Are you aware that In September of 1983 over 700,000 cartridges of various Atari games, most notably *E.T* were buried in a landfill in New Mexico? I see this as disgraceful as it seems that we have once again not learned from our history.

It's no secret that consumer electronics are bad for the environment. Game consoles are built using computer chips, circuit boards, fans and are encased in a hard-plastic shell. These components are destined for a landfill once a newer shinier console is released. These electronics require the use of certain materials like tin, tungsten, tantalum, and gold to manufacture. Historically, the mining of these minerals has led to human rights abuses, land degradation, chemical pollution, water contamination and deforestation across countries like the Democratic Republic of the Congo in Africa.

These consoles and their components are usually manufactured in Chinese plants that use fossil fuels and more specifically coal energy. Millions of *PlayStation 5* and *Xbox Series S/X* units are currently in production. *Bloomberg* has reported that *Sony* hopes to produce 15 million *PlayStation 5* units before March 2021.

The process of creating these consoles has an incredible carbon footprint. Designing the boards to use increasingly smaller and smaller chips puts a heavier weight on the amount of energy required, and shipping these chips across the world. Gary Cook, a global climate campaigns director at Stand.earth has described this as "kind of invisible to the average consumer, but actually has a really big carbon footprint that we're all a part of."

Finally, we move on to recycling. As speciality electronics, consoles are notoriously difficult to recycle. With the trend of parts being soldered onto circuit boards, consumers can't really upgrade them when their specs become outdated by newer buzzwords. So, when a new generation leap in technology there is a proportional burial in a landfill.

By Darragh Crawley-Doyle