Ecodesign Sound and Imaging Equipment (ENTR Lot3)

Draft Minutes of Second Stakeholder Meeting

8 February 2010, Brussels

Participants

Representatives of:

- The European Commission, DG Enterprise, DG Environment
- Permanent Representation of Italy
- Agentschap Netherlands
- Canon
- Casio Europe GmbH
- Christie Digital Systems
- Cisco
- Consumer Electronics Association
- Danish Energy Agency
- ECOS
- Epson Europe
- European Environmental Bureau
- HIGH END SOCIETY e.V.
- Hitachi
- Intellect
- Interel Cabinet Stewart European Affairs
- LG Electronics
- Microsoft
- Mitsubishi Electric
- NEC Europe Ltd
- Nintendo of Europe GmbH
- Öko-Institut e.V.
- Panasonic Europe Ltd.
- PEGI SA / ISFE
- Philips
- Pioneer Europe NV
- Power Integrations, Inc.
- SEIKO EPSON Japan
- SGS Group
- SONY
- TechAmerica Europe
- Texas Instruments
- VDE Association for Electrical Electronic & Information Technologies
- The consultants – AEA and Intertek

Overview

The 2nd stakeholder meeting for ENTR Lot 3 Sound and Imaging Equipment took place in Brussels on 8 February 2010.

It was comprised of two sections. The first, where the study team presented the results of tasks 1 to 5 on video players/recorders, projectors and game consoles and stakeholders got the chance to provide further feedback and discuss potential drawbacks and/or ways for improvement and the second where discussion focused on the approach and the way forward for tasks 6 (improvement potential) and 7 (policy and impact analysis). In addition, the Commission introduced a stakeholder questionnaire on audio equipment.

1. Product definition

The product preliminary definitions were presented by the study team. Stakeholders were content with the definitions and only comments for the **video player/recorder** received.

The preliminary definition as presented by the study team alongside with the comments and responses raised during the meeting are displayed in table 1.

Table 1: Video player/recorder -definition/comment(s)/response(s)

Study Task 1 Definition	Stakeholder Comments	Study Team Response
A **video player/recorder** is a stand-alone device whose primary function: • Decodes video to a to an output audio/video signal o from recorded or recordable media via a powered or integrated media interface such as an optical drive, USB or HDD interface • Has no tuner unless it records on a removable media in a standard library format • Is mains powered • Does not have a display for viewing video • Is not designed for a broad range of home or office applications	What about a device that has a tuner and does not record on a removable media – is that in scope?	Set-top boxes have a tuner but only record to a fix storage device (ie hard disc); these are covered under the Ecodesign Directive by the separate Commission Regulation No 107/2009 on simple set-top boxes and a draft voluntary agreement on complex set-top boxes. The main idea behind the definition was to cover products that are not covered by the set-top box measures. These are products with a tuner that record to a DVD/Blue Ray or standard library format. Products with a DVD recorder and a hard drive are also covered.
	What is the view of the study team on recording media like USB?	The preliminary definition captures USB as an interface. Thus it is covered by the regulation as it is drawing power from the device itself.
	The current definition could provide an easy loophole to classify a product as battery powered.	The definition needs to be carefully revised in study task 7. To avoid misinterpretations it could draw around the ENERGY STAR A/V definition that excludes primarily battery powered products (sect 2.2 (c)).

2. Economic and market analysis

<u>Annual Sales and Stock Model (EU-27)</u>

Representatives of **game console** manufacturers raised objections regarding the sales and stock data displayed in the report:

1. For PS3 the decline in sales between years 2010 and 2012 should be less provided that the Christmas sales are taken into account.
2. Stock data for thin client gaming consoles should also be revised to consider broadband speed levels.

Stakeholders suggested the study team to look at current market data (first 2 months of 2010) to get a better reflection of the market shares and trends in future sales.

The study team took note of these comments.

3. User Behaviour

Representatives of **game console** manufacturers raised concerns regarding the time per day considered for their products in different modes (ie active, idle and stand-by). They could only agree with the figure considered for the active mode - as it is the result of a study conducted by the Nielsen Institute[1] hat looks at the hour(s) per day a console stays on active mode - but were hesitated to accept figures provided for idle and standby mode. They were particularly interested to know what sources used and the kind of assumptions made by the study team.

Estimating the impact of game consoles in various modes is of particular interest to all stakeholders.

