



Chapter 7

Product Innovation and Circular Economy

Management Approach

- We encourage innovation through a combination of incentives and professional support to create quality patents.
- We are customer-oriented, and we address consumer feedback, run innovative technology processes, improve products and services, and resolve consumer pain points.
- Through diversified development, we encourage industry-academia collaboration, expand R&D capabilities, and cultivate outstanding talent for society.
- We continue to improve products in response to societal demands for carbon reduction and environmental protection.

2024 targets and results:

Item	Target	Implementation results
1. Percentage of revenue from flat panel displays that have obtained the ENERGY STAR label. ^[Note 1]	> 60%	60.7%
2. Percentage of revenue from semiconductor light source (laser or LED) projectors.	> 30%	45.5%
3. We are actively making an inventory of the carbon footprint of our products. ^[Note 2]	> 95%	99.3 %

Note 1 This target applies to BenQ-branded monitors and large commercial displays only and do not include ZOWIE branded monitors.

Note 2 This target is defined in Section 4.3 “Climate Change Indicators and Targets” of this report

2025 Medium- and Long-term Targets

Item
1. >60% of revenue from flat panel displays come from models that have obtained the ENERGY STAR label. ^[Note]
2. >60% of revenue from projectors come from semiconductor light source (laser or LED) projectors.
3. Increase the proportion of recycled materials used in products (including packaging) to 40% by 2030.

Note This target applies to BenQ-branded monitors and large commercial displays only and do not include ZOWIE branded monitors.



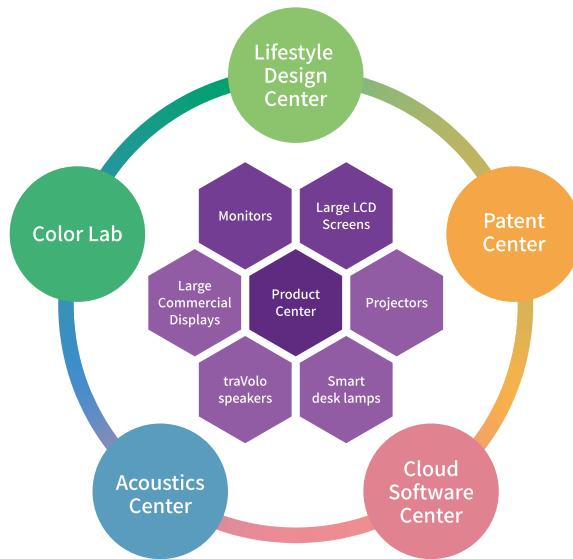
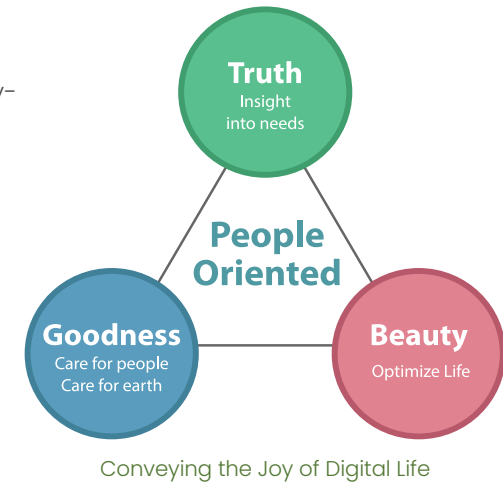


7.1 Innovation Strategy and Values

BenQ believes that value is created by combining thoughtful design and rational technology. By listening to consumers' voices with empathy, focusing on real needs and addressing them through caring and environmentally-friendly services and products, BenQ is able to create high-end lifestyle aesthetics. Through design thinking that combines academic research and business ideas, BenQ continues to innovate and create value.

7.1.1 Innovative Product Design: Organisation and Process

BenQ has established a Lifestyle Design Centre, Cloud Innovation Centre, Colour Technology Lab, Audio Technology Lab, and Patent Centre within its Product Centre. These specialised departments focus on deepening domain expertise and conducting early-stage development to build technological strongholds, which are then applied in product development. With investments and technologies accumulating over many years, BenQ has developed proprietary technologies and maintained its competitiveness in ergonomics, software development, color and vision and acoustic engineering.



Innovative Product Design Organisation

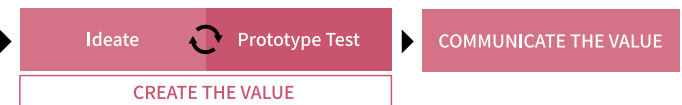
Lifestyle Design Centre (LDC)

At BenQ's Lifestyle Design Centre, design thinking is applied at the early stages of product development. By using empathy to understand consumer needs and pain points, the team defines the product's value proposition. During the concept development stage, brainstorming and other methods are used to generate diverse hypotheses and solutions. These are validated through prototyping to ensure that the products and services meet real user needs. Before product launch, designers conduct multiple rounds of user testing to ensure a high-quality user experience, acting as gatekeepers for consumers. In the final marketing stage, the Design Centre focuses on effectively communicating the product's value and gathering market feedback to foster good communication with consumers.

DESIGNING THE RIGHT THING



DESIGNING THE THING RIGHT





To deliver innovative value and the best experience to consumers, the LDC is organised around six functional teams:

- User Research: conduct user and market research to discover consumer needs.
- User Experience: use prototypes to clarify needs and propose user-friendly experiences.
- Product Design: create high-end lifestyle aesthetics through attractive product design.
- CAID Studio: use the latest computer-aided industrial design technology to improve design efficiency.
- Mock-up Studio: test the feasibility by making prototypes to turn concept ideas into reality.
- Product Marketing: communicate product value in ways that consumers understand.

The six functional teams exchange ideas and collabourate with one another while retaining their individual expertise and autonomy, ensuring they do the right things first before doing things right. Over the years, the ring-structured team has produced products and services that have received hundreds of international design awards, fueling BenQ's ongoing innovation.

Cloud Innovation Centre (CIC)

BenQ's Cloud Innovation Centre is dedicated to the development of innovative software, adhering to principles such as modular software development, automated version control, systematic workflow management, and digital documentation. These practices ensure stable development cycles and align with the spirit of sustainable operations. By validating a large number of test items, we can not only effectively shorten the development timeline but also significantly improve the stability and quality of the software.

At the Cloud Innovation Centre, we implement innovative technologies and strategies to realise an efficient and sustainable cloud infrastructure. We adopt a Continuous Integration and Continuous Delivery (CI/CD) architecture, integrating Jenkins and Git/Gerrit tools for automated deployment to cloud servers. Agile software development is also implemented and we have built a team that is collabourative yet self-organizing based on its 12 principles – including prioritising individuals and interactions over processes and tools, working software over



Design Centre's Ring-structured Team

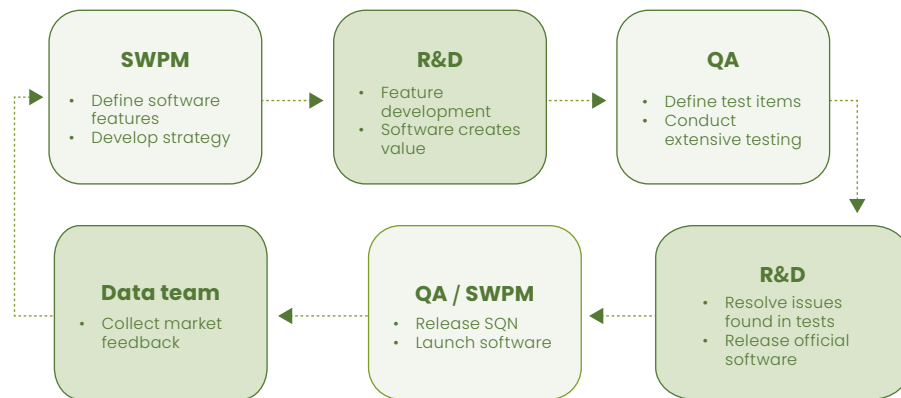
comprehensive documentation, customer collabouration over contract negotiation, and responding to change over following a plan.

We leverage AI-based predictive analytics to accurately forecast peak service demand, enabling automatic scaling of services and optimising resource utilisation. In addition, we also utilise Amazon CloudWatch for real-time monitoring, ensuring stable system operations and maintaining full visibility of performance status. These intelligent resource management strategies reduce manual monitoring workloads and significantly minimise energy waste due to over-provisioning or inefficient utilisation, thereby lowering the carbon footprint of development and operations as well as advancing environmental sustainability.

