



PLAYTEST EXPECTATIONS

What is a playtest?

A playtest involves volunteers visiting one of our studios, taking a look at what we're working on, and giving us some feedback by telling us what they like and don't like. It is not bug reporting and playtesters don't need any game testing qualifications to participate – we're just looking for honest opinions.

Your participation in these playtests is very important to us. We value your honest feedback and your time. Your opinions help us to improve our games.

What You Can Expect:

- You will be contacted at reasonable times, but if the time is inconvenient, you may ask to be re-contacted at a more convenient time.
- When called for a playtest, you will always be told the first name of the person contacting you, the name of the company and the nature of the study.
- If you are not contacted for a playtest, haven't been contacted for some time, or haven't received a call from us following an invite, don't worry, you are still in our database and will be contacted for future tests. Also, not being available for a playtest doesn't affect whether or not you are chosen for future ones.
- Registrants are invited to playtests on a random basis. We will call to make sure you fit the profile for the specific playtest, and if you don't you will still be contacted for future playtests.
- You will be informed of the approximate duration of the playtest.
- Your decision to participate in a playtest, answer specific questions, or discontinue your participation will be respected without question.
- Your privacy and the privacy of your answers will be respected and strictly preserved in accordance with Ubisoft's privacy policy and applicable federal and provincial laws.
- You are assured that the highest standards of professional conduct will be upheld throughout all the stages of the playtest.

What You Agree to:

- When attending a playtest, you agree to abide by the Ubisoft Privacy Policy and Confidentiality Agreement. You agree to not discuss the game you test, its name, and any of its features for a period of 15 years including after the game has shipped.
- Playtest sessions may be recorded, including both video and audio of the game or the player. These recordings are not for commercial/marketing purposes and are only intended to help us improve the game.
- By attending a playtest, you agree to Ubisoft's code of conduct, and will be expected and required to conduct yourself in an appropriate manner at all times, including treating both Ubisoft employees and fellow playtesters with respect and dignity.