



Ubisoft Completes Strategic Deal with Remote Streaming Developer Parsec To Deliver New Gaming Experiences Through Streaming

The leading game creator will leverage Parsec's high-performance peer-to-peer streaming technology to power its own future streaming experiences.

PARIS, FRANCE — August 3, 2020 — Parsec, the high-performance, peer-to-peer, remote streaming technology developer, and leading game creator and publisher Ubisoft are announcing a strategic deal that will allow Ubisoft to power new gaming experiences in its products and services. Ubisoft will leverage Parsec's pioneering technology to advance its game streaming efforts, using Parsec to power in-game experiences, demonstrations, events, and other endeavors.

"We fine-tune Parsec's technology to provide as close to a perfect game streaming experience as possible," said Parsec co-founder and CTO Chris Dickson, "Ubisoft is the creative force behind some of the most innovative, technically groundbreaking experiences in games, and we cannot wait to see what their team achieves with our platform."

Earlier in July, Ubisoft partnered with Parsec to power remote game demonstrations of *Watch Dogs: Legion* and *Assassin's Creed Valhalla* as part of its online showcase, Ubisoft Forward. Over the course of the multi-day event, more than 1,000 game industry and media professionals had the opportunity to seamlessly play these groundbreaking titles from anywhere in the world. This strategic deal will allow Ubisoft to build upon the success of Ubisoft Forward, and create new, inventive streaming experiences using Parsec's technology.

"We are delighted to complete this deal with Parsec," said Stéphanie Perotti, VP Online Services, Ubisoft, "the streaming technology they have developed provides the players a new way to discover video games while providing an optimal quality of experience. With this deal, we are strengthening our streaming capabilities for our internal and player facing platforms."

Parsec's low-latency, high frame rate, UHD visual fidelity is uniquely equipped to meet the demands of both players and game developers. Since launching **Parsec for Teams** in March, Parsec has partnered with leading game developers, publishers, conferences, tournaments, and expositions to power remote game experiences. The strategic deal goes a step further by allowing Ubisoft to make full use of Parsec's underlying technology. It enters into effect immediately.

For more information, visit www.parsecgaming.com and www.ubisoft.com.

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®, and 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.

About Parsec

Parsec connects people to their favorite technologies. Through interactive remote access, Parsec enables people around the world to game, work, and play together from anywhere. Using proprietary cloud game streaming technology, Parsec delivers a best-in-class high frame rate, low-latency experience that gives people the feeling of being in the same room.

Parsec was founded in 2016 by CTO Chris Dickson and CEO Benjy Boxer. The Parsec app is available for Windows, Mac, Linux, Android, Raspberry Pi and the web, and Parsec's SDK allows its streaming technology to be leveraged across any platform.