Games Consoles Self-Regulatory Initiative

Independent Inspector Annual Compliance Report

Reporting Period 2016

COMPLIANCE REPORT FOR THE SELF-REGULATORY

INITIATIVE ON ENERGY AND RESOURCE EFFICIENCY OF GAMES CONSOLES

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1 Summary

1.1 Commitments and requirements

This Annual Compliance Report from the Independent Inspector for the Self-Regulatory Initiative (SRI) covers the reporting period January 2016 to December 2016.

The SRI covers games consoles placed on the EU market by three Signatories which manufacturer all the games console models that fall into the scope of the SRI. This represents 100% of the games consoles, within the scope, accounting for around 9.8 million units sold in 2016.

The SRI aims to further improve the energy efficiency of games consoles and reduce the environmental impact over their life cycle with energy savings through better design.

The key requirements are:

- Meeting maximum power consumption targets (power caps)
- Compliance with Auto-Power Down (APD) requirements
- Achieving specific Market Coverage
- Non-energy Commitments: resource efficiency and end of life design requirements
- Further Information: Including energy and non-energy related information in the user instructions

1.1.1 Signatories

Three manufacturers, constituting the Signatories to the SRI, market all seven of the games consoles covered by the SRI for the reporting period 2016:

- Microsoft   Xbox One
- Microsoft   Xbox OneS
- Microsoft   Xbox 360
- Nintendo   Wii U

- Sony   PlayStation 3
- Sony   PlayStation 4
- Sony   PlayStation 4 Pro

The three Signatories dominate the games console market in the EU.

1.1.2 Data collection and processing

The Independent Inspector, following the requirements given in the SRI reviewed data from the Signatories submitted using a Product Compliance Report for each games console. The data collection template differed slightly this year as it incorporated necessary modifications that came to light following last year's data collection process. The template also included minor changes reflecting the modified SRI template which was presented in an updated SRI made available in November 2016.

After reviewing the product compliance reports, clarification regarding the data was required with some manufacturers. This included anomalies regarding power consumption data provided in different parts of the template and on websites. There also appeared to be some copy and paste errors as a result of using the new template for resubmitting information for games consoles that had not changed since the last reporting period. Updated product compliance reports were subsequently received, as well as online links to information, although the Signatories specifically stated that the Independent Inspector should not be checking online content at this stage. Signatories did however, state that the Independent Inspector's online checking was useful in pointing out the errors.

1.2 Compliance

In order to comply with the Self-Regulatory Initiative, Signatories must achieve the following:

- Demonstrate that the SRI covers more than 80% of the games consoles sold in the EU for the preceding reporting period (bi-annually);
- Ensure that Product Compliance reports for all games consoles within the scope of the SRI are submitted to the Independent Inspector on time;
- Ensure that the Product Compliance reports for all games consoles are complete;
- Ensure that no more than 10% of products, within the scope of the SRI, from an individual Signatory fail to comply with the requirements in the SRI.

The three Signatories complied with the requirements given above.

All the Signatories met with the requirements of the SRI in terms of values for maximum power consumption, auto-power down, market coverage, and declaring non-energy requirements in relation to resource efficiency and information to the consumer.

2   Introduction

The Self Regulatory Initiative establishes a voluntary agreement, under the terms of EU Directive 2009/125/EC on Energy Related Products, for improved energy and resource efficiency, and end of life treatment and recycling of games consoles, which use more than 20 watts in Active Game mode.

The SRI, version 1.0, was published in April 2015. This version, which includes the scope, definitions and commitments and other administration elements of the SRI, can be found on the dedicated games console SRI website; http://www.efficientgaming.eu/

The main categories of commitments detailed in the SRI include:

- Meeting maximum Power Consumption targets (power caps)
- Compliance with Auto-Power Down (APD) requirements
- Specific Market Coverage – as a sector and individual manufacturer requirements
- Non-energy commitments: resource efficiency and end of life design requirements
- Further Information: Including energy and non-energy related information in the user instructions

This annual report, prepared by the Independent Inspector covers the reporting period January 2016 to December 2016.

