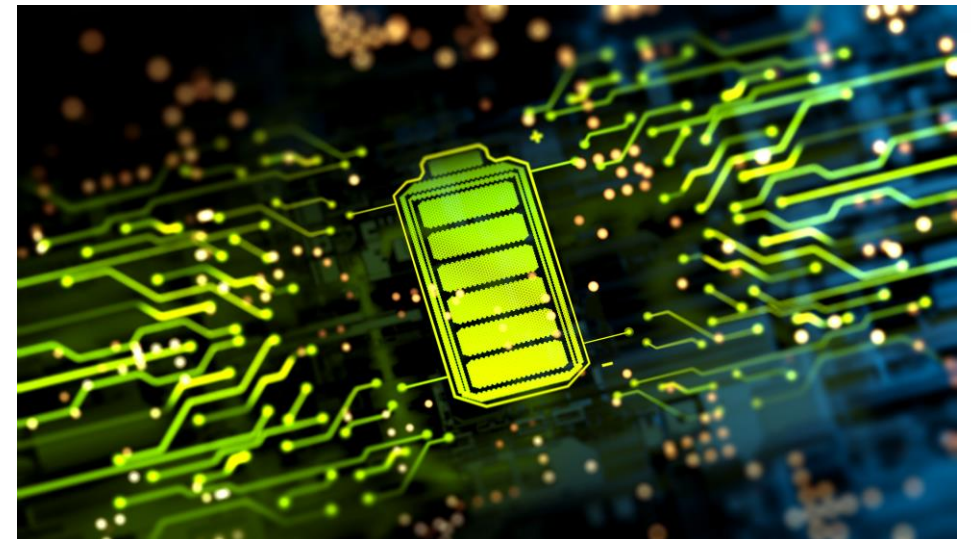
Power cap reductions

Proposed reductions from 1st Jan 2024:

HD capable	Current	Proposal
Navigation HD	50 W	40 W
Media HD	60 W	45 W

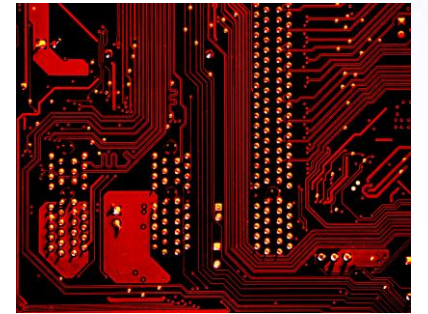
UHD media capable	Current	Proposal
Navigation HD	50 W	45 W
Navigation UHD	50 W	45 W
Media HD	60 W	50 W
Media UHD	60 W	50 W

8k capable	Current	Proposal
Navigation HD	70 W	60 W
Navigation UHD	70 W	60 W
Media HD	70 W	60 W
Media UHD	100 W	85 W



Limitations for future power reduction

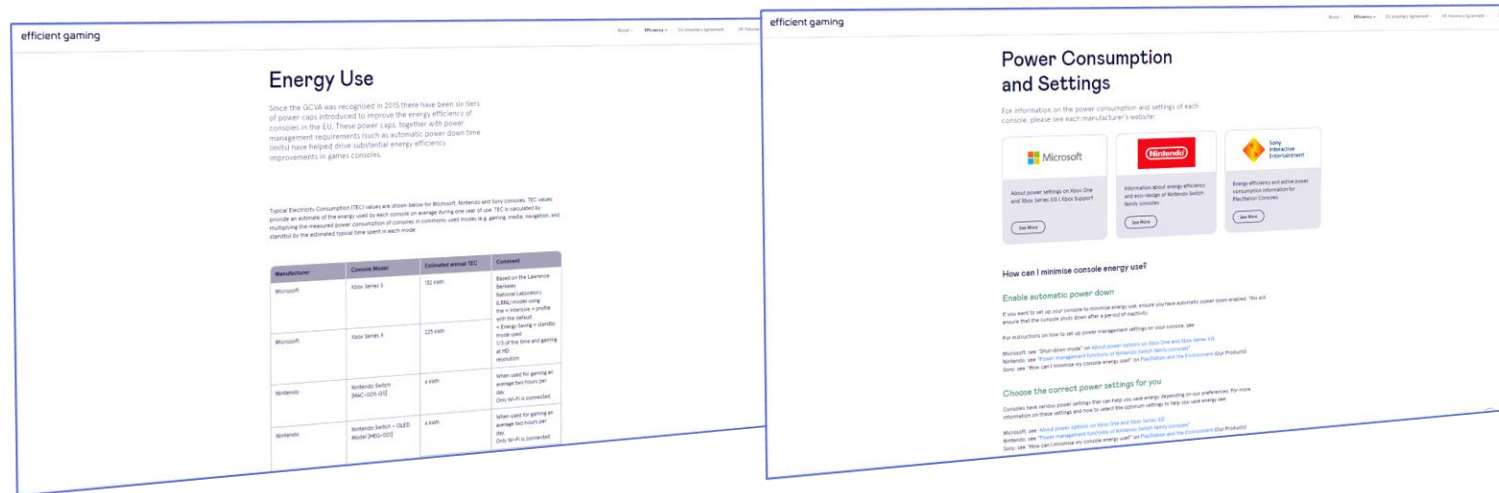
- Approaching end of Moore's law – past power reductions no longer possible
 - Signatories will continue to investigate other methods to improve energy efficiency
- Video codec evolution:
 - Streaming companies are migrating from H.264 encoding to AV-1.
 - AV-1 provides higher compression reducing demand on networks but requires more energy on the edge device to decode.
 - The increased power required to decode AV-1 negates most of the energy reduction from new silicon designs.
 - The new codec, and likely future new codecs, will make it harder to reduce media playback caps.



