

efficient gaming

Games Consoles Voluntary Agreement

6th UK Steering Committee Meeting

25 March 2025

17:00-18:00 CEST (16:00-17:00 BST)

Online



Meeting Etiquette

- Please keep cameras on during the meeting (where possible).
- 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.
- 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
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:
 - 4.1 Summary of updates to the draft UK VA v.2.1
 - 4.2 Recognition of the final UK VA v.2.1
 - 4.3 Next steps
6. Update from the UK
7. AOB and date of next Steering Committee meeting
8. End of meeting

2. Approval of minutes of previous Steering Committee meeting



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**Games Consoles
Voluntary Agreement**

5th UK Steering Committee Meeting

2 July 2024
17:00-18:00 CEST (16:00-17:00 BST)
Online event


 Microsoft

 Nintendo

 Sony
Interactive
Entertainment

 Department for
Energy Security
& Net Zero

3. Review of actions of previous Steering Committee meeting

ACTION	STATUS
VA Administrator to prepare and distribute the minutes of the current meeting	

Summary of updates to the draft UK VA v.2.1

Energy Efficiency (section 3.1.1 and 3.1.3)

- Alignment of Auto-Power Down (APD) requirements with objectives of Regulation (EU) 2023/826, mainly:
 - for operational modes listed in the VA but not in scope of the regulation;
 - added consoles consuming $\leq 20\text{W}$ in Active Gaming mode as well;
 - reduced APD time from 1 hour to 20 minutes.
- Clarification of APD function implementation as per suggested by the Independent Inspector.
- Clarified scope of VA vis-a-vis Regulation (EU) 2023/826 regarding Energy Efficiency information requirements (3.1.3).

Non-compliance (section 5.4, Annex C)

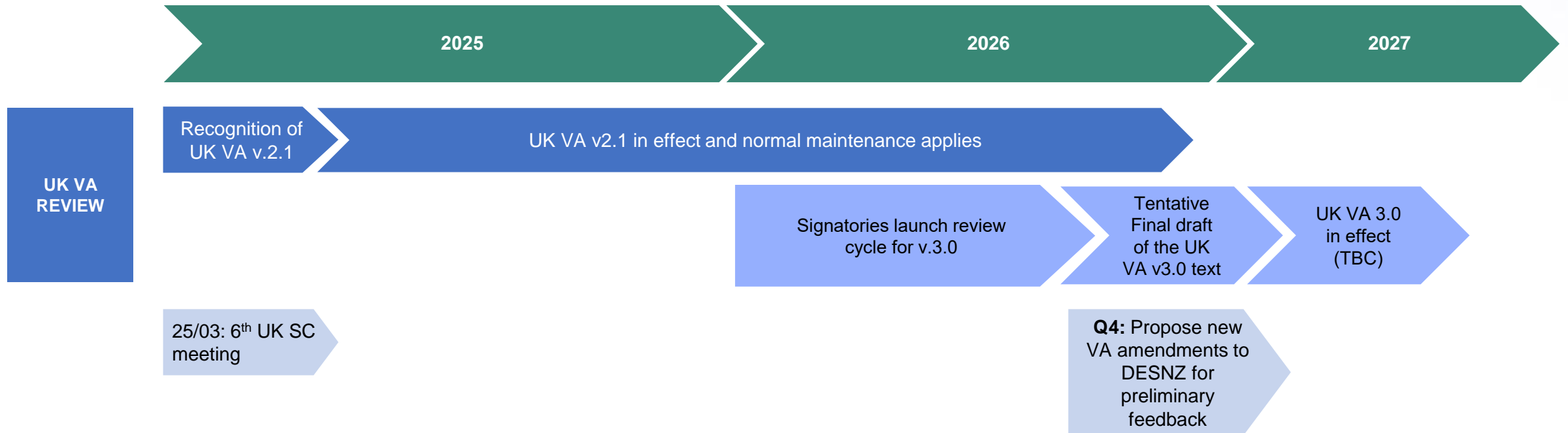
- Alignment of VA provisions related to non-compliance with Regulation (EU) 2024/1781, whereby Signatories shall take sufficient corrective action within three months of non-compliance notification.
- Clearer timelines as to when a formal notification of non-compliance can be given, from which the three months period starts.
- Overall shorter and clearer compliance process.
- Clearer grounds for non-compliance and causes for removal of a Signatory from the VA, in line with Regulation (EU) 2024/1781.
- Minor modifications to Annex C (Compliance investigations) to reflect changes in section 5.4.

Other changes

- Amended, where relevant, previous references to Standby Regulation (EC) No 1275/2008 and Ecodesign Directive 2009/125/EC to respectively Regulation (EU) 2023/826 and Regulation (EU) 2024/1781.
- Minor editorial polishing.