The report includes information on the compliance by the Signatories according to the Games Console Self Regulatory Initiative (SRI) version 1.0 (22 April 2015) and a slightly revised version presented to the Steering group in November 2016.

This Annual Compliance Report has been compiled following the submission of product compliance reports by the Signatories to the Independent Inspector. The reporting by the Signatories was undertaken using a spreadsheet based upon the reporting template given in the SRI. The information submitted has been reviewed by the Independent Inspector against the requirements in the SRI.

3   List of Signatories

For the reporting period January to December 2016, there were three manufacturers signed up to the Self-Regulatory Initiative for games consoles. These manufacturers worked together to produce the voluntary agreement for this product type.

- Microsoft Corporation
- Nintendo Co. Ltd
- Sony Interactive Entertainment Inc.

4   Commitments and requirements

The following sections provide a summary of the commitments and requirements for Signatories of the game console Self Regulatory Initiative (SRI). Further detail and full wording can be found in the published SRI (version 1.0 22 April 2015)[1].

4.1   Energy efficiency

The SRI specifies power caps applicable to Media Playback and Navigation modes. The power caps are based upon the adoption of best available technologies and determined following a review of a number of studies (referenced in Annex F of the SRI).

In order to achieve a progressive improvement in energy efficiency, power caps are specified in four tiers over a five year period. Further details can be found in Appendix B.

- The power caps for navigation mode are the same for High and Ultra-high definition consoles (90 Watts from 2014 and 70 Watts from 2017).
- For Media Playback and Streaming HD the power caps for High definition consoles are the same level as in Navigation mode (90 Watts from 2014 and 70 Watts from 2017)
- For Media Playback and Streaming HD, the Ultra-high definition consoles have power caps applicable two years later than for High definition consoles (90 Watts from 2016 and 70 Watts from 2019).
- Both types of console have additional power cap allowances when using a Natural User Interface.

The SRI also specifies requirements for the duration of time before Auto-Power Down (APD) is triggered.

4.2   Market coverage

The Signatories to the SRI, in aggregate, must account for more than 80% of the unit sales of Games Consoles in the EU for the relevant Reporting Period.

Each Signatory must ensure that at least 90% of the games console units it places on the market and/or put into service meet the requirements of the SRI.

4.3   Non-energy commitments

There are two main areas covered by non-energy commitments:

1. Resource efficiency and end-of-life design requirements
2. Further information to be provided to consumers within the instructions

4.3.1   Resource efficiency

Resource efficiency and design requirements include making available a refurbishment or out of warranty repair service for each games console. This must be supported by technical documentation, availability of spare parts, and non-destructive disassembly. Efficient recycling is facilitated by the marking of plastic parts according to material composition.

4.3.2   Information in the instructions for use

The information to be provided to consumers in the instruction book aims to provide some energy consumption data and energy-saving advice, including automatic-power down settings. It also signposts consumers to end-of-life, refurbishment and out-of-warranty service information.

Signatories are required to provide this information for consumers within console operating instructions either provided with the console itself, onscreen or hardcopy, or online.

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[1] The SRI can be downloaded from the dedicated website; http://www.efficientgaming.eu/

5   Data collection and processing

5.1   Data collection template

In order to verify the commitments to the SRI (as summarised in Section 4) data was collected as specified in Annex B - Product Compliance Report Template, of the SRI. This Annex provided tables for data collection and also listed the non-energy commitment requirements. The template, as given in the Annex B, was transposed to an Excel spreadsheet to allow for data and text to be entered into specific cells. A copy of the template used for data collection, and a guidance note for completion, can be found in Appendix A of this report.

There were some formatting differences between the PCR template in the SRI and the Excel workbook PCR template. These were to allow the Signatories to confirm compliance with the requirements. For example, stating yes or no alongside statements regarding resource efficiency.

The template for the latest reporting period differs slightly from that used in the previous reporting period (2015) to reflect minor editing changes made to the SRI in autumn 2016. The main changes to the template given in the revised SRI were:

- the removal of the requirement to report the top 3 games titles,
- the removal of standby power consumption requirements,
- the inclusion of an additional section for recording where the information to consumers can be located.