- Industry is currently looking to extend the scope of the Nielsen Institute study and conducts in-house research based on market data and data that are fed back directly from users. First results should be expected around June 2010.
- Nielsen institute[2] on the other hand is currently looking at the time users spend in front of games consoles. The study is focusing on users in 10 EU countries.

Representatives of consumer organisations and environmental NGOs think that time spend on idle mode should be higher than time spend on standby mode. However both consumers organisation and industry representatives underlined the **importance of having concrete data regarding time spend in various modes as this affects the product's overall energy consumption and in turn its overall environmental impact.** The study team invited the stakeholders to provide better data on user behaviour for drafting task 6 and 7 reports until end of March 2010 and pointed out that results around June 2010 would be too late for this preparatory study. The industry representatives agreed to investigate if the requested data could be available at the given date.

4. Base cases

<u>Distribution phase:</u>

Game console representatives raised their objection regarding the packaging dimensions considered for their products. The current dimensions of 0.6m/0.3m/0.15m look unreasonable to them. **They did however promise to provide the study team with information on the subject.**

<u>Use phase</u>

Stakeholders seek clarification regarding the use phase inputs for the product groups of this study. In particular they commented on the values used for electricity consumption and asked the study team to be absolutely clear on the mode they refer to.

The study team agreed that the way that electricity consumption is currently presented (ie kWh) is not clear and that needs to change to kW.

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[1] http://blog.nielsen.com/nielsenwire/wp-content/uploads/2009/04/stateofvgamer_040909_fnl.pdf

[2] http://nielsen.com/

For the base case of a **game console**, representatives from consumer organisations and environmental NGOs suggested that due to the rapidly changing usage patterns of these products and the high levels of power consumption of functionalities other than the gaming function[3] two base cases should be provided. One should focus on the gaming function as such while the other should address both the gaming and the multimedia function.

On the other hand the game console manufacturers suggested that the critical component in a console's energy consumption is the definition graphics levels. High definition consumes more energy than standard definition.

Overall the games console industry would be happy to adopt a breakdown approach for the different functions of their products and assess on an individual basis the potential for adding extra components to reduce energy consumption.

End of life phase

For the product groups of this study compliance with the WEEE Directive entails 75% of collected multimedia products to be recovered and 25% to end up to landfill. Reuse and recycle is set at 65% with metals recycle being at 95%.

Industry representative believe that the percentage attributed to landfill is quite high. This could be as low as 5% taking into consideration that most of the uncollected products end up to incineration and that the remaining slag is often used for other purposes like road construction.
Stakeholders suggested the consultants to inform their figures by looking at various public available reports (e.g. Oekopol study[4]) where the composition of waste streams and their directions is being analysed.

An industry representative promised to forward a report commissioned in Netherlands which shows that around 80% of electronic products are being properly treated. The remaining 20% is assumed to be exported.

The study team was happy to revise its numbers provided that new data are provided.

Life cycle costs

For the life cycle and maintenance cost of a **projector** considered in the study, industry representatives raised their concerns. Cost is currently estimated at 371 Euro per product and builds on the assumption that over the lifetime of a product on average three lamp replacements occur. Industry thinks that lamp replacement is happening less than 3 times and thus the costs should be lower.

An industry representative promised to provide more details on maintenance costs.

Game console representatives on the other hand would like the study team to consider warranty repairs as only around 50% of the repair services offered today are subject to a charge.

The study team took note of this comment.

Ecodesign indicators

Game console manufacturers underlined their interest in expanding recycling opportunities but also their limited capacity to do so due to lack of appropriate mechanisms and infrastructure. Up to now

[3] Representatives from consumer organisations and environmental NGOs mentioned that a standalone multimedia player consumes around 30-40W in active mode while a game console for a similar function requires up to 120W of energy.
[4] http://www.oekopol.de/en/Archiv/Stoffstrom/515_eag/eag_515.php

the industry has made great efforts in that field, first by collecting 100% of the streams that reach the recycling points and second by incorporating to their products special features and materials that increase recyclability. Thus according to the industry increasing recycling opportunities any further is now a matter of the recycling industry.

Projector representatives were content with that view and stressed the importance of thoroughly analysing the impact of incorporating recycling features into products (e.g. analyse existing infrastructure) before any suggestions take place.