Energy efficiency information

Efficient Gaming website now includes:

- the estimated total annual energy consumption (TEC) for their consoles
- links to the Signatories' websites for additional information



Resource efficiency proposals

Spare parts

New proposal to supply spare parts to 3rd parties avoiding stockpiling:

- The Signatories **may utilise one or more of the following strategies** to support their own repair and refurbishment processes for consoles and provide spare parts to third parties:
 - providing new parts
 - providing refurbished parts or consoles
 - providing recovered parts
 - directing to 3rd party part supplier or providing them, when safe and technically feasible
 - keeping an archive of new [or used] consoles for parts recovery
- Excludes IP protected components (encryption system)
- Aligns with EU circular economy objectives.



Encrypted parts are critical to protect against game piracy

- Hackers are constantly attempting to modify (or “crack”) consoles to enable piracy
- Some internal components (e.g. Motherboard, Optical Drive) form a specialised and locked encrypted system to prevent this software piracy
 - These parts and associated blueprints cannot be provided to independent repair companies without compromising protection



“By console manufacturers taking steps to prevent illegally copied games they protect game developers and the wider video game industry.”

Sony's PS3 Hacked To Allow Pirated Games



HOW THE XBOX WAS HACKED



HOW THE SONY PLAYSTATION WAS HACKED



Spare Parts Proposal

As well as increasing the list of spare parts available to professional repairers and end-users, Signatories commit to:

- Increasing length of time to provide spare parts **from 2 to 5 years** effective from 1 January 2026
 - To improve Signatories' ability to forecast and stakeholders to assess the availability of spare parts, we propose changing the start time to **last date of manufacture** instead of **last unit placed on the market**



Regulatory handling of spare parts

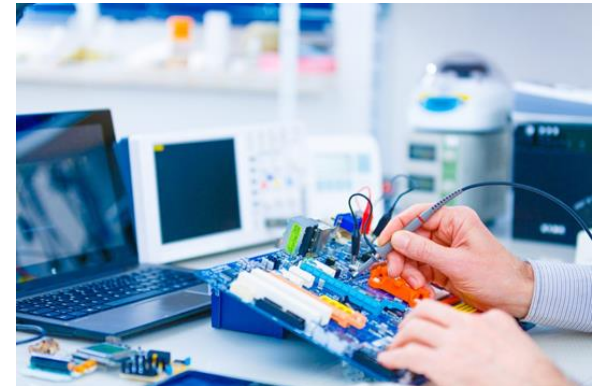
- The Signatories commit to improving resource efficiency by providing spare parts to third parties, and to reducing waste from excess inventory, where possible (stockpiling).
- In some instances, updates to EU regulations and standards (e.g. safety, chemicals, etc.) may prevent Signatories from providing spare parts to third parties, as spare parts would need to meet these new regulatory requirements which come into force after the original console was last placed on the market.

