



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

2nd Stakeholder Meeting

Task 5

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Video Players/Recorders Task 5

- **CONSUMER DEMANDS AND TECHNOLOGY TRENDS**
- **POWER IMPLICATIONS**
- **TECHNOLOGY SOLUTIONS AND STANDARDS**

Trends

Anything, Anytime, Anywhere Access

- **Removable, fixed, network storage**
- **Broadcast, internet, retail distribution**

Content immersion and interaction

- **3D, related internet content, Blu-ray 2.0**

Design and price

Power implications

Increasing power consumption

- **More general purpose computing and processing capability.**
Less dedicated hardware and software.
 - Decoding and encoding multiple video formats
 - More abstractions layers , multi-platform
- **Downloading/video server modes**
- **Network standby**

Solutions and standards

- **Collaborative optimisation of hardware and software**
 - Hardware video decoding
 - Efficient software stack to reduce boot times
 - SSD for short-medium term storage
- **New, network standby communication standards**
 - 802.3az
- **Standardised, more flexible, (open), video codecs**
 - Scalable quality to enable decoding by lower performance (portable) devices
- **Power management**
 - Auto-standby and component power down when not active

BNAT

5 W in on mode

0.1W in standby

- Challenging for optical drive
- May offset energy elsewhere eg portable media player with *docking station*