

GAME CONSOLE VOLUNTARY AGREEMENT (VA) THIRD STEERING COMMITTEE MEETING

Thursday 1 December 2016
Cambre Associates, Rue Defacqz 52, 1050 Brussels

PARTICIPANTS

Name	Company
1. Joshua Aslan	Sony
2. Tim Calland	Microsoft
3. Julie Cheung-Rueckert	Nintendo
4. Chloé Fayole	ECOS (by phone)
5. Steve Fernandes	Intertek (by phone)
6. Jane Lee	Intertek (by phone)
7. Adriana Mattei	Zetacast, Consultant to Microsoft
8. Kieren Mayers	Sony
9. Anna Negrini	Interel Group, Consultant to Sony
10. Teodora Raychinova	Cambre Associates, VA Administrator
11. Cesar Santos	European Commission
12. Ferial Saouli	Cambre Associates, VA Administrator
13. Emil Schweiger	Nintendo
14. Laura Spengler	Oekopol (by phone)
15. Catherine Stewart	Interel Group, Consultant to Sony

AGENDA

1. Welcome and Introductions
2. 2nd Steering Committee meeting (June 2016)
 - 2.1. Approval of minutes
 - 2.2. Review of actions of previous SC
3. Update from the Signatories
 - 3.1. Consoles on the market
 - 3.2. VA 2016 revision
 - 3.3. The 2017 review
4. Update from the European Commission
 - 4.1. Adoption of 2016 Consoles VA revision
 - 4.2. VA Guidelines
5. AOB
6. Date of the next Steering Committee meeting

MEETING MINUTES

1. Welcome and introductions

As Chairman of the Steering Committee (SC), Tim Calland from Microsoft opened the meeting at 11.00 and reviewed the agenda. There were no additional items brought forward. He then asked participants to introduce themselves.

2. Second Steering Committee meeting (June 2016)

- Tim (Microsoft) recalled that the minutes were circulated after the SC and that they had been posted on the website of the Games Consoles meeting after receiving comments from all stakeholders. He went on to highlight that all the actions agreed at the SC had been completed.

3. Update from the Signatories

3.1 Consoles on the market

Sony - Kieren Mayers from Sony presented the PlayStation (PS) game consoles and the improvements made since the implementation of the VA:

- PlayStation®3 was the previous generation console, followed by PlayStation®4 launched in December 2014 and the PlayStation®4 Pro launched in November 2016. PlayStation®4 Pro has around twice the performance of the PlayStation4, and both these consoles are classified as UHD compatible under the VA agreement.
- He listed the enhancements to the PlayStation® products since the EC outlined its ambition to bring down energy consumption of game consoles originally in 2009. Refer to slides 10-11 for a detailed list.
- In 2016 a new model – PlayStation®4 Slim - was developed where the silicon size has been reduced, which allowed Sony to achieve the largest reduction in power consumption so far – 43% and in particular media and navigation power is now below 50 W.
- Kieren (Sony) highlighted that for the first time, Sony is witnessing a *paradigm shift* with power consumption decreasing with the new generation models put on the market, for e.g. PlayStation®4 is 10 times more powerful than PlayStation®3 and consumes less energy (comparing currently available models). In addition, the launch model of PlayStation®4 Pro uses less power in HD modes than the original PlayStation®4 launch model (slides 13 and 14).

Microsoft – Tim Calland presented the Xbox One (launched in 2013) and Xbox One S (launched in 2016)

- The evolution of Xbox is similar to the one of Sony, where the curve of energy use has been reversed and better savings are implemented.
- The Xbox One S does not offer 4K gaming at this point.
- Tim (Microsoft) compared the average consumption of the Xbox One and Xbox One S which shows noticeable reductions (slide 20).
- Tim (Microsoft) emphasized that in terms of power use and functions considerable savings have been made relative to the older models (slide 21).

Nintendo – Emil Schweiger from Nintendo presented the Nintendo consoles on the market.

- Emil (Nintendo) started with an overview of the previous Nintendo consoles (not on the market anymore), where the power consumption was below the limit set in the VA (slide 24). These consoles were not HD capable ones.
- He then presented the present console, the Nintendo Wii U, which is the first high definition (HD) one. He noted that the console's power consumption, although already at low levels since the launch, has been further improved.
- He announced that the next console would be coming to the market in March 2017 but that technical details would be available only in the coming months.

Joshua Aslan (Sony) went on to present the estimated electricity reductions for UHD consoles vs business as usual (BAU) cases (slide 26) using data from PS4 and Xbox One. It projects an annual saving of 5.9 TWh, which is approximately the energy consumption of Latvia, by 2020.

