

CONTEST RULES

“PROJECT OF THE YEAR”

2020

Dassault SYSTEMES, whose global headquarters is located at 10, rue Marcel Dassault - CS 40501 - 78496 Vélizy-Villacoublay Cedex - FRANCE (“3DS” or “the Organizer”), is organizing a Contest called “Project of the Year” (the “Contest”), which will run from April, 20 2020 at 10 a.m. (French time) to June, 26 2020 at midnight (French time).

The Contest is governed by the following rules (the “Rules”).

ARTICLE 1: ENTRY CONDITIONS

Participation in this Contest is entirely free; no purchase or payments are necessary. An Internet connection is required to enter.

This Contest is open to students duly enrolled at a school or university on the start date of the Contest, regardless of their field(s) of specialization, nationality, geographical location or institution (hereinafter the “Participant” or “Participants”), with the exception of:

- ✓ Residents of embargoed countries;
- ✓ Residents of Belgium, Norway, the Netherlands, Sweden, Brazil and the Canadian province of Québec;
- ✓ Residents of any other country or territory where participation in this Contest and the terms of these Rules would violate any local law in force;
- ✓ Employees of 3DS or its subsidiaries, and their immediate family (spouse, parents, siblings, children and their respective spouses, civil partners, etc.) and members of the household of said employees;
- ✓ Employees of any company associated with this Contest, including their immediate families (spouses, parents, siblings, children and their respective spouses, etc.).

The Contest is open to minors aged 14 and over. A minor's participation in the Contest implies that his or her parents or legal guardian(s) have given their explicit consent. The Organizer reserves the right to request proof of consent at any time during the Contest Period and prior to the award date. Failure to provide evidence will result in automatic exclusion from the Contest and, in the event the Participant is one of the winners, he/she will forfeit their prize. A parental permission template can be downloaded here: https://cloud.academy.3ds.com/website/AUTORISATION%20PARENTALE_EN_V19-246.pdf. It must be filled out and emailed to Support.3DSAcademy@3ds.com.

Entering the Contest requires Participants to set up a “3D Experience ID” account online (specifying email, login, first and last name, country) in order to post their Project. To post a Project, Participants will be asked to fill out an entry form (specifying the Project title and detailed description, the solution(s) used, first and last name of the Project creator(s) and high-resolution screenshots of the

Project; optionally, a video of the Project may be provided). Any incomplete entry form will be considered void. A Participant may only participate in its own name and may under no circumstances participate on behalf of other individuals or on behalf of companies/organisations/entities/etc.

The Organizer reserves the right, at any time, to take the necessary steps to ensure that the conditions set out in the Rules for participation are met by requesting evidence from the Participants of their compliance with each of these conditions.

Any person who fails to meet these conditions and/or refuses to provide proof of compliance upon request by the Organizer will be excluded from the Contest; their entry will be de facto cancelled without any right to compensation.

Participation in the Contest implies unreserved acceptance of the Rules in their entirety by each Participant, of the ethical rules in force on the Internet, as well as all applicable laws and regulations in force in France.

No answer will be given by telephone or in writing concerning the interpretation or application of these Rules, or on the mechanisms and/or procedures of the Contest, nor or the list of winners.

ARTICLE 2: DURATION AND DATES OF THE CONTEST

The Contest will run from April 20, 2020 from 10 a.m. (French time) to June 26, 2020 at midnight (French time).

The winners will be announced between June, 26 and July, 17 2020, at midnight (French time).

ARTICLE 3: PRESENTATION AND PARTICIPATION IN THE CONTEST

The Organizer shall give Participants the opportunity to take part in the Contest, with a chance to win one of the following five Prizes:

- FACEBOOK Prize (1)
- JURY Prize (2)
- BRAND Prize (3)
- INSTAGRAM Prize (4)
- SUSTAINABILITY Prize (5)

To take part, each Participant must create one or more specific Projects (the "Project" or "Projects") using one or more of the following 3DS solutions:

- **3DEXPERIENCE** platform
- CATIA
- SIMULIA (including sub-brands ABACUS, CST, XFLOW)
- SOLIDWORK

An overall presentation of the Contest, including examples of Projects from previous years, can be found on the academy.3ds.com website at the following address: <https://academy.3ds.com/poty2020> (the “Site”). The Site will serve as a general interface between the Organizer and the Participants.

In order to enter the Contest and have a chance to win the FACEBOOK, JURY, BRAND and SUSTAINABILITY Prizes, Participants must go to the Site home page and click the “POST YOUR PROJECT!” button.

