

## GAMES CONSOLES VOLUNTARY AGREEMENT (GCVA) SIXTH STEERING COMMITTEE MEETING

Tuesday, 5 June 2018, 14h  
Cambre Associates, Rue Defacqz 52, 1050 Brussels

### PARTICIPANTS

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Name	Company
1. Joshua Aslan	Sony
2. François Barry	Cambre Associates, VA Administrator
3. Tim Calland	Microsoft
4. Julie Cheung-Rueckert	Nintendo
5. Kasia Colombani	Interel Group, consultant to Sony
6. Ted Eckert	Microsoft
7. Noam El Mrabet	Interel Group, consultant to Sony
8. Ceri Fenwick	Sony
9. Maria Hernandez	Sony
10. Lindsay Hughes	Sony
11. Jane Lee	Intertek, Independent Inspector
12. Adriana Mattei	Zetacast, consultant to Microsoft
13. Kieren Mayers	Sony
14. Cesar Santos	European Commission (EC)
15. Ferial Saouli	Cambre Associates, VA Administrator
16. Emil Schweiger	Nintendo
17. Joakim Sellevoll	Cambre Associates, VA Administrator

### AGENDA

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1. Welcome and introductions
2. 5<sup>th</sup> Steering Committee meeting (18 January 2018)
  - Approval of minutes
  - Review of actions
3. Annual Compliance Report – Intertek
4. Update from the Signatories
5. Update from the European Commission
6. AOB and date of next Steering Committee meeting
7. End of meeting

## MEETING MINUTES

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### 1. Welcome and introductions

As Chairman of the Steering Committee (SC), Tim Calland (Microsoft) opened the meeting at 14h00 and reviewed the agenda. There were no additional items brought forward. Participants then introduced themselves.

### 2. Fifth Steering Committee meeting (January 2018) approval of minutes and review of actions

Feriel Saouli (Cambre Associates, VA Administrator) recounted that the minutes were circulated, approved, and uploaded on the Game Consoles (GC) website after receiving comments from all stakeholders (<http://efficientgaming.eu/docs/>).

Feriel Saouli (Cambre Associates, VA Administrator) pointed out that all actions agreed at the fifth SC meeting had been completed but one, which was ongoing, namely for the Signatories to propose a timeline for the next revision of the GC Self-Regulatory Initiative (SRI), which is to be covered more extensively during this meeting.

### 3. Annual Compliance Report – Intertek

Jane Lee (Intertek, Independent Inspector) gave a presentation about the SRI 2017 Annual Compliance Report. Her presentation can be found on the GC [website](#).

Jane Lee (Intertek, Independent Inspector) explained that as more experience is gained by the Signatories and the Independent Inspector, reporting is becoming more streamlined and efficient. Therefore she made fewer recommendations, focusing essentially on data collection and processing. In particular, she recommended Signatories to formally communicate when a games console ceases to be placed on the market, in order to confirm that such a model will not be reported on in a particular year. Finally, it may be useful to have a screenshot of the sales data source table provided by the Signatory, she added.

Jane Lee (Intertek, Independent Inspector) determined that the Signatories continued to be compliant with all SRI requirements and concluded her presentation by reminding participants that the reporting process for future reporting periods will be different, because it will be subject to the revised SRI ([version 2.5](#)). As such, sales data reporting may not be routinely necessary.

### 4. Update from Signatories

#### Products update

Tim Calland (Microsoft) kicked off the discussion saying that the GC industry is well on track in terms of energy savings.

The Signatories are reviewing energy savings calculations, he added, reflecting on consoles usage data from studies by NRDC (2014)<sup>1</sup> and Fraunhofer (2017).<sup>2</sup> Joshua Aslan (Sony) clarified that, by estimating consoles usage based on survey responses, NRDC and Fraunhofer found higher active mode usage estimates for PS4 and Xbox One (slide 8), in comparison with the SRI review report estimates, which are based on a peer-reviewed meta-analysis of metered usage studies. This not only implies higher estimated lifetime energy use, but also, reflecting on the significant improvements made by the CG industry in terms of energy performance, higher lifetime avoided energy use (slides 9-10).

In conclusion, Tim Calland (Microsoft) said that data indicates that current generations of games consoles are used for longer than previous ones. The GC industry will continue to review the range of energy savings estimates during the next review process, he added.

### **Actions**

- Signatories to further review energy savings calculations.

### **Suggested minor editorial amendments to SRI**

Signatories suggested a minor editorial amendment to the section 3.2 and Annex B of the SRI ([version 2.5](#), p.12, p.32), describing the requirement for providing low power mode consumption values to consumers. The amendment is intended to clarify an ambiguity, Emil Schweiger (Nintendo) explained, and to align the text with that of the Standby Regulation.<sup>3</sup> Cesar Santos (EC) approved the minor editorial amendment.

