



Games Consoles Self-Regulatory Initiative 2nd UK Steering Committee Meeting

23 November 2021

Online Meeting



Meeting Etiquette

- 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.
- Questions will be addressed after the Signatories' update.
- 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	16:30 – 16:40
2. Approval of minutes of previous Steering Committee meeting	16:40 – 16:45
3. Review of actions of previous Steering Committee meeting	16:45 – 16:50
4. Update from Signatories <ul style="list-style-type: none">• Industry response to stakeholder comments on draft UK VA (received after 1st UK VA SC meeting)• Administrator and Independent Inspector	16:50 – 17:20
5. Update from the UK Government	17:20 – 17:35
6. Recognition of UK VA v 1.0	17:35 – 17:45
7. Timeline	17:45 – 17:55
8. AOB and date of next Steering Committee meeting	17:55 – 17:58
9. End of meeting	18:00

Welcome and introductions



Approval of minutes of previous Steering Committee meeting

EFFICIENT GAMING

**GAMES CONSOLES VOLUNTARY AGREEMENT (GCVA)
FIRST UK STEERING COMMITTEE MEETING**

**Tuesday, 7 September 2021, 16h30-18h00
Conference call**

Review of actions of previous Steering Committee meeting

ACTION	STATUS
VA Administrator to prepare and share the minutes of the current meeting.	Completed
Signatories to share the Lawrence Berkeley study mentioned by Sony.	Completed
Signatories to suggest next Steering Committee date.	Completed
Stakeholders to provide comments on the draft UK GCVA v0.2 by end September.	Completed
Signatories to respond within 3 weeks (depending on the extent of the comments).	Completed
Hannah Wall (BEIS) to send her slides after meeting.	Completed

Update from Signatories

- Industry response to stakeholder comments on draft UK VA (received after 1st UK SC meeting)
- Administrator and Independent Inspector



Update from Signatories

Industry response to stakeholder comments on draft UK VA (received after 1st UK SC meeting)

- Comments received from Energy Saving Trust (EST) on 1 October 2021
- Signatories' stakeholder response completed on 27 October 2021
- Topics included compliance, showing the VA is fit for purpose, scope, spare parts, right to repair, recycling, terminology, power consumption of media modes
- Responses include clarifications to address concerns raised by EST



Industry response to stakeholder comments on draft UK VA

COMMENTS	SUMMARY RESPONSE
<p>1. Would welcome evidence that VA is working and is fit for purpose (i.e. emerging technologies), and greater clarity on how compliance is monitored and controlled.</p>	<ul style="list-style-type: none"> - VA is flexible to emerging technology as it is reviewed every 2 years in a process open to all stakeholders. - Compliance verified through annual PCRs + further testing if needed. - Estimated 25 TWh energy avoided to date since 2015 – estimates verified by EC independent consultant report.. - Continues to work – no increase in power caps required for new generation consoles, an industry first.

“Console manufacturers have made the greatest strides”

- Lawrence Berkeley

Industry response to stakeholder comments on draft UK VA

COMMENTS	SUMMARY RESPONSE
2. Consider including controllers within the scope.	<ul style="list-style-type: none">- Controllers can be purchased by consumers via multiple sales channels.- Including remote controllers as spare parts such as for TVs does not apply to games consoles, as they are easily available in retail channels..- Including accessories, in scope of the GCVA for resource efficiency requirements would not be aligned with other product groups.

Industry response to stakeholder comments on draft UK VA

COMMENTS	SUMMARY RESPONSE
3. Requirement for provision of replacement parts for 2 years is not long enough.	<ul style="list-style-type: none">- The shelf life of each console generation is longer than many other AV-IT consumer electronic products subject to ecodesign requirements.- Console manufacturers provide out-of-warranty services for much longer.- The length of time spare parts are made available will be re-evaluated.

Industry response to stakeholder comments on draft UK VA

COMMENTS	SUMMARY RESPONSE
<p>4. There is no requirement for the manufacturer to ensure repair services are actually available for consumers, only that they provide parts and information to those providing this service.</p>	<ul style="list-style-type: none"> - Both in-warranty and out-of-warranty console repair services are made available to consumers, not just provision of spare parts and information to repairers. - This commitment goes beyond any ecodesign requirements for any other product categories.



Track your repair
Click here to track the status of your repair

Home > Hardware & networking

Getting your Xbox device serviced

PlayStation Fix & Replace

Help and support for your PlayStation products

Industry response to stakeholder comments on draft UK VA

COMMENTS	SUMMARY RESPONSE
<p>5. There is no specific requirement (beyond WEEE) for the manufacturer to facilitate for the console to be recycled (e.g. offering trade in/exchange when new consoles are released).</p>	<ul style="list-style-type: none">- Waste management processes are in the scope of WEEE requirements and not the ecodesign regulations.- Take-back of individual products from consumers has high environmental impacts in terms of transport- For reuse, console manufacturers are required to offer out-of-warranty repair and refurbishment services within the UKVA.

Industry response to stakeholder comments on draft UK VA

COMMENTS	SUMMARY RESPONSE
6. Encourage or require manufacturers to work with the game industry to ensure new games are available on previous version consoles for a set period of time after the release of a new console version.	<ul style="list-style-type: none">- Backwards compatibility of game is not always technically possible due to higher performance and new functions added.- Consumers seeking new experiences often respond negatively to high-end games which are available on both platforms.- In some circumstances, switching to a new generation console, or an updated existing model, can result in an overall reduction in energy use.

