

9.07

kg CO₂e*

Pro X Gaming Headset



End of Life 9%

Use 12%

Transportation & Storage 11%

Sourcing & Manufacturing 68%

Main Life Cycle Stages
[% of total kg CO₂e]

*Full lifecycle product and packaging carbon footprint of Pro X Gaming Headset over a 2 year use period.

Project Consult: iPoint/ifu Hamburg

Impact Method: Climate Change (GWP) 100 years including biogenic carbon, including direct land use change

Verification Date: May 13, 2024. Critical review acc. ISO 14067:2018 Carbon footprint of products (CFP) from third party review Panel (DEKRA): "This CFP study has been carried out in conformity with ISO 14067. It can be considered very detailed and robust. The reviewers found the methodology and its execution to be adequate for the defined purposes of the study. Furthermore, the underlying data, life cycle model, assumptions and calculations are appropriate and valid and lead to plausible results. The interpretation reflects the results in a suitable manner and relevant conclusions and recommendations are drawn."