

Independent Inspector Annual Compliance Report – Final

Reporting Period 2020

Games Consoles Self- Regulatory Initiative

SCOPE OF WORK:
**COMPLIANCE REPORT FOR THE SELF-REGULATORY
INITIATIVE ON ENERGY AND RESOURCE EFFICIENCY
OF GAMES CONSOLES**

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Steering committee for the self-regulatory
Initiative on energy efficiency of games
consoles

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Intertek Testing & Certification Ltd
Davy Avenue
Knowhill
Milton Keynes
MK5 8NL

Tel: +44 (0)1908 857777

Compiled by:	Jane Lee & Stephen Fernandes	Reviewed by:	Caroline Blenkhorn
Title:	Project Manager & Technical Development Manager	Title:	Operations Manager
Signature:		Signature	
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Registered No: 3272281 (England), VAT No: GB 672-7639-96-011

1	SUMMARY	4
1.1	Commitments and Requirements	4
1.2	Signatories	4
1.3	Data Collection and Processing	4
1.4	Annual Reporting Compliance	5
1.5	Compliance Verification Investigation	5
1.6	Overall Compliance	5
2	INTRODUCTION	6
3	LIST OF SIGNATORIES	6
4	COMMITMENTS AND REQUIREMENTS	7
4.1	Commitments Reviewed by the Independent Inspector	7
4.2	Energy and Resource Efficiency Requirements	7
4.2.1	Energy Efficiency	7
4.2.2	Market Coverage	8
4.2.3	Non-energy Commitments	9
5	DATA DECLARATIONS AND PROCESSING	10
5.1	Product Compliance Report Template	10
5.2	Data Processing	10
5.3	UHD power consumption online reporting	11
5.3.1	Individual Compliance Report - Signatory responses	11
5.4	Market Coverage	12
5.5	Sales data	12
6	SIGNATORY COMPLIANCE	12
6.1	Submission of Product Compliance Reports	13
6.2	Product Compliance Report Completeness	13
6.3	Market Coverage	13
7	SRI REQUIREMENTS COMPLIANCE INVESTIGATION	13
8	OVERALL COMPLIANCE	14
8.1	Signatories and Games Consoles	14
9	RECOMMENDATIONS	15
9.1	Compliance Investigation Review	15
	Appendix A - PRODUCT COMPLIANCE REPORTING TEMPLATE	17
	Appendix B - SELF REGULATORY INITIATIVE KEY POWER CONSUMPTION REQUIREMENTS	23

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 2020 through December 2020.

The SRI covers games consoles placed on the EU market by three Signatories. For this reporting period only two of the three Signatories reported sales of games consoles which fall within the scope of the SRI. This still accounts for 100% of the in-scope games consoles sold in the EU in 2020, totaling around 7.24 million units.

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

The key requirements covered by the SRI are:

- Ensure that maximum power consumption targets (power caps) are not exceeded
- 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

1.2 Signatories

There are three manufacturers that are Signatories to the games console SRI;

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

1.3 Data Collection and Processing

The Independent Inspector reviewed the Product Compliance Report for each games console submitted by the Signatories.

The Product Compliance Report indicates compliance by listing links to online information. The data and information covering the SRI requirements, signposted via the PCR, predominantly covers the information that must also be provided to consumers. The percentage of compliant models is also declared via the PCR.

The Independent Inspector reported back to the Signatories individually after reviewing the Product Compliance Reports. Observations included a minor editorial error and possible omissions regarding the provision of power consumption to consumers for UHD streaming. These issues were quickly resolved and/or clarified by the appropriate Signatories. Further information can be found in sections 5.2 and 5.3.

Nintendo informed the Independent Inspector that no in-scope consoles were sold for this reporting period.