Industry response to stakeholder comments on draft UK VA

COMMENTS	SUMMARY RESPONSE
<p>7. Request for clarity on energy allowance while console or controllers are charging (requirement to 'cut off' once fully charged) and on the definition of handheld devices.</p>	<ul style="list-style-type: none">- Each console has energy efficient controller charging methods. However, each console is configured differently making it difficult to agree on a harmonized requirement.- Low power consumption is a feature of the Nintendo Switch, allowing for hybrid manner of usage.- In general, charging the battery of a main unit or an accessory is a process designed to shut off after a set time when the battery is full.- Adding a 'charging cut-off' requirement would limit options to implement an existing feature that is currently considered industry best practice.

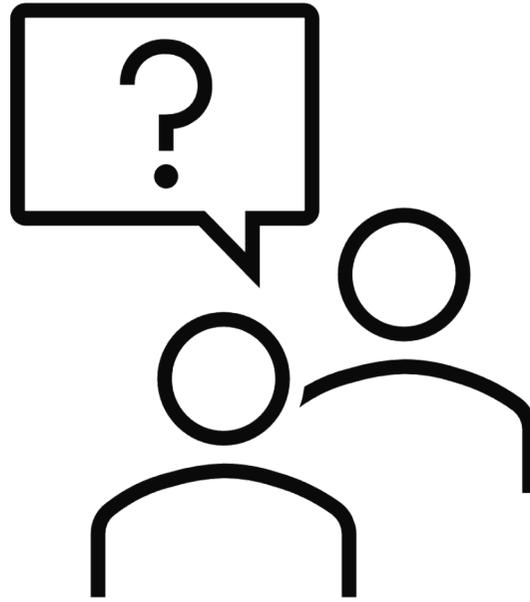
Industry response to stakeholder comments on draft UK VA

COMMENTS	SUMMARY RESPONSE
8. Recommend a review into the comparative energy consumption in media streaming mode of games consoles vs, smart TVs and other streaming devices to understand if there needs to be a specific energy consumption requirement for this mode.	<ul style="list-style-type: none">- Manufacturers already report power consumption of media modes to consumers as a UKVA requirement.- Consoles in general use much less power to play media when compared to a PC, for example.- Power consumption in media mode has already been minimised as much as possible – we will continue to review opportunities to reduce further

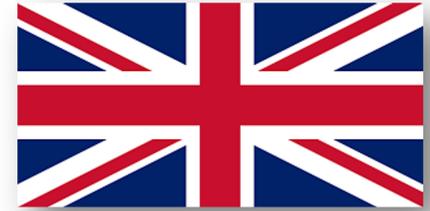
Administrator and Independent Inspector



Q&A



Update from the UK Government

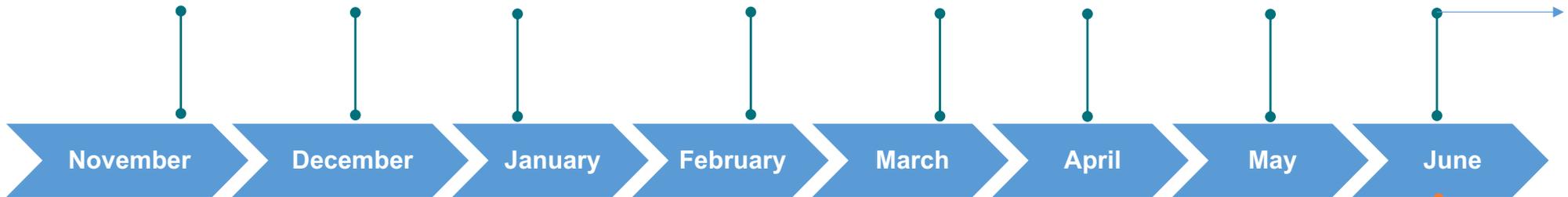


Department for
Business, Energy
& Industrial Strategy

Timeline 2021/2022

EU

- 30 November: 12th SC meeting
- 19 December: send/post final SC minutes
- Start of 2022 review cycle
- Review/update Independent Inspector contract
- 28 February: Submit PCRs
- 31 March: Non-compliance notifications (if any)
- 15 April: draft ACR sent to Signatories
- Q2: updates to website
- 1 May: comments draft ACR
- 22 May: Final ACR (share with SC)
- 31 May: post ACR on website
- SC meeting - **TBC**

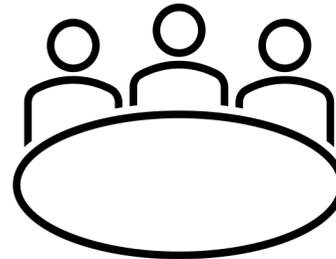
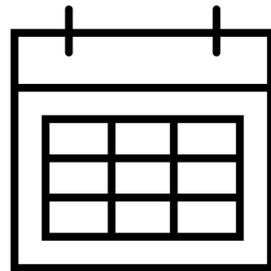


UK

- 23 November: 2nd UK SC meeting
- **Formal recognition of UK VA by the UK Government**
- 19 December: send/post final SC minutes
- Start of 2022 review cycle
- 28 February: Submit PCRs
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- 15 April: draft ACR sent to Signatories
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AOB and date of next Steering Committee meeting



End of meeting