In terms of reusing the products **game console** representatives made a reference to the refurbishment model that the industry has recently launched. The model provides a replacement for any product even outside a warranty with only a small charge. **Sony is willing to provide more information if needed.**

Consumer organisations and environmental NGOs in turn think that the lack of adequate recycling infrastructure is not a valid argument for not incorporating recycling features to products. They advised the study team to look at the design of the products to improve their recyclability and insisted that hazardous substances should be looked in depth.

5. Technical analysis of BAT and BNAT

Video players/recorders

For video players/recorders:
1. Overall power consumption increases as functionality increases.
2. Products and their functionalities are changing quite rapidly and thus is difficult to know the exact form of these products in the years to come.

Based on these two statements the study team decided that analysis for task 5 should mainly focus on the general trends of that product group rather than look at specific products.

For the BAT power consumption is currently at 6-20W and that should be less than 5W for the BNAT. Stakeholders invited the study team to be particular cautious using figures for power consumption from the Energy Star specification published in November 2009. As Energy Star is a voluntary program aiming at the top 25% of the market at the time the specifications are set, the workability of these figures for a mandatory agreement would only make sense if an assessment of the market development takes place.

For the study team **an important thing to consider is the Blue Angel specification for video products. The Blue Angel specification was published this year and is not yet included in the draft task 1-5 report**. It has less tough requirements - especially for high definition products.

Industry representatives are content with the auto power down feature suggested. They did however highlight the importance that such a feature does not interfere with user friendliness (e.g. interfere with the disc menu of the DVD). They suggested the study team to look at the standby and off mode Commission Regulation No 1275/2008 to see the sort of arrangements put in place there to avoid impacts on functionality because of power management features.

The study team agreed that further work will be necessary to ensure that the user performance is not affected.

Stakeholders raised concerns over the proposed approach of detaching the hard disc drive and connected via USB. They don’t conceive that as a breakthrough solution simply because external hard drives consume more energy and thus overall consumption will increase.

Finally they remarked that the voluntary agreement (GEEA) is no longer active and should not be included in the draft report.

Fast start mode was also of particular concern to stakeholders as it threatens at least in the midterm achievements realized through the standby and off mode Regulation. Fast start mode is not the same as standby mode but it is conceived as such by most users. Users prefer to switch to fast mode rather than off mode as it requires less time for the device to come back to operation.
The study team should analyse the opportunities to achieve fast start without the least extra power consumption and avoid any impacts otherwise occur to the power consumption of the device.

According to the study team the fast start mode is something that has been considered and try to deal with through the power management features (ie reduce boot times so fast start time is no longer necessary).

Differences in the usage pattern of a player or a recorder should also be taken into a consideration. Players have rather different usage patterns than recorders and these differences need to be reflected in the power management features considered for different modes. Based on the different usage patterns different opportunities for power management will exist.

Recording for example might have very low consumption in standby mode but for functions like series link might never achieve the consumption levels of standby mode.

The study team in response agreed that use pattern is something that needs to be taken into account when considering power management features for video players/recorders.

Projectors

The issue that dominated the discussion was the approach adopted by the study team to define the efficiency of a projector (ie watts/lumens ratio). Stakeholders urged the team to be particular cautious when setting a definite value for a watt/lumen ratio to define efficiency levels for BAT and BNAT. Evidence data show that for the same power input different products can result in a range of different levels of luminous flux (e.g. for 200W input power light can be produced at 350 and 1000 lumens)

The study team underlined that numerous issues might arise when try to define projectors efficiency on a watt/lumen basis (e.g. the existence of various projector categories - a home cinema projector can put an optical filter and reduce its efficiency dramatically) and recognised the importance of considering other qualifications like processing power, light path issues when using the watts/lumen ratio as a way of characterising the eco impact of a projector.

The study team was aware of all these problems, keen to discuss with the industry in more detail and would welcome any input. In turn industry representatives promised to consult their engineering teams and come back with constructive feedback.

For BNAT the typical on-mode efficiency of 0.05W/Lumen was based on a prediction of the new forms of LEDs coming into the market and the levels of energy savings they can deliver. Industry representatives underlined that this figure seems unrealistic based on the models currently available on the market ranging from 5-10W/Lumen. They would therefore like to know the sources used and understand the assumptions made behind this figure so as to be able to comment in more detail.

The study team expected that more work is necessary to understand the efficiency levels for a BNAT and would like to see input from the industry regarding R&D efforts and trends in technology.

Besides feedback on the energy efficiency levels of a projector, stakeholders provided comments on two more issues.