To maintain an efficient operating model, we have established a tightly collabourative organisational structure that includes software planning, software development, testing and data analytics units. The Software Planning Department analyses market demand to define product features and development strategies that align with customer needs.



The R&D Department develops software features and integrates AI models across platforms to enhance innovation. The Testing Department uses automated testing technologies to improve software quality and reduce correction cycles. The Data Analytics Department collects market feedback, identifies user preferences and behaviours, and feeds insights back into the planning and development stages, creating a continuous software development cycle that enhances suitability and value.



Software Development Cycle

Colour Technology Lab

In the field of imaging and visual design, Colour is a silent language and the most powerful form of expression. It captures emotions, conveys ideas and tells the story of the creator. The BenQ Colour Technology Lab was established to faithfully convey these emotions from the minds of creators to the hearts of viewers.

At BenQ, we believe Colour is not just a technology – it is at the heart of the user experience. The value of a display device lies not only in its resolution or

contrast, but also in its ability to reproduce colours with accuracy and fidelity to every detail. To us, accurate Colours not only preserve the creator's original intent, but also enhance the efficiency of communication between users, transcending cultural and linguistic barriers. Founded in 2017, the BenQ Colour Technology Lab is one of the few specialised teams in the industry dedicated to colour research and is led by a team of PhD-level experts. Since its inception, the lab's core members have pursued excellence in colour reproduction, consistently overcoming technical barriers and delivering world-leading colour solutions through innovative technologies and services. BenQ approaches colour from both a preference and standards perspective, ensuring optimal results for users across different scenarios:

- **Preferred Colours:** Every user has unique Colour preferences – whether a photography enthusiast, designer, or gamer. We developed SensEye technology to offer a variety of Colour display modes and cater to diverse needs – from more immersive game visuals to finer photo detail and more comfortable office settings.
- **Standard Colours:** In professional fields, Colour accuracy is critical. Our displays undergo rigorous factory calibration to meet international standards (e.g., ISO 12647-7), achieving true WYSIWYG (What You See Is What You Get). This not only enhances work efficiency in professional settings, but also ensures Colour consistency across media. More importantly, improved Colour precision in displays reduces the need for repeated revisions and reprints, significantly cutting down on waste of paper, ink, energy, time and labour – ultimately benefiting the environment.
- **Driven by innovation,** the Colour Technology Lab has supported the Product Business Department in launching multiple technologically innovative and globally leading professional monitors that have disrupted the industry:
- **SW Series Photographer Monitors:** anti-reflective technology is integrated to simulate a paper-like texture and have received multiple TIPA Awards.



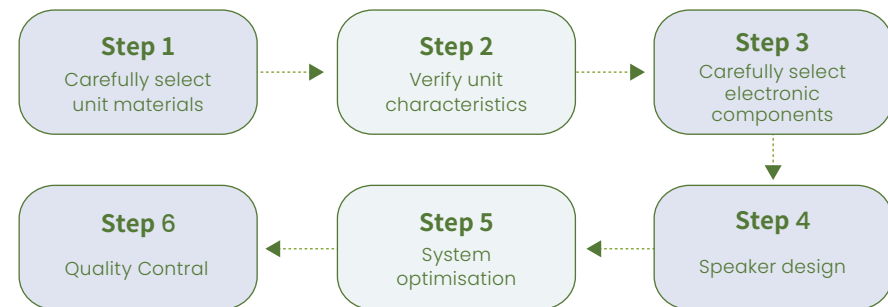
- PD Series Designer Monitors: specifically designed for design professionals, these monitors have become standard equipment for many leading companies.
- PV Series Video Post-Production Monitors: support true 24P playback and are Technicolor-certified. They are highly favoured by professional colourists and post-production specialists.
- EyeCare Series Monitors: the world's first TÜV Rheinland-certified eye-care monitors, combining low blue light and intelligent brightness technologies to protect the health of individuals who look at displays for a long time.

In addition, BenQ's independently developed Colour calibration software, Palette Master Ultimate (PMU), not only improves calibration efficiency but also delivers higher Colour accuracy compared to its predecessor, providing professionals with a simple yet precise Colour management tool. In the future, we will continue to drive the forward-looking development of Colour technology, including features such as WebCAM AI-based automatic recognition and Colour mode switching, as well as the design of more intelligent Colour calibration solutions. We are committed to making Colour not just a technology, but an emotionally resonant art form – delivering a visual experience that exceeds expectations and reveals the truest, most captivating Colours to the world.

Audio Technology Lab

The BenQ Audio Technology Lab is dedicated to developing professional acoustic capabilities, delivering distinctive audio characteristics across BenQ products to convey the authenticity, integrity and beauty of sound. In addition to professional anechoic chambers and testing equipment such as Audio Precision, B&K and Clio, the lab has also established a

dedicated audiovisual room. Specifications such as background noise level, sound insulation, and reverberation time have all been certified by the Taiwan Testing and Certification Centre and the Industrial Technology Research Institute. This provides BenQ with an environment equipped for conducting acoustics optimisation in product design. Consumer needs are constantly evolving. The Audio Technology Lab always begins by listening to those needs, applying design thinking, and continuously innovating in technology based on user demand. At the same time, we uphold a spirit of craftsmanship, implementing acoustic design and quality control through six procedures and six techniques. Finally, we provide robust after-sales service and collect user feedback as a basis for product improvement, with the goal of delivering the best possible experience to our consumers.



- Proprietary audio circuit design
- Proprietary audio flow (algorithm) design
- Optimisation of THD/SPL/IMP/Fb
- Development of a proprietary sound sample database
- Enhancement of BenQ's unique audio signature
- Optimisation of wireless audio transmission quality

The Six Procedures and Six Techniques



Staying true to its mission of delivering beautiful sound, the Audio Technology Lab integrates flagship-grade high-efficiency speakers into product design, optimising soundstage and speaker architecture. It also works with the Product Business Department to establish distinctive audio characteristics and positioning. Examples include:

- Projectors: Maintain high frequencies that are clear but not piercing, while enhancing the mid and low frequencies to create a cinematic atmosphere.
- Monitors: achieve a balanced distribution across high, mid, and low frequencies, with an emphasis on improving sound localisation.

Looking forward, the Audio Technology Lab aspires to become a comprehensive authority in sound. It will continue applying its innovations across BenQ's product design to offer every user a sensory experience rooted in authentic reproduction (Truth), safety and wellness (Goodness), and pleasing acoustics (Beauty).

7.1.2 Industry - Academia Collaborations

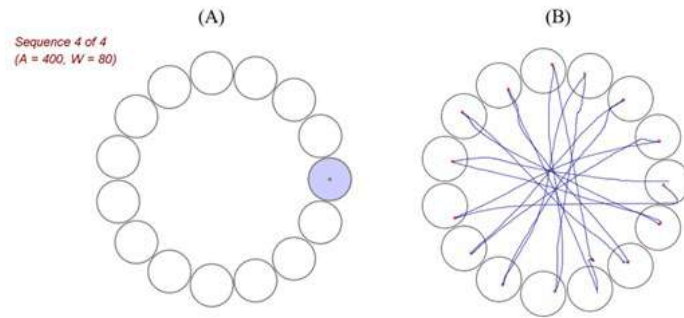
BenQ's continuous innovation is driven by knowledge and talent. In addition to strengthening internal technical expertise, BenQ encourages its product departments to collaborate with academic institutions. These collaborations not only introduce external resources to enhance R&D outcomes but also help cultivate skilled talents, thereby fulfilling our corporate social responsibility.



Case Study of Industry-Academia Collaboration - Research on Optimal Weight and Centre of Gravity for Esports Mice

ZOWIE, a brand under BenQ, is dedicated to professional e-sports athletes. In first-person shooter (FPS) esports, the mouse functions as a player's weapon, making the design of gaming mice critical to enhancing an athlete's performance. In recent years, the esports mouse market has seen a wave of lightweight products introduced by various brands. But for esports athletes, is a lighter mouse really better? BenQ's Human and Machine Innovation Lab believes that in addition to weight, the Centre of gravity of a mouse also affects user experience. For example, when swinging a tennis racket, not only the weight but also the moment of inertia - affected by the Centre of gravity - must be considered.