1.4 Annual Reporting Compliance

In order to comply with the SRI, Signatories must achieve the following:

1. Ensure that Product Compliance Reports for all games consoles within the scope of the SRI are submitted to the Independent Inspector on time;
2. Ensure that the Product Compliance Reports for all games consoles are complete;
3. 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.
4. Demonstrate that the SRI covers more than 80% of the games consoles sold in the EU for the preceding reporting period (bi-annually).

Only the first three commitments listed above are covered using the Product Compliance Report and included in this report. The market data compliance regarding aggregate sales of consoles in Europe must be provided by the Signatories directly to the European Commission.

1.5 Compliance Verification Investigation

No product testing and documentation review was undertaken by the Independent Inspector, during this reporting period. Although new consoles were placed on the market by Microsoft and Sony, this was in the latter part of the reporting period and a compliance verification investigation is only undertaken once consoles have been reported via PCRs and the publication of the Annual Compliance Report.

1.6 Overall Compliance

All the Signatories met the requirements of the SRI for in-scope games consoles by providing completed Product Compliance Reports and declaring compliance with the SRI requirements for necessary percentage of consoles sold in the EU.

2 INTRODUCTION

The Self-Regulatory Initiative (SRI) 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, 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 and requirements detailed in the SRI¹ include:

- Not exceeding maximum Power Consumption targets (power caps) (3.2)
- Compliance with Auto-Power Down (APD) requirements (3.1)
- Specific Market Coverage: as a sector and individual manufacturer
- Non-energy commitments: resource efficiency and end-of-life design (3.3)
- Further Information: Including energy and non-energy related information in the user instructions (3.3 and Annex B)

This Annual Compliance Report (ACR), prepared by the Independent Inspector, covers the reporting period January 2020 through December 2020. It includes information on the compliance by the Signatories according to the Games Console Self-Regulatory Initiative (SRI) 3.0.

This Annual Compliance Report has been compiled following the submission of Product Compliance Reports by the Signatories to the Independent Inspector. The Product Compliance Report (PCR) enables Signatories to report where product information can be found using online links, and demonstrate compliance with the requirements set out in the SRI. The submission of the PCR has been reviewed by the Independent Inspector against the reporting obligations in the SRI.

3 LIST OF SIGNATORIES

For the reporting period January through December 2020, there were three manufacturers signed up to the SRI for games consoles. These are the manufacturers that instigated and worked together to produce and continually undertake revisions to the SRI for this product.

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

¹ Parentheses provide SRI paragraph references

4 COMMITMENTS AND REQUIREMENTS

The following sections provide a summary of the commitments and requirements for Signatories of the games console Self-Regulatory Initiative (SRI). Further detail and full wording can be found in the published SRI (version 3.0) ².

4.1 Commitments Reviewed by the Independent Inspector

The SRI specifies four reporting commitments to be met by the Signatories:

1. Ensure that Product Compliance Reports for all games consoles within the scope of the SRI are submitted to the Independent Inspector on time;
2. Ensure that the Product Compliance Reports for all games consoles are complete;
3. 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.
4. Demonstrate that the SRI covers more than 80% of the games consoles sold in the EU for the preceding reporting period (bi-annually).

Only the first two commitments listed above are checked by the Independent Inspector prior to the compilation of this annual report. The Independent Inspector verifies that a statement has been provided regarding the third commitment.

The market data compliance regarding aggregate sales of consoles in Europe (point 4) must be provided by the Signatories directly to the European Commission.

4.2 Energy and Resource Efficiency Requirements

The following requirements are those specified in the SRI in relations to the consoles energy usage and resource efficiency, and also requirements of providing such information to consumers. These requirements are only checked by the Independent Inspector when a compliance investigation is undertaken (see section 7 of this report).

4.2.1 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.

In order to achieve a progressive improvement in energy efficiency, power caps are specified in tiers. The power caps applicable for the 2020 reporting period are given below.

