Unity

PERSONAL INFORMATION DISCLOSURE REPORT

Unity Monetization

Unity's monetization offerings are designed to provide the best experience for any player. Through an ad network, in-app purchases, and certain analytics tools, publishers are able to market to you, the player, a more personalized game experience. To that end, Unity collects certain personal information on you, which is outlined below.

1. Ads Events

Unity Ads allows publishers to monetize their apps through in-game advertising. These can come in the form of rewarded, interstitial and banner ad formats that are shown to you at certain times in the game. The data you see in the below section includes information about ads that you might have experienced, your interactions with the ad, the type of device you used to interact with the ad, the name of the advertiser, and where you appeared to be (at the city level) when you interacted with the ad.

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      "osVersion": "13",
      "platform": "android",
      "rawIDFA": "536d4c7ca1c20a3f8a1141fd1413e109",
      "rawIPaddress": "136.22.20.128",
      "sourceDeveloperName": "Playstudios",
      "sourceGameName": "myKONAMI",
      "subCountryOrState": null,
      "targetDeveloperName": "BITOOL PTE. LTD",
      "targetGameName": "Block Blast Adventure Master",
      "timeZone": "America/Chicago",
      "timestamp": "2024-06-18T20:12:49.435Z"
   },
   {
      "adType": "video",
      "androidId": null,
      "city": null,
```

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            "connectionType": "wifi",
            "country": "US",
            "deviceFreeSpace": 12249976,
            "deviceOrientation": "portrait",
            "deviceType": "VORTEX CMG101",
            "eventName": "view",
            "language": "en_US",
            "modelName": "cpi20n-bhv_android_10o",
            "modelVersion": 20240618211717,
            "orientation": "portrait",
            "osVersion": "13",
            "platform": "android",
            "rawIDFA": "536d4c7ca1c20a3f8a1141fd1413e109",
            "rawIPaddress": "136.22.20.111",
            "sourceDeveloperName": "Gimica GmbH",
            "sourceGameName": "Ball Bounce",
            "subCountryOrState": null,
            "targetDeveloperName": "Top Games Inc.",
            "targetGameName": "Evony: The King's Return",
            "timeZone": "America/Chicago",
            "timestamp": "2024-06-18T23:50:30.118Z"
        },
        {
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            "androidId": null,
            "city": null,
            "connectionType": "wifi",
            "country": "US",
            "deviceFreeSpace": 12191160,
            "deviceOrientation": "portrait",
            "deviceType": "VORTEX CMG101",
            "eventName": "start",
            "language": "en_US",
            "modelName": "cpi20n-bhv_android_10o",
            "modelVersion": 20240618211717,
            "orientation": "portrait",
            "osVersion": "13",
            "platform": "android",
            "rawIDFA": "536d4c7ca1c20a3f8a1141fd1413e109",
            "rawIPaddress": "136.22.20.111",
            "sourceDeveloperName": "Gimica GmbH",
            "sourceGameName": "Ball Bounce",
            "subCountryOrState": null,
            "targetDeveloperName": "AppQuantum",
            "targetGameName": "Gold and Goblins: Idle Miner",
            "timeZone": "America/Chicago",
            "timestamp": "2024-06-18T23:53:08.347Z"
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            "androidId": null,
            "city": null,
            "connectionType": "wifi",
            "country": "US",
            "deviceFreeSpace": 12186900,
            "deviceOrientation": "portrait",
            "deviceType": "VORTEX CMG101",
            "eventName": "start",
            "language": "en_US",
```

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        "modelVersion": 20240618211717,
        "orientation": "portrait",
        "osVersion": "13",
        "platform": "android",
        "rawIDFA": "536d4c7ca1c20a3f8a1141fd1413e109",
        "rawIPaddress": "136.22.20.111",
        "sourceDeveloperName": "Gimica GmbH",
        "sourceGameName": "Ball Bounce",
        "subCountryOrState": null,
        "targetDeveloperName": "SuperSonicStudios1",
        "targetGameName": "Alien Escape",
        "timeZone": "America/Chicago",
        "timestamp": "2024-06-18T23:59:12.17Z"
    }
]
```

3. Secondary Conversion Events

If a player installs a game from a Unity ad, the advertiser may choose to send back some data back to Unity. This data is referred to as Secondary Conversion data. The data below will provide you more information about these events we might have received about you from the advertiser on such game installs.

No personal data found in our records for this category

No personal data found in our records for this category

4. Aggregated Profile Data

Unity maintains a year of aggregated data on a user. The data includes aggregate information for sessions, ad requests and spend. Please find below the aggregate data that we have stored on you.

