



FINAL TEST REPORT

Test item

Game Console
Sony PlayStation 3

Report no.

300-KLAB-07-116

Date

31st August 2007

VERSION 3



TEST REPORT

Enclosures: -
Order no. -
Contract no. I07-06

Claimant
Contact person: Christian Lüders
Company: The Danish Electricity Saving Trust
Address: Amagerfælledvej 56
Town: DK-2300 Copenhagen S
Tel.: +45 3395 5813
Fax: +45 3313 3054
E-mail: chl@elsparefonden.dk

Items
Brand: Sony
Model: PlayStation 3
Item: Game Console
Reception/date: 26.03.2007
Test/date: 27.03.2007 – 17.06.2007

Remarks -

Conditions
Testing has been carried out in compliance with the Danish Technological Institute's General Terms and Conditions regarding Commissioned Work Accepted by the Danish Technological Institute, August 1999.
The test results apply to the tested products only.
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Signature/Test performed by

Hans Walløe
Senior consultant

Lene Klemgaard
Consultant



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1. TEST PROGRAM

This test report contains results from the following tests performed in accordance with Energy Star Program Requirements for computers Version 4:

- Test 1** Determination of power consumption for computers, in standby mode (Off mode).
- Test 2** Determination of power consumption for computers in idle mode.

Furthermore this test report contains results from the following tests according to agreement with the Danish Electricity Saving Trust:

- Test 3** Determination of power consumption when the game console is switched of on the backside switch.
- Test 4** Determination of power consumption when the game console is in idle screen saver mode.
- Test 5** Determination of power consumption when the game console is showing a DVD movie.
- Test 6** Determination of power consumption when the game console is playing a music CD.
- Test 7** Determination of power consumption when the game console is playing the game "Need for speed" PS2.
- Test 8** Determination of power consumption when the game console is playing the game "Motor storm PS3.
- Test 9** Determination of power consumption when the game console is browsing the internet.
- Test 10** Determination of power consumption when the game console is showing a JPEG slide show from CD.
- Test 11** Determination of power consumption when the game console is connected to Folding@Home.

2. EQUIPMENT

Equipment	Brand	Type	Used for measuring
Power Analyzer	Voltech	PM100 / 300	Power consumption / Voltage
Thermometer	Vaisala	HMP 230	Temperature



3. METHOD

Test 1 – Test 2

The tests were performed in accordance with Energy Star Program Requirements for computers Version 4. The tests were performed in climate chamber at an ambient temperature of $25\text{ °C} \pm 2\text{ K}$ and a humidity of $20\text{ RH} \pm 2$. The game console was connected to a Standard Definition (SD) 4:3 – CRT-TV with a scart plug.

Test 3 – Test 10

The tests were performed in climate chamber at an ambient temperature of $25\text{ °C} \pm 2\text{ K}$ and a humidity of $20\text{ RH} \pm 2$. The game console was connected to a Standard Definition (SD) 4:3 – CRT-TV with a scart plug. The power consumption was measured over the listed times and the average power consumption was calculated.

Test no.	Time [min.]
3	-
4	5
5	60
6	30
7	15
8	15
9	5
10	30

Test 11

The test was performed as a field test. The game console was connected to a Standard Definition (SD) 4:3 – CRT-TV with a scart plug. The power consumption was calculated on the basis of a measuring period of 2 hours.

4. RESULTS

The test results solely apply to the tested item(s).

Test no.	Description	Power consumption [Watt]
1	Standby mode	1,8
2	Idle mode	181,5
3	Switched of on the backside switch	0
4	Idle screen saver mode	179,2
5	DVD movie	176,8
6	CD music	180,0
7	Game: "Need for speed" PS2	202,9
8	Game: "Motor storm" PS3	192,3
9	Internet	178,6
10	JPEG slide show from CD	175,6
11	Folding@Home	187,8

- ◆ The game console does not have a Sleep mode.
- ◆ Standby mode can only be activated by the push button on the console or by the remote control.
- ◆ The game console can also be switched off on the backside, which disconnects the power consumption. In the manual it is recommended only to switch off the console when it is in the standby mode.
- ◆ Regarding Test 11:



There are two options for the game console to connect to Folding@Home. The first option is manual connection, which one has to initiate via the Folding@Home menu. Manual connection is set as default. The second option is automatic connection, which one has to set via the Folding@Home menu. At this point, one also chooses for how long time, the game console has to idle, before Folding@Home take over the use of it. The options are 10, 20 or 30 minutes. The game console will remember the setting after being switched off. Folding@Home is only capable of using the game console, if it is switched on.

5. REFERENCES

- 1 ENERGY STAR[®] Program Requirements for Computers
Version 4.0