The proposed strategy will enable Signatories to:

- (1) increase the length of time they can provide spare parts**
- (2) increase the types of spare parts available to third parties**

Out of warranty repair service

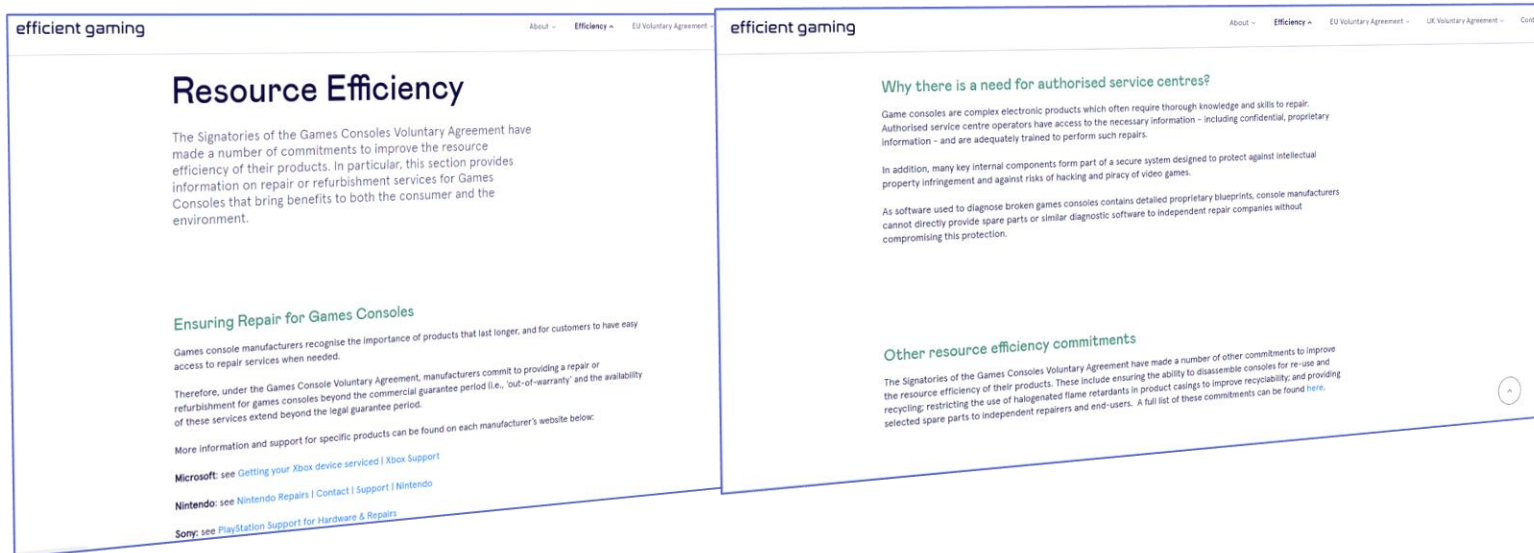
- The GCVA already requires Signatories to provide an out-of-warranty repair and refurbishment service for end-users:
 - Aligning with the intentions of the European Commission's proposal on common rules promoting the repair of goods (March 2023)
- Signatories propose that from 1 January 2026, authorised repair or refurbishment centres shall provide an out-of-warranty repair and refurbishment service to end-users **for a minimum five years** (*after the last unit was manufactured*).



Resource efficiency information

Efficient gaming website includes information on:

- repair or refurbishment services (also available on Signatories' websites)
- other resource efficiency commitments



Other proposals

Increased transparency and testing

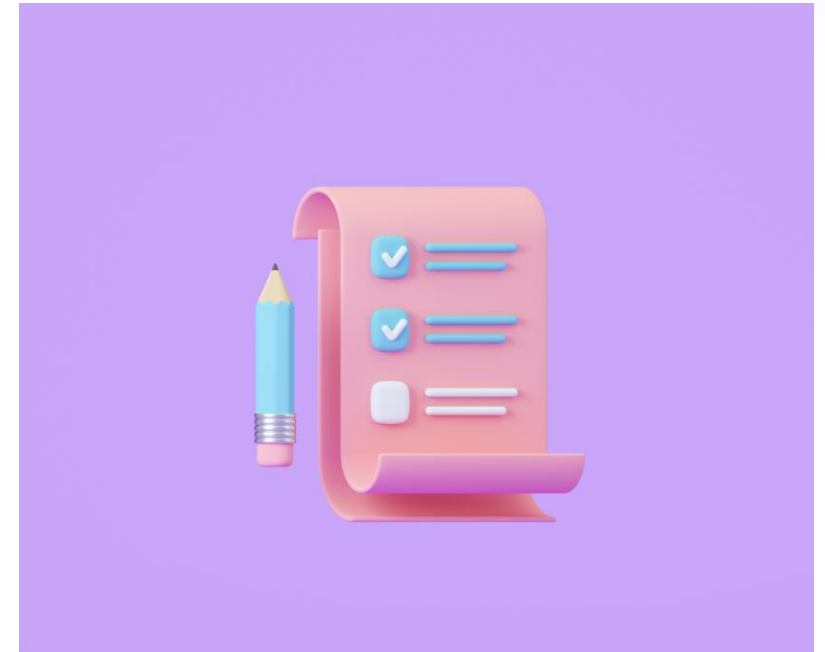
The Signatories updated the compliance and verification methods to further increase transparency representativeness:

- The Independent Inspector can now test energy efficiency requirements of a game console model **each year**.
- Resource efficiency requirements will also be checked by the Inspector for the selected games consoles.



