

HOL TEAM (1998)  
 U.S. Gold Ltd (1990)  
 Retro Gamer Team (2014a)  
 Bertz (2011)  
 Good (2009)  
 Faylor (2009)  
 Senior (2010)  
 Watts (2019)  
 Feature Staff (2007)  
 Ichbiah et al. (2010)  
 Ubisoft Montreal (2013)  
 Poussielgue (2005)  
 Retro Gamer Team (2014b)  
 Jones (2017)  
 Wilde and Sayer (2018)  
 Makuch (2019)  
 Valve (2010)  
 Kim (2020)  
 Stanton (2020)  
 Tucker (2016)  
 Dunn (2013)  
 Tito (2011)  
 Gough (2020)  
 Gach and Parrish (2020)

## References

- HOL TEAM. (1998). *Hall of light - zombi* [Accessed: 2020-11-10]. <http://hol.abime.net/1628>  
 U.S. Gold Ltd. (1990). *Sinclair user* [Accessed: 2020-11-10]. <https://worldofspectrum.org/archive/magazines/sinclair-user/98#22>  
 Retro Gamer Team. (2014a). *The making of rayman* [Accessed: 2020-11-10]. [https://www.retrogamer.net/retro\\_games90/the-making-of-rayman/](https://www.retrogamer.net/retro_games90/the-making-of-rayman/)  
 Bertz, M. (2011). *Ubi uncensored: The history of ubisoft by the people who wrote it* [Accessed: 2020-11-10]. <https://www.gameinformer.com/b/features/archive/2011/12/06/ubi-uncensored.aspx>  
 Good, O. (2009). *Ubisoft: All our games will do this uplay thing* [Accessed: 2020-11-10]. <https://www.kotaku.com.au/2009/11/ubisoft-all-our-games-will-do-this-uplay-thing/>  
 Faylor, C. (2009). *Ubisoft launches 'uplay' achievement and reward system with assassin's creed 2* [Accessed: 2020-11-10]. <https://www.shacknews.com/article/61288/ubisoft-launches-uplay-achievement-and>  
 Senior, T. (2010). *Constant net connection no longer required for ubisoft games* [Accessed: 2020-11-10]. <https://www.pcgamer.com/constant-net-connection-no-longer-required-for-ubisoft-games/>

- Watts, S. (2019). *E3 2019: Uplay+ is ubisoft subscription, with new releases like ghost recon breakpoint and watch dogs legion* [Accessed: 2020-11-10]. <https://www.gamespot.com/articles/e3-2019-uplay-is-ubisoft-subscription-with-new-rel/1100-6467606/>
- Feature Staff. (2007). *Exclusive: Assassin's creed q&a - the scimitar engine* [Accessed: 2020-11-10]. <http://www.gamingexcellence.com/features/exclusive-assassins-creed-q-and-a-the-scimitar-engine>
- Ichbiah, D., Mirc, S., & Ancel, M. (2010). *Biographie d'un créateur de jeux vidéo français* [Collection: Les Grands noms du jeu vidéo]. [Châtillon] Pix'n Love.
- Ubisoft Montreal. (2013). .... *ubi stands for ubiquity, which means to be everywhere at the same time. had it right?* [Accessed: 2020-11-10]. <https://twitter.com/UbisoftMTL/status/303541957727248384?s=20>
- Poussielgue, G. (2005). *Ubisoft : Une famille en état de siège* [Accessed: 2020-11-10]. <https://www.lesechos.fr/2005/03/ubisoft-une-famille-en-etat-de-siege-1064949>
- Retro Gamer Team. (2014b). *Amstrad cpc 464* [Accessed: 2020-11-10]. <https://www.retrogamer.net/profiles/hardware/amstrad-cpc-464/>
- Jones, S. (2017). *Tom clancy video games - history of the franchise* [Accessed: 2020-11-10]. <https://www.fanatical.com/en/blog/the-history-of-tom-clancy-video-games>
- Wilde, T., & Sayer, M. (2018). *The 15-year evolution of steam* [Accessed: 2020-11-10]. <https://www.pcgamer.com/steam-versions/>
- Makuch, E. (2019). *Ubisoft explains why it doesn't release games on steam* [Accessed: 2020-11-10]. <https://www.gamespot.com/articles/ubisoft-explains-why-it-doesnt-release-games-on-st/1100-6469502/>
- Valve. (2010). *Assassin's creed 2 deluxe edition on steam* [Accessed: 2020-11-10]. [https://store.steampowered.com/app/33230/Assassins\\_Creed\\_2\\_Deluxe\\_Edition/](https://store.steampowered.com/app/33230/Assassins_Creed_2_Deluxe_Edition/)
- Kim, M. (2020). *Ubisoft connect is a next-gen uplay with cross-progression and digital rewards* [Accessed: 2020-11-10]. <https://www.ign.com/articles/ubisoft-connect-is-a-next-gen-uplay-with-cross-progression-and-digital-rewards>
- Stanton, R. (2020). *Uplay+ is becoming ubisoft+, but still isn't worth the money* [Accessed: 2020-11-10]. <https://www.pcgamer.com/uplay-is-becoming-ubisoft-but-still-isnt-worth-the-money/>
- Tucker, J. (2016). *A history of tom clancy games: From rainbow six to the division* [Accessed: 2020-11-10]. <https://www.rockpapershotgun.com/2016/03/09/tom-clancy-games-history/2/>
- Dunn, J. (2013). *Full steam ahead: The history of valve* [Accessed: 2020-11-10]. <https://www.gamesradar.com/history-of-valve/>
- Tito, G. (2011). *Valve's gabe newell says piracy is a service problem* [Accessed: 2020-11-10]. <https://v1.escapistmagazine.com/news/view/114391-Valves-Gabe-Newell-Says-Piracy-Is-a-Service-Problem>

- Gough, C. (2020). *Revenue generated by game sales on steam from 2014 to 2017* [Accessed: 2020-12-11]. <https://www.statista.com/statistics/547025/steam-game-sales-revenue/>
- Gach, E., & Parrish, A. (2020). *Ubisoft's #metoo reckoning, two months later* [Accessed: 2020-12-11]. <https://kotaku.com/ubisofts-metoo-reckoning-two-months-later-1844717203>