

# **FACTS AND FIGURES**

As a leading producer, publisher and distributor of interactive entertainment products and services worldwide, Ubisoft is committed to enriching players' lives with original & memorable entertainment experiences. We create worlds that are playgrounds for the imagination offering moments of surprise, fun & adventure as well as opportunities for learning & self-discovery.

## **FOUNDED IN 1986**

# PRESENT ON **5 CONTINENTS** WITH MORE THAN **40 DEVELOPMENT STUDIOS**

AN INTERNATIONAL NETWORK
WITH MORE THAN 108 NATIONALITIES
AND 55 SPOKEN LANGUAGES

THE INDUSTRY WITH MORE THAN 80% OF OUR
TEAMS DEDICATED TO CREATION

#### **STOCK EXCHANGE:**

EURONEXT, PARIS STOCK EXCHANGE, (UBIP: PA)

#### **ANNUAL REVENUES**

2019/2020: €1.534 billion, down 24% from 2018/2019

2018/2019: €2.028.6 billion, up 17.1% from 2017/2018

2017/2018: €1.732 billion, up 19% from 2016/2017

2016/2017: €1.460 billion, up 5% from 2015/2016

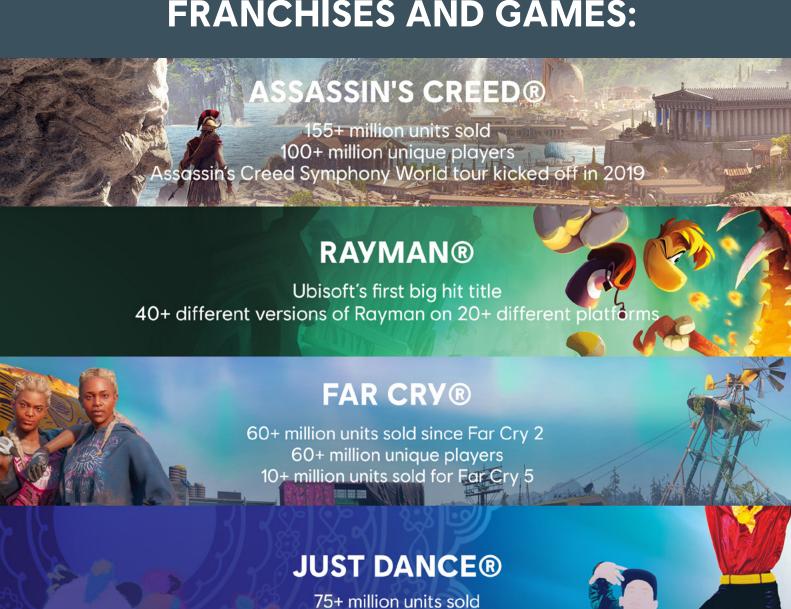
2015/2016: €1.394 billion, down 5% from 2014/2015

2014/2015: €1.464 billion, up 45% from 2013/2014

2013/2014: €1.007 billion, down 20% from 2012/2013

2012/2013: €1.256 billion, up 18% from 2011/2012

## **FRANCHISES AND GAMES:**



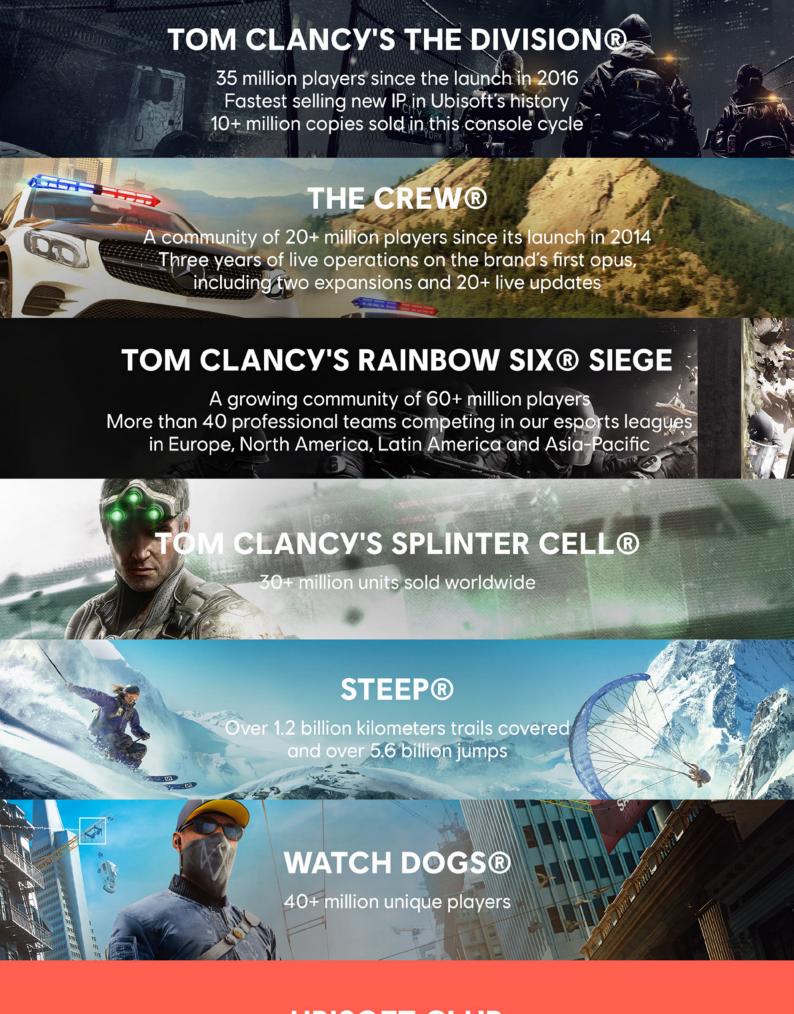
## **RABBIDS®** 20+ million units sold worldwide An animated television series on air in 110 countries worldwide

### **FOR HONOR®**

20+ million unique players

## OM CLANCY'S GHOST RECON®

40 million units sold since the launch in 2001 and more than 10 million copies sold for Ghost Recon Wildlands in this console cycle



## **UBISOFT CLUB**

200 million registered members