² The SRI can be accessed at the dedicated games consoles SRI website; <http://www.efficientgaming.eu/>

Navigation Mode - Tier 5 (effective from 01.01.2020) - power caps:

- High Definition consoles 50W (Measured at HD video resolutions)
- Ultra-high definition consoles:
 - Media Capable 50W (Measured at HD and 4K (UHD) video resolutions)
 - Gaming Capable 65W (Measured at HD video resolutions)
70W (Measured at 4K (UHD) video resolutions)

Media Playback - Tier 4 (effective from 01.01.2019) - power caps:

- High definition consoles 60W (Measured at HD video resolutions)

- Ultra-high definition consoles
 - Media Capable 60W (Measured at HD and 4K (UHD) video resolutions)
 - Gaming Capable 70W (Measured at HD video resolutions)
110W (Measured at 4K (UHD) video resolutions)

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

- For operational modes other than Media Playback:
 - 1 hour or less from the time of the last user input when powering down to regulatory standby or networked standby mode.

- In Media Playback mode:
 - within 4 hours of starting any audio or video media playback
 - or within 1 hour or less of user inactivity after termination of video media content

Further details can be found in Appendix B of this report.

4.2.2 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. Signatories are required to provide independent market data to prove this level of market coverage to the European Commission every two years.

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.

4.2.3 Non-energy Commitments

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

1. Resource efficiency and end-of-life design/treatment requirements
2. Information to be provided to consumers via the instructions

There resource efficiency and end of life requirements have been extended for the version of the SRI being referenced for this annual compliance review. Additional requirements to previous compliance requirements are identified by *italic text*.

Resource efficiency and end-of-life

- Facilitate refurbishment or out-of-warranty repair services -
 - make spare parts available to authorised repair or refurbishment centres
 - facilitate non-destructive disassembly of key components for recycling and reuse
 - use of joining and sealing techniques that do not prevent removal of components
 - component accessing enabled by documenting the dismantling operations
 - make technical documents available to authorised repair centres
- For end-of-life, efficient recycling is facilitated by –
 - marking of plastic parts according to material composition (parts >25g)
 - any external plastic enclosure components >100 g are removable using tools commercially available to recyclers
 - *providing information on whether plastic enclosure parts >25 g contain any brominated flame retardants >1000ppm*
 - *providing information on whether LCD displays contain mercury*
- Support product life extension – by providing consumers (via onscreen, hardcopy or online instructions) information on;
 - how to keep the product in good working order
 - instructions on deleting personal data
 - information on options to upgrade the console (if available)
 - information on end-of-life processing, refurbishment and out-of-warranty repair options

Information to Consumers

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

The information includes;

- some energy consumption data for different modes and in standby
- energy-saving advice including default modes or settings
- adjusting automatic-power down settings

- signposting consumers to end-of-life, refurbishment and out-of-warranty service information
- information to support product life extension (as given in section above)
- *information on reparability, such as:*
 - *whether commercially available or specialized proprietary tools are necessary,*
 - *whether any repairer or authorized experts are required for repair diagnostics*
 - *availability of spare parts by all repairers or only manufacturer authorized providers*
 - *whether an out-of-warranty repair service is provided*

5 DATA DECLARATIONS AND PROCESSING

5.1 Product Compliance Report Template

For this Annual Compliance Report the Product Compliance Report (PCR) template, used for the past 2 years, was again used for the Signatories to declare compliance with the requirements of the SRI. The template is reproduced in Appendix A of this report.

To prevent PCR duplication for consecutive years the Signatories record whether a games console is:

- a new games console
- a revised model of an existing games console
- or an existing games console model

This allows the Signatory to refer to a previously submitted PCR rather than completing a new document each year for existing consoles. For a new console placed on the market a new fully completed Product Compliance Report must be submitted.

The majority of the data required to demonstrate compliance with the requirements is also the information that is to be published to consumers. By providing links to online information the Signatories can cover all the SRI requirements at the same time. The PCR is therefore used to record the location of this information.