Cesar Santos (European Commission) asked why Nintendo was not included in the calculations for that slide to which Joshua Aslan (Sony) replied that the data was for UHD capable consoles only. Nintendo's Wii U is not UHD. Emil Schweiger (Nintendo) noted further that the Wii U's target audience (families vs gamers) and its available functions differ significantly from those of PS4 and Xbox One (e.g. no media disc playback capability for the Wii U), making it infeasible to make a proper comparison. Kieren Mayers (Sony) also commented that Nintendo products were already optimized from the start, and while they underwent reductions as well, their ratio of savings is much smaller than those of Sony and Microsoft.

Steve Fernandes (Intertek) asked whether any study on user profiles for game consoles existed. Kieren (Sony) referenced a 2013 Lawrence Berkeley National Laboratory study, which is the most recent, and consistent with the data used in the estimates presented.

Timescale overview

- Tim (Microsoft) reminded participants of the achievements so far (slide 27), starting with the adoption of the VA in 2015, the appointment of the independent inspector and the administrator, holding the 1st Steering Committee meeting, the launch of the www.efficientgaming.eu website, the release of the first compliance reports and the 2nd Steering Committee meeting in June 2016.
- He then explained (slide 28) that the signatories issued minor revisions to the VA in November 2016 ahead of today's 3rd Steering Committee meeting and that in 2017 the signatories will release the next iteration of the compliance reports and work on the scheduled review of the VA.

3.2 VA 2016 revision

Julie Cheung-Rueckert (Nintendo) explained that minor, clarifying amendments (e.g. grammatical and formatting mistakes, clarification of some data collection procedures) were made to the VA in response to comments received at the previous Steering Committee meeting from stakeholders and the independent inspector. It was necessary to update the VA now so that these changes would apply for the next product reporting cycle beginning in early

2017. The updated VA, reflecting these minor amendments made in November 2016, was posted on the VA website.

Laura Spengler (Oekopol) asked about the rationale for adding section 4.2 active gaming to the test procedure. Kieren (Sony) replied that it was necessary to include a methodology for testing active gaming in order to comply with the requirement to provide information to consumers on active gaming mode.

Replying to Cesar Santos (European Commission), Kieren (Sony) said it is very difficult to quantify the level of performance of games consoles as it depends on individual experience (how to quantify 'fun'). A benchmarking study has been commissioned to evaluate possible options and will be annexed to the VA 2017 review.

3.3 VA 2017 technical review procedure

Tim (Microsoft) presented the top line roadmap for the VA 2017 review (slide 30).

Cesar reminded participants that industry has to ensure that the new version of the games console VA is in line with the Commission's new VA guidelines, which were made available on 30 November. Tim replied that this will be addressed in the 2017 VA review.

Circular economy (slide 31) – Kieren (Sony) listed a number of proposals developed by industry to achieve material efficiency taking into consideration information from the European Parliament and the European Commission for all product categories. He explained that the circular economy requirements will be evaluated in the June 2017 review, and many of the requirements within these parallel proposals were already included within the console VA.

Actions

- VA Administrator to circulate a copy of the Commission's finalised VA Guidelines to the signatories.

4. Update from the European Commission

4.1. Adoption of 2016 VA revision

Cesar Santos (European Commission) explained that while the VA is recognised by the EC and the Commission is responsible for monitoring the VA, it would not be necessary to issue a new report for each revision. He explained that he would inform the Consultation Forum about the (minor) 2016 revision, and the (major) upcoming review in 2017. The latter will be subject to a report from the EC. He also confirmed that the Consultation Forum does not need to review minor revisions, only substantial revisions.

Cesar said that the Commission will try to fit the presentation of the 2017 review in a meeting of the Consultation Forum which will most likely be held in late Sept/October.

4.2. VA Guidelines

Cesar informed the industry that VA guidelines amendments had just been made, the industry would be expected to align the VA with the revised guidelines as appropriate, and he will help clarify if the industry has any questions.

Actions

- Cesar will inform the Consultation Forum about the minor amendments made to the console VA in November 2016 and the upcoming 2017 VA review.

5. AOB

5.1. Date of next meeting

The next Steering Committee meeting will likely be held in June 22 2017.

5.2. Others

Laura Spengler (Oekopol) asked about the appropriate time for providing comments for consideration by console manufacturers in their 2017 VA review. Kieren (Sony) explained that they are open to discussion and would welcome stakeholder input at any time. A personal meeting could also be set up.

Actions

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

6. Close of meeting

Tim Calland thanked all participants and closed the meeting at 13h30.