To explore how Centre of gravity impacts performance, we launched an industry-academe collaboration in 2024 with National Taiwan University, using computer simulations to identify the optimal Centre of gravity. The primary advantage of computer simulation is that it eliminates the need to manufacture multiple physical prototypes with different Centres-of-gravity. By using existing mouse models for testing and adjusting simulation parameters digitally, we significantly reduced development time and cost. During testing, we use ISO 9241-411:2012, the standard for evaluating the design of physical input devices in human-computer interface systems. The input devices covered under this standard include keyboards, mice, joysticks, trackballs, touchpads, touchscreens and styluses. In addition, we use Fitts' Law to assess how the distance to and size of a target affect the difficulty indicators of a task. To simulate a first-person shooter environment, we used the shooting training module within the game Aimlabs. In the module, shooting the sphere in the Centre triggers the system to generate another sphere in a random location. The newly generated sphere remains in place until hit by the participant, with missed shots resulting in score deductions and reduced accuracy ratings.



Fitts' Law Testing

The musculoskeletal system of the human body was simulated using the Plug-in-gait_Simple model from the AnyBody Managed Model Repository (AMMR), built into the AnyBody Modeling System software. The model includes a total of 15 body segments: the head, torso, pelvis, upper arms, forearms, hands, thighs, lower legs and feet. Since the primary focus of this study is on the upper limbs, the lower limbs were removed, retaining only the body segments above the pelvis (the upper limbs include shoulder joints with three degrees of freedom and elbow and wrist joints with two degrees of freedom each). Additionally, the software's built-in detailed hand model was used to allow the model to generate finger movements in the simulation.



Simulation of Different Centre-of-Gravity Positions Using a Human Musculoskeletal Computer Model

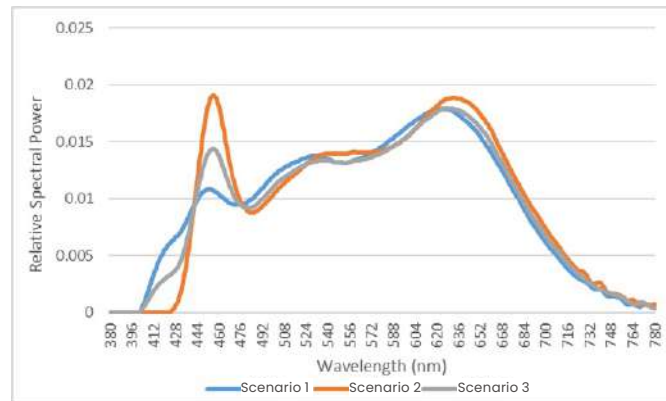
Currently, the motion control of the human model has been completed for this collaborative project. Once the relevant boundary conditions are incorporated, muscle force simulation and validation will begin. After validation, parametric simulations of the mouse's Centre of gravity will commence to identify the optimum position.

Case of Industry-Academia Collaboration Case - Advancing Innovations in Smart Lighting

To strengthen the theoretical foundation of lighting product design, BenQ has partnered with the Department of Optics and Photonics at National Central University to conduct an in-depth study on how lighting spectra and ambient brightness uniformity affect user concentration. Through industry-academe collaboration, the project integrates psychological and physiological data to simulate real-life indoor reading and working environments. It systematically analyses how various lighting conditions affect focus, visual comfort, and work efficiency, providing a solid scientific foundation for smart lighting design. This study focuses on BenQ's lighting products, and three lighting scenarios were designed for this study: Focused lighting (applied in the MindDuo 2 Kids Study Lamp), diffused lighting (applied in the Aora Ceiling Light) and hybrid lighting (applied in both desk and ceiling lights). The study further explores how different spectral components affect concentration.



Images of Scenarios in the Experiment



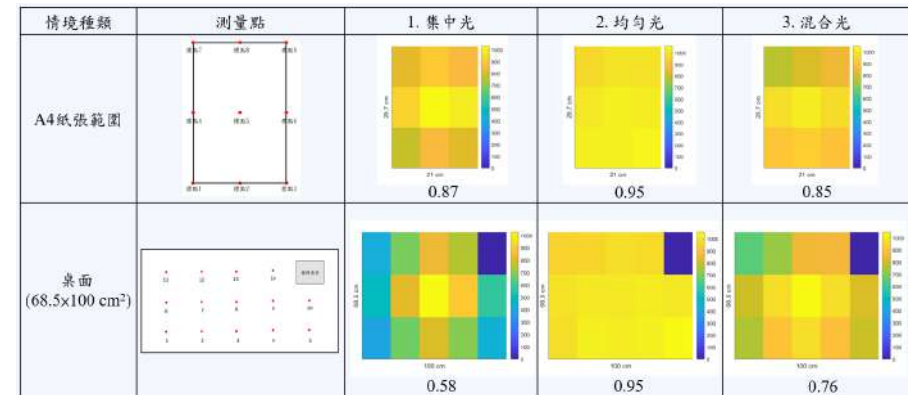
Experiment Design: Spectrum Charts for the Three Lighting Scenarios

The results of the experiment showed:

- The hybrid lighting scenario performed best in enhancing concentration and improving visual comfort, effectively reducing eye fatigue and dryness.
- Focused lighting (a lighting distribution that is brighter in the Centre and gradually dims toward the edges) is most suitable for reading at a desk, as it helps participants maintain a higher level of concentration.

Further research confirmed that light distribution and spectral design can be directly applied to lighting products, enabling the development of optimised lighting solutions that are tailored to different usage scenarios.

- MindDuo 2 Kids Study Lamp: designed for reading and high-efficiency work, it provides locally focused lighting to reduce visual distractions.
- Aora Ceiling Light: Ideal for environments requiring evenly distributed light throughout the whole room, providing a stable and comfortable lighting atmosphere.
- Hybrid lighting design: Combines the advantages of desk and ceiling lamps, and is suitable for multifunctional spaces such as study or creative work areas.



Experiment Design: illuminance Uniformity Distribution in Three Lighting Scenarios

This research aligns with the United Nations Sustainable Development Goals (SDGs), specifically Goal 9-“Industry, Innovation, and Infrastructure.” But it also embodies the spirit of Goal 17- “Partnerships for the Goals.” Through close collaboration between academe and industry, BenQ continues to drive innovation in smart lighting, striving to enhance user health and comfort. The Company is committed to creating high-performance and sustainable lighting environments that add greater value to everyday life and work.

7.1.3 Innovation Results

The Taiwan Excellence Award is a national award established by the Ministry of Economic Affairs of Taiwan in 1993. Every year, through a rigorous selection mechanism, products are evaluated on four aspects – R&D, design, quality and marketing. Consideration is also given to whether the product is made in Taiwan. Products that demonstrate “innovative value” are awarded the Taiwan Excellence Award to set a benchmark for Taiwan’s industries.

At the 33rd Taiwan Excellence Award in 2025, BenQ stood out among 455 companies and 866 products, earning recognition for eight of its entries. This achievement showcases BenQ’s strong innovation capabilities.



A Monitor Purpose-built for Programmers

As displays become increasingly widespread, different consumer needs have given rise to a diverse range of usage scenarios that are gradually becoming more specialised. Whether for work or entertainment, users now require more precise solutions. BenQ has keenly recognised this emerging trend and taken the lead in the industry by launching professional monitors tailored to different consumer segments. These offerings address the diverse needs of Mac users, gamers, and Programmers, creating unique value and experiences within targeted niche markets. The BenQ RD280U is the world's first high-performance eye-care monitor specifically designed for Programmers. It combines cutting-edge technology with ergonomic design to provide Programmers with a comfortable environment where it is easy to focus on work. The following is a detailed description of its innovative features:

- **Professional Coding Mode:** The exclusive coding mode is designed to meet various Programming needs, offering both dark and light themes. This allows Programmers to switch between modes based on ambient lighting and personal preference. Equipped with 4K+ ultra-high resolution, it ensures that code remains crisp and clear in all viewing modes, preserving font sharpness and detail while reducing eye strain caused by extended work sessions.
- **Hotkeys and function bar:** the built-in hotkeys and function bar allow Programmers to quickly complete monitor settings – from adjusting brightness to switching to Coding Mode – enabling a seamless transition into work mode. This design not only saves setup time but also significantly boosts work efficiency.
- **Eye-care technology upgrade:** brightness Intelligence 2.0 (B.I. Gen2) automatically adjusts screen brightness based on ambient lighting conditions to help reduce eye strain. In addition, the pioneering Night

Protection Mode offers an ultra-low brightness eye-care filter that is ideal for late-night work sessions, providing Programmers with around-the-clock eye protection. Panels with anti-glare and anti-reflective coatings further reduce light interference, helping users stay focused.