The inclusion of a section to record where consumer information is found, was to enable clearer signposting to the information following the experiences of reporting this information in the preceding reporting period. The reporting of the top three games was removed due to anomalies in the SRI reporting template identified by Signatories during the reporting for period 2015[2].

The use of the template within an Excel spreadsheet facilitated the submission of information for more than one games console within one document, on separate work sheets. This allowed cross referencing between the models and kept all data from one Signatory in one document.

One template was created to cover High definition and Ultra-High definition games consoles as the data required is the same for both. The difference in the requirements for the two types is the date of the introduction of the power caps.

5.2   Data collection issues

As detailed in Section 5.1, the template for data collection and information requirements given in the SRI was transposed into a spreadsheet to allow the Signatories to submit information to the Independent Inspector. Changes introduced following the experiences of the first reporting period improved some areas of reporting. The inclusion of information to consumers still presented some issues in respect to actually reproducing the information in the PCR and indicating where this information is available.

5.2.1   Market coverage

There are two market information requirements; firstly that the Signatories, in aggregate account for more than 80% of total sales in the EU, and secondly that each signatory has at least 90% of its games consoles sold meeting the requirements of the SRI.

The SRI (Section 4.2) requires Signatories to provide data from an independent 3rd party to prove market coverage, at the 80% level, every two years during the operation of the SRI. There is no provision specified in the SRI for the Signatories to record and report the information. However, all three have directed the Independent Inspector to a market-data company (www.vgchartz.com) to review sales.

For individual Signatory market data, the product compliance template has a table for reporting detailed sales, by month, for each games console model. All three Signatories provided sales data originating from the same industry recognised market-data company (www.vgchartz.com).

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[2] Issues surrounding the reporting of top three games are discussed in section 5.2.1 of the Annual Compliance Report for the reporting period 2015

5.2.2   Consumer information in the instructions

There are four types of consumer information recorded in the PCR template;

- Inclusion of a statement regarding APD
- Provision of power consumption and APD default values
- Instructions to consumers for changing default settings
- Reference to other information associated with power consumption or end-of-life provision

The provision of information to the consumer is a self declaration, but rather than just confirmation of compliance with a yes/no option, the template requires the insertion of values or information for some aspects. There is firstly, a table to enter the information, as provided to the consumers, and secondly, a subsequent new table to record references and online links to this information. The second table was introduced for this reporting period. Last year's template asked Signatories to record if the information is available to consumers via instructions onscreen, in the hardcopy or online. This option was removed this year as most reports provided website links. Instead the second table was provided for the inclusion of the website links.

Where the template asked for information to be entered into the table, some manufacturers provided online links for the information, some actually provided the written information e.g. the steps to change default settings. The latter provides a more recordable demonstration of compliance as website links may be lost or the web pages moved.

The inclusion of the second table to record the links was a slight improvement on the previous year. However, some Signatories still only provided online links in the first table (where the template states 'insert information'). Providing web links in the PCR is the simplest option for declaring compliance; however this approach tempts the Independent Inspector to check that the links and this level of observation was considered by the Signatories to be closer to an audit, and beyond the scope of the Independent Inspector role for preparing the annual compliance report. Signatories did however, state that the Independent Inspector's online checking was useful in pointing out errors.

The Independent Inspector feels that further consideration as to the objectives of the consumer information table in declaring compliance is needed for future reporting.

Overall the reporting of this information appeared adequate and complete, but there was still some inconsistency in the approach.

6 Signatory compliance

In order to comply with the Self-Regulatory Initiative, Signatories must achieve the following:

- Demonstrate that the SRI covers at least 80% of the games consoles sold in the EU for the preceding period;
- Ensure that Product Compliance reports for all games consoles within the scope of the SRI are submitted to the Independent Inspector on time;
- Ensure that the Product Compliance reports for all games consoles are complete;
- Ensure that no more that 10% of products, within the scope of the SRI, from an individual Signatory fail to comply with the requirements in the SRI.

