Games Consoles Voluntary Agreement

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G7 workshop
“Tools making value chains more circular and resource efficient”
20th March 2019
Presentation overview

Introduction

Summary of the Games Consoles VA
  • Overview
  • How the VA meets EU criteria
  • Framework

Resource efficiency in the Games Consoles VA

Conclusions
Introduction
Summary of the VA
Overview of the VA

• recognised under the Ecodesign Directive as a valid alternative to regulation
  ➔ achieving the objectives more quickly and cost-effectively

• sets out a detailed list of commitments to further improve the energy and resource efficiency of games consoles

Though the performance of games consoles is...
How the VA meets EU criteria

<table>
<thead>
<tr>
<th>Openness of participation</th>
<th>✔️</th>
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<tbody>
<tr>
<td><strong>Added value:</strong> improved overall performance of games consoles, supported by evidence</td>
<td>✔️</td>
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<td><strong>Representativeness:</strong> 100% of market coverage</td>
<td>✔️</td>
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<td><strong>Quantified and staged objectives:</strong> specific design and information requirements, reliable indicators to measure compliance</td>
<td>✔️</td>
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<td><strong>Involvement of civil society:</strong> continued dialogue and transparency (<a href="http://www.efficientgaming.eu">www.efficientgaming.eu</a>)</td>
<td>✔️</td>
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<td><strong>Monitoring and reporting:</strong> robust framework with system of checks and balances</td>
<td>✔️</td>
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<td><strong>Cost-effectiveness</strong> of administering a self-regulatory initiative</td>
<td>✔️</td>
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<td><strong>Sustainability:</strong> reduce the environmental impacts of games consoles over their life-cycle</td>
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SRI framework

VA Steering Committee

- All console manufacturers represented (100%)
- Meetings at least half-yearly
- Costs shared by manufacturers

Key stakeholders also invited to participate

Committee votes for chairman

Independent Inspector checks compliance

Third party administrator organises activities

Minutes & product reports made public via Internet

Games Consoles VA
Resource efficiency in the Games Consoles VA
Many resource efficiency standards & initiatives were reviewed

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<tr>
<th>Resource Efficiency Standards &amp; Initiatives</th>
<th>Description</th>
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<tr>
<td>JRC Technical Report: Feasibility study for setting-up reference values to support the calculation of recyclability / recoverability rates of electr(on)ic products – DRAFT REPORT</td>
<td>Technical report: Application of environmental contribution modulation criteria</td>
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<tr>
<td>NL Ministry Environment/Eco-design - Marking requirements for EEE items (relevance and feasibility) - Recycled content - Strategic metal recycling</td>
<td>EuroVAprient: Industry voluntary agreement to improve the environmental performance of imaging equipment placed on the European market, SRI V.5.2, April 2015</td>
</tr>
<tr>
<td>Communication from the commission to the European Parliament, the Council, the European Economic and Social Committee and the Committee of the Regions – Closing the loop - An EU action plan for the Circular Economy</td>
<td>EU GPP guidance for the purchase of Computers and Monitors</td>
</tr>
<tr>
<td>OCAD3E Waste Electrical and Electronic Equipment Authorised Coordinator Agency</td>
<td>Working Document: Potential Eco-design requirements for servers and data storage products</td>
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</tbody>
</table>
Resource efficiency requirements in the VA

Support product life extension
- Explanation on how to keep consoles in good working order
- How to delete personal data
- Options available to consumers to upgrade the performance of their consoles

Out of warranty repair service must be available to consumers
- Technical documentation available to authorised repair centres
- Spare parts shall be made available to authorised repair centres

Maintenance of consoles must be possible by non-destructive disassembly (parts must be removable)

Inform consumers of end-of-life processing and out-of-warranty repair options available within the operating instructions

Plastics parts >25g must be marked showing their composition*

*Exceptions:
- The part has <1cm² 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.
Conclusions
Alignment with the Circular Economy agenda

- Close monitoring of the EU Circular Economy initiatives, including the Plastics Strategy and CEN/CENELEC work on horizontal resource efficiency standards
- Systematic review of various technical reports available
- Continued dialogue with experts and NGOs

"With the implementation of the Ecodesign Working Plan 2016-2019, the Commission has further promoted the circular design of products, together with energy efficiency objectives."

"Eco-design policies have successfully been used to stimulate circularity for energy-related products."
Advantages of Ecodesign SRI as an alternative to regulation

- Effectiveness
- Adaptability
- World-leading approach
- Strong system of checks and balances
- Continuous monitoring