5.2 Data Processing

Nintendo did not submit a PCR. They informed the Independent Inspector that Nintendo had not sold any games consoles that fall within the scope of the SRI for the reporting period of this report.

Both Microsoft and Sony submitted Product Compliance Reports and also both introduced new models of game consoles towards the end of the 2020 reporting period.

Microsoft had two existing models falling within the scope of the SRI. The completed PCR therefore simply listed these in the PCR Summary box at the top of the form, with web links to the previous PCRs available on the Efficientgaming website. For the two new consoles, online links were given according to the requirements of the PCR.

Sony had two models of games consoles listed in the PCR which were the same as the consoles in a previous reporting period. Sony therefore referred to previous PCRs in the Summary section of the PCR with links to the Efficientgaming website. Additionally, for each of the consoles the Sections A and B of the PCR were completed with updated links for consumer information which covers the requirements of the SRI. For the two new consoles, online links were given according to the requirements of the PCR.

The Independent Inspector reviewed the PCRs for completeness. A couple of observations were noted and reported to the appropriate Signatory via an Individual Compliance Report letter. A minor editorial issue referencing the SRI version number was noted for the Microsoft PCR (which was rapidly resolved). The other issues were to do with the links to information online and reporting of UHD power consumption (considered below).

5.3 UHD power consumption online reporting

The Product Compliance Reports contain no actual performance data (e.g. energy consumption); the information to be declared as part of the requirements for the SRI and the information provision for consumers is accessed via online links provided by the Signatory in the PCR.

The Independent Inspector did not scrutinize the performance data provided via the online links because the requirement on the Independent Inspector for this annual reporting process is purely to check that all PCRs are submitted on time and are complete according to the SRI. The Independent Inspector did feel that, in order to check that the PCR is complete, it was appropriate to check that the online links in the PCR led to documents and/or web pages where the information could be found.

On checking the validity of the online links, the Independent Inspector noticed that for both Sony and Microsoft, the UHD streaming power consumption was not provided for UHD gaming and media capable consoles. Clarification on this aspect is given below.

5.3.1 Individual Compliance Report - Signatory responses

Microsoft responded that the Streaming UHD power consumption for three Xbox consoles currently available would be added to the user area of the websites. This was expected to take a few weeks due to different national sites. Microsoft confirmed on the 22nd March that English speaking EU and the UK sites had been updated with the appropriate consumption information.

Sony responded that no UHD content is currently available on the console's own media streaming player for both the PS4 Pro and PS5 consoles. Therefore this is not provided online – as the SRI requirement is only to report for content available on the console's own media player.

5.4 Market Coverage

Using the Product Compliance Report format the Signatories specified what percentage of products sold complied with the SRI. Actual recorded sales figures are only required if the Signatory states that less than 90% of products sold comply with the SRI requirements.

With regard to the SRI commitment to demonstrate that the SRI covers at least 80% of the games consoles sold in the EU, this is not covered by the annual review and reporting by the Independent Inspector using the Product Compliance Reporting process.

The SRI states that Signatories will provide data from an independent 3rd party to the Commission to prove market coverage within three months following a change in Signatories and will reconfirm market coverage every two years during the operation of the SRI³.

5.5 Sales data

Although the Signatories are responsible for declaring and reporting market coverage, they requested that some sales data be included in this annual report. Market information has been sourced from the 3rd party market organization VGChartz.

For the reporting period 2020 the total sales of consoles in-scope with the SRI was 7.24 million. The new consoles introduced by Microsoft and Sony in November 2020 accounted for around 32% of these sales during the 2020 reporting period.

6 SIGNATORY COMPLIANCE

The SRI specifies four commitments to be met by the Signatories:

1. Ensure that Product Compliance Reports for all games consoles within the scope of the SRI are **submitted** to the Independent Inspector **on time**;
2. Ensure that the Product Compliance **Reports** for all games consoles **are complete**;
3. 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.
4. Demonstrate that the SRI covers more than 80% of the games consoles sold in the EU for the preceding reporting period (bi-annually).