- **Unique aspect ratio design:** the 3:2 screen aspect ratio offers more vertical screen space than standard widescreen monitors, allowing programmers to view more lines of code at once. This reduces the need for frequent scrolling and significantly improves coding efficiency and productivity.
- **Ergonomically designed specifically for Programmers:** an adjustable stand allows users to fine-tune the height and angle according to their needs, reducing neck and shoulder strain during long hours of work and providing a more comfortable user experience.

Through its powerful features and thoughtful innovative design, the RD280U helps Programmers create a more productive work environment, enhancing professional performance and work efficiency. This aligns with BenQ's ongoing strategy and goal of leveraging innovation to continuously create product value.



A Monitor Designed Specifically for Programmers: the RD280U



360° Luxury Mini Theatre – The World’s First Projector Designed for Reclining

Building on the unique water-drop design and 135° vertical tilt projection feature of its predecessor, the GV30, BenQ launched the GV50 portable projector in 2024 with significantly enhanced features. Its versatile base allows for 360° horizontal rotation and dual-angle tilt adjustment, allowing users to enjoy seamless, all-angle projection no matter where it is placed. Equipped with four built-in smart sensors for automatic image calibration, as well as convenient controls via remote and onboard shortcut keys, users can operate the device whether they are sitting or lying down. They can effortlessly enjoy the optimum audiovisual experience with the world’s first projector built to be used as you’re lying down.

The GV50, equipped with a laser light source, delivers vibrant and lifelike visuals. It features 500 ANSI lumens of brightness and BenQ’s exclusive CinematicColor technology, optimised specifically for HDR10 and HLG content to provide stunningly detailed images that captivate the senses.

After precise acoustic tuning, the GV50’s built-in “Ceiling Theatre Sound Stage Mode” overcomes the physical limitation where the subwoofer’s sound direction is directly blocked by the base when the device is tilted upward. This eliminates the muffled sound typically caused by projecting at an upward angle. Equipped with a 2.1-channel, 18W speaker, viewers can enjoy an immersive surround sound experience whether sitting or lying down, fully immersing themselves in the world created by the director.

BenQ remains committed to a user-centric approach and leverages empathy-driven innovation to continuously develop products that address consumer needs and pain points, pursuing a better technological lifestyle together with consumers.



360° Lux Mini Theatre: The GV50 Laser Portable Projector

Smart education on your terms

As a leading brand in smart education, BenQ is not just a product provider, but a partner in education. Through the integration of hardware and software, BenQ aims to empower every teacher with their own educational platform, promote health-centric smart learning and advance toward a better future in education. Through innovation and technology, we are shaping the future of education.

In 2024, BenQ launched the next-generation RP04 series of interactive touchscreens for education, featuring an exceptional interactive experience, intuitive smart functions and product design tailored to real classroom needs. The products received great acclaim and were honoured with the 2025 Taiwan Excellence Award, highlighting BenQ’s leadership in innovative technology. The following is a detailed description of its innovative features:

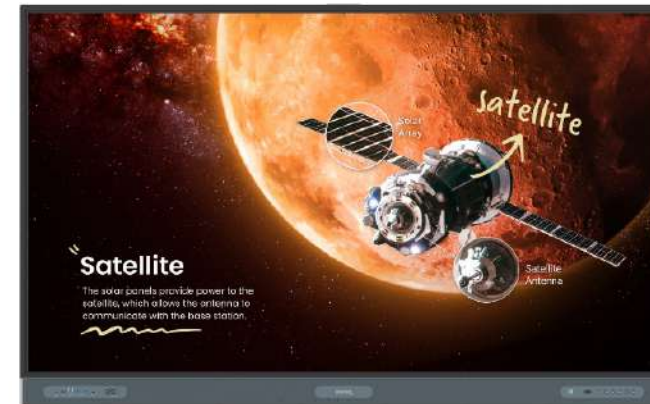
- Seamless integration with the Google ecosystem for smart classrooms: our product leads the Taiwanese market as one of the first to receive official Google EDLA certification. Teachers can access lesson plans via Google Drive and utilise various apps from Google Play, making it easy to design interactive lessons. Additionally, BenQ’s hardware and software are perfectly integrated with the Google ecosystem.



The built-in EZWrite whiteboard software enhances cloud-based functionality and integrates with Google Classroom, allowing teachers and students to easily share ideas and create more engaging learning experiences. The split-screen feature enables smoother multitasking, enhancing the natural flow of teaching and serving as an invisible assistant for teachers. The floating toolbar allows easy annotation across various display environments, enabling unrestricted interaction and delivering an immersive smart learning experience.

- Comprehensive information security protection: integrated with Google Play's security technologies to ensure app safety and personal data privacy, providing teachers and students with greater peace of mind throughout their usage. The Account Management System (AMS) provides each teacher with a dedicated space, effectively reducing the risk of data breaches or misuse. NFC login is also supported, allowing teachers to access the system quickly and securely, facilitating a smooth start to teaching activities and enhancing overall ease of use.
- Comprehensive protection for a healthy learning environment: Equipped with an air quality sensor that monitors classroom air quality in real time. When air quality drops, a built-in ioniser is activated to improve air freshness, ensuring a healthier breathing environment for students and teachers. The screen features proprietary nano-silver ion technology that has been certified by both TÜV and SIAA, effectively reducing the risk of germ transmission. It is also the first in the industry to receive Eyesafe® 2.0 certification. While reducing the impact of blue light on vision, it still maintains vivid colours and true-to-life image quality, providing teachers and students with a clear and comfortable viewing experience.

As technology drives an educational revolution, BenQ leverages its ability to innovate to actively support the true essence of education. Displays are merely the medium – education is the soul. We remain committed to listening to user feedback and leveraging technology for educational applications and we strive to deliver a better learning experience for teachers and students alike.



Smart Teaching the Way You Want It: the RP04 Series of Interactive Touchscreens for Education

An Innovative Solution to Direct Glare from Floor Lamps

In recent years, a type of product known as the “big streetlamp” has emerged in the children’s desk lamp market in China. These lamps typically have a light source positioned at a height of over 190 centimetres and provide both indirect and direct lighting with powerful output. As a result, it can provide bright and evenly distributed illumination throughout an entire room. However, because the light source is elevated and the power output is strong, it can be intensely glaring when viewed directly by children. According to studies by international institutions such as the University of California, Berkeley School of Optometry, and Sweden’s Karolinska Institutet, exposure to intense direct glare can cause eye discomfort and reduced concentration.

To address this issue, BenQ’s lighting R&D team integrated the innovative “Zero-Glare Grating Shield™” design in MindDuo Max, a children’s floor lamp newly launched in 2024. The angle of the child’s line of sight toward the light source is first calculated before the unevenly spaced grating shield

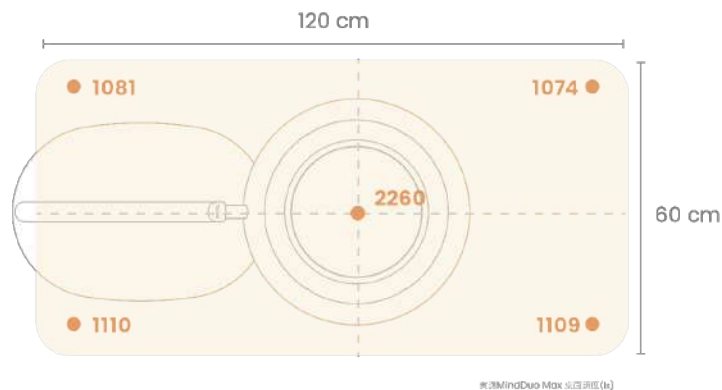


blocks the direct glare. Based on calculations using professional optical simulation software, the Unified Glare Rating (UGR) reached a level classified as glare-free, while still ensuring that the desktop has a brightness level exceeding the standard for desk lamps used for reading and writing.



BenQ's Innovative "Zero-Glare Grating Shield™" Design

Additionally, when conventional floor lamps are placed on the side of a child's desk, structural limitations often cause the measured brightness levels on the left and right sides of the desk to differ by nearly twofold, resulting in significant asymmetry. To make lighting brightness more even, the BenQ lighting team collaborated with industrial designer Kazuya Koike. After multiple rounds of discussion and prototype testing, they ultimately developed a lamp arm design composed of two intersecting curves. This design allows the MindDuo Max, when placed at the side of a desk, to position its lamp head directly above the Centre of the workspace, providing healthy, evenly distributed and symmetrical lighting.



