

efficient gaming

GAMES CONSOLES VOLUNTARY AGREEMENT (GCVA)

6TH STEERING COMMITTEE MEETING

25 March 2025, 17:00-18:30 CEST (16:00-17:30 BST)
Online meeting



PARTICIPANTS

DESNZ

1. Stephen Cummins

Independent Inspector (Intertek)

2. Jane Lee
3. Steve Fernandes

Microsoft Corporation

4. Adriana Mattei, Zetacast, consultant
5. Glenn Lavigne
6. Ted Eckert

Nintendo of Europe GmbH

7. Benjamin Seignovert
8. Eiichiro Morisaki
9. Emil Schweiger
10. Hiroki Takuma

Sony Interactive Entertainment (SIE)

11. Joshua Aslan
12. Muna Aden

VA Administrator (SEC Newgate EU)

13. Ilaria Graceffa

AGENDA

1. Welcome and introductions
2. Brief introduction of GCVA (optional)
3. Approval of minutes of previous Steering Committee meeting
4. Review of actions of previous Steering Committee meeting
5. Presentation from Signatories:
 - 5.1 Summary of changes to the draft UK VA v.2.1
 - 5.2 Recognition of the final UK VA v.2.1
 - 5.3 Next steps
6. Update from the UK
7. AOB and date of next Steering Committee meeting
8. End of meeting

MEETING MINUTES

1. Welcome and introductions

Ilaria Graceffa (SEC Newgate EU, VA Administrator) opened the meeting at 17:00 CEST, she welcomed participants, presented the agenda, and held a brief round of introductions. No AOBs were added.

2. Brief introduction of GCVA

Signatories provided a short overview of the GCVA, including energy efficiency achievements, resource efficiency commitments, and additional information about the GCVA.

3. Approval of minutes of previous Steering Committee meeting (2 July 2024)

Ilaria Graceffa (SEC Newgate EU, VA Administrator) confirmed that the minutes were circulated, approved, and uploaded on the Games Consoles Voluntary Agreement (GCVA) [website](#).

4. Review of actions of previous Steering Committee meeting

Ilaria Graceffa (SEC Newgate EU, VA Administrator) noted that the action agreed at the 5th UK Steering Committee meeting had been completed.

5. Presentation from Signatories

5.1 Summary of changes to the draft UK VA v.2.1

Ted Eckert (Microsoft Corporation) clarified that the changes in the draft UK VA v.2.1, primarily consist in technical amendments to some sections and Annexes.

Joshua Aslan (SIE) presented the changes to the **sections 3.1.1 and 3.1.3 on Energy Efficiency**:

- Alignment of Auto-Power Down (APD) requirements with objectives of Regulation (EU) 2023/826; Clarification of APD function implementation as per suggested by the Independent Inspector; Clarified scope of SRI vis-a-vis Regulation (EU) 2023/826 regarding Energy Efficiency information requirements.

efficient gaming

Emil Schweiger (Nintendo) explained the amendments to:

- **Section 5.4 and Annex C, addressing non-compliance:** Alignment of SRI provisions related to non-compliance with the ESPR; clearer timelines as to when a formal notification of non-compliance can be given; overall shorter and clearer compliance process; clearer grounds for non-compliance and causes for removal of a Signatory from the SRI, in line with the ESPR; minor modifications to Annex C (Compliance investigations) to reflect changes in section 5.4.
- **Other changes:** Amendments to previous references to Standby Regulation and Ecodesign Directive 2009/125/EC to Regulation (EU) 2023/826 and Regulation (EU) 2024/1781; and minor editorial polishing.