They will be redirected to the “3DEXperience ID” web page in order to log in or set up a “3DEXperience ID” account. To set up an account, Participants must prove their status as a student by providing an e-mail address including the name of the institution to which they are attached, as well as proof of affiliation (for example: scanned student card, letter signed by the university administration, etc.).

Once the account has been set up, Participants are taken back to the Site home page to confirm their status as students, then to another page to post their Project. To post a Project, Participants must fill out an entry form specifying the Project title and detailed description, the solution(s) used, first and last name of the Project creator(s) and high-resolution screenshots of the Project; optionally, a video of the Project may be provided.

It will be at the Organizer’s discretion to assess each of the applications received on a case-by-case basis, even if this means temporarily refusing one and requesting additional information/documents from the Participant.

Registering through the Site automatically qualifies Participants for the FACEBOOK, JURY, BRAND and SUSTAINABILITY prizes.

As soon as a Project is validated, the Organizer will contact the Participant on a case-by-case basis to inform him/her that the Project has been posted and that he/she is qualified to run for the FACEBOOK, JURY, BRAND and SUSTAINABILITY prizes.

Entries for the INSTAGRAM prize require additional conditions as specified in point 4.

A Participant may post several Projects up to a maximum of three (3).

(1) FACEBOOK Prize

The Organizer will use the FACEBOOK website to submit certain Projects, but the Contest is not sponsored, endorsed, administered or associated with FACEBOOK. As a result, FACEBOOK cannot be held liable for any damages and/or disputes arising from running the FACEBOOK Contest.

Participants must post their Projects, present them, and fill out an entry form, via the Site, at the following address: <https://academy.3ds.com/poty2020>. The Organizer, if it considers the Project relevant and eligible for presentation, will repost it through a specific application available on FACEBOOK and dedicated to the Contest which presents the projects for the FACEBOOK Contest of 2020, in order to collect votes from the users of this social media platform (through the “Vote” feature appearing below each of the pictures presenting a Project).

The ten projects that have obtained the most votes at the end of the Contest period will be selected as winners and awarded prizes the nature and value of which are described in Article 4 of the Rules.

(2) JURY Prize

Participants must post their Project, submit it, and complete an entry form at the following address: <https://academy.3ds.com/poty2020>.

At the end of the Contest period, a jury composed of 3DS staff members, selected at the Organizer's discretion, will designate a single winner based on the criteria below; the winner will be awarded a prize, the nature and value of which are described in Article 4 of these Rules.

- **Innovation (20 points)**
 - Originality and creativity of the Project
 - Innovative nature of the design
- **Design (30 points)**
 - Multidisciplinary nature of the Project
 - Quality and complexity of the model(s)
- **Collaboration (20 points)**
 - Number of participants/collaborators
 - Teamwork
 - Time spent on the Project
- **Sustainability (15 points)**
 - Positive impact on the environment i.e. materials, energy, etc.
- **Pitch (Project presentation) (15 points)**
 - Description and screenshot(s) of the rendered Project
 - Rendering visual quality
 - Interactive explanation or video
- **Bonus points (20 points)**
 - Use of the 3DEXPERIENCE platform
 - Posting the Project on the "Student community | play the experience" SwYm community

The total cumulative score cannot exceed 100 points.

(3) BRAND Prize

Participants must post their Project, submit it, and complete an entry form at the following address: <https://academy.3ds.com/poty2020>.

At the end of the Contest period for the CATIA, SIMULIA and SOLIDWORKS Projects, a jury composed of 3DS staff members who are professionals from each of the brands ("Brands") will designate a winner among the best Projects using one of the four solutions, namely:

- One winner for a **CATIA Project** based on the following criteria:

- **Pitch (Project presentation) (20pts)**
 - Photo(s) and/or video(s) of the Project
 - Description of the Project
- **Design (40pts)**

- Complexity of the model(s)
- Multidisciplinary nature of the Project
- **Innovation (20pts)**
 - Originality of the Project
 - Innovative nature of the Project design
- **Bonus Points (20pts)**
 - Use of the **3DEXPERIENCE** platform
 - Posting the Project on the “Student community | play the experience” SwYm community

The total cumulative score cannot exceed 100 points.