### **Actions**

- The Signatories will include the minor editorial amendment in SRI version 2.6;
- Cambre/VA Administrator to upload this on the website.

### **Overview of the next SRI revision (2019 review)**

Tim Calland (Microsoft) gave an indication as to where preliminary discussions on the 2019 SRI review are heading. Discussions among Signatories have so far essentially focused on material efficiency improvements. More detailed discussions will be held ahead of the next SC meeting. Signatories plan to start drafting the SRI 2019 revisions in January 2019; estimated completion date of their SRI 2019 revision is June 2019.

<sup>1</sup> <https://www.nrdc.org/sites/default/files/video-game-consoles-IP.pdf>

<sup>2</sup> <https://www.cse.fraunhofer.org/hubfs/CTA%20Energy-Consumption-of-Consumer-Electronics-in-U-S-Homes-in-2017.pdf>

<sup>3</sup> Ecodesign regulation for standby off mode electric power consumption of electrical and electronic household and office equipment, 1275/2008: <https://eur-lex.europa.eu/legal-content/EN/TXT/?uri=CELEX%3A32008R1275>

## Parliament draft report – conclusions from meetings with MEPs

Kieren Mayers (Sony) went on to update participants on the outcome of the European Parliament’s own-initiative report on the implementation of the Ecodesign Directive.<sup>4</sup>

In response to amendments tabled on 9 March 2018 by; among others, MEP Massimo Paolucci (S&D, Italy) and MEP Margrete Auken (Greens/EFA, Denmark), which stated that “*existing Voluntary Agreements have not proven to be quicker and more cost-effective than regulatory measures*”, the Signatories proactively engaged with the Parliament in order to address misconceptions about the GCVA. Kieren Mayers (Sony) and the Administrator of the GCVA held constructive meetings with the assistant of MEP Paolucci (10 April) and with the assistant of MEP Auken (12 April), bringing to their attention the effectiveness of the GCVA in achieving the aims of the Ecodesign Directive.

The final report, as adopted by the Parliament’s plenary on 31 May 2018, eventually reads that “*not all of the existing Voluntary Agreements have proven to be more efficient than regulatory measures*”. The Signatories are satisfied with this wording and find it encouraging that a growing number of stakeholders recognise that VAs can effectively contribute to energy efficiency.

The Signatories’ decision to proactively engage with the Parliament reflects their strong commitment to make sure the GCVA continues to be a success, Kieren Mayers (Sony) concluded.

## 5. Update from the European Commission

### Independent study of GCVA

Following the July 2017 announcement<sup>5</sup> that the European Commission (EC) will commission an independent review study of the GCVA, Cesar Santos (EC) provided clarification about the timeline. He expects the independent consultant to be operational by September 2018, with the study to be finalised by June 2019. A Consultation Forum would then take place in Q3 2019, after which the Commission will prepare a report to the Council of the EU and to the European Parliament (expected by year-end 2019).

Such a timeline presents a good opportunity to synchronise the study process with the 2019 SRI review, Kieren Mayers (Sony) mentioned. A scenario where the independent study is finalised by June 2019 should leave the Signatories enough time to react and finalise the SRI review ahead of the Consultation Forum.

Responding to a question by Julie Cheung-Rueckert (Nintendo) about how industry can best engage with the study consultants, Cesar Santos (EC) explained that, although there is no legal

<sup>4</sup> Report on the implementation of the Ecodesign Directive (2009/125/EC), 2017/2087(INI): <http://www.europarl.europa.eu/sides/getDoc.do?type=TA&language=EN&reference=P8-TA-2018-0241>

<sup>5</sup> Please refer to the GCVA SC meeting minutes of 13 July 2017 and of 18 January 2018: [http://efficientgaming.eu/fileadmin/user\\_upload/Minutes\\_GCVA\\_Steering\\_Committee\\_Meeting\\_13\\_July.pdf](http://efficientgaming.eu/fileadmin/user_upload/Minutes_GCVA_Steering_Committee_Meeting_13_July.pdf)  
[http://efficientgaming.eu/fileadmin/meetings\\_and\\_other\\_activities/Minutes\\_GCVA\\_Steering\\_Committee\\_Meeting\\_18\\_January-FINAL.pdf](http://efficientgaming.eu/fileadmin/meetings_and_other_activities/Minutes_GCVA_Steering_Committee_Meeting_18_January-FINAL.pdf)

obligation for the Signatories to provide data to the independent consultant, the better the data industry gives the study team, the more robust their conclusions will be.

#### **6. AOB and date of next Steering Committee meeting**

As there was no AOB put forward, Tim Calland (Microsoft) said that the next Steering Committee meeting will be tentatively held on 15 November 2018.

#### **Actions**

- VA Administrator to prepare and share the minutes of the current meeting.

#### **7. End of meeting**

Tim Calland (Microsoft) thanked all participants and closed the meeting at 15:15.