



UNITED STATES ENVIRONMENTAL PROTECTION AGENCY
WASHINGTON, D.C. 20460

OFFICE OF
AIR AND RADIATION

July 26, 2012

Dear ENERGY STAR® Game Console Stakeholder:

With this letter, the U.S. Environmental Protection Agency (EPA) is distributing, for your review and comment, revised proposed Game Console Performance Requirements and an associated Test Method. EPA & DOE received stakeholder comments on the 2nd draft of these documents, and have made several modifications in response to these comments. We invite stakeholders to continue to engage with the Agency on these revisions. EPA and DOE will work with stakeholders to finalize these testing and performance requirements as well as EPA recognition strategies for manufacturers and products that meet the final requirements by late-August 2012.

Summary of Performance Requirements Modifications:

- Changed “sleep” mode to “standby” mode and changed “idle” mode to “navigation”. Idle functions have been removed.
- Game consoles sold prior to 2011 are excluded from this recognition program.
- Auto-save (Save on APD) and legacy games have been removed from performance requirements.
- Energy efficiency requirements have been set for Standby mode, Active Navigation Menu mode, and Active Streaming Media mode.
- Removed requirements that game consoles must be tested with accessory devices plugged in to the console.
- Added APD setup condition requirements, as well as requirements for disabling APD.

Summary of Test Method Modifications:

- Navigation test language has been updated to remove the term “idle” and replaced it with “cease user input”.
- Verification of the resume point has been removed from the test method as it is no longer required that a console resume video as soon as it is powered back on.
- Game play APD has been expanded so it does not restrict game titles that cannot be paused.
- Verification of the game position before and after APD has been removed as it is no longer required that a console resume its previous game play location when it is powered back on.

Stakeholders are encouraged to provide written comments on the proposed performance requirements and test method via email to gameconsoles@energystar.gov **no later than Friday, August 17, 2012**. All comments will be posted to the ENERGY STAR Game Console website unless the submitter requests otherwise.

Stakeholder Webinar Meeting to Discuss Proposed Performance Requirements and Test Method

EPA invites you to participate in a webinar on **Friday, August 10, 2012, from 1-3PM Eastern**, to discuss the proposed Performance Requirements and Test Method and EPA recognition for companies that commit to meeting these requirements. To RSVP, please email gameconsoles@energystar.gov. A detailed agenda will be distributed to confirmed attendees in advance of the webinar meeting.

Schedule

The anticipated schedule for the development of the Game Console Performance Requirements and Test Method is as follows:

Thursday, July 26, 2012	Distribution of Proposed Game Console Performance Requirements and Test Method
Friday, August 10, 2012	Webinar Meeting on proposed Game Console Performance Requirements and Test Method
Friday, August 17, 2012	Stakeholder Comment Period closes
Late August	Proposed Draft Final Game Console Performance Requirements and Test Method

To follow EPA's progress in developing Game Console performance and testing requirements, visit the ENERGY STAR New Product Specifications in Development web page at www.energystar.gov/newspecs and click on "Game Consoles."

Please direct any specific questions to Paul Karaffa, US EPA, at karaffa.paul@epa.gov or (202) 343-9401 or (202) 343-9120, or Rachel Unger, ICF International, at rachel.unger@icfi.com or (202) 572-9446. Please direct questions specific to the test method to Bryan Berringer, US DOE, at bryan.berringer@ee.doe.gov or (202) 586-0371. Thank you for taking the time to review this proposal. EPA looks forward to working with you over the next couple months to refine these performance requirements and the structure of EPA recognition.

Sincerely,



Paul Karaffa, Product Manager
EPA Recognition Game Consoles