MindDuo Max's Desktop Illumination Data Shows Symmetrical and Even Lighting

AI-Driven Visual Revolution in Gaming

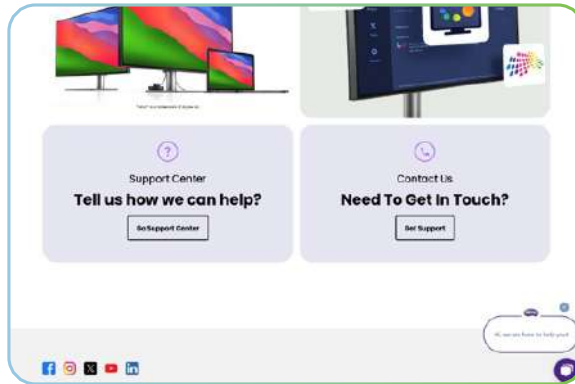
In the world of gaming, Colour is more than just visual enjoyment – it can be the key to victory. Colour Shuttle is an innovative software developed by BenQ's software team specifically for the MOBIUZ series of gaming monitors. It features a proprietary AI model built on BenQ's in-depth colour research for professional gamers. The AI includes smart scene recognition that analyses screen content based on the game genre and performs smart colour calibration to optimise contrast, colour temperature and detail rendering.

Whether it's a first-person shooter, a racing game or a story-driven RPG, the AI automatically adjusts to the optimum Colour settings to ensure that every game is displayed with the most accurate and vivid Colours. This allows critical details to be seen clearly, enhancing both reaction time and realism and delivering an unprecedentedly immersive visual experience for players.

This software showcases the BenQ software team's ability to continuously innovate using the latest technology. We will uphold this spirit as we continue to deliver innovative solutions to consumers, providing an even better user experience.

7.1.4 Sustainability-oriented Digital Marketing

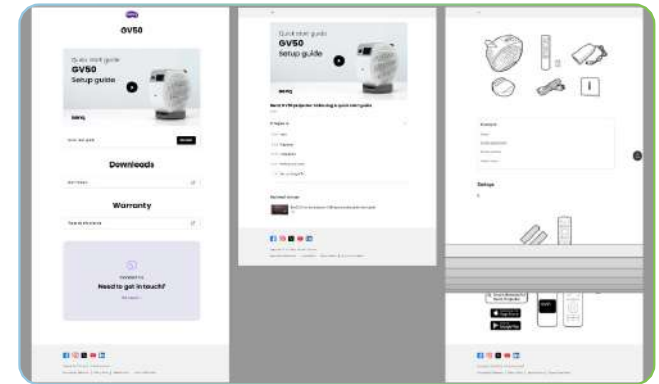
BenQ's product marketing department focuses on communication through digital platforms, placing marketing information on our official website, social media, third-party e-commerce sites, and other platforms. We continually optimise communication methods across platform so that consumers can search for and quickly find information on products they want at any time. We have also developed tools to help consumers select the right products, supported by an online customer service system. This helps consumers choose products that meet their needs and reduces unnecessary returns, minimising reverse logistics and associated resource waste.



Online Customer Service Webpage



Tools to Assist Consumers in Selecting Products



Quick Installation Guide Webpage for the GV50

For customers who have purchased products, we have prepared a webpage with quick installation guides. Within one week of product delivery, customers receive an email to help them become familiar with how the product works within thirty minutes. Additionally, we study the key obstacles consumers face during initial use and include them in easy-to-understand video tutorials, reducing the time it costs customers to figure them out on their own.

BenQ markets its products in 28 countries and 22 languages worldwide. Due to the same digital marketing content being used all over the world, translation has consistently been a time-consuming part of the process. Starting November 2024, the official website has integrated AI translation features, significantly reducing manual translation and back-and-forth proofreading time.

To help purchasers understand various usage scenarios of BenQ's products, we have long incorporated 3D modeling spaces in advertising videos. In 2024, as part of its efforts to develop demonstration scenarios for educational settings, BenQ began experimenting with replacing live-action footage with virtual execution. This approach involves blending real human imagery with 3D environments, enabling the overall design of virtual scenes to achieve the same effect as filming in physical spaces. This shift not only conserves manpower and resources but also reduces carbon emissions generated by travel.



Virtual Scenario Design for Educational Settings



7.2 Product Carbon Footprint

As climate change and global warming gain increasing attention, more customers expect manufacturers to provide detailed information to help them understand the impact of products on climate, environment and natural resources for their purchasing decisions. On the other hand, BenQ must also obtain more comprehensive and



BenQ's Product Carbon Footprint Website

detailed data on the carbon emission hotspots of its products throughout their entire life cycle in order to take action, fulfil its corporate responsibility, and make concrete contributions to global greenhouse gas reduction. To respond to these needs, BenQ took more active measures in product carbon footprint assessment in 2024 and achieved significant progress. In 2023, BenQ tracked the product carbon footprint performance for its large touchscreen display (RE7503A), and became the first organisation to be given the ISO 14067:2018 carbon footprint inventory certificate by the world's leading certification organisation, TUV Rheinland, in this product category. In 2024, BenQ further expanded the scope to all its entire product lines, including flat-panel displays, projectors, lighting, network devices, and gaming mice. Product carbon footprint assessments were conducted on all models currently being sold, with results disclosed on BenQ's Product Carbon Footprint website. When BenQ conducts product carbon footprint assessments, the system boundary is set from cradle to grave, covering the full life cycle – including raw materials, manufacturing, transportation and distribution, consumer use and end-of-life disposal. Different assessment tools are applied according to product categories:

- For flat panel displays: The evaluation tool used is the Product Attribute to Impact Algorithm (PAIA), developed jointly by MIT's Materials Systems Laboratory and its partners, complying with IEC TR 62921 standards.
- Other products (such as projectors, lighting, network devices, and gaming mice): The evaluation software used is SimaPro version 9.6.0.1 and the database used is Ecoinvent 3.10. The Global Warming Potential (GWP) 100 is based on values in the IPCC 2021 Sixth Assessment Report. This assessment method complies with ISO 14067:2018 standards.

Compared to the common practice of conducting product carbon footprint analyses based solely on representative models, we assessed the carbon footprints of all product models. By combining these assessments with global sales data for each model, we calculated the proportion of carbon emissions across different life cycle stages for all BenQ products sold in 2024 ^[Note]. This comprehensive approach helps prevent biased conclusions and allows us to develop carbon reduction action plans for each stage of the product life cycle, as outlined below:





Product Life Cycle Stages	Percentage of carbon footprint	Carbon reduction action plan
Raw materials + manufacturing	63.22%	• Lightweight design for products: Reducing amount of materials used • Increase proportion of recycled materials used in products • Collaborate with suppliers to increase use of renewable energy during manufacturing
Transportation and distribution	1.36%	• Reduce weight of product and packaging • Partner with distributors to advance toward low-carbon transportation
Consumer use	34.36%	Reduce product energy consumption: • Improve component and circuit design • Implement energy-saving software
End-of-life disposal	1.06%	• Product design that allows for easy disassembly and recycling • Increase proportion of renewable components in materials used • Switch to recyclable materials for product packaging, such as paper cushioning

Note

Carbon footprint proportion at product life cycle stage $p = \sum(Cip \times Si) / \sum(Ci \times Si)$

In the equation,

Cip = Carbon footprint of model i at life cycle stage p

Ci = Total life cycle carbon footprint of model i

Si = Global sales volume of model i

Product carbon footprint not only provides carbon emission data for individual products, but also links to Scope 3 of greenhouse gas inventories, such as purchased products and services, transportation and distribution, use of sold products, and end-of-life disposal of sold products. When BenQ conducts greenhouse gas inventories, it also uses product carbon footprint data to calculate carbon emissions in the above categories.

7.3 Green Product Design and Packaging

The concept of green design first appeared in the book *Design for the Real World* written by American design theorist Victor Papanek. In this book, he proposed that design integrates elements of social dynamics and designers should seriously consider the finite nature of Earth's resources, making design serve the purpose of protecting the environment. Recently, the European Commission pointed out that 80% of a product's environmental impact is determined during the design stage.

BenQ shares these views by adopting a life-cycle perspective during product design and integrating environmental considerations. Materials reduction, energy efficiency, management of hazardous substances and

recycling (covering both the use of recycled materials and disposal of end-of-life products) are considered as key principles of green product design. The aim of this approach is to create products that meet user expectations and protect the environment, reduce harm to the environment and ecosystems from the source, while actively responding to sustainability issues and fulfilling our corporate sustainability responsibilities.