- One winner for a **SIMULIA Project** (the winning Project will be assessed as a whole; no specific attention will be placed on sub-Brands used, e.g. ABAQUS, CST, XFLOW) based on the following criteria:

- **Engineering: challenges and impacts (16pts)**
 - The Project has a positive impact in a particular field
- **Originality (16pts)**
 - The Project displays originality or creativity in its research methodology and/or interpretation of the results
 - The Project explores a new issue, or an existing issue with an original approach
- **Overall communication (16pts)**
 - The student has the capacity to communicate in a simple, clear and concise manner about the challenges, results and limitations of his or her Project.
 - The Project makes use of images, videos, presentations to support the Project pitch
- **Level of difficulty of the Project (16pts)**
 - The results make a meaningful scientific contribution
 - The Project’s complexity in view of the Participant’s academic level
- **Teamwork, collaboration and management (16pts)**
 - The Project pitch evidences group work and meaningful collaboration
 - The Project arouses the interest of other groups or makes them want to contribute to it
- **Bonus Points (20pts)**
 - Use of the **3DEXPERIENCE** platform
 - Posting the Project on the “Student community | play the experience” SwYm community

The total cumulative score cannot exceed 100 points.

- One winner for a **SOLIDWORKS Project** based on the following criteria:

- **Innovation (20 pts)**
 - Originality and creativity of the Project
 - Innovative design
- **Design (30 pts)**
 - Multidisciplinary nature of the Project

- Quality and complexity of the model(s)
- **Sustainability (15 pts)**
 - Positive impact on the environment i.e. materials, energy, etc.
- **Pitch (Project presentation) (15 pts)**
 - Description and screenshot(s) of the rendered Project
 - Rendering visual quality
 - Interactive explanation or video of the project
- **Bonus Points (20pts)**
 - Use of the **3DEXPERIENCE** platform
 - Posting the Project on the “Student community | play the experience” SwYm community

The total cumulative score cannot exceed 100 points.

- For the **3DEXPERIENCE Project**, a winner will be designated by a vote of Dassault Systèmes employees through the “Forwards” application provided on the **3DExperience** platform.

The Project that has obtained the most votes will be awarded a prize, the nature and value of which is described in Article 4 of the Rules.

(4) INSTAGRAM Prize

The Organizer will make use of the INSTAGRAM website to submit certain Projects, but the Contest is not sponsored, endorsed, administered or associated with INSTAGRAM. As a result, INSTAGRAM cannot be held liable for any damages and/or disputes arising from running the INSTAGRAM Contest.

Participants must hold a valid INSTAGRAM account through which they can be easily identified by the Organizer who must be able to visualize the proposed Project (in this respect, and by way of example, the Organizer cannot be held liable if the Participant has a so-called “private” account to which 3DS does not have access).

In order to enter the Instagram Contest, Participants must post their Projects, present them, and fill out an entry form at the following address: <https://academy.3ds.com/poty2020>.

Participants may not post their Project on Instagram before it has been posted on the Site. Once the Project has been posted on the Site, they can post it on Instagram by directly identifying the @3dsacademy account on the post image. The @3dsacademy account will then repost it on its official account; the Participant will be identified in the post and in the comments if the Project is deemed relevant and eligible to enter.

The Project that has obtained the most “likes” on the Organizer’s INSTAGRAM page at the end of the Contest period will be selected as winner and awarded a prize, the nature and value of which are described in Article 4 of the Rules.

(5) SUSTAINABILITY Prize

Participants must post their Projects, present them, and fill out an entry form at the following address: <https://academy.3ds.com/en/poty2020>.

At the end of the Contest period, a jury composed of 3DS staff members, selected at the Organizer's discretion, will designate a single winner based on the criteria below; the winner will be awarded a prize, the nature and value of which are described in Article 4 of these Rules.

- **Innovation (10 pts)**
 - Originality of the Project
 - Innovative design
- **Design (10 pts)**
 - Multidisciplinary nature of the Project
 - Quality and complexity of the model(s)
- **Sustainability (50 pts)**
 - Positive impact on the environment i.e. materials, energy, etc.
- **Pitch (Project presentation) (10 pts)**
 - Description and screenshot(s) of the rendered Project
 - Rendering visual quality
 - Interactive explanation or video
- **Points Bonus (20 pts)**
 - Use of the **3DEXPERIENCE** platform
 - Posting the Project on the "Student community | play the experience" SwYm community

The total cumulative score cannot exceed 100 points.

ARTICLE 4: AWARD AND VALUE OF PRIZES - CLARIFICATIONS - MULTIPLE ENTRIES

A/ AWARD AND VALUE OF PRIZES

At the end of the Contest period, prizes will be awarded in accordance with the terms and conditions listed in this article, it being specified that the value of the Prizes is determined at the time of preparing these rules and cannot be contested.

