



UBISOFT ANNOUNCES DEPARTURES AND REAFFIRMS ITS COMMITMENT TO IMPLEMENTING SIGNIFICANT CHANGE IN ITS WORKPLACE CULTURE

Paris – July 12, 2020 – Today, Ubisoft announced several significant personnel changes that are a part of the comprehensive work the Company is doing to improve and strengthen its workplace culture. These departures come following the initiation of a rigorous review that the Company initiated in response to recent allegations and accusations of misconduct and inappropriate behavior.

Serge Hascoët has chosen to resign from his position as Chief Creative Officer, effective immediately. This role will be taken by Yves Guillemot, CEO and Co-Founder of Ubisoft, in the interim. During this time, Mr. Guillemot will personally oversee a complete overhaul of the way in which the creative teams collaborate.

Yannis Mallat, Managing Director of Ubisoft's Canadian studios, will be stepping down from his role and will leave the Company, effective immediately. The recent allegations that have come to light in Canada against multiple employees make it impossible for him to continue in this position.

Additionally, Ubisoft will be appointing a new Global Head of HR to replace Cécile Cornet, who has decided to step down from this role, as she believes it is in the best interest of the Company's unity. A search for her replacement will begin immediately, led by an industry-leading recruiting firm. In parallel, the Company is restructuring and strengthening its HR function in order to adapt it to the new challenges of the video game industry. Ubisoft is in the final steps of hiring a top international management consulting firm to audit and reshape its HR procedures and policies, as previously announced.

These changes are part of a comprehensive set of initiatives announced to employees on July 2, 2020. These initiatives are guiding Ubisoft's renewed commitment to fostering an environment that its employees, partners and communities can be proud of – one that reflects Ubisoft's values and that is safe for everyone.

"Ubisoft has fallen short in its obligation to guarantee a safe and inclusive workplace environment for its employees. This is unacceptable, as toxic behaviors are in direct contrast to values on which I have never compromised – and never will. I am committed to implementing profound changes across the Company to improve and strengthen our workplace culture," said Yves Guillemot, CEO and Co-Founder of Ubisoft. *"Moving forward, as we collectively embark on a path leading to a better Ubisoft, it is my expectation that leaders across the Company manage their teams with the utmost respect. I also expect them to work to drive the change we need, always thinking of what is best for Ubisoft and all its employees."*

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About Ubisoft

Ubisoft is a leading creator, publisher and distributor of interactive entertainment and services, with a rich portfolio of world-renowned brands, including Assassin's Creed, Far Cry, For Honor, Just Dance, Watch_Dogs, Tom Clancy's video game series including Ghost Recon, Rainbow Six and The Division. The teams throughout Ubisoft's worldwide network of studios and business offices are committed to delivering original and memorable gaming experiences across all popular platforms, including consoles, mobile phones, tablets and PCs. For the 2019-20 fiscal year, Ubisoft generated net bookings of €1,534 million. To learn more, please visit: www.ubisoftgroup.com.