1. They highlighted that the use of led light sources in a single chip system is not causing rainbow effects. This is not technically right as it might reduce the appearance of rainbow effects but cannot completely eliminate it. The rainbow effect is caused by the colour sequencing driving and will still be there unless there is a switch sub system .
2. They notified to the study team the need to look at the patent issues and how these affect the availability of new technologies coming to the market

Game consoles

Game console manufacturers would like to see a solid technical study before suggestions concerning their products are put forward. They brought to the table the example of a DVD chip introduced in the draft report as a mean of reducing power demand during video playback and raised concerns on technically incorporating such a chip.

The study team will be willing to speak to manufacturers to see how feasible is to include such a chip.

Industry representatives stressed that for a game console performance is power related. They were content with the approach of separating a standard from a high definition console and setting power consumption levels for each but disagreed with the power consumption levels themselves as considered for BAT on active and idle mode.

An active mode consumption of 99W introduced in the draft report seems to not take into account the increased performance characteristics that the product is expected to have in the future. Game console representatives would like to see that reflected in the BNAT study. For idle mode, consumption should be in the range of 90W and not 75W as according to industry the latter is technically not feasible.

The study team will provide references for the power consumption in active and idle mode.

Research institutions add to the subject by mentioning that the issue of performance vs power consumption is at stake for PCs as well. For PCs the Energy Star categorisation relates power consumption to performance characteristics and assumes that more power results in better performance. However, data released recently show - similar to the assumption - an increase in power consumption moving towards higher performance devices (categories A, B, C), but a drop in power for the highest performance product (ie category D in Energy Star).

Based on that, it seems unfair to automatically assume that products with better performance characteristics will definitely need to consume more power. After all that is what ecodesign is all about - putting the instruments in place to ensure that high performance products do not consume that much energy.

In response, game console representatives mentioned that they are unable to commit at certain power consumption levels without a clear indication on how the performance requirements will develop in the future. They are committed however to do whatever possible now and in the future to improve power consumption levels.
They also stressed the need to look at competing technologies (ie gaming PCs) in order to avoid creating uneven markets.

The study team will analyse in task 7 the relation between gaming PCs and game consoles.

Industry sought also clarification on how idle mode is perceived in the study and asked the team to reconsider the time estimated that consoles spend (ie 2h) on that mode. Game console industry stated that their product does perform hardly any function on idle mode in contrast to competing devices like PCs (e.g. communication with other users) and thus - from a power management perspective - industry sees no need for implementing measures to idle mode. Industry would prefer their products to be off rather than be on idle mode when no function is taking place. They add that GCs also offer a much quicker boot time (compared to a PC) and that makes it easier for users to turn the device off.

Consultants agreed that more robust data are necessary to identify if a game console stays in idle mode – if so, for how long and what kind of functionality executes in that mode.

Stakeholders promised to send data on power consumption figures on different modes taken from c't computer magazine volume 25/2009

6. Audio equipment questionnaire

The preparatory study presented by the study team AEA and Intertek was launched beginning of 2009, analysing whether and which ecodesign requirements should be set for video players and recorders, projectors and game consoles. Stakeholder comments at and after the first stakeholder meeting are referring to audio equipment, as a potential further product to be considered within the product group of sound and imaging equipment[5].

The Commission chose therefore to analyse the possible environmental impact and improvement potential of audio equipment in a separate piece of work and in order to do effectively so, asked stakeholders via a questionnaire for their inputs on the following issues:

- Definition of audio equipment
- Data on sales and stock for EU-27
- Products placed on the European market
- Information on their environmental impact and the improvement potential (ie quantitative assessment of energy use, qualitative assessment of other environmental impacts)
- Existing standards
- Experiences gained from other legislations
- Comments on the approach that should be followed with the specific group of products (e.g. modular approach vs total consumption approach).

The Commission explained that based on the responses it will determine whether and which next steps should be taken.

The questionnaire would have been distributed after the meeting for responses until latest 15 April 2010 and the results presented in the 3rd stakeholder meeting.[6]

Some feedback was however already provided during the meeting.

Stakeholders stressed that under the audio equipment product group a wide range of products can be included and at the moment there is no clear approach as how to consider what audio equipment is.

Industry also emphasized the need to carefully assess any references made to the U.S. Energy Star program and raised their concerns regarding the audio video specification adopted in that scheme. Examples of shortcomings in the Energy Star specification are:

- The energy efficiency formula used for audio amplifiers which results in downsizing the amplifier to improve the efficiency. As a result the product no longer meets the specification given in Energy Star.

