

ECOPROFILE

# Xbox Series S



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## Our commitment to sustainability

At Microsoft Devices, sustainability is integral to our mission to build products that create magical experiences while empowering every person and organization to achieve more. From product design through sourcing, manufacturing, delivery, and product end-of-life, we are driven to make a difference with our products both in how our customers create with them and in the impact their development has on our environment.

## Labels and certifications

Games Consoles  
Voluntary Agreement<sup>4</sup>

## Physical features

DEVICE	
Weight <sup>1</sup>	1928 g
Dimensions	6.5 cm x 15.1 cm x 27.5 cm
PACKAGING	
Weight	831 g
Dimensions	36 cm x 29 cm x 13 cm
Volume	13455 cm <sup>3</sup>
Materials	Corrugated board, paper and foam

## Environmental impact

Global warming potential	559 kg CO <sub>2</sub> -equivalent
Primary energy demand from non-renewable resources	8968 MJ

These figures represent the estimated environmental impact<sup>2</sup> across the product's life cycle. The calculations are based on the 512 GB Console and include the main device, cables, controller, and packaging. Other accessories are not included.

The greenhouse gas emissions and energy use figures are based on a Life Cycle Assessment (LCA) in accordance with ISO 14040 and ISO 14044. The Life Cycle Inventory (LCI) data is based on our own measurements, collected from suppliers, and content supplied by Sphera® and ecoinvent (copyright 2021), along with other internationally available LCI databases.

The system boundaries include extraction of raw materials, upstream materials preparation, electronic component manufacturing, subassembly manufacturing and assembly, final assembly, distribution to customer, five years of product use, and end-of-life treatment.

Software and hardware design impacts are captured in our corporate carbon footprint and excluded from the individual product LCA calculations.



Manufacturing



Transport

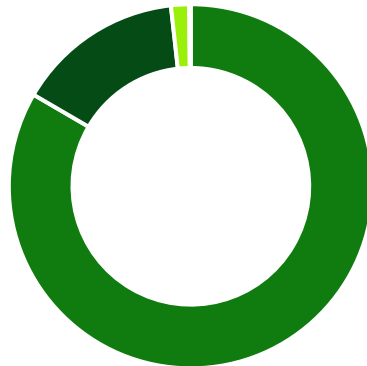


Product use



Disposal

- Product use (466 kg CO<sub>2</sub>eq)
- Manufacturing (83 kg CO<sub>2</sub>eq)
- Transport (9 kg CO<sub>2</sub>eq)
- Disposal (<1 kg CO<sub>2</sub>eq)



Find out more about the environmental impact of our products at:

[Designing Sustainable Products](#)

## Energy efficiency

This device meets the requirements of the EU Commission Regulation for Standby and Off Mode Power Consumption for Electronic Household and Office Equipment 1275/2008 and [EU Game Consoles Voluntary Agreement](#).

Xbox Series S can be configured to use Energy saver mode, which uses less than 5% as much power compared to Standby mode when the console is not being used or receiving updates.

Gaming	81.5 W
Applications	44.5 W
Standby	11 W
Energy saver	0.32 W

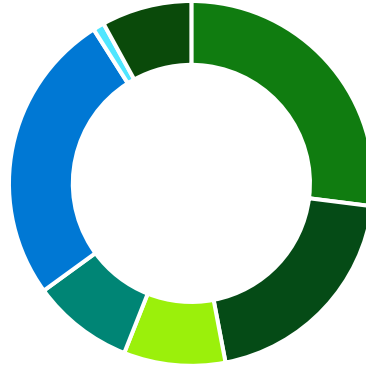
Find out more about our power modes at:

[Energy saver and Standby power modes](#)

## Materials used

Through careful material selection we aim to reduce the environmental impact of our products. The chart shows the estimated proportions of the materials used to create this device.

- Metal (27%)
- Plastic (20%)
- Circuit boards (9%)
- Power supply (9%)
- Packaging (26%)
- Battery (1%)
- Other (8%)



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Find out more about the materials used to create our products at:

[Sustainable Materials and Approach](#)

## Restricted substances

We take a precautionary approach to substance management. We follow legislative developments and research regarding chemical impacts on health and environment and update our specifications with new product and manufacturing substance restrictions to address risks.

All our products comply with global substance restrictions and with Microsoft policies in cases where restrictions are set that go beyond the regulatory requirement.

This product fully complies with all relevant global regulations, including, but not limited to:

- ✓ The European Union's Restriction of Hazardous Substances Directive (RoHS) Directive 2002/95/EC as amended by the RoHS Recast Directive 2011/65/EU
- ✓ Management Methods on the Prevention and Control of Pollution caused by Electronic Information Products commonly known as "China RoHS"
- ✓ European Union's Registration, Evaluation, Authorization and Restriction of Chemicals (REACH) Regulation 2006/1907/EC
- ✓ The Montreal Protocol on Substances that Deplete the Ozone Layer
- ✓ California (USA) Proposition 65 (Device does not contain chemicals that would trigger notification)
- ✓ European Union Battery Directive 2006/66/EC as amended by Directive 2013/56/EU

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Find out more about our Restricted Substance List at:

[Sustainable Materials and Approach](#)

## Packaging

Integrating sustainability into our packaging designs and measuring results is a business priority. We focus on using less packaging and selecting the right materials for the environment. We are committed to designing and delivering packaging materials that achieve measurable sustainability gains.

Console packaging materials contain an average of 85 percent postconsumer recycled content by weight.<sup>3</sup> Packaging weight is minimized.

Our packaging does not contain hazardous or restricted substances, such as polyvinyl chloride (PVC), and is fully compliant with the European Union Packaging and Packaging Waste Directive 1994/62/EC, as amended, and CEN packaging standards EN 13427:2005 as well as US Toxics in Packaging legislation.

## Recycling

Microsoft complies with global electronics recycling laws, including the EU Waste Electronic and Electrical Equipment (WEEE) Directive 2002/96/EC and its Recast 2012/19/EU and other recycling laws in Asia, Latin America and North America. We fulfill recycling obligations and meet information and labelling requirements for covered Microsoft products.



The crossed-out wheeled bin symbol marked on this product signifies that it must not be disposed of with regular household waste and needs to be taken instead to an appropriate collection point.

To help prevent uncontrolled waste disposal and promote the recycling or recovery of materials, always return your used electronic products, batteries, and packaging materials to a dedicated recycling or recovery collection point, if available in your area.

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Find out more about our packaging at:

[Approach to Product Packaging](#)

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Check how to recycle your products at:

[Approach to Product Recycling](#)

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Download the Microsoft Sustainability Report:

[Devices Sustainability at Microsoft](#)

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<sup>1</sup> Weight of device only, not including power supply unit or any accessories. Weight and dimensions might vary depending on product variant.

<sup>2</sup> The results of a life cycle assessment (LCA) depend on the calculation method, scoping and assumptions used, and they reflect our understanding at the time when published. We update our LCAs periodically, as improvements are made to the models, internationally available LCI databases, and data we collect. In addition, materials or processes used may change. The results are therefore not directly comparable with those conducted at other times or by other parties.

<sup>3</sup> Percent is on average by weight. Recycling facilities for this product and/or packaging may not exist in your area.

<sup>4</sup> <http://www.efficientgaming.eu/>