Participants, should they win, undertake to accept their prize as offered; Prizes may not be exchanged or redeemed for cash, other goods or services of any kind, or transferred to a third person. Similarly, no claims for compensation will be accepted regarding the prizes.

The Organizer reserves the right, should an event beyond its control occur, in particular in connection with its suppliers or unforeseeable circumstances, to replace the announced prize with a prize of equal value. Winners will be informed of any changes and waive in advance any claims in this regard.

(1) FACEBOOK Prize

The ten (10) Projects that have obtained the highest number of user votes on the Organizer's FACEBOOK application will be rewarded as follows:

- ✓ The Project with the most votes will be awarded one (1) Apple iPad 2018 32 Gb worth €359 inc. VAT;
- ✓ The Project with the second-most votes will be awarded one (1) Bose Quiet Comfort 35II headphones worth €349 inc. VAT;
- ✓ The Project with the third-most votes will be awarded one (1) Nintendo Switch + Joy-Con Neon Blue-Red system worth €309.99 inc. VAT;
- ✓ The Project with the fourth-most votes will be awarded one (1) Xiaomi Mi 9 Se Smartphone with 6 Gb RAM & 64 Gb ROM worth €369.90 inc. VAT;
- ✓ The Project with the fifth-most votes will be awarded one (1) Oculus Go 64 Gb VR headset worth €269 inc. VAT;
- ✓ The project with the sixth-most votes will be awarded one (1) Ultimate Ears Megablast speaker worth €229 inc. VAT;
- ✓ The Project with the seventh-most votes will be awarded one (1) pair of Jabra Elite 65t Bluetooth earbuds worth €179.99 inc. VAT;
- ✓ The Project with the eighth-most votes will be awarded one (1) Fitbit Versa connected wristwatch worth €199.95 inc. VAT;
- ✓ The Project with the ninth-most votes will be awarded one (1) Philips Hue Connected Lights Starter Kit worth €199 inc. VAT;
- ✓ The Project with the tenth-most votes will be awarded one (1) Logitech Gaming G502 Lightspeed wireless mouse worth €149.99 inc. VAT.

At the end of the Contest period, in the event that several Projects have received the exact same number of votes and are awarded the same place, the first of these Projects to have been posted, with the posting date serving as proof thereof, will be awarded the prize attributed to this place; the second Project posted will be awarded the next place and Prize corresponding to that place, and so on and so forth.

(2) JURY PRIZE

A jury composed of 3DS staff members will select a winner who will be awarded one (1) Apple iPad Air 64 Gb worth €569 inc. VAT.

(3) BRAND Prize

A jury composed of 3DS staff members will select a winner from the Projects posted for each of the 3DS Brands.

- ✓ 3DEXPERIENCE Jury Prize: one (1) Project will be selected among the Projects created via one (or more) 3DEXPERIENCE solution(s) and posted on academy.3ds.com. The Project chosen will be rewarded with one (1) Apple iPad Air 64 Gb worth €569 inc. VAT;

- ✓ CATIA Jury Prize: one (1) Project will be selected among the Projects created via one (or more) CATIA solution(s) and posted on academy.3ds.com. The Project chosen will be rewarded with one (1) DJI Osmo Action camera worth €379 inc. VAT;
- ✓ SIMULIA Jury Prize: one (1) Project will be selected among the Projects created via one (or more) SIMULIA solution(s) and posted on academy.3ds.com. The Project chosen will be rewarded with one (1) DJI Osmo Action camera worth €379 inc. VAT;
- ✓ SOLIDWORKS Jury Prize: one (1) Project will be selected among the Projects created via one (or more) SOLIDWORKS solution(s) and posted on academy.3ds.com. The Project chosen will be rewarded with one (1) DJI Osmo Action camera worth €379 inc. VAT;

If one of the Projects makes use of more than one of the 3DS solutions, the jury for the Brands in question will meet to jointly decide which solution under either of these Brands is the winner.

(4) INSTAGRAM Prize

The Project obtaining the most votes on the INSTAGRAM website, via the 3DS page, will be awarded one (1) DJI Osmo Mobile 2 handheld smartphone gimbal worth €151 inc. VAT.

B/ CLARIFICATIONS

Any entry that violates these Rules will be disqualified from the Contest, without entitlement to compensation. Any false or inaccurate statement, fraud or attempted fraud, cheating or attempted cheating will lead to the exclusion of the offending Participant. The Organizer alone shall be competent to independently judge any dispute relating to the Contest or these Rules; its decision will be based on doubts and evidence gathered.