The requirements given in the SRI cover the following:

- Meeting maximum Power Consumption targets (power caps)
- Compliance with Auto-Power Down (APD) limits
- Reporting and achieving specific Market Coverage
- Non-energy commitments: resource efficiency and end-of-life design requirements
- Further Information: Including energy and non-energy related information in the user instructions

6.1 Submission of product reports

All initial product compliance reports (PCR) were received by the Independent Inspector within the timeframe given in the SRI (by 28th February).

Some games consoles were the same as in the previous reporting period and the data for the PCR had not changed. However, Signatories were asked to resubmit the information using the new template to ensure all the data was included and to provide consistency across all the PCRs for publication on the SRI website.

6.2 Product compliance report review

In most instances the product compliance reports were complete. There were some minor issues regarding omission of dates and copy and paste errors, which may be attributed to transferring the information from previous years PCR template to this year's template. Some anomalies regarding power consumption data provided in different parts of the template and on websites were also observed.

Each Signatory was contacted individually, three weeks after they submitted the PCRs. Any data entry or information issues identified by the Independent Inspector were reported back to the individual Signatories concerned. The Signatories resubmitted updated product compliance report spreadsheets, and notified the Independent Inspector of any online updates, however at the request of the Signatories the online information was not re-checked.

6.3 Power consumption requirements

All the Signatories complied with the power consumption requirements given in the SRI, Tier 2, which was effective from the beginning of this reporting period. This included power consumption in Navigation mode, Media playback (DVD and Blu-ray disc) and Steaming HD.

All Signatories were compliant for Auto-Power Down requirements.

6.4 Market coverage

As confirmed by the market data from vgchartz[3], the Signatories and games consoles within the scope of the SRI constitute the whole of the games console market in the European Union. The data in Figure 1 covers all gaming devices including hand held devices, namely the 3DS and PSV that are outside the scope of the SRI. The data publically available and reproduced in Figure 1 provides market share by games console and is generally in line with the market data submitted by each Signatory in the Product Compliance Reports.

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[3] www.vgchartz.com industry recognised source of market data and reporting

Figure 1 Report for market research vgchartz: Sales of Hardware by Platform 2016 (Yearly)

Europe Hardware by Platform		
Platform	Yearly (change)	Total
PS4	6,665,272 (-3%)	21,367,038
XOne	2,240,309 (-0%)	7,415,591
3DS	2,087,735 (-4%)	17,115,957
PSV	725,893 (-20%)	5,003,939
WiiU	598,365 (-30%)	3,455,160
PS3	215,080 (-61%)	34,500,166
X360	81,892 (-61%)	25,850,951
Total	12,614,546 (-9%)	

Source:
http://www.vgchartz.com/yearly/2016/Europe

accessed 16 March 2017

6.4.1   Signatory market share compliance

None of the manufacturers signed up to the SRI produced any games consoles within the scope that were not compliant with the requirements. Therefore each Signatory is compliant with the market requirement for at least 90% of its games consoles to be compliance with the SRI.

6.5   Non-energy commitments

As a self-regulatory initiative with reporting of requirements being self-declared by the Signatories, the Independent Inspector reviewed the completed PCRs to ensure all requirements had been considered and confirmed.

Actually verifying the validity of the self-declared values or data provision would form part of a verification audit process. Annex A-2 of the SRI specifies methods of verification of the non-energy and energy efficiency information requirements.

The manufacturers were asked to confirm that the information is available (and provide consumption and APD values as required) by reproducing the information given to consumers, as well as references (usually online links) for locating the information.

6.5.1   Non-energy commitments: Resource efficiency and recycling requirements

All the Signatories declared compliance to the requirements specified in Annex B of the SRI, regarding providing technical documentation, spare parts, allowing non-destructive disassembly and composition marking of plastic parts, as appropriate.

All the Signatories are therefore compliant with this requirement.

6.5.2   Further information: Instructions for use

All the Signatories declared compliance to the requirements specified in Annex B of the SRI, regarding the provision of power consumption, energy efficiency related information and end-of-life related information in the instruction manuals (the Further Information), by the completion of this section of the template.

