

## Ubisoft Shares Latest Trends and Innovations in Game Development at Game Developers Conference 2023

Ubisoft's Showcase at GDC 2023 Features Experts from AAA Games and Advancements in AI, Sustainability, Visual Arts, and Inclusivity



**PARIS – March 16, 2023 –** Today, Ubisoft announces its presence at the Games Developers Conference (GDC) on March 20-24, 2023, in San Francisco, California, with more than **15 selected presentations**. GDC provides a platform for attendees to engage with Ubisoft's multidisciplinary experts and to learn more about the company's commitment to innovation and social responsibility.

Ubisoft's industry-leading specialists will showcase behind-the-scenes development aspects of some recently released or upcoming Ubisoft games, including:

- Ubisoft Singapore's advanced Water and Ship Technology
- **Practical tools and strategies** from Ubisoft Toronto for building compelling characters and story arcs, as seen in *Watch Dogs<sup>®</sup>: Legion* and *Far Cry<sup>®</sup>* 6
- The work on **advanced AI teammates** in a multi-player environment, where AI must effectively collaborate with real players, from Ubisoft Montreal
- The innovative **Layered Battles System** developed by Ubisoft Paris and Ubisoft Milan for *Mario* + *Rabbids® Sparks of Hope*

Preparing for a future-ready game development environment, researchers from Ubisoft's research and development department, Ubisoft La Forge, will present two of their latest AI prototypes:

- **VoRACE** (Voice Recording Automating Cleaning Engine), a set of tools that use deep learning to automate the tedious processing of dialog lines recordings
- **Ghostwriter**, a Natural Language Generation tool that enhances the text authoring workflow by assisting narrative designers in their creative writing process.

Alongside technological innovation, Ubisoft will also highlight the growing role that video games can play in promoting environmental sustainability and inclusivity:

- The **full-day interactive Climate Crisis workshop** will return in its second iteration, teaching teams how to integrate climate change and climate resilience messaging into their games

- Ubisoft will unveil its **Developer's Field Guide for Climate Games** drawing from the extensive experience supporting over 20 development teams on their green in-game activations
- For the first time Ubisoft will present the launch journey of its **initiative to unlock the power of neurodiversity in game development** and dig deep on more equitable player experiences with accessibility by design, giving attendees a more advanced and nuanced understanding of designing for accessibility in games.

For more information on Ubisoft's presence at GDC 2023 please see the full agenda below or visit GDC's official website: <u>https://schedule.gdconf.com/</u>.

To follow Ubisoft's latest developments, please visit the Ubisoft website <u>https://www.ubisoft.com/</u>.

MARCH 20			
9:30am - 10:30am	Aderyn Thompson	UX Summit: accessibility by design: finding our way on the path less traveled	
10:30am - 6:30pm	Summit Speakers: Grant Shonkwiler (Shonkventures), Trevin York (Dire Lark), Chance Glasco (Good Dog Studios), Arnaud Fayolle (Ubisoft, Positive Play), Paula Angela Escuadra (Xbox Game Studios Cloud Publishing)	Climate Crisis Workshop: use your game developer superpowers to fight the climate crisis	
MARCH 21			
9:30am - 10:30am	Brendan Hennessy & Heli Kennedy	Game Narrative Summit: AAA-typical: character and story arcs in open gameplay structures	
10:50am - 11:50am	Ben Swanson	Machine Learning Summit: natural language generation for games writing	
2:40pm - 3:40pm	Frieder Erdmann	Technical Artist Summit: building a DCC and project agnostic animation pipeline	
MARCH 22			
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9:00am - 10:00am	Trista Patterson (Microsoft), Tad Swift (Microsoft), Paula Escuadra (Microsoft), Alex Le Boulicaut (343 Industries), Ben Woodhouse (Epic Games), Iris Gardet (Ubisoft)	How XBOX, 343i, Epic and Ubisoft are reducing energy & emissions while maintaining gameplay fidelity (presented by Microsoft)	
	(Microsoft), Paula Escuadra (Microsoft), Alex Le Boulicaut (343 Industries), Ben Woodhouse (Epic	reducing energy & emissions while maintaining gameplay fidelity (presented	
10:00am 2:00pm -	(Microsoft), Paula Escuadra (Microsoft), Alex Le Boulicaut (343 Industries), Ben Woodhouse (Epic Games), Iris Gardet (Ubisoft) Vladimir Katchadourian & Vincent	reducing energy & emissions while maintaining gameplay fidelity (presented by Microsoft)	
10:00am 2:00pm - 3:00pm 2:00pm -	(Microsoft), Paula Escuadra (Microsoft), Alex Le Boulicaut (343 Industries), Ben Woodhouse (Epic Games), Iris Gardet (Ubisoft) Vladimir Katchadourian & Vincent Leclercq	reducing energy & emissions while maintaining gameplay fidelity (presented by Microsoft)Engine optimization powered by big dataMaking waves for 'Skull and Bones':	

MARCH 23		
2:00pm - 2:30pm	Jean-Philippe Letendre	VoRace: tools for automating dialogue processing
2:00pm - 2:30pm	Andie Sulistio	An Uncharted Sea: developing the art direction for 'Skull and Bones'
3:00pm - 3:30pm	Jewell Koh	All-hands on deck: building the ships of 'Skull and Bones'
MARCH 24		
11:30am - 12:00pm	Andy Schmoll	Breaking Down Barriers: how great mentors become even greater leaders
11:30am - 12:00pm	Arnaud Fayolle	<u>Climate games: the Developer's Field</u> <u>Guide</u>
1:30pm - 2:30pm	Frédéric Giraud	Layered Battles: generating multiple qualitative tactical battles for 'Mario + Rabbids: Sparks of Hope'

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About Ubisoft is a creator of worlds, committed to enriching players' lives with original and memorable entertainment experiences. Ubisoft's global teams create and develop a deep and diverse portfolio of games, featuring brands such as Assassin's Creed®, Brawlhalla®, For Honor®, Far Cry®, Tom Clancy's Ghost Recon®, Just Dance®, Rabbids®, Tom Clancy's Rainbow Six®, The Crew®, and Tom Clancy's The Division®. Through Ubisoft Connect, players can enjoy an ecosystem of services to enhance their gaming experience, get rewards and connect with friends across platforms. With Ubisoft+, the subscription service, they can access a growing catalog of more than 100 Ubisoft games and DLC. For the 2021–22 fiscal year, Ubisoft generated net bookings of €2,129 million. To learn more, please visit: www.ubisoftgroup.com.

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