The Organizer will thoroughly investigate any action that may be deemed cheating, or akin to cheating, including unauthorized means of increasing the Participant's chances of winning a Prize notably by using the services of specialized companies. For instance, Participants who create multiple FACEBOOK accounts under false names and using false email addresses to vote for their Project and thus increase their chances of winning may be excluded from the Contest and will forfeit any Prize they may have won.

In the event of fraud or false or inaccurate statements, the Organizer reserves the right not to award the prize to a winner and/or to take legal action in any competent court against the winner.

C/ MULTIPLE ENTRIES

Should the same Project be selected in the context of two or more of the FACEBOOK, JURY, BRAND, SUSTAINABILITY and INSTAGRAM Prizes, the Participant will only receive the Prize with the highest value. Any remaining prizes will be awarded to the winners who came in second.

For example, if a Participant reaches fourth place in the FACEBOOK Prize and also wins the JURY PRIZE for the same Project, he or she will receive the JURY PRIZE (Apple iPad Air 64 Gb valued at €569 inc.

VAT), while the Prize for fourth place in the FACEBOOK Prize will be awarded to the FACEBOOK Prize winner who came just after him.

ARTICLE 5: AWARD TIMETABLE

The Contest will end on June 26, 2020 at midnight (French time).

The names of the winners for each Prize will be published on the Site web page, on Twitter, Facebook and Instagram between June, 26 and July, 17 2020, midnight (French time). No message will be sent to participants who have not won.

The Organizer will contact each winner as of the day following publication of the list of winners, by email and/or directly via a message on the social media platform concerned, to inform them that they have won a prize and ask them for their postal address and telephone number for the purpose of mailing their award to them. If, by the end of July 31, 2020, any winner has not provided their postal address, or if they choose to forfeit their prize, said prizes will not be redistributed.

ARTICLE 6: OBLIGATIONS AND DUTIES

The Organizer reserves the right to disqualify Participants and delete Projects and comments posted on the social media platforms used (FACEBOOK and INSTAGRAM) should they be deemed:

- ✓ manifestly offensive;
- ✓ manifestly unlawful or unconstitutional;
- ✓ pornographic, paedophile, racist or xenophobic in nature;
- ✓ defamatory or likely to harm in any way whatsoever the image, privacy, honour, reputation and/or consideration of any natural or legal person;
- ✓ to promote crime, hatred, violence, suicide;
- ✓ to be accompanied by (and/or contain) slanderous, denigrating, insulting, offensive, degrading, defamatory, injurious statements prejudicial to the honour and/or consideration of persons;
- ✓ in violation of public law and order;
- ✓ to contravene moral standards;
- ✓ to fail to comply with applicable laws and regulations.

This list is not exhaustive.

Each Participant is responsible, in his or her capacity as author, for the content of the Project submitted for the Contest.

The Organizer cannot be held liable if, due to *force majeure* or any event beyond its control, the Contest is cancelled, extended, shortened, postponed or modified. Likewise, the Organizer cannot be held liable, and no action may be taken against it, in the event of cases of *force majeure* (strikes, weather, etc.) which partially or totally deprive Participants of the possibility to take part in the Contest and/or the winners of their gains.

In this respect, the Organizer reserves the right to take any decisions it may consider relevant to the application and interpretation of the Rules. The Organizer may inform the Participants of this by any

means of its choice. The Organizer also reserves the right to modify, extend, shorten, suspend, postpone or cancel the Contest or one or more sessions of it, or to modify access conditions and/or operating procedures, without notice.

The Organizer is required to send, at its own expense, the prize to each of the winners by post or email. Any prize returned to the Organizer by the postal service or any other shipping provider, for any reason whatsoever (for example: *"no longer resides at the address indicated"*) will be considered as relinquished by its beneficiary, without the latter being able to make any claim in this respect. Any additional costs required to take possession of the prize (such as the obligation to pay customs duties after the Organizer has sent a prize to a given country) remain the sole responsibility of the winners, without their being able to claim any compensation from the Organizer. The Organizer shall not be held liable for any delay in the dispatch of gains and prizes when such delay is not attributable to it, but is the fault of the service provider used to ship them. The Organizer shall not incur any contractual or legal liability in respect of operations relating to the transport of the prize and gains awarded. Finally, the Organizer cannot be held responsible for any damage, theft or loss that occurs during the transport and delivery of parcels.