```
[
  {
    "coppa": false,
    "gamer_id": "6639df2401b82c0001b1f459",
    "project_id": "00000000-0000-0000-0000-000000000000",
    "projects": {
      "50627032-992d-41c7-8d05-60dbc12db833": {
        "7d": {
          "adrequests": 8
        },
        "all": {
          "adrequests": 8
        }
      },
      "76c688e8-042d-4823-89c8-0c8c9c2aa3eb": {
        "7d": {
          "adrequests": 1
        },
        "all": {
          "adrequests": 2
        }
      },
```

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```
            "9ee58703-774b-4a93-a412-3d24b8e108d6": {
                "7d": {
                    "adrequests": 1
                },
                "all": {
                    "adrequests": 3
                }
            },
            "e7629fae-2157-4652-bf7d-cf9cba415ed2": {
                "7d": {
                    "adrequests": 1
                },
                "all": {
                    "adrequests": 1
                }
            }
        },
        "projects_total": {
            "7d": {
                "adrequests": 11
            },
            "all": {
                "adrequests": 14
            }
        },
        "store": "google"
    }
]
```

unity

PERSONAL INFORMATION DISCLOSURE REPORT

SUMMARY OF UNITY'S PERSONAL INFORMATION COLLECTION AND USE PRACTICES

The following is a summary of Unity's personal information collection and use practices. You can find more information and details on Unity's Privacy Policy, which can be found at https://unity3d.com/legal/privacy-policy.

Applicable Data Protection Law includes, for example, the California Consumer Privacy Act, the General Data Protection Regulation, and the General Data Protection Law.

Categories of Personal Information Collected

Depending on the type of interaction you have with Unity, Unity may collect data in some or all of the categories of personal information listed below:
* Identifiers, such as name, signature, contact information, online identifiers, and government-issued ID numbers;
* Personal information, as defined under the Applicable Data Protection Law , which may include but is not limited to name, contact information, payment card number, medical information, insurance information, education information, employment information, and government-issued ID numbers;
* Characteristics of protected/ special category/ sensitive classifications under Applicable Data Protection Law, which may include but is not limited to sex, age, race, disability, and marital status;
* Commercial information, such as transaction information and purchase history;
* Internet or network activity information, such as browsing history and interactions with our website;
* Geolocation data, such as device location and IP location;
* Audio, electronic, visual, and similar information, such as call and video recordings;
* Professional or employment-related information, such as work history and prior employer;
* Education information; and
* Inferences drawn from any of the Personal Information listed above to create a [profile/summary] about, for example, an individual's preferences and characteristics.
* Other Data - Information is more specifically laid out and described in our full Privacy Policy: https://unity3d.com/legal/privacy-policy

Source of the Personal Information Collected

Unity collects personal information directly from you as a Unity user as well as from sources from the categories of sources listed below:
* Advertisers
* Developers
* Marketers
* Third-Party Social Networks
* Unity Partners
* Researchers

Your personal information listed above may be collected from you automatically by Unity from the device you're using to access and play games developed using Unity software or services.

How Unity Uses the Personal Information it Collects (Intended Use Purposes)

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Unity primarily uses the personal information collected to provide, administer, operate and improve our services. We may use your information for the following purposes:
* Provide our services to you;
* Offer technical support and respond to your inquiries;
* Personalization;
* Process payments;
* Marketing and promotions;
* Analytics and improvement;
* Prevent fraud, enforce the relevant terms of service or licenses, and protect users;
* Identify and suggest connections with other users;
* Permit game players wishing to play connected games to be matched with other players via Multiplay or other connected games services;
* Create and share statistics and reports regarding aggregate usage of Unity-powered apps;
* Enable user-to-user communications;
* Link to or combine with other information we have gathered;
* Deliver and target advertising, including personalized ads;
* Conduct advertising measurement for delivered ads;
* Conduct business intelligence research and analytics; and
* Comply with legal obligations: As we believe it is necessary or appropriate: (a) under applicable law, including laws outside your country of residence; (b) to comply with legal process; (c) to respond to requests from public and government authorities, including public and government authorities outside your country of residence; (d) to enforce our terms and conditions; (e) to protect our operations or those of any of our affiliates; (f) to protect our rights, privacy, safety or property, and/or that of our affiliates, you or others; and (g) to allow us to pursue available remedies or limit the damages that we may sustain.

Right to Delete Personal Information

Under Applicable Data Protection Law, you may have the cookies and related profiles that Unity holds deleted about you with respect to those uses of the cookie or AD ID; otherwise, Unity needs the information to carry out the internal business purposes described herein, including billing, fraud prevention, securing our systems, and assuring their integrity.

California Residents: All of the above are internal business purposes under CCPA with the exception of the profiles described in our California Notice at https://unity3d.com/legal/do-not-sell-my-personal-information related to targeted advertising to game players and our website visitors, which may constitute a "sale" under CCPA.

Where Unity Shares the Personal Information it Collects (Categories of Third Parties to whom Personal Information is Disclosed)

Unity only discloses your personal information for the purposes described above with certain third parties, including:
* Unity Affiliates and Subsidiaries
* Third-party Service Providers
* Asset Store Sellers and Verified Solution Partners
* Developers

PERSONAL INFORMATION DISCLOSURE REPORT

* Advertising and Related Publishers; Mobile Measurement Partners and the Third Party Ad Network Partners listed in our Privacy Policy, which can be found at https://unity3d.com/legal/privacy-policy
* Verified third parties (when necessary to ensure safety, security, compliance with a legal obligation, or in the event of a merger, acquisition by another company, transfer of control, or sale of all or a portion of its assets)