- The test procedures adopted on the full spectrum audio amplifiers and products that have the audio amplification on top of video, for example home cinema systems, are almost impossible to meet.

Finally the issue of lifetime of products as important for determining the overall environmental impact of products was raised.

The Commission took note of these comments.

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[5] Sound and imaging equipment is a product group of the working plan for 2009-2011 under the Ecodesign Directive: Communication from the Commission to the Council and the European Parliament, COM(2008) 660 final. http://eur-lex.europa.eu/LexUriServ/LexUriServ.do?uri=COM:2008:0660:FIN:EN:PDF

[6] Further information on the ecodesign process and sound and imaging equipment is available at http://ec.europa.eu/enterprise/policies/sustainable-business/sustainable-product-policy/ecodesign/product-groups/sound-imaging/index_en.htm

7. Regulatory concept discussions

Voluntary agreements

The study team made clear that the definition of a voluntary agreement is that of Annex VIII of the Ecodesign Directive 2009/125/EC (referred to self-regulation initiatives).

According to the industry before any suggestion for a voluntary agreement takes place they would need:

1. Conduct a thorough assessment in terms benefits/drawbacks, level of benefits, who are the beneficial parties and how much benefit attributed to each.

2. Look at the specific product market in detail to understand the players involved and the products available on the market.

Projector representatives believed that although the overall context of a voluntary agreement has clear benefits, their market due to complexity issues is not suitable for such an agreement. Game console manufacturers on the other hand mentioned that a voluntary agreement will mean huge investments for their industry. Therefore they would like to know the context in terms of benefits occur, market participants etc. They are willing to take something robust - otherwise a mandatory measure might be more appropriate.

Finally consumer organisations and environmental NGOs stressed that a voluntary agreement should be seen as an alternative to a mandatory measure only if it can deliver more than a mandatory measure can do. Thus the study team should first assess the benefits delivered through a mandatory agreement and then seek to deliver the same or more through a voluntary agreement.

The Commission clarified that an energy-related product must be covered by a mandatory implementing measure when Article 15 criteria of the Ecodesign Directive are met and no valid self-regulatory initiative has been taken by industry. Self-regulation by industry, including voluntary agreements, may indeed produce quick progress, due to rapid and cost-effective implementation, and allows flexible and appropriate adaptation to technological solutions and market sensitivities. A self-regulation under the Ecodesign Directive is a unilateral commitment drafted and suggested by industry. A voluntary agreement does not have to deliver more than a mandatory measure.

Standardisation

Because the product groups of this study are complicated, face multiple barriers, and undergo a rapid technological change the study team considered the development of standards as important.

The study team urged the need for industry groups to get involved in standardisation working groups and welcomed specific input regarding standards currently used, what the weaknesses are and what the industry would like to see in the future.

The Commission may decide in the further process to issue a mandate to European Standardisation Organisations (CENELEC, CEN, ETSI) in the field of ecodesign of video players/recorders, projectors, game consoles or audio equipment and holds discussions with third countries to promote (if possible) for certain products an international standard (IEC, ISO). **Inputs from industry regarding their product groups are welcomed.**

In the field of ecodesign industry representatives suggested that Europe should develop its own standard through its standardisation bodies and avoid looking elsewhere in the world to adopt one.

Sustainable industrial policy

The product-related elements of the Commission's Action Plan on the Sustainable Consumption and Production and Sustainable Industrial Policy COM(2008) 397 final were presented, in particular the promotion of better products for the European market by setting minimum requirements coupled with labelling, benchmarks and incentives (push and pull strategy).

Industry representatives mentioned that Japan has recently launched a scheme called eco-points where consumers receive points that can be used as offsets for other activites (e.g. public transportation tickets) when purchase an energy efficient product.

<u>Potential interaction with third country regulation in US, Asia and Australia</u>

The study team presented programs on energy efficiency in America and Asia:
America:

- Energy Star, which is a voluntary program that covers the majority of the products of Lot 3
- The California Energy commission – Appliance Efficiency Regulations

Asia:

- Top Runner Japan, started in Japan in 1998 and was one of the first programs to foster energy efficiency
- Eco Label Korea (DVD players under revision in 2010)
- Green Mark Taiwan

The study team also presented those organisations based in US, Asia or Australia that work on similar products and a closer cooperation could be established. These are:

- The Collaborative Labelling and Appliance Standards Program (CLASP). The program originally comes from the US and recently opened an office in the Brussels. At the moment it does not cover the product range of the Lot 3 study.
- The APEC ESIS project. It focuses on Australia, new Zealand and China
- The China Standard Certification Center (CSC) based in Beijing was the first organisation in China that certified energy efficient products. At present the organisation is somehow shifting to consultancy for energy efficient manufacturing processes.
- The China Quality Certification Center (CQC) based in Beijing. It took over product certification of energy efficient products in 2008.

