



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

OFFICE OF
AIR AND RADIATION

December 10, 2012

Dear EPA Game Console Partner or Other Interested Party:

With this letter, the U.S. Environmental Protection Agency (EPA) is distributing a final draft of proposed Game Console Performance Requirements and an associated Test Method. EPA & DOE received stakeholder comments on the 3rd draft of these documents, and have made several modifications in response to these comments. EPA and DOE will work with stakeholders to finalize these testing and performance requirements by mid-January 2013. EPA will also share the Agency's plans for recognizing manufacturers that meet the final requirements in the coming weeks.

Summary of Performance Requirements Modifications:

- Removed exclusion for game consoles in 2.2.1.ii and replaced it with an exclusion for game consoles incapable of rendering HD video output.
- Deleted 3.1.1.vii and expanded the definition of 3.1.1.v to include a table of time periods allowable prior to APD for each mode.
- Changed the language of 3.1.1.iii to clarify the option of disabling APD for specific game titles.
- EPA has updated the language in 3.1.1.iv to reflect the language update "a second selection process shall be prompted to confirm this choice" removing the remaining language referring to the "pop-up".
- Adjusted the Energy Efficiency Requirements for Active Navigation Menu and Active Streaming Media to 40W and 50W, respectively.

Summary of Test Method Modifications:

- Removed the term "Motion and Position Sensing Input" from section 6.1.F.1 and 6.1.F.2.
- The requirement of having a test operator to verify that the unit under test is placed in a "low power state" after APD completes has been removed.
- Sections 6.2, 6.3, 6.4, 6.5, and 6.6 of the Draft Final Test Method have been updated to reflect the requested change of an open-ended average period during standby testing.
- Incorporated changes into sections 6.5 and 6.6 so that, although the APD requirement for the Game Play and Video Stream Pause modes is still "within 1 hour", the tester must wait 65 minutes before measuring the average power consumption.
- Section 6.4 no longer contains the reference to a specific streaming media provider.
- Section 5.F has been updated to exclude legacy game titles from being used for testing APD.

Written comments on the proposed performance requirements and test method may be submitted via email to gameconsoles@epa.gov **no later than Friday, January 11, 2013**. All comments will be posted to the ENERGY STAR website unless the submitter requests otherwise.

Schedule

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

Wednesday, December 10, 2012	Distribution of Final Draft Game Console Performance Requirements and Test Method
Friday, January 11, 2013	Stakeholder Comment Period closes
January 25, 2013	Final Game Console Performance Requirements & Test Method distributed

To follow EPA's progress in developing Game Console Performance and Testing Requirements, visit the ENERGY STAR New Product Development website at http://www.energystar.gov/index.cfm?c=new_specs.new_prod_specs and click on "Game Consoles."

Please direct any questions on the proposed performance requirements or EPA recognition to Paul Karaffa, US EPA, at karaffa.paul@epa.gov or (202) 343-9401 or (202) 343-9120, or Rachel Unger, ICF International, at runger@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 during this final stage to refine these performance requirements.

Sincerely,

A handwritten signature in black ink, appearing to read 'P. Karaffa', with a stylized flourish at the end.

Paul Karaffa, Product Manager
EPA Performance Requirements for Game Consoles