³ Energy Efficiency of Games Consoles, Self-Regulatory Initiative for further improve the energy efficiency of Games consoles, Version 3.0, Section 4.2

Only the first three commitments listed above are considered by the Independent Inspector prior to the compilation of this annual report.

The market data compliance regarding aggregate sales of consoles in Europe (point 4) must be provided by the Signatories directly to the European Commission.

6.1 Submission of Product Compliance Reports

All initial Product Compliance Reports (PCR) were received by the Independent Inspector within the timeframe given in the SRI (by the end of February).

6.2 Product Compliance Report Completeness

Following a review by the Independent Inspector, each Signatory was contacted individually: any data entry or information issues identified by the Independent Inspector were reported back to the individual Signatories concerned via an Individual Compliance Report letter.

For this reporting period a couple of observations were communicated:

- one in relation to an incorrect SRI version number on a PCR,
- another regarding the inclusion of energy consumption data online for UHD gaming and media streaming.
-

All issues were responded to and appropriately dealt with, and an updated Product Compliance Report provided as necessary.

6.3 Market Coverage

Both Signatories with in-scope consoles declared, via the Product Compliance Reports, compliance with the requirements of the SRI for at least 90% of products sold.

7 SRI REQUIREMENTS COMPLIANCE INVESTIGATION

The SRI includes a requirement that a product compliance investigation may be conducted on any new games console model or a revised model after it is first placed on the market. Such an investigation uses product testing and the links provided in the PCR to verify the self-declared values and data provision. Annex A-1 and A-2 of the SRI specifies methods of verification for both energy consumption and the non-energy and energy efficiency information requirements.

For new consoles a product compliance investigation takes place after the submission of the PCR. As both Microsoft and Sony launched new models in the reporting period of 2020, the PCRs have been submitted for this annual report. An investigation will take place

subsequent to the publication of this report and be reported in the next Annual Compliance Report (on the reporting period 2021).

The last compliance investigation was completed at the end 2019 and reported in the last ACR. Non-compliance issues in relation to APD were reviewed with Microsoft over the following few months as updates were made to the consoles. It can be confirmed that Microsoft was compliant with the APD requirements within the 12 months since the first compliance investigation.

8 OVERALL COMPLIANCE

For the reporting period January through December 2020, all the three Signatories comply with the commitments in the SRI, in terms of the submission of Product Compliance Reports and declaring market coverage.

8.1 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 through December 2020.

The consoles in *italics* are those that are new to market during this reporting period.

Table 1. Signatories and compliant models covered by the SRI (reporting period 2020)

Manufacturer	Games Console name	Model no.	Type
Microsoft	Xbox One S	1681	Ultra High Definition Media Capable
Microsoft	Xbox One X	1787	Ultra High Definition Gaming Capable
<i>Microsoft</i>	<i>Xbox Series X</i>	<i>1882</i>	<i>Ultra High Definition Gaming Capable</i>
<i>Microsoft</i>	<i>Xbox Series S</i>	<i>1883</i>	<i>Ultra High Definition Media Capable</i>
Sony	PlayStation®4	CUH-2216	Ultra High Definition Media Capable
Sony	PlayStation®4 Pro	CUH-7216	Ultra High Definition Gaming Capable
<i>Sony</i>	<i>PlayStation®5</i>	<i>CFI-1016A</i>	<i>8K Definition Capable</i>
<i>Sony</i>	<i>PlayStation®5 Digital Edition</i>	<i>CFI-1016B</i>	<i>8K Definition Capable</i>

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.

Nintendo is still a Signatory to the games console SRI, but did not sell a model that falls within the scope of the SRI for this reporting period.

9 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.