No commends received.

8. Implications from RoHS Directive 2002/95/EC on energy efficiency requirements under the Ecodesign Directive.

To assess implications in energy efficiency arising from usage of certain hazardous materials, the study team introduced the issue of trade offs between restrictions of hazardous materials under the RoHS Directive and minimum energy efficiency requirements under the Ecodesign Directive. Reference was made to the restriction of mercury that cannot be eliminated or substituted in compact fluorescent lamps.

Stakeholders from all spectrums underlined the importance of the subject but also mentioned the complexity associated by coordinating Ecodesign Regulations and RoHS Decisions.

Consumer organisations and environmental NGOs suggested that to serve the purposes of this study the study team will ideally need to find materials that are not restricted under the RoHS Directive 2002/95/EC but still deliver energy efficiency benefits.

9. Definition of standard/professional product

The study team recognised the need to define the professional product in an adequate way which does not generate loopholes and clearly differentiates it from a standard product. To do so they suggested using the guidance document of the EMC Directive 2004/108/EC[7], where a robust methodology of defining the difference between professional and standard equipment is displayed.

The method distinguishes between operators which are standalone units and those that are designed to go into a fixed installation (ie specifically created for integration into that fixed installation and not otherwise commercially available as a standalone unit). An example might be a projector that works in a flight simulator (product wouldn't normally work outside the simulator because of the interface that needs to have) or a projector used in a e-cinema (product couldn't work without a hard drive and/or without the cooling associated with it)

Game console manufacturers argued that loopholes can be found in the above approach. As an example they referred to the professional products (development kits) used by their industry as special devices to studios for development of games. These are not part of a fixed installation, not integrated with other units and yet professional products.

Industry representatives raised their concerns about the convenience of the method (the document displaying the methodology is 60 pages long) and referred to IEC standard 55103 which is targeting only professional products for projectors. If that standard proves out to be robust then the standard may be the basis for a harmonised European standard.

10. Further life cycle impacts

Projectors manufacturers mentioned that the EPEAT standard[8] is not relevant for the products of this study. They also stressed the point that the study team need to be very cautious with ecolabels as they don't always set the right methodology and are not always accurate. As an example they referred the new TCO label for projectors where a product with 260W power input is allowed to produce either 1000 or 2000 lumens and still be compliant. In that case the most critical environmental criterion (power input vs quality of output) is not valid.

Finally in terms of standards used the study team should be very critical on the points used from each standard and need to analyse what the benefits are. The industry is willing to help identifying those benefits and standards.

Consumer organisations and environmental NGOs mentioned that sometimes it is not possible to find win/win situations (e.g. if removal of brominates flame retardants results in decrease in energy efficiency), but urged the study team to search in the materials industry for solutions (e.g. companies that develop bio-based plastics).Such an investigation would avoid any trade offs and result in the maximum environmental benefit.

11. Resource efficiency

The study team raised the issue of resource scarcity and how that affect the improvement options and consequently the policy options considered in this study.

Stakeholders responded that this topic is indeed of particular interest to all industries and being mainly discussed at the top level of a corporation.

Stakeholders referred to the automotive industry which has a process in place to retain catalytic materials that face a scarcity problem. That is a favourable model and might be considered by other industries in the future.

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[7] http://ec.europa.eu/enterprise/sectors/electrical/files/emcguide_may2007_en.pdf

[8] http://www.epeat.net/

12. Next steps

The study team would be able to consider stakeholder input for drafting tasks 6 and 7 (Improvement potential and Policy and impact analysis) until 31 March 2010.

The third and last stakeholder meeting is tentatively scheduled for May/June 2010. Interested stakeholders are invited to register at www.ecomultimedia.org to be notified about further details.

13. Any Other Business

- Stakeholders asked if the report can be divided in separate parts according to the different product groups.
- Industry mentioned that it would be interested to see sector specific measures and not measures applied to all product groups.

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