There were two instances where the Signatories were contacted to clarify or correct information provision:

- Some manufacturers only provided links for the information given to consumers, rather than reproducing the information in the PCR. In checking that these online links worked the Independent Inspector noticed some discrepancies or omissions from the website in relation to the information provision. These included differences between the consumption values reported in the PCR template and those online.

- There were transpositions errors and omissions between PCRs completed this year based on PCRs submitted for consoles that appeared in last year's reporting.

Once raised with the manufacturers concerned, queries in relation to the PCR were corrected either with changes online and/or resubmission of Product Compliance Reports.

All the Signatories are therefore compliant with this requirement.

6.6 Overall compliance

For the reporting period January to December 2016, all the three Signatories comply with the requirements for:

- Power Consumption
- Auto-Power down
- Market Coverage
- Resource and recycling
- Further Information to be included in the instructions for use.

6.6.1 Signatories and games consoles

Table 1 below lists the manufacturers and the corresponding games consoles that are covered by the Self-Regulatory Initiative for the reporting period January to December 2016.

All games consoles that fall under the scope of the SRI are manufactured by the Signatories and constitute all the models available in the EU.

Table1 Signatories and compliant models covered by the Self-Regulatory Initiative (2016)

Manufacturer	Games Console name	Model number	Type
Microsoft	Xbox 360	1538	High Definition
Microsoft	Xbox One	1540	High Definition
Microsoft	Xbox One S	1681	Ultra High Definition
Nintendo	Wii U	WUP-101(03)	High Definition
Nintendo	Wii U	WUP-001 (03)	High Definition
Sony	PlayStation(R)3	CECH4303C	High Definition
Sony	PlayStation 4	CUH1216A	Ultra High Definition capable
Sony	PlayStation 4	CUH2016A	Ultra High Definition capable
Sony	PlayStation 4 Pro	CUH7016A	Ultra High Definition

The Nintendo Wii U is available with two different model numbers. The manufacturer has confirmed that the only difference between the two configurations is the storage capacity, with the WUP-001 having less than the WUP-101.

The PlayStation 4 was reported with three configurations; the PlayStation 4 12 series (CUH1216A), and the newer PlayStation 4 20 series (CUH2016A) and PlayStation 4 Pro 70 series (CUH7016A). The PlayStation 4 is technically capable of Ultra High Definition media play but this feature is not enabled.

6.7 Compliance testing

No compliance testing or auditing was undertaken in the reporting period up to December 2016.

7 Recommendations

The recommendations given below are those in relation to the reporting process, data handling and product compliance review associated with the role of the Independent Inspector for the production of the Annual Compliance Report.

7.1 Data collection and processing recommendations

As a result of recommendations made following the first reporting period, and modifications made to the SRI and Product Compliance Report (PCR) template, the data collection and review has been improved.

The provision of declaring compliance in relation to information to consumers still needs further reviewing, through discussion with the Signatories, to provide a more mutually acceptable and efficient method of recording and reviewing this aspect.

For easier referencing when discussing PCRs with Signatories it may be useful to have table numbers for the different sections of the PCRs.

Appendix A: Product Compliance Reporting Template

The template was generated in Microsoft Excel to assist in efficient completion, referencing and formatting. The following pages have a copy of the template and guidance note used for the reporting period 2016. The guidance notes in the template spreadsheet also included the power cap and automatic power down requirements; these can be found in Appendix B.