The Four Pillars of BenQ's Green Product Design



BenQ's green product design is demonstrated through the following proactive measures:

- Reducing the volume, weight, and number of parts in products and packaging, with an emphasis on modular design.
- Materials selection fully considers environmental impact and user safety.
- Focusing on improving product energy efficiency and reducing energy consumption.
- A product's ability to be recycled and disassembled needs to be considered during the design stage, avoiding materials and processes that hinder disassembly and recycling.

For detailed implementation and results of BenQ's four pillars of green product design, refer to sections 7.3.1 and 7.3.3 for energy-saving design and hazardous substance management, and sections 7.4.1, 7.4.2 and 7.4.3 for lightweight design and recycling.

7.3.1 Energy-Saving Design

In the carbon footprint of electronic products, most carbon emissions during the usage stage come from the electricity consumed while the product is in use. According to the results disclosed in section 7.2 of this report, in 2024 BenQ products' carbon footprint during the usage stage accounts for approximately 34.36%, second only to the raw materials and manufacturing stage. Therefore, energy-saving product design has always been a focus of ongoing effort for BenQ.

Display Pilot 2

Display Pilot 2 is professional display software developed by BenQ. Besides helping consumers use BenQ professional monitors more conveniently, in 2024 BenQ's development team also planned to add an energy-saving feature to this software that can detect the computer's status and automatically reduce monitor power consumption when the system enters a locked state. After development was completed in Q1 2025, this feature is expected to first support new models in the PD, EW and PV series and later be extended to other products supported by the DP2 software.

DMS 3.0 Remote Intelligent Power Management

Device Management System or DMS is a cloud-based device management platform developed by BenQ specifically for educational solutions. It includes intelligent power management features, allowing administrators to monitor and manage all BenQ display devices in classrooms directly from a central control room on campus. Its main functions include:

- Remote setting of Eco mode on devices
- Remote timer settings: switches devices to sleep mode
- Automated power scheduling
- Estimation of device energy consumption
- ClassroomCare™: collects classroom temperature and air quality data to help administrators evaluate air conditioner performance

Starting in Q4 2023, BenQ initiated the upgrade to DMS 3.0, introducing the following new features in 2024:

- Remote monitoring dashboard
- Real-time remote power control





The new features in DMS 3.0 enable administrators to monitor and manage the power consumption of all devices more efficiently, and remotely shut down idle devices that are left on if needed, helping schools meet their energy-saving goals.



DMS 3.0 Remote Monitoring Dashboard

Enhancing the Energy Efficiency of Laser Projectors

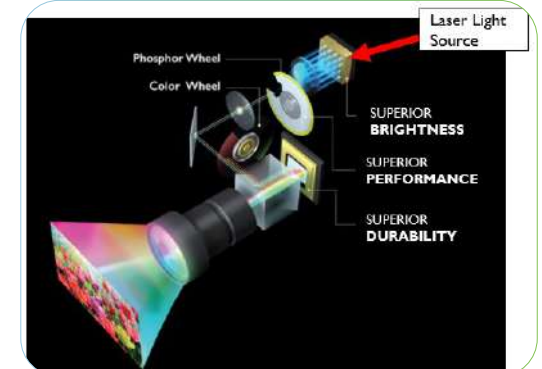
Projectors usually consume more electricity because of the need to project images onto large screens. As such, energy efficiency in this product category poses significant impact on the environment. BenQ is committed to improving the energy efficiency of its laser projectors by collaborating with upstream component suppliers, the Company has increased luminous density per unit area, allowing for better light source diffusion control and improved concentration on the image output unit. In product design, BenQ developed specialised cooling systems to ensure optimal photoelectric conversion



efficiency of the laser modules. The Company also partnered with key component manufacturers to develop high-efficiency colour-conversion phosphor wheels and optical filters. In optical design and production, we have continued to optimise system precision and light transmittance, effectively improving optical efficiency year on year. Compared to models sold in 2020, BenQ's 2024 laser projectors consume at least 11% less power per unit of light output (lumen). Assuming usage of 200 days per year and 4 hours per day, the laser projectors sold by BenQ in 2024 are expected to reduce annual electricity consumption by at least 620,000 kilowatt-hours (kWh). This reduction is equivalent to the annual carbon offset capacity of a 367-hectare forest in the United States.. [Note] The size of this forest is approximately equal to 14 Daan Forest Parks.

Note Source: U.S. Environmental Protection Agency (EPA)

- Emission factor of electricity used = 3.94×10^{-4} metric tons CO₂/kWh
- Annual Net Change in Carbon Stock (i.e., Sequestration) per Area of U.S. forests in Year 2022 = -0.67 metric tons of carbon sequestered per hectare per year

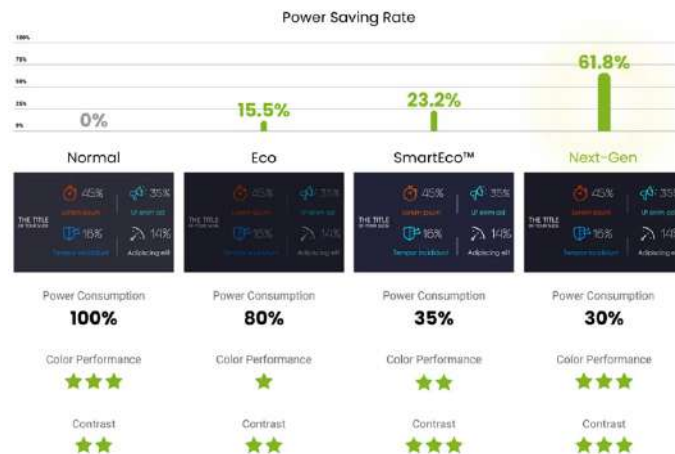


Schematic diagram of laser projector optics



Next-Gen SmartEco™

BenQ's SmartEco™ is an innovative solution designed to enhance projector energy efficiency and support sustainable environmental development. This technology leverages the ability of solid-state light sources to rapidly adjust current levels. By intelligently modulating the projector's solid-state light source output, it minimises energy consumption to the greatest extent possible while maintaining image brightness and quality. At the same time, it extends the lifespan of the light source and reduces operating costs. In 2024, SmartEco™ technology entered the next generation of energy savings and visual quality, delivering a superior user experience. By the end of 2024, approximately 11.3% of BenQ's projector models with solid-state light sources had adopted Next-Gen SmartEco™, with projections showing adoption rates reaching 40% by 2025. For education and business applications, SmartEco™ technology not only helps reduce electricity consumption and carbon emissions, but also promotes low-carbon economies and green technologies, underscoring BenQ's long-term commitment to environmental protection.



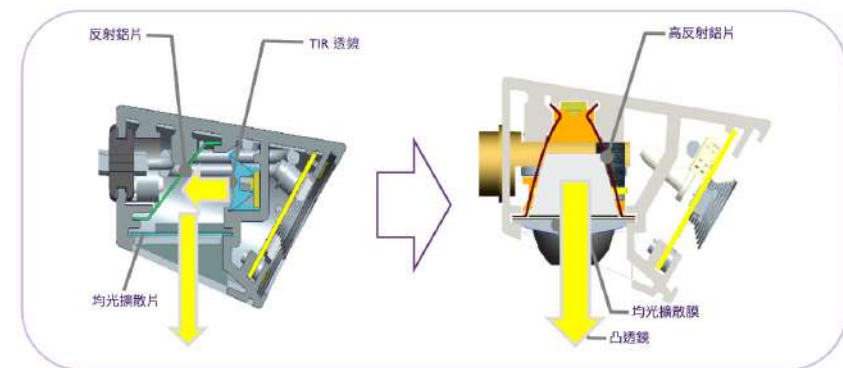
Comparison of Power Consumption and Image Quality Across Various Modes

Energy-efficient Optical Design in Lighting Products

Unlike other BenQ products, the usage stage accounts for the largest share of the carbon footprint in lighting products. In 2024, it accounted for as much as 85.1%. Therefore, energy-efficient design is a top priority for BenQ lighting products.

In terms of energy-saving design strategies for lighting products, BenQ focuses not only on optimising power circuit design, selecting high-efficiency electronic components and LEDs, and incorporating intelligent automatic lighting controls, but also on continuously improving optical efficiency through innovative optical design.

