



ENERGY STAR® Game Console Recognition: Stakeholder Webinar

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**Paul
Karaffa**

US Environmental
Protection Agency

*ENERGY STAR
Program*

**Katharine
Kaplan**

US Environmental
Protection Agency

*ENERGY STAR
Program*

**Evan
Haines**

ICF International

**Tom
Bolioli**

Terra Novum



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Agenda



Time (Approx)	Topic
10 min	Meeting Introduction
10 min	Review of Past Process <ul style="list-style-type: none">• ENERGY STAR & Stakeholder Efforts• Re-Engaging
10 min	Recognition as an Alternative Approach <ul style="list-style-type: none">• Why is EPA proposing this approach?• Plans for subsequent stakeholder conference call
15 min	Test Method and Proposed Technical Criteria
Remaining Time	Q&A / Stakeholder Discussion followed by Action Items and Next Steps
3:00 PM Eastern Time	Adjourn

Webinar information



- Audio provided via conference call in:

Call in: +1.877.423.6338 (inside US)
+1.571.281.2578 (outside the US)

Code: 693908

- Please keep phone lines on mute unless speaking
- If all lines are muted during a point in the discussion, please press *6 (star, then 6) to unmute your line, and again to return to mute

Review of Past Process



- EPA has been interested in addressing game console energy efficiency for some time
- Computers V4.0: Under development between 2005-2006, allowed game consoles to qualify if capable of meeting ENERGY STAR desktop computer criteria
 - Rationale: little data available to EPA at the time to allow for specialized criteria
 - High-level hardware similarities might have allowed for improved power management capability and other efficiency benefits offered by the other parts of the Computer criteria
 - Outcome: unique usage case limited interest and applicability of the program and no game consoles were qualified

Review of Past Process



- Computers V5.0: Development effort included attempt to develop specialized game console efficiency criteria appropriate to the market and technology
 - Specialized test method suited to the non-portable game consoles on the market at the time
 - Consideration of unique modes of operation (paused states, media play, etc.)
 - Tiered structure to capture (and incentivize) improvements over time – during major console releases *and* intermediate hardware refresh cycles

Review of Past Process



- Computers V5.0
 - After first extending the development time of game console criteria, competing global efforts to evaluate game consoles led to implementation challenges
 - Outcomes:
 - ENERGY STAR qualification program placed on hold
 - However, a foundation for efficiency program was developed by ENERGY STAR and stakeholders:
 - Draft test method completed
 - Definitions and requirement structure developed and published

Review of Past Process



- Opportunities
 - Global efficiency efforts have stabilized
 - Various efforts have harmonized around the test method EPA first developed and proposed during Computer V5.0 development

Review of Past Process



- Throughout, EPA had the input of numerous individuals and organizations from Industry and other interested parties

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Recognition as an Alternative Approach



- Why an alternative approach?
 - 3 Manufacturers could mean 100% market share
 - Technical differentiation between models
- EPA will host a second stakeholder conversation focused on possible structures for an alternate approach in early September prior to the Draft 1 comment deadline

Test method and proposed technical criteria



- Distributed test method was reviewed by EPA and DOE. It updates NRDC's proposals from 2009-2010
 - Test setup section to stipulate input selection, presence of motion sensing peripherals, and network functions
 - Active mode testing:
 - System Idle
 - Game Play Pause/Idle
 - Video Stream Play/Pause
 - Auto Power Down verification

Proposed changes to test method



- Game Play testing rejected as not repeatable
- Deprecate removable media testing and requirements due to market changes
- Enhance streaming media changes
- Streamline low power mode testing

Technical criteria



- Proposed criteria draw heavily from past ENERGY STAR efforts
 - Efficient power supplies
 - Power management, where possible, of attached display (when game console is inactive for extended periods)
 - Modal power requirements
 - Sleep
 - System Idle
 - Media Functions
 - Other requirements TBD
- Performance levels to be determined as part of this process

Timeline and Closing Thoughts



	Topic	Timeframe
<input checked="" type="checkbox"/>	Distribution of Proposed Game Console Performance Requirements and Test Method	Thursday August 4, 2011
<input checked="" type="checkbox"/>	Webinar Meeting on Proposed Game Console Performance Requirements and Test Method	Tuesday, August 9, 2011
<input type="checkbox"/>	Stakeholder Conference Call focused on structure of proposed Alternative Approach	Week of September 5 th
<input type="checkbox"/>	Stakeholder Comment Period closes	Friday, September 16, 2011
<input type="checkbox"/>	Revised Proposed Game Console Performance Requirements and Test Method	Early October

Q&A/Discussion



Topic

Review of Past Process

- ENERGY STAR & Stakeholder Efforts
- Re-Engaging

Recognition as an Alternative Approach

- Why is EPA proposing this approach?
- Plans for subsequent stakeholder conference call

Test Method and Proposed Technical Criteria

^ ^ ^ / Stakeholder Discussion followed by Action Items and Next Steps

References and Resources



- Program updates, documents and information provided on the ENERGY STAR Game Consoles web site:
 - http://www.energystar.gov/index.cfm?c=revisions.game_console_spec

OR

- www.energystar.gov/NewSpecs (and click on the link for Game Consoles)

Thank you!



Paul Karaffa

EPA, ENERGY STAR

(202) 343 9401

Karaffa.Paul@epa.gov

Katharine Kaplan

EPA, ENERGY STAR

(202) 343 9120

Kaplan.Katharine@epa.gov

Evan Haines

ICF International

(781) 676-4081

Ehaines@icfi.com

Tom Bolioli

Terra Novum

(781) 334-4074

Tbolioli@terranovum.com