Summary of changes in EU SRI v.5

- Revisions and clarifications (**SRI v.5**)
 - Tier 7 of power caps reduction for Navigation and Media modes
 - Increase duration of spare parts provision from 2 to 5 years
 - Increase list of spare parts for third parties
 - Commitment of 5 years to provide an out-of-warranty repair and refurbishment services
 - Revision of the 25g exemption for halogenated flame retardants to 0.5g
 - Energy and resource efficiency information requirements
 - Revised verification method and annual test by the Independent Inspector
- The EU SRI v.5 will be submitted to the December 2023 Consultation Forum meeting for comments
- Planned adoption from 1 January 2024



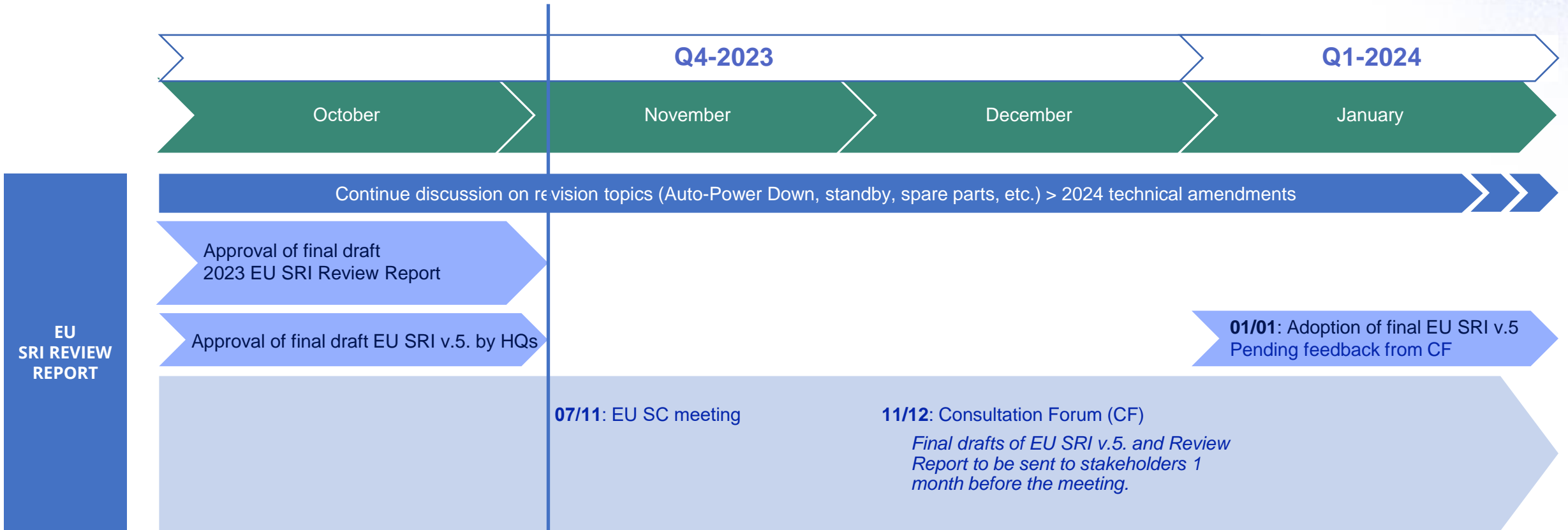
Updates and timeline

5.2 Stakeholder outreach update

- From June to September 2023, Signatories **presented the SRI proposals to the following EU stakeholders** seeking preliminary feedback:
 - ECOS - Environmental Coalition on Standards
 - EEB - European Environmental Bureau
 - European Commission
 - German stakeholders:
 - BMWK - Federal Ministry for Economic Affairs and Climate Action of Germany
 - Oekopol
 - UBA – German Environmental Agency
 - Netherlands Enterprise Agency
 - Swedish Energy Agency
- **Stakeholders raised questions** mainly on the proposals for power caps and spare parts, the out-of-warranty repair service, the compliance and verification process, and the 2023 timeline.



5.3 2023-2024 Timeline



6. Update from the European Commission



7. AOB and date of the next Steering Committee meeting



END OF MEETING