In 2024, BenQ's lighting department made optical design improvements to the PianoLight piano lamp by changing its original reflective optical structure to a direct-type light output design. This redesign, which incorporated specially engineered optical lenses and curved condenser plates, increased optical efficiency by 20.9%. As a result, overall power consumption was reduced by 15.2% while maintaining the same lighting conditions. Launched in 2024, the PianoLight Grand floor lamp also has the same optical design architecture, delivering both enhanced optical performance and energy savings.



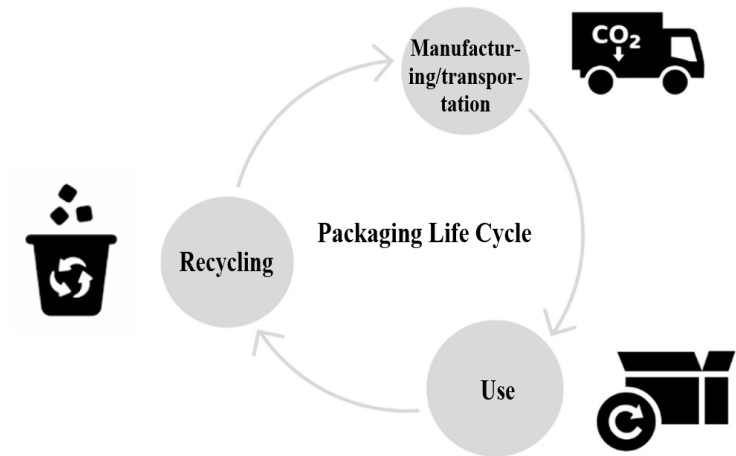
Before and After Comparison of PianoLight Optical Designs



7.3.2 Green Packaging

BenQ remains committed to addressing the environmental impact of product packaging and actively promotes sustainable packaging to reduce resource waste and lower its carbon footprint. We conduct comprehensive assessments across the entire packaging lifecycle, continually exploring new materials and design approaches. Through ongoing innovation and testing, sustainable packaging is being implemented across various BenQ product lines, including monitors, projectors, large interactive displays, and smart lighting products. Sustainability efforts across the three stages of the packaging lifecycle are considered separately: reducing volume and weight during manufacturing and transportation stage, enabling reuse during the usage stage, and minimising plastic use during the recycling stage. Key measures include:

- Designing packaging materials to be reusable in order to extend its lifecycle
- Innovative product assembly and structure reduces the amount of packaging material and volume
- Using over 80% recycled paper for packaging cartons
- Using water-based ink for packaging print to reduce environmental impact
- Reducing the amount of ink used in B2B product packaging
- Utilising a sticker system that allows multiple models to share a common package, minimising resource waste
- Reducing plastic in product packaging, with the ultimate goal of achieving 100% paper-based packaging



Sustainable Packaging Life Cycle

In response to the increasingly harmful environmental impact of single-use plastics, BenQ has opted to replace plastic with paper and other eco-friendly materials. Starting in 2023, we introduced molded pulp cushioning in our screen product lines (including the PD and RD series) to replace the traditional styrofoam cushioning. Rigorous drop testing confirmed that the packaging's protective function remained the same while significantly reducing plastic usage. By 2024, some 30.2% of our monitor models have adopted fully paper-based cushioning and we anticipate full implementation across all models by 2027.





EX381U Fully Paper-Based Packaging Design



Paper-Based Cable Ties and Accessory Boxes

In addition to reducing plastic use in packaging cushioning materials, starting in 2024, BenQ's PD and EX series monitors have gradually replaced plastic cable ties with paper ones. The plastic bags previously used in packaging have also been eliminated. All accessories are now uniformly stored in paper boxes, further advancing the goal of achieving plastic-free packaging.

In 2024, BenQ's ZOWIE wireless gaming mice adopted fully paper-based trays that replaced traditional plastic packaging. Both the outer box and internal cushioning structures are primarily made from recycled paper. These changes successfully reduced plastic use in packaging by 90%, greatly enhancing environmental value and demonstrated our commitment to protect ecosystems.



ZOWIE FK2-DW Wireless Mouse Plastic-Reduced Packaging



Moulded Pulp Cushioning for GP520

In our projector product line, we also began adopting moulded pulp packaging in 2024 to replace traditional EPE foam cushioning. After multiple design revisions and verification tests, drop test results showed that the plastic-reduced packaging struck a balance between sustainability and product unboxing experience.



7.3.3 Management of Hazardous Substances

BenQ complies with regulations governing specific chemical substances. All products comply with the Specifications for Restriction of Hazardous Substances in Green Products (SUP-QM-07-02) – currently updated to version 16 – which covers RoHS and other statutorily or voluntarily controlled substances. BenQ also continuously monitors the European Chemicals Agency's annual updates to the REACH SVHC (Substances of Very High Concern) Candidate List, now on its 33rd edition. All published substances are included in our control lists and we engage in two-way communication with suppliers through a systematic management mechanism to ensure compliance and restrict or eliminate substances that are carcinogenic, mutagenic or toxic to the human reproductive system.

For environment-impacting substances found in electronic products, BenQ continues to monitor international research and recommended control standards, such as those from the International Electronics Manufacturing Initiative (iNEMI), Greenpeace and EU initiatives. We have set the following control targets for environment-impacting substances:

- Mercury (Hg): Replace conventional CCFLs with energy-efficient, mercury-free LEDs
- Brominated flame retardants (BFR): Prohibited in any product with over 25 grams of plastic casing
- Polyvinyl chloride (PVC): Prohibited in packaging materials and mechanical components of all products
- Phthalates: Prohibited in all products

7.4 Circular Economy

Since the Industrial Revolution, the global economy has followed a linear model, continually increasing demand for natural resources. While driving economic growth, this model has placed significant pressure on the environment and ecosystems. Under this model, the Earth's finite resources are rapidly depleted, and carbon emissions remain high. To move toward net-zero emissions, we must fundamentally rethink how products are made and used.

In 1966, American economist K. E. Boulding published a paper titled *The Economics of the Coming Spaceship Earth*, in which he likened the Earth to a solitary spaceship – one without infinite resource reserves. When external resources are no longer obtainable, humanity must return to its place within the ecosystem's cycle, relying on continuous internal resource circulation to achieve self-sufficiency and extend their lifespans. This passage, regarded as the origin of the concept of circular economy, carries particular significance today – offering both a warning and inspiration as humanity faces critical choices.

The circular economy introduces a new framework for economic activity – decoupling growth from resource consumption. Through product designs and business models, we adopt a “make-use-recycle” approach that reduces the extraction of virgin materials and maximises the retainment of the value of products and materials. This approach conserves significant





amounts of resources and energy, and enables the development of new business models based on resource recirculation – making it a critical strategy for companies pursuing sustainable development.

BenQ recognises the importance of the circular economy for both the planet and our long-term sustainability. We are committed to transitioning from a linear economic model to a more circular one, with a focus on the following areas:

- Increasing the proportion of recycled materials used in our products without compromising quality, thereby reducing the reliance on virgin materials.
- Designing products to retain the highest possible value of components and materials throughout each stage of the product lifecycle.
- Increasing the proportion of renewable energy used.
- Continuing to identify opportunities that align with circular economy principles and are applicable to BenQ's business model.
- Collaborating with suppliers through supply chain management mechanisms to realise shared sustainability goals.

As a global technology company, BenQ is fully aware of its responsibilities. We are advancing steadily toward a circular economy model, working closely with suppliers, customers, and partners to drive innovation and collaboration – ultimately achieving our net-zero emissions goal.

7.4.1 Lightweight Design for Products

Lightweight (reduction) design is a key principle in BenQ's green product design. It not only reduces the consumption of Earth's resources at the source but also helps lower carbon emissions across the entire product lifecycle. In 2024, BenQ implemented a range of strategies across product lines to reduce material use, achieving notable results.

Starting in 2024, BenQ launched a comprehensive initiative to reduce the thickness of plastic casings in all its new-generation monitors. Thickness reduction targets were set according to screen size and are being gradually implemented across new models. For example, in the new 25-inch and 27-inch models, the EX251 casing thickness was reduced from 2.0 mm to 1.8 mm, cutting casing weight by approximately 9.05%. For the EX271, casing thickness was reduced from 2.2 mm to 2.0 mm, reducing casing weight by around 9.76%.

BenQ's XL Series Gaming Monitors, which received recognition from Japan's Good Design Award, utilise an innovative structural design and repositioned centre of gravity to reduce the base footprint by approximately 41% compared to standard monitors of the same size. This design meets the practical needs of esports players for larger desk space during competitions while also reducing plastic usage and minimising waste and pollution.

