

Building on the Eco-design Directive, EuP Group Analysis (I), Lot 3: Sound & Imaging Equipment

2nd Stakeholder Meeting

Follow-up from 1st Meeting

Steve Ogilvie

Summary of Workshop

Attended by 28 delegates

Focussed on Definitions

- Video players/recorders
- Projectors
- Games Consoles
- Digital Picture Frames

Minutes available from “ecomultimedia.org”

Video player/recorder

a stand alone device whose primary function:

- Decodes video to a to an output audio/video signal
 - 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

Projector

a mains powered, optical device, for:

- processing analogue or digital video image information, in any, broadcasting, storage or networking format to modulate a light source and project the resulting image onto an external screen.

Audio information, in analogue or digital format, may be processed as an optional function of the projector.

Games Console

a mains powered stand alone device which is marketed as a product providing video game playing as its primary function through an external screen and which has the following features:

- Hardware Architecture
 - CPU
 - System memory
 - Video architecture
 - Network architecture
 - Optical drives (to be defined)
 - Hard drives or other internal memory (optional)
 - Mains connected internal or external power supply unit
- Input devices
 - Typically hand held controllers or other interactive controllers rather than keyboards or mice
- Optional Secondary functions
 - Optical disk playback
 - Digital picture viewing (via an external screen)
 - Digital music playback
- Excluded components or functionalities:
 - Integrated screens
 - Conventional Personal Computing (PC) operating systems
 - Internal batteries for powering products over extended periods of time

Feedback

Quick Start mode and Auto Power Down

Professional versus Consumer Products

Avoidance of Loop-holes

Questions on other products

- Audio
- DPFs
- GPS

Economic & Market Analysis (T2)

Main manufacturing bases outside EU

Annual Sales

- Video players/recorders – slight decline
- Projectors – flat
- Games consoles – growing
- For all products, sales significantly >200,000 units/year

Competitive market

Replacement costs generally << repair costs

User Behaviour (T3)

Purchasing Decision

- Energy consumption not a determining factor

Usage patterns:

- Feature dependent (video players/recorders and games consoles)
- Location dependent (projectors)

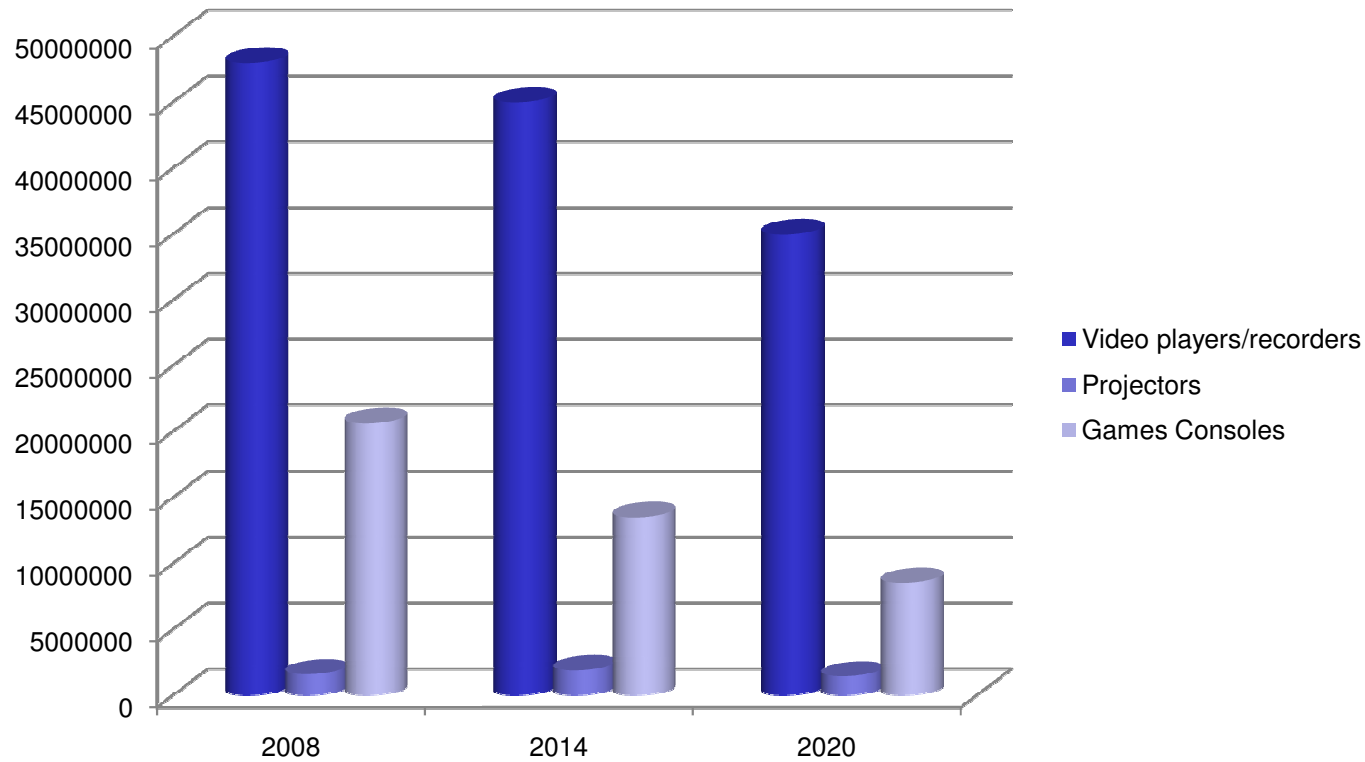
Typical product lifetimes:

- 6 years

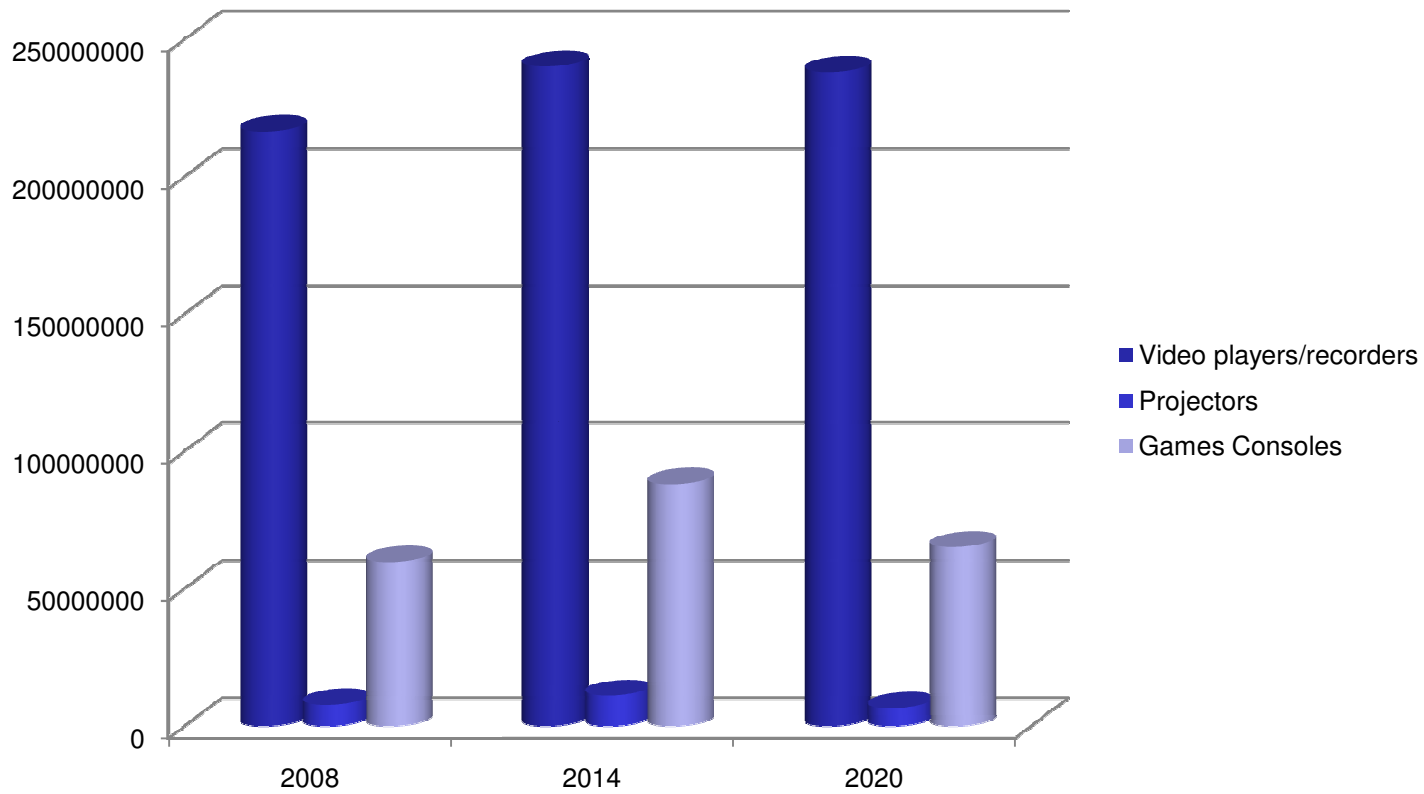
End-of-life

- Waste data limited
- WEEE Directive applicable

First Screening – Sales (EU-27)



First Screening – Stock (EU-27)



First Screening – Savings Estimates (EU-27)

