



UBISOFT ANNOUNCES THE CREATION OF THE UBISOFT SAGUENAY STUDIO AND RECORD INVESTMENTS IN QUEBEC

Paris, Sept. 5, 2017 – Today, the Co-Founder and CEO of Ubisoft, Yves Guillemot, the CEO of the Ubisoft Montréal, Quebec and Toronto studios, Yannis Mallat, and the Managing Director of Ubisoft Saguenay, Jimmy Boulianne, announced plans for the next phase of the company's expansion in the Province of Quebec.

This announcement took place in the presence of the Prime Minister of Quebec, Mr. Philippe Couillard, the Minister of Finance, Mr. Carlos Leitão, as well as the Mayor of Saguenay and Chairman of the Board of Directors of Promotion Saguenay, Mr. Jean Tremblay.

Ubisoft Saguenay and Regional Investments

Ubisoft is focusing on significantly increasing its regional operations with the creation of the Ubisoft Saguenay studio in early 2018. Online services and technologies are one of the videogame industry's main growth and innovation drivers, and Ubisoft Saguenay will be dedicated continuing to develop expertise in this area within the company. The studio should grow to 125 employees within 5 years, which represents direct regional investments from Ubisoft of \$135M by 2027.

"We are entrusting Ubisoft Saguenay with a mandate that is resolutely focused on the future. The development of connected experiences that allow millions of players to meet and interact on online game platforms is a leading growth and innovation driver not only for Ubisoft, but for the entire videogame industry as a whole," said Mallat.

Ubisoft also intends to pursue its regional expansion and open another studio in the Province of Quebec by 2027.

Renewed Confidence in Quebec

The opening of Ubisoft Saguenay is part of Ubisoft's larger expansion blueprint for Quebec, with plans to invest an additional \$780M and create 1,000 new jobs by 2027. In addition to the 125 jobs in Saguenay, Ubisoft anticipates creating 200 new jobs for Quebec City as well as 675 for Montreal and another new studio to be opened elsewhere in Quebec.

This new investment is in addition to Ubisoft's current operations totalling \$3.5B since 1997. At the end of this new growth phase, the company will employ 4,600 people and will have made direct investments in Quebec totalling \$9B since 1997.

"We are proud to have contributed to the emergence of Quebec as a world-renowned hub for videogame development. Over 20 years, Ubisoft has created more than 3,600 jobs, invested more than \$3.5 billion and developed some of the greatest brands in the industry here in Quebec. Today, videogames are the most dynamic segment of the entertainment industry, and are at the heart of technological revolution. As a result, we have a unique opportunity to build tomorrow's Quebec, together," said Guillemot.

Focus on Education

In order to support its growth and that of the industry, Ubisoft plans on investing \$13M, in addition to its current commitments, in education, applied university research, and the ecosystem of techno-creative start-ups. These new investments in Quebec will be deployed across additional regions to attract and train an increasing number of young people in disciplines related to videogame technology.

“Videogame jobs are constantly evolving and continue to prove themselves as the jobs of the future for young Quebecers. With these direct investments in the ecosystem, Ubisoft is concretely participating in the development of specialized technological expertise, a long-term enabler of success for the Province of Quebec. These commitments will aid in cultivating the favourable circumstances that will allow us to open a fifth centre of operations in another region of Quebec within 10 years,” said Mallat.

Ubisoft Saguenay is Hiring

Ubisoft Saguenay wishes to build a multidisciplinary and diversified team composed of professionals from various fields of expertise, ranging from production management to programming, from graphic design to modelling, from animation to level design.

“I come from the Côte-Nord region and I am proud to be able to concretely contribute to creating regional jobs. I also have always had the ambition of returning to the region and sharing the expertise I have acquired during my career. Thanks to Ubisoft’s support, today, I am achieving these two ambitions. I invite all of those who want to participate in this great adventure to reach out to us using any of our communications or recruiting platforms. Ubisoft Saguenay is destined for a wonderful future!” concluded Boulianne.

All jobs currently open for Ubisoft Saguenay are posted on the website <http://saguenay.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, Just Dance, Tom Clancy’s videogame series, Rayman, Far Cry and Watch Dogs. 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 2016-17 fiscal year, Ubisoft generated sales of €1,460 million. To learn more, please visit www.ubisoftgroup.com.

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