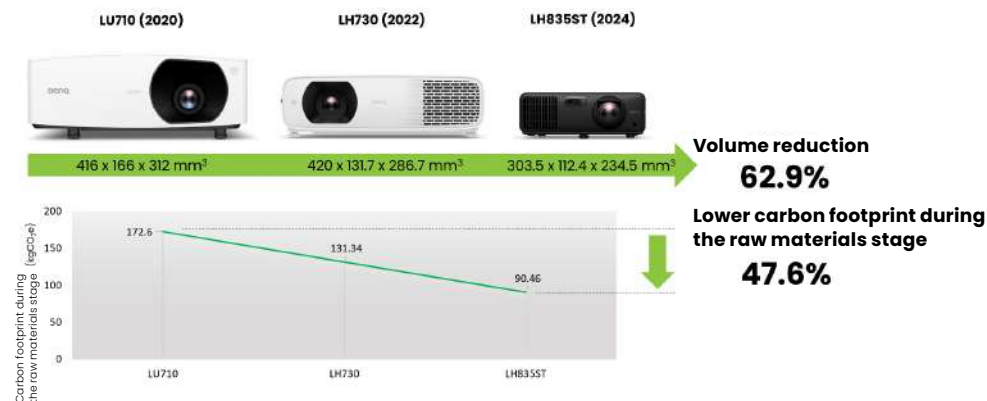


XL Series Gaming Monitors with Significantly Reduced Base Footprint



Meanwhile, BenQ's large commercial display product line also reduced the weight of the RM/RP Series. On average, 2024 models are approximately 5.9% lighter than the previous generation. Based on the 2024 sales volume, this translates to a total material reduction of around 108 metric tons – equivalent to the weight of 4.32 million empty PET bottles.

BenQ has long prioritised volume reduction as a key goal in product lightweighting design. For models with the same 4000-lumen specification, the 2024 model LH835ST has a 62.9% smaller volume compared to the 2020 model LU710. As a result of reduced material consumption, the carbon footprint at the raw materials stage has also been lowered by 47.6%.



Volume and Carbon Footprint Reduction in 4000-Lumen Projectors

In 2024, BenQ launched the LaptopBar laptop light, which won a Red Dot Design Award for its unique market positioning and forward-thinking design. To meet the demand for portability, the LaptopBar needed to provide sufficient illumination while maintaining a compact form. To achieve this, the BenQ lighting design team developed a patented mechanism that allows the lamp head to be easily detached and

rotated. By adopting a streamlined, space-saving structural design to replace complex and costly hinge components, the team successfully enabled smooth adjustment of the lamp head angle. This approach not only reduced material usage, but also ensured that user experience and product longevity remained up to BenQ's high standards – making it a classic example of BenQ's minimalist lighting product design.



LaptopBar Design Team Achieves Adjustable Lamp Head with Streamlined Structure Design

7.4.2 Use of Recycled Materials

BenQ actively incorporates recycled materials into its products, aligning with circular economy principles. In 2024, BenQ used a total of 6,345.34 metric tons of recycled materials in its products (including packaging), accounting for approximately 28.5% of total material usage. Moving forward, BenQ will continue to increase the proportion of recycled materials in its products, with a target of reaching 40% by 2030.



Use of Recycled Materials in 2024

Item	Usage (metric tons)	Percentage
Total material usage (including packaging)	22,257.06	/
Total recycled material usage (including packaging)	6,345.34	28.5%
Recycled paper usage	4,960.75	22.3%
Recycled plastic usage	1,307.23	5.9%
Recycled steel usage	45.63	0.2%
Recycled aluminium usage	31.73	0.1%

Recycled Plastic

Plastic is one of the primary materials used in BenQ products. Since 2010, BenQ has consistently incorporated post-consumer recycled (PCR) plastics into its products. In 2024, BenQ used a total of 1,307.23 metric tons of PCR plastic. This effort is estimated to reduce approximately 5,241.99 metric tons of CO₂-equivalent emissions by minimising environmental impact and resource waste^[Note].

[Note] Estimated using emission factors from the Ecoinvent 3.10 database.

Starting in 2023, BenQ's next-generation monitors began adopting ABS casings made with 85% PCR plastic. By the end of 2024, nearly 70% of models had adopted this material, with full implementation across all models expected by 2026. Due to specific product characteristics, BenQ projectors currently use plastic casing containing 50% PCR content. By the end of 2024, 15% of projector models had adopted this material, and the adoption rate is expected to increase further in the future.

Recycled Metal

The metals primarily used in BenQ products are steel and aluminium. In 2024, BenQ used 45.63 metric tons of recycled steel and 31.73 metric tons of recycled aluminium. This effort is estimated to reduce approximately 303.54 metric tons of CO₂-equivalent emissions^[Note].

[Note] Estimated using emission factors from the Ecoinvent 3.10 database.

Current monitor models have begun using aluminum alloy with over 90% recycled content and steel with over 10% recycled content. By the end of 2024, approximately 20.8% of models had adopted the recycled aluminum alloy and 32.1% had adopted recycled steel. Full adoption across all models is projected by 2027. In addition, next-generation projector models will also begin using steel with over 10% recycled content starting in 2025, further expanding BenQ's use of recycled materials in its products.

7.4.3 Product End-of-life Disposal

As part of its Extended Producer Responsibility, BenQ complies with governmental regulations in various countries and provides recycling services in collaboration with local recycling systems in Europe, the United States, and Taiwan. This ensures proper treatment of discarded products and packaging. For detailed recycling information, please refer to the BenQ global recycling information webpage. In 2024, BenQ recycled 1,194 metric tons of end-of-life products, which accounted for approximately 7.6% of the total weight of products sold globally that year.



BenQ Global Recycling
Information Page

BenQ's end-of-life product disposal and recycling practices comply with the EU directive on the treatment of waste electrical and electronic equipment (WEEE). The combined recycling rate of materials and the reuse rate of components, along with the energy recovery rate, all reach 80% or above.



7.5 Environmental Labelling

7.5.1 Energy Labels

Energy-Saving Design Principles

Because electronic products consume most energy during their usage stage, BenQ products are designed with the following energy-saving design principles in mind:

- Power saving mode or high conversion efficiency parts
- High luminous efficiency and low-power LED panels
- Automatic adjustment of backlight brightness with ambient light sensors
- Power saving mode when there is no image; power off mode a few minutes after that
- Peripheral devices automatically enter standby mode when there is no image
- Burst mode when PWM enters power off mode to reduce standby loss
- OSD timer to remind users to take a break to reduce power consumption

International Energy Standards and Norms

BenQ displays are designed to meet Energy Star's updated version 8.0 energy requirements for standby and off modes. All external power supplies (adapters) meet the US Department of Energy's latest Tier VI energy efficiency requirements.

7.5.2 Green Labels

Only about 20–30% of advanced products in the market can meet green product specifications as defined by green labels. In addition to actively incorporating green design concepts such as energy conservation, carbon reduction, low environmental impact, and environmentally friendly materials, BenQ also seeks certification for key models through applications for green environmental labels to ensure compliance with the latest green product specifications. BenQ products have obtained various energy and eco-friendly labels worldwide, including the U.S.'s EnergyStar and EPEAT, Sweden's TCO, and Taiwan's Green Mark (TGM).

Number of Products with Energy and Eco-friendly Labels in 2024 (Monitors and Large Commercial Displays)

			
USA ENERGY STAR	USA EPEAT	Sweden TCO	Taiwan Green Mark (TGM)
359	80	61	56

7.5.3 BenQ ecoFACTS Label (Voluntary Labelling)



BenQ is committed to designing and developing greener products with the ultimate goal of achieving a low carbon society. Besides complying with international regulatory requirements and standards on environmental management, BenQ has spared no effort to promote initiatives that integrate life-cycle design into material selection, manufacturing,

packaging, transportation, use and disposal of products.

Rather than passively complying with regulations, BenQ is actively developing green products that are eco-friendly and recyclable across all product lines.

The ecoFACTS label shows that BenQ has maximised its efforts in eliminating harmful substances and engaging in responsible material selection, packaging design and energy-saving design. Since 2011, all BenQ products have featured the ecoFACTS label, which clearly informs consumers about the green designs and materials used in these products. The environmentally-friendly designs of each product are highlighted to help consumers make informed and green purchasing choices.