Signatory company	
Model Name	
Model Number	
Type of Console	<high definition or ultra high definition>

Date Submitted	<insert DD/MM/YY>
Completed by:	< Name >
Contact details:	< Email >

Self-Regulatory Initiative Requirements

Title	Procedure Number		Test Result (pass/fail/na)	Comments
Power Consumption:		Measured power consumption (W)		
Navigation Mode Testing	14-16			
Media Playback DVD	24-27			
Media Playback Blu-ray Disc	28-31			
Streaming HD	32-35			<name own player here>

Title	Procedure Number		Test Result (pass/fail/na)	Comments
Automatic Power Down:		APD time as reported in manual or one console screen (mins)		
Navigation Mode APD	36-40			
Active Gaming APD	41-47			
Disc-Based Media Playback APD	48-54			
Media Streaming Playback APD	55-61			<name own player here>

Unit Sales:

Third Party Source:

Month	Reported Sales
January	
February	
March	
April	
May	
June	
July	
August	
September	
October	
November	
December	

Non-energy commitments

Resource efficiency and recycling requirements	This console meets the requirement (Yes/No)
A refurbishment or out of warrantee repair service for each games console is available, and supported by the following requirements:	
Technical documentation is available to authorised repair centres to enable repair or refurbishment	
Spare parts are available to authorised repair or refurbishment centres	
To improve both recycling and reuse at end-of-life, maintenance and refurbishment is possible by non-destructive disassembly	
To improve recycling at end-of-life, console plastics parts >25g are marked indicating their material composition (using ISO conforming marks), with the following exceptions:	
The part has <1cm^2 level surface available for marking	
The performance or function of a part is compromised e.g. buttons with tactile surface, plastic lenses, or display screens.	
External transparent parts	
Marking is not technically possible due to the specific production method of the plastics used in the part e.g. extrusion moulding.	

Information included in Instructions For Use

Information	Requirement:	The following information is included in the instructions for use (instructions either provided with the console itself , onscreen or hardcopy, or online)	
1. Information on the energy-saving potential of power management:	"Automatic power-down could help save energy by reducing the amount of time the Games Console remains on, but not in use."		
2. Default low power mode when the Games Console is powered-down:	Select one only:	☐ Standby ☐ Networked standby	
3. Default auto power-down time settings:	The Games Console will power down after the following periods of inactivity:		
	Media playback (minutes)	< insert number of minutes>	
	Other modes (minutes)	< insert number of minutes>	
4. Information on how to change time settings for auto power-down:	<Insert information here>		
5. Reference to further information on other available low power modes (where applicable):	<Insert information here>		
6. Console power consumption in active modes (based on a test sample):	Wattage	Media tested:	Date tested:
Navigation	<insert W here>	<insert title here>	< DD/MM/YY >
Blu-ray playback	<insert W here>	<insert title here>	< DD/MM/YY >
DVD playback	<insert W here>	<insert title here>	< DD/MM/YY >
1080p streaming	<insert W here>	<insert title here> <insert media player here>	< DD/MM/YY >
Active gameplay	<insert W here>		< DD/MM/YY >
		Average of the following three proprietary games: <insert game title here> <insert game title here> <insert game title here>	
7. End-of-life processing, refurbishment, and out-of-warrantee services available:	<Insert information here>		

The above information is available at:

Information	Insert document name and page numbers, online links or on-screen navigation (or NP for not provided)
1. Information on the energy-saving potential of power management:	
2. Default low power mode when the Games Console is powered-down:	
3. Default auto power-down time settings:	
4. Information on how to change time settings for auto power-down:	
5. Reference to further information on other available low power modes (where applicable):	
6. Console power consumption in active modes (based on a test sample):	
7. End-of-life processing, refurbishment, and out-of-warrantee services available:	

Product Compliance Reporting Template   Completion Guidance

The template provided in this workbook is to be used for submitting evidence to the Independent Inspector for the Self-Regulatory Initiative (SRI) on Games Consoles. The scope and requirements for the SRI can be found in the "Energy Efficiency of Games Consoles: Self-Regulatory Initiative to further improve the energy efficiency of Games Consoles" document version 1.0 - 22 April 2015. The SRI also provides definitions and test procedures (procedure numbers refer to revised SRI document tabled at the Steering Group meeting in December 2016 and are given for reference).

Please complete one worksheet for each games console (GC Model A, GC Model B, etc). The locked GC PCR Template is for reference or copying into new sheets as required.

Completing the Templage

The template should be used for High Definition and Ultra High Definition Games Consoles.