9.1 Compliance Investigation Review – follow up

Limit Values

The first compliance investigation was carried out and reported on in the last ACR (reporting period 2019). The recommendations in the last report considered the inclusion of a 10% allowance as stated in Annex 1. The Independent Inspector requested clarity on what measurements this 10% applies to and why it is deemed necessary. The Signatories have indicated that the latest SRI version, presented at the Consultation Forum meeting in December 2020, version 3.9.4, includes the required clarification: the 10% tolerance of Annex A-1 is limited to the power measurements. (However, this version of the SRI was not publicly available at the time of writing this report.)

Clarity on APD measurements

The last compliance investigation review revealed a non-compliance in relation to APD for Microsoft consoles. The non-compliance has been resolved, however the process of reviewing performance lead to the identification of a couple of points that could be clarified in further versions of the SRI:

1. Annex 1 does not specify how long the APD should take, it only specifies a start time. In order to prevent a possible scenario where APD is initiated within the specified limit but then takes a very long time to complete the process, a maximum duration could be specified. Additionally, while there remains an option to initiate APD within 1 hour or less of user inactivity after termination of video media content, if the duration to APD is declared which includes the length of the media content, the length of the media content should also be declared in order to calculate whether the sample is compliant.

2. The SRI states that non-compliance should be resolved within 12 months of either the publication of the ACR or 12 months after a verification test. The SRI does not suggest how compliance is further verified – whether further tests (or information evidence) are required, or if a test report from the Signatory is sufficient. We would suggest that the SRI should allow for, or specify, further re-tests until compliance is independently proven, given that the non-compliance games console could have already been available on the market for over 1 year by that time.

Information to consumers

The SRI specifies that instructions for use provided to consumers will be neutrally worded so as not encourage users to disable power-saving features. The following statement should also be provided in the instructions:

“Automatic power-down could help save energy by reducing the amount of time the Games Console remains on, but not in use”.

During the review of the PCR to ensure that online links navigated to appropriate information, the Independent Inspector noted that this was not always the case. This will be further investigated as part of a compliance review for the Compliance Investigation, however we would recommend that this area of consumer information is revisited by the Signatories.



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INDEPENDENT INSPECTOR ANNUAL COMPLIANCE REPORT—FINAL

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Appendix A - PRODUCT COMPLIANCE REPORTING TEMPLATE

The template reproduced here was generated in Microsoft Word by the Signatories and allows all appropriate games consoles models to be reported on in one document, with a summary at the beginning.

This PCR is submitted for compliance with the Games Console Voluntary Agreement (SRI version 3.0).

For further information please see: <http://efficientgaming.eu/>

PCR version: 1.0

Date: 26/02/2021

Product Compliance Report Summary

Signatory company	
Reporting period	Jan – Dec 2020
Date submitted	
Completed by	
Contact details	

List of consoles within scope of SRI

#	Model name	Model number	Console type	Status
A.				
B.				
C.				
D.				

The Signatory complies with the requirements of the SRI for:	Choose an item.
--	-----------------

#	Reference to previously submitted PCR for applicable models	Submitted on:
A.		
B.		

This PCR is submitted for compliance with the Games Console Voluntary Agreement (SRI version 3.0).

For further information please see: <http://efficientgaming.eu/>

PCR version: 1.0

Date: 26/02/2021

Product Compliance Report (A)

A.	Model name		Model number		Console type	Choose an item.
Additional model information						

Section 1.

The following information and documents are submitted in support of this declaration by the references provided		References to documentation / hyperlink
1.1	Information on the energy-saving potential of power management. (Section 3.1)	
1.2	Information on default low power mode when the Games Console is powered-down. (Section 3.1)	
1.3	Information on the default auto power-down time settings. (Section 3.1)	
1.4	Information on how to change time settings for auto power-down. (Section 3.1)	
1.5	References to further information on other available low power modes. (Section 3.1)	
1.6	Record of console power consumption in active modes. (Section 3.2)	
1.7	Record of console power consumption in standby mode and additional user-enabled low power modes. (Section 3.2)	
1.8	Information on availability of end-of-life processing, refurbishment, out-of-warranty services. (Section 3.3)	
1.9	Information on product life extension: explanation on how to keep the consoles in good working condition. (Section 3.3)	
1.10	Information on product life extension: how to delete personal data. (Section 3.3)	
1.11	Information on product life extension: options available (if any) to consumers to upgrade the performance of their consoles. (Section 3.3)	

This PCR is submitted for compliance with the Games Console Voluntary Agreement (SRI version 3.0).

