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.

FACTS AND FIGURES

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 BIGGEST IN-HOUSE CREATIVE FORCE IN 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:

ASSASSIN'S CREED®
155+ million units sold
100+ million unique players
Assassin's Creed Symphony World tour kicked off in 2019

RAYMAN®
Ubisoft’s first big hit title
40+ different versions of Rayman on 20+ different platforms

FAR CRY®
60+ million units sold since Far Cry 2
60+ million unique players
10+ million units sold for Far Cry 5

JUST DANCE®
75+ million units sold

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

FOR HONOR®
20+ million unique players

TOM 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
TOM CLANCY'S THE DIVISION®
35 million players since the launch in 2016
Fastest selling new IP in Ubisoft’s history
10+ million copies sold in this console cycle

THE CREW®
A community of 20+ million players since its launch in 2014
Three years of live operations on the brand’s first opus,
including two expansions and 20+ live updates

TOM CLANCY'S RAINBOW SIX® SIEGE
A growing community of 60+ million players
More than 40 professional teams competing in our esports leagues
in Europe, North America, Latin America and Asia-Pacific

TOM CLANCY'S SPLINTER CELL®
30+ million units sold worldwide

STEEP®
Over 1.2 billion kilometers trails covered
and over 5.6 billion jumps

WATCH DOGS®
40+ million unique players

UBISOFT CLUB
200 million registered members