There is no difference in the types of information or data collected according to the type of console, but the SRI power consumption limits are different, as given at the bottom of this sheet. These values are used to compare with information submitted by the Signatory to assess compliance with the SRI.

One sheet should be completed for each games console. See Unit Sales section for guidance on submitting information per model from aggregated sales information.

All cells shaded light green require data values or information.

Templates should be completed electronically and forwarded to the Independent Inspector (contact details below).

Any issues or questions related to the completion of the template should be directed to the Independent Inspector at:
jane.lee@intertek.com   or   stephen.fernandes@intertek.com

Type of Console

High Definition Console: Game Consoles capable of rendering High Definition (HD) video output with resolutions greater or equal to 720p (1280 pixels x 720 lines) or 1080i (1920 pixels x 1080 lines) or 1080p (1920 x 1080 lines) via HDMI, but excluding Ultra High Definition Game Consoles.

 Standard Definition Console: Support for video output with resolutions of less than 720p (1280 pixels x 720 lines) or 1080i (1920 pixels x 1080).

Ultra High Definition Console: Game Consoles having potential of rendering video output with resolutions greater or equal to 4Kx2K (3840 pixels x 2160) in addition to capability defined for High Definition Console.

SRI Requirements (power consumption and APD)

The table requires power consumption and APD times to be entered.

The pass/fail column is to be completed by the Independent Inspector.

Where appropriate or asked for, additional information should be recorded in the Comments column.

Unit Sales

Sales information is to be provided from an independent third party source. This source must be entered in the report.

If more than one model of each console is sold within any month, and public data on the proportion of sales between models is not available, the sales per model must be estimated based on an assumed equal split of sales per day between each model.

As an example: if hypothetical models 'A' and 'B' were both on sale throughout July in a given year, and model 'C' launched on 15th July, and 3,100 consoles were sold in July in total (an average of 100 units per day):

Model A estimated sales = (14 * 100 / 2) + (17 * 100 / 3) = 700 + 567 = 1,267 units
Model B estimated sales = (14 * 100 / 2) + (17 * 100 / 3) = 700 + 567 = 1,267 units
Model C estimated sales = (17 * 100 / 3) = 567 units

Non-energy commitments

The template lists the resource efficiency and recycling requirements. Indication should be given as to whether these are met using a Yes or No response.

Further information

The template lists the information that is to be included in the instructions for the user.

Please provide a main website page link for accessing instructions or further information relevant to this data collection.

Values should be provided according to the table such as APD time settings, and power consumption in various modes.

The location where the information is available should be recorded in the table provided, with website links and navigation routes or page numbers for instruction books.

The guidance notes also included the requirements for Power caps and Auto-Power Down requirements. This are reproduced in Appendix B

Appendix B: Self Regulatory Initiative Key Requirements

The following tables detail the power cap and Auto-Power Down (APD) requirements for the SRI. Further detail can be found in the SRI.

Power consumption caps

Title	Tier	Effective from	High Definition Consoles (W)	Ultra High Definition Consoles (W)
Navigation Mode	Tier 1	01-Jan-14	90	90
	Tier 2	01-Jan-16	90	90
	Tier 3	01-Jan-17	70	70
	Tier 4	01-Jan-19	70	70
Media Playback DVD Media Playback Blu-ray Disc Streaming HD	Tier 1	01-Jan-14	90	-
	Tier 2	01-Jan-16	90	90
	Tier 3	01-Jan-17	70	90
	Tier 4	01-Jan-19	70	70
Additional Power Cap using a Natural User Interface	Tier 1	01-Jan-14	+20	-
	Tier 2	01-Jan-16	+20	+20
	Tier 3	01-Jan-17	+15	+20
	Tier 4	01-Jan-19	+15	+15

Auto-Power Down

Title	Requirement
Navigation Mode APD	APD to trigger within 60 minutes to the power limits for Standby
Active Gaming APD	APD to trigger within 60 minutes to the power limits for Standby
Disc-Based Media Playback APD	APD to trigger within 4 hours to the power limits for Standby
Media Streaming Playback APD	APD to trigger within 4 hours to the power limits for Standby