Consumer electronics and energy demand

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I. The totality of devices matters



- **2013** in U.S.:

31 devices/household

167 TWH

12% of residential electricity consumption

▼ 2010 in U.S.

25 devices/household

193 TWH

13% of residential electricity consumption

■ Direct energy use: efficiency improvements > increased ownership

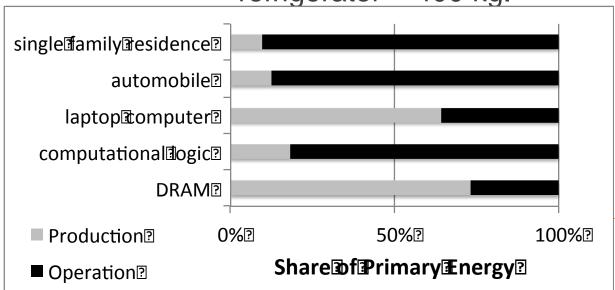
Source: Roth et al, Energy Consumption of CE in U.S. Homes (2013, 2010)

II. The life cycle matters



- ▼ For many devices with a plug, operation dominates over production in life cycle energy.
- But production phase can be significant for consumer electronics because:
 - / energy overhead of purification and high spec materials/parts
 - / Short lifespans
- Annual CO₂ overhead of laptop ~ 80kg,

refrigerator ~ 400 kg.

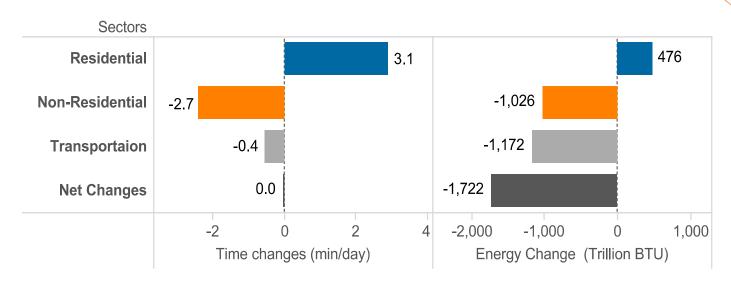


Source: Williams, Environmental Effects of ICTs, Nature (2011)



III. Lifestyle trends matter





Source: Sekar, Williams & Chen, Decomposing the effects of time-use shifts on energy consumption, under review (2017)

- "Digital" lifestyle seems to entail:
 - More time spent at home
 - Less time driving and outside doing shopping/entertainment
- Lifestyle change reduces energy use, ~2% in U.S. from 2003-2012:
 - Driving is most energy intensive activity
 - Less retail and offices per capita

IV. Trends and drivers

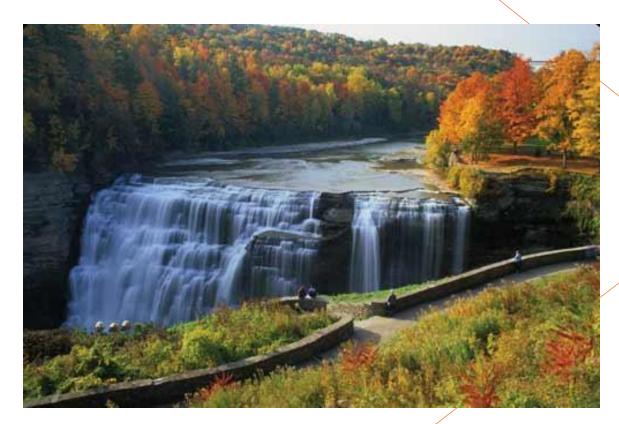


- - ✓ Increased efficiency: energy
 - /Functionality (e.g. bigger screens): energy 1
 - ✓ Miniaturization: smaller physical profile, energy **Ψ**,
 - more purification: energy 1
- Totality of devices (net energy ♥ or ♠)
 - / Divergence- new applications and devices (IOT): energy 1
- **TLifestyle** (net energy **Ψ**?)
 - / Using electronics for less driving/car sharing. Big ♥
 - ∠Less shops/offices: energy
 ↓ if true
 - /Other indirect factors

Merci pour votre attention



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Letchworth State Park,
Upstate New York