The following questions have been asked by participants:

- Stephen Cummins (DESNZ) asked for further clarification on the power consumption of the standby/APD mode. Ted Eckert (Microsoft Corporation) clarified that Signatories are following the limits set by the EU Standby Regulation, for applicable modes. Additional information regarding this aspect and how each Signatory is addressing it can be found on the [efficient gaming website](#). Emil Schweiger (Nintendo) added that one of the major goals of the VA is to save energy by adding similar requirements, in addition to the ones established by the EU Standby Regulation, applying on modes that are not in scope of the same Regulation (e.g. triggering APD after 20' of inactivity for gaming and navigation mode).
- Stephen Cummins (DESNZ) asked whether manufacturers are considering the possibility of on-screen displays notifying inactivity for a certain amount of time, and giving the possibility to turn off the device. Signatories provided concrete examples of how their products are addressing this. Moreover, it has been stressed that all manufacturers are continuously trying to find different ways to encourage users to use power settings wisely, while also being less intrusive for users. Low power mode parameters are set as default to the lowest power consumption and cannot be changed during the initial setup process. Nevertheless, as explained by Joshua Aslan (SIE), based on data from PlayStation consoles (analysed in 2020) the 20 minutes default setting for the auto-power down (APD) can have adverse effects demonstrated by some users actively changing or even deactivating the low power mode due to perceived inconvenience it can cause, compared to regions where 60 minutes was the default setting where the majority don't change the setting.

5.2 Recognition of final UK VA v.2.1

Following a brief explanation of the recognition process and what this means in practice, the update to the UK VA v.2.1 - as presented by the Signatories – has been recognised by the DESNZ.

Stephen Cummins (DESNZ) added that in the UK there is currently no intention to regulate games consoles, stressing that voluntary approaches – particularly when well established – are a good way to proceed. He pointed out that in the UK there is currently a strong interest on the energy savings that could be achieved by standby modes. He also noticed that – as it stands – the UK GCVA is addressing standby very well, and therefore did not foresee any potential conflict with future UK law.

efficient gaming

5.3 Next steps

Signatories presented a timeline for the next years, with a view to launch a review cycle for the UK VA in 2026.

6. Update from the UK

Stephen Cummins (DESNZ) provided an update on the policy context in the UK, following the general elections in July 2024. Ecodesign is seen as one of the key drivers to achieve policy objectives of net-zero and energy security. UK ministers are keen to establish a closer relation with the EU, in particular around energy policy. The UK legislator will therefore look closely at the EU's approach on ecodesign and energy related products regulations (e.g. ESPR, Standby Regulation) with a possibility to follow a similar approach to the EU's framework. However, there is also the possibility that on certain aspects (e.g. repairability, standby) the UK legislator will go further than the EU. At present, there is no immediate plan to regulate the gaming industry.

Stephen also asked further clarification on the incentives stemming from voluntary approaches, and how consumers and marketplaces are reacting to initiatives such as the GCVA. Stephen also asked how consoles manufacturers are addressing the issue of consoles becoming outdated and not suitable for newly released games. Each Signatory provided clear examples on how they are addressing compatibility between new games and older consoles, adding that – overall – they are always looking for ways to improve all these aspects, and the GCVA provides a constructive forum to reach these objectives.

Stephen also asked how all the GCVA's initiatives are promoted, whether these are made available to the public, and how the UK government could cooperate in the dissemination of further information around the VA. To this end, he suggested that this is something to be further explored. Ted Eckert (Microsoft Corporation) clarified that each company is promoting the efforts done through the GCVA in different ways and channels.

GCVA's Signatories offered to schedule a follow up meeting with Stephen Cummins (DESNZ) to provide further information on the GCVA and further work the industry is engaged on related to environment. Stephen agreed and suggested to explore additional opportunities for collaboration between GCVA and DESNZ (e.g. communication activities).

7. AOB and date of next Steering Committee meeting

Emil Schweiger (Nintendo) added that - according to the current process - Signatories will sign the Annex D (membership forms), which will be shared with the DESNZ, together with the recognised UK VA v.2.1. Stephen Cummins agreed on the process.

Ilaria Graceffa (SEC Newgate EU, VA Administrator) indicated the next UK Steering Committee meeting will be held by the end of 2025 (TBD).

The draft minutes of the current meeting will be shared, and participants will have two weeks for comments, as indicated in the VA. The final version of the minutes will be published on the GCVA website.

8. End of meeting

efficient gaming

Ilaria Graceffa (SEC Newgate EU, VA Administrator) thanked participants and closed the meeting at 18:30 CEST.

Actions

- VA Administrator to prepare and distribute the minutes of the current meeting.
- VA Administrator and Signatories to agree on the date for the next UK SC meeting.