Recognition of final UK VA v.2.1

Next steps (*tentative schedule*)



5. Update from the UK



Department for
Energy Security
& Net Zero

6. AOB and date of the next Steering Committee meeting



END OF MEETING

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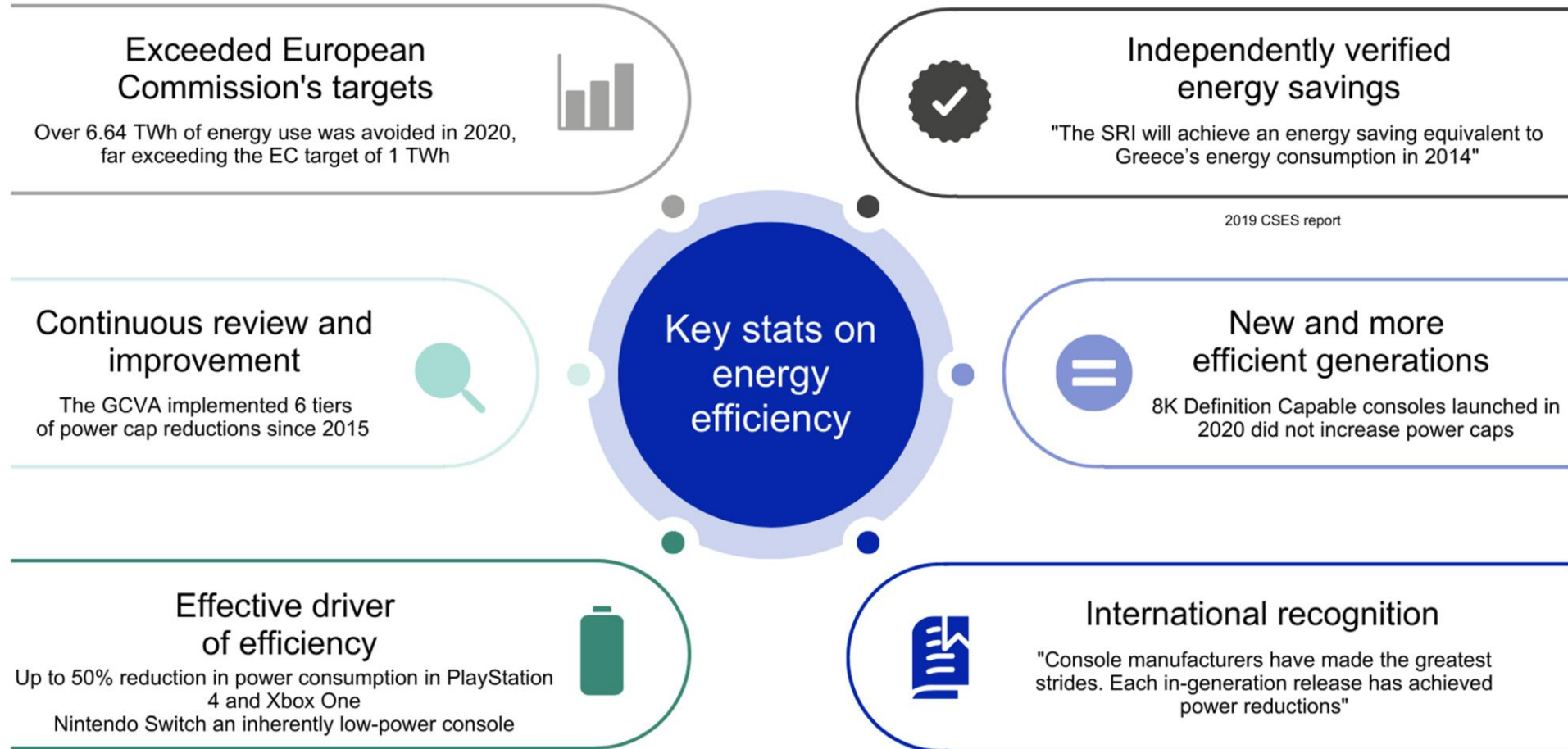
Introduction of Games Consoles Voluntary Agreement (GCVA)



