



Ubisoft® Entrepreneurs Lab's Sixth Season Kicks Off with Eleven International Startups

Düsseldorf, 10. Mai 2021 – Today, Ubisoft announced the lineup of startups selected for the sixth season of its Entrepreneurs Lab. Led by Ubisoft's Strategic Innovation Lab, the program supports innovative startups creating products and services that have the potential to transform the entertainment industry.

For its sixth season, the program will explore 2 tracks. As it is the case since the creation of the Entrepreneurs Lab, Blockchain will be a key topic in order to keep exploring the possibilities offered by this technology for the future of entertainment. This season, the second track will be dedicated to Positive Entertainment, supporting and exploring with startups the positive outcomes of digital experiences whether it be in education, social bonding, employability or health. A focus aligned with Ubisoft's commitment to create games with a positive influence.

Ubisoft is proud to unveil its selection for season 6: Aleph.im (France), Anybrain (Portugal), Atlantide (France), BrainLeap (United States), Crucible (United Kingdom), Game Academy (United Kingdom), Guild of Guardians (Australia), Horizon (Canada), Lexiko (France), NonFungible (Canada) and Virtuleap (Portugal).

Virginie Haas, Chief Studios Operating Officer at Ubisoft and sponsor of this 6th season, explains that "The Entrepreneurs Lab is a great program for innovative startups to collaborate closely with Ubisoft and for us to mutually benefit from each other's expertise and ideas. In addition to our continued focus on Blockchain, this season's track on creating positive impacts through entertainment is perfectly aligned with Ubisoft's mission to enrich players' lives through original and memorable game experiences. We are excited to welcome these startups to the program and start shaping the future of entertainment together."

For more information, please visit: <https://www.ubisoft.com/en-us/company/start-ups/station-f.aspx>

Über Ubisoft

Ubisoft ist ein führender Entwickler, Publisher und Distribuent für interaktive Unterhaltungsprodukte und Services mit einem reichhaltigen Portfolio bekannter Marken, darunter Assassin's Creed, Just Dance, die Tom Clancy's Videospiel-Reihe, Rayman, Far Cry und Watch Dogs. Die Teams im weltumspannenden Verbund von Studios und Geschäftsstellen bei Ubisoft widmen sich der Produktion von originellen und unvergesslichen Spielerlebnissen auf allen verbreiteten Plattformen, wie Konsolen, Smartphones, Tablets und PCs. Im Geschäftsjahr 2019-2020 erzielte Ubisoft einen Umsatz von 1.534 Millionen Euro. Mehr Informationen unter: www.ubisoftgroup.com.





About Ubisoft Entrepreneurs

Ubisoft Entrepreneurs provides startups around the world with unparalleled access to Ubisoft's expertise and international network

- **Ubisoft Entrepreneurs Lab** supports startups on a global scale, focusing on the future of entertainment. By providing intensive, personalized support, this program helps talented entrepreneurs achieve their goals, and offers facilities both in Paris at STATION F, the biggest startup campus in the world.
- **Ubisoft Entrepreneurs Québec**'s goal is to accelerate the success of entrepreneurs in Quebec's techno-creative industry by supporting their growth, which includes providing privileged access to venture capital via the White Star Capital investment fund. The program is offered by Ubisoft Saguenay, Ubisoft Montréal and Ubisoft Quebec.
- **Ubisoft Entrepreneurs Ontario** actively supports the video game ecosystem in Ontario, Canada, where companies of all sizes collaborate to make the industry shine on an international level. This includes the Ubisoft Indie Series, presented by National Bank, which supports the province's games industry through funding, mentorship, and creative, marketing and financial tools to help independent studios and their games reach new heights. In Ontario, the Indie Series program is offered by Ubisoft Toronto.
- **Ubisoft Entrepreneurs GSA** supports video game startups from Germany, Switzerland and Austria in order to foster growth in the local industry. Spearheaded by Ubisoft studios in Düsseldorf, Mainz and Berlin, the program provides mentorship and resources for innovative video game entrepreneurs in the region.

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About the Season 6 startups:

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| Aleph.im | Aleph.im is a distributed cloud platform that provides serverless trusted computing services, file storage and database hosting to its users. Aleph.im offers a decentralized solution that could rival traditional centralized cloud computing. It provides dApps of any chain instant access to database solutions thanks to its scalable peer-to-peer network and programming language-agnostic interface. |  |
| Anybrain | Anybrain is an AI start-up that provides security and anti-fraud solutions to the gaming industry to secure online gaming and make esports fairer. |  |
| Atlantide | Atlantide creates educational games based on history to learn while having fun. The first experience of Atlantide is a geolocalized game that transforms a place into an XXL playground to encourage observation, communication and immersion. Atlantide's ambition is to dedust history by making it more concrete, more playful and less elitist, through professional and general public tools. |  |
| BrainLeap | BrainLeap trains attention through gaze-driven video games. Based on 30 years of academic research, our suite of games improves attention skills and reduces distractibility, which support better academic performance and executive function. Control of eye movements and attention are closely tied. Where you look, and where you are planning to look, is where you place your attention. BrainLeap's attention training games leverage this connection with games designed to |  |

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| | improve different aspects of attention and by using an eye tracker rather than a mouse or keyboard to play the games. | |
| Crucible | Blueprints for the Open Metaverse (SDK) |  |
| Game Academy | Game Academy is a personal development service and hiring platform for gamers. When you play games, you use, develop and train certain skills. Many of those skills are in great demand in the jobs market. Through data analytics, online bootcamps, programmes and peer-to-peer exchange, Game Academy helps players find new careers informed by their game skills and bring the global economy a new source of exceptional talent. |  |
| Guild of Guardians | Guild of Guardians is a mobile RPG built for gamers who want to play games for more than just entertainment. We're building a free-to-play RPG where players can turn their passion into assets by crafting, summoning and trading in a real money economy. |  |
| Horizon | Horizon Blockchain Games is driving Web3 adoption by making blockchain easy, fun and powerful for users and developers. Sequence, their wallet and developer platform, provides a seamless experience for Ethereum, NFTs, Web3, DeFi and Dapps. Their game Skyweaver—powered by Sequence—is a free-to-play trading card game where players can win, own, trade and sell NFT cards. |  |
| Lexiko | Lexiko is a learning and development platform designed to support children with learning disabilities. It is designed by speech therapists, for speech therapists; is centered around video games to promote engagement with the children, and leverages machine learning to create personalized pathways within the platform for every child. |  |
| NonFungible | NonFungible.com is the largest data platform about non-fungible tokens. Our role in the NFT industry is to: <ul style="list-style-type: none"> - Enhance the liquidity, and ultimately, adoption of non-fungible tokens - Provide transparency to the non-fungible token market - Build asset valuation models to estimate "blue book" value of different digital assets (NFT) - Help projects understand their customers or marketing opportunities through the production of tailored market reports, analysis, and competitor research. |  |
| Virtuleap | Virtuleap combines neuroscience and virtual reality to help increase attention levels, and address cognitive illnesses, disorders, and learning challenges. The company has created a library of VR games designed by neuroscientists in order to test and train a range of cognitive abilities and |  |

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| | make that data accessible through our enterprise platform. They are working with leading institutions across the US and Europe, like the VA Health Care System and the Pacific Brain Health Center, to validate their solution as an effective assessment and treatment for attention deficit and cognitive decline. | |
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