

**GAMES CONSOLES VOLUNTARY AGREEMENT (GCVA)
TWELFTH STEERING COMMITTEE MEETING**

**Tuesday, 30 November 2021, 16h00-16h30
Conference call**

PARTICIPANTS

European Commission (EC)

1. Ewout Deurwaarder

Microsoft

2. Kim Braun
3. Ted Eckert
4. Adriana Mattei, Zetacast, consultant to Microsoft

Nintendo

5. Julie Cheung-Rueckert
6. Eiichiro Morisaki
7. Calum Robertson
8. Emil Schweiger

Sony

9. Josh Aslan
10. Ceri Fenwick
11. Martin Green
12. Kieren Mayers

**VA Administrator
(Cambre Associates)**

13. Laura Carre-Diaz
14. Alberto Hermosel
15. Ferial Saouli

AGENDA

1. Welcome and introductions
2. 11th Steering Committee meeting (8 June 2021)
 - Approval of minutes
 - Review of actions
3. Update from Signatories
 - Follow-up on stakeholder comments from the previous Steering Committee meeting
4. Update from the European Commission
5. Timeline
6. AOB and date of next Steering Committee meeting
7. End of meeting

MEETING MINUTES

This Steering Committee meeting was held online via web conference, due to meeting/travel restrictions related to Covid-19.

1. Welcome and introductions

Ted Eckert (Microsoft) opened the meeting and welcomed all participants. Ferial Saouli (Cambre Associates, VA Administrator) then reviewed the agenda. No additional items were tabled so the agenda was approved.

2. 11th Steering Committee meeting (8 June 2021) approval of minutes and review of actions

Ferial Saouli (Cambre Associates, VA Administrator) said the minutes were circulated, approved, and uploaded on the Games Consoles (GC) [website](#)¹. She also noted that two of the actions agreed at the 11th Steering Committee meeting had been completed and the remaining ones were currently in progress.

3. Update from Signatories

Signatories presented the key areas of focus for the 2022 review of the VA, in response to feedback from stakeholders:

- Review of the technical feasibility of **new power cap tiers**.
- Investigate the possibility of removing the **>25g limit for HFRs** in external plastic enclosures and determine its feasibility.
- Consult with supply chain and developers to re-evaluate **availability of spare parts**. The shelf life of each console generation is longer than many other AV-IT consumer electronic products subject to ecodesign requirements. Console manufacturers also provide out-of-warranty services for much longer.
- **Enhance reporting through improving the Product Compliance Report** will be discussed with the Independent Inspector after the compliance verification audit is completed.

¹ <https://www.efficientgaming.info/eu/documents.html>

- **Improve information on GCVA website:** Signatories currently provide information for energy and material efficiency on their own websites as per the VA requirements (e.g. power consumption in different modes, APD timings, etc.). Signatories are currently considering providing energy efficiency related information on the GCVA website (see slide 11 in the Signatories' presentation). The Signatories welcome suggestions from the stakeholders on what information would be helpful for consumers and third parties.

Questions/comments from stakeholders

Emil Schweiger (Nintendo) asked the Commission what level of detail would be needed from Signatories to demonstrate they cover more than the required 80% market share. He mentioned that pre-Brexit, Signatories had used publicly available data from VGChartz and stated that the three companies currently represent 100% market share of the game console industry.

Ewout Deurwaarder (European Commission) replied the 80% market share requirement in the VA Guidelines is taken seriously by the Commission. He suggested taking a pragmatic approach where, if Signatories are at or close to a 100% market share, there is no need for a very detailed analysis. He said there would surely be a way to extrapolate, modify and/or annotate existing data to show/describe what the rough difference without the UK would be. He thanked Signatories for their update and said it was good the issues raised by stakeholders would be reviewed during the 2022 cycle.

Emil Schweiger (Nintendo) said Signatories would discuss internally about the market share data.

4. Update from the European Commission

Ewout Deurwaarder (European Commission) gave an update on the **Sustainable Products Initiative (SPI)** which will replace the Ecodesign Directive in the future:

- The Commission is looking to enlarge the type of products covered (i.e. go beyond energy related products), with a strong focus on making products circular and possibly implementing a **Digital Product Passport**. Discussions are ongoing on how it would actually work.
- **VAs have not come up in detail in the SPI discussions.** Mr. Deurwaarder thinks this means the new legal framework is likely to retain VAs, but their exact legal framing might be reshaped using the current Guidelines.
- **SPI timeline:** The SPI legal proposal is expected to be adopted around March 2022, then there will be 1,5 - 2 years of political negotiations before the legislation is adopted. It will then take another couple of years before it is implemented.
- **The Commission will also come forward with two Working Plans (WP) on specific products**, one WP under the Ecodesign Directive (covering new work, plus any revisions of regulations that might be required) and probably one WP for consultation on which products will be addressed first once the new SPI legal framework is in place. **Mr. Deurwaarder thinks VAs will not play a major role in the Working Plans.**

Questions/comments from stakeholders

Kieren Mayers (Sony) thanked Mr. Deurwaarder for his update and mentioned that Signatories are monitoring the new horizontal lot on digital products, since the JRC's [ICT Task Force Study](#)² is starting to look at games consoles and cloud gaming services, so there might be an overlap between that initiative and the games consoles VA. Signatories will provide input to the JRC as needed, as there have been incorrect reports from consultants that Signatories are not using recycled plastic, but they are using it in different formats.

5. Timeline

Ted Eckert (Microsoft) gave an overview of the 2021- 2022 timeline for the VA (see slide 14). In essence, the review cycle will start in **January 2022** and Signatories plan to share initial ideas with the Commission in **April - May 2022**. The next Steering Committee will be scheduled around **June 2022** to (1) present the Annual Compliance Report (ACR) and (2) provide further suggestions for the 2022 review. Updates to the GCVA website will be implemented during **2022**.

Questions/comments from stakeholders

Answering a question from Ewout Deurwaarder (European Commission), Kieren Mayers (Sony) said the 2-year review period has evolved based on discussions with the previous policy officer of the VA (Cesar Santos). He went on to explain that a VA review is triggered if the Commission instructs Signatories to start one or if Signatories bring new significant technology to the market.

Ewout Deurwaarder (European Commission) suggested keeping the same process for the next review cycle.

6. AOB and date of next Steering Committee meeting

There was no AOB put forward. Feriel Saouli (Cambre Associates, VA Administrator) confirmed that the 13th SC meeting would be held around June 2022 (after the Annual Compliance Report has been finalised) and the exact date would be confirmed in due course.

7. End of meeting

Ted Eckert (Microsoft) thanked all participants for their comments and said Signatories look forward to working with the Commission as they continue developing the VA. He closed the meeting at 16h30.

Actions

- VA Administrator to prepare and share the minutes of the current meeting.
- Signatories to suggest next Steering Committee date.
- Sony to share information about the JRC ICT Taskforce Study.

² <https://susproc.jrc.ec.europa.eu/product-bureau//product-groups/522/home>