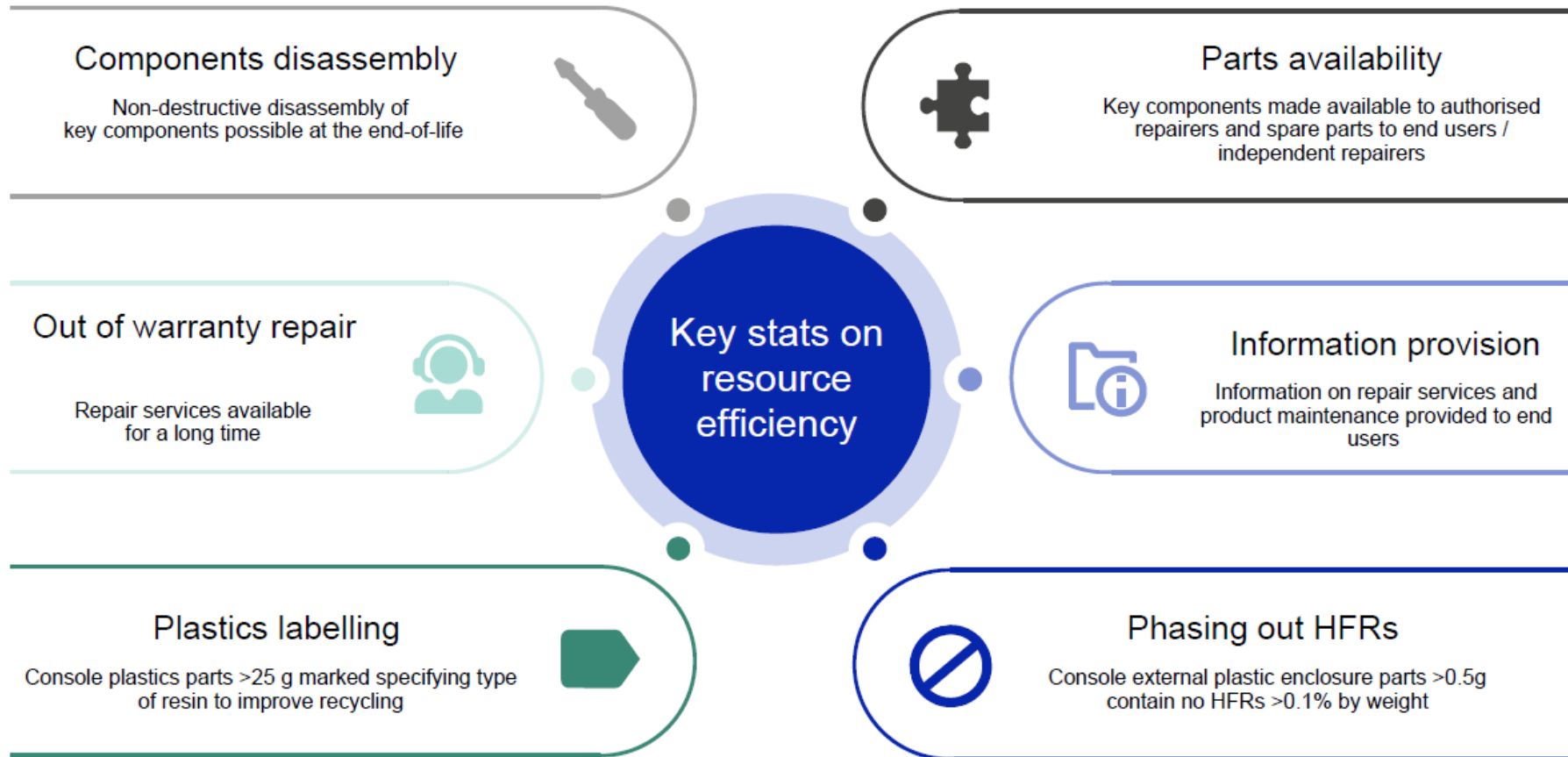
Background

- EU SRI recognised in (and effective from) 2015. UK version in 2021
- Self-regulatory measure under EU Ecodesign Directive / UK Ecodesign Regulation – efficient alternative to regulation
- Aims at further improving energy and resource efficiency of games consoles
- Managed by the console manufacturers Microsoft, Nintendo and Sony in consultation with DESNZ
- An Independent Inspector annually verifies compliance
- Regularly reviewed in consultation with stakeholders

Energy efficiency achievements



Resource efficiency commitments



The VA is appropriate for Games Consoles

Fast pace	Adapts to technology change (multiple reviews and amendments since inception with constant improvement of energy and resource requirements)
Representativeness	Vast majority of the market covered
Less cost of implementation	Cost borne by Signatories
Strict compliance and verification & reporting	Testing and annual compliance check by the Independent Inspector
Drives both energy and material efficiency	Power caps, repair and recyclability requirements, eliminating hazardous substances
Accounts for complex nature of games consoles	Structurally different products covered with one VA
Paradoxical effect of regulation	Unintended consequences for console energy use
Inclusive stakeholder engagement	UK government, NGOs



Recognised by
DESNZ



In consultation with NGOs



Annual compliance verified
by Independent Inspector

More Efficient Together



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efficientgaming.info