For further information please see: <http://efficientgaming.eu/>

PCR version: 1.0

Date: 26/02/2021

Section 2.

#	Reasons for non-compliance	Supporting documentation / reference / hyperlink

This PCR is submitted for compliance with the Games Console Voluntary Agreement (SRI version 3.0).

For further information please see: <http://efficientgaming.eu/>

PCR version: 1.0

Date: 26/02/2021

Product Compliance Report (B)

B.	Model name		Model number		Console type	Choose an item.
Additional model information		Minor revisions to existing model CUH-7116B				

Section 1.

The following information and documents are submitted in support of this declaration by the references provided		References to documentation / hyperlink
1.1	Information on the energy-saving potential of power management. (Section 3.1)	
1.2	Information on default low power mode when the Games Console is powered-down. (Section 3.1)	
1.3	Information on the default auto power-down time settings. (Section 3.1)	
1.4	Information on how to change time settings for auto power-down. (Section 3.1)	
1.5	References to further information on other available low power modes. (Section 3.1)	
1.6	Record of console power consumption in active modes. (Section 3.2)	
1.7	Record of console power consumption in standby mode and additional user-enabled low power modes. (Section 3.2)	
1.8	Information on availability of end-of-life processing, refurbishment, out-of-warranty services. (Section 3.3)	
1.9	Information on product life extension: explanation on how to keep the consoles in good working condition. (Section 3.3)	
1.10	Information on product life extension: how to delete personal data. (Section 3.3)	
1.11	Information on product life extension: options available (if any) to consumers to upgrade the performance of their consoles. (Section 3.3)	

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For further information please see: <http://efficientgaming.eu/>

PCR version: 1.0

Date: 26/02/2021

#	Reasons for non-compliance	Supporting documentation / reference / hyperlink



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Appendix B - SELF REGULATORY INITIATIVE KEY POWER CONSUMPTION REQUIREMENTS

The following tables detail the power cap and Auto-Power Down (APD) requirements for the SRI version 3.0. Further detail can be found in the SRI.

Power consumption caps

Mode	Tier	Effective from	High Definition Consoles (W)	Ultra High Definition Consoles (W)	
Navigation Mode	Tier 1	01-Jan-14	90 ¹	90 ²	
	Tier 2	01-Jan-16	90 ¹	90 ²	
	Tier 3	01-Jan-17	70 ¹	70 ²	
	Tier 4	01-Jan-19	50 ¹	Media Capable 50 ²	Gaming Capable 70 ²
	Tier 5	01-Jan-20	50 ¹	50 ²	65 ² 70 ³
Media Playback DVD Media Playback Blu-ray Disc Streaming HD	Tier 1	01-Jan-14	90 ¹	-	-
	Tier 2	01-Jan-16	90 ¹	90 ¹	
	Tier 3	01-Jan-17	70¹	90¹	
	Tier 4	01-Jan-19	60 ¹	Media Capable 60 ²	Gaming Capable 70 ¹ 110 ³

¹ Measured at HD video resolutions

² Measured at HD and 4K (UHD) video resolutions

³ Measured at 4K (UHD) video resolutions

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 of starting any audio or video media playback or within 1 hour or less of user inactivity after termination of video media content to the power limits for Standby
Media Streaming Playback APD	APD to trigger within 4 hours of starting any audio or video media playback or within 1 hour or less of user inactivity after termination of video media content to the power limits for Standby