

Sony Promises Power Savings With PlayStation 5

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We are still quite some time away from receiving concrete details regarding the PlayStation 5, but Sony presents some interesting tidbits at the UN Climate Summit-- specifically involving the power-saving capabilities of the upcoming machine, of course.

According to Sony, the PS5 allows users to suspend gameplay at "much lower consumption" compared to the PS4, at around 0.5W. To do so, the machine uses an integrated system-on-chip with all components held on a single substrate, together with an energy-saving suspend-to-RAM mode. If 1 million owners take advantage of such capability, the company claims, it would bring electricity savings equivalent to the average consumption of 1000 homes in the US.

In addition, Sony says the power-efficient technologies inside the PS4 have lead to a reduction in carbon emissions of around 16 million metrics tons, a total the company calculates will clock at 29m metric tons over the course of the next 10 years. Such an amount equals the CO2 emissions of the nation of Denmark in 2017.

So far little else is known about the PS5. We know it will carry an AMD Ryzen CPU paired with a custom GPU, and will make use of SSD storage for faster load times. It should also be backwards-compatible with the PS4, bringing some measure of relief to customers committed to the Sony gaming platform.

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