The Organizer may under no circumstances be held liable for any incidents that may occur in the use of the prize on the part of the beneficiaries once the winners have taken possession of them. Likewise, the Organizer cannot be held liable for the loss or theft of prizes after the beneficiaries have taken possession of them.

The Organizer shall not be liable for any direct or indirect damage, whatever its cause, origin, nature or consequences, even if it has been informed of the possibility of such damage occurring due to:

- ✓ Malfunction of the Internet or computer equipment (hardware and/or software and/or databases and/or data) of a Participant or, more generally, to any other problem related to telecommunications networks, resources and services, computers (online or offline), servers, Internet access and/or hosting providers, computer equipment or software, databases and data of any kind;
- ✓ Anyone accessing the Site or its official pages on social media platforms: FACEBOOK and INSTAGRAM or the impossibility of accessing them;
- ✓ Use or inability to use the Site, including any damage or viruses that may infect the participant's and/or Organizer's computer hardware or any other equipment.

The Organizer shall not be bound by the foregoing, and Participants shall therefore not be entitled to any compensation or indemnity of any kind whatsoever.

ARTICLE 7: CONNECTION AND USE

Participation in the Contest implies knowledge and acceptance of the features and limitations of the Internet, against any possible misuse or theft and the risk of contamination by viruses that may occur through the network. The Organizer shall not be liable for any misuse or incident relating to the use of computers, access to the Internet or the maintenance or failure of the servers, phone lines or any other technical connection used in the Contest, or for any entry form sent to an incorrect or incomplete address.

Insofar as the majority of Internet service providers offer a free or flat-rate connection to Participants, it is expressly agreed that any access to the Site, FACEBOOK or INSTAGRAM is provided on a free or flat-rate basis (such as cable, DSL or dedicated link connections) shall not give rise to any refund. Participants subscribe to the services of an access provider for their general use of the Internet, and the fact that Participants connect to the Site and to the FACEBOOK and INSTAGRAM pages does not entail any additional costs.

Similarly, use of a computer or other electronic equipment to enter the Contest shall not give rise to any refund; Participants acknowledge and declare in this respect that said equipment is available for their personal use.

ARTICLE 8: DATA PROCESSING, FILES AND FREEDOMS

8.1 In order to take part in the Contest, each Participant must provide personal information, such as a (student) title, last name, first name, personal e-mail address, institution, e-mail address provided by the school, a copy of their student card, username and password, and postal address (the “Personal Data”).

Said Personal Data are collected and processed by the Organizer solely for the purpose of managing and promoting the Contest. Participant authorize the Organizer to reuse the Personal Data collected for the Contest in order to promote the following edition of the said Contest. The Organizer's policy on privacy and the use of Personal Data is available at the following address: <http://academy.3ds.com/legal/privacy-policy/>. This policy will apply to each use, collection and processing of Personal Data in connection with this Contest. As a result, each Participant explicitly consents to the collection and processing of Personal Data for the purposes mentioned above.

8.2 Any Personal Data collected in the context of the Contest will be processed in accordance with the General Data Protection Regulation (EU) 2016/679 (hereinafter “GDPR”).

Personal Data may be collected through the Site, FACEBOOK and INSTAGRAM social media platforms used in connection with the Contest, and subsequently disclosed and used by a 3DS subsidiary for the purposes set out in this article. The Organizer may transfer the Personal Data of Participants outside the European Union, provided that prior to the transfer of such Personal Data, it has verified that all entities (including subsidiaries of 3DS) receiving such Personal Data and non-European entities offer sufficient security guarantees and an adequate level of protection, in accordance with the GDPR.

8.3 Any Participant in the Contest is entitled to access their Personal Data, and has a right to request correction, modification, updating or deletion thereof. Any Participant also has the right to obtain a copy of their Personal Data kept by the Organizer. Any Participant may exercise their rights of access to and correction of Personal Data, directly via the FACEBOOK and INSTAGRAM social media platforms, or by e-mail to the following address: 3DS.Compliance-Privacy@3ds.com.

ARTICLE 9: IMAGE RIGHTS – PERSONALITY ATTRIBUTES

Through their participation in the Contest, Participants grant the Organizer permission, without such permission conferring any remuneration, right or benefit, to use their last names, first names, and

image, provided that they have communicated them as part of the Contest and under the following conditions:

- ✓ on any communication medium, including print, audio-visual, digital, electronic, existing (press, internet, posters, etc.) or future ones;
- ✓ in any format;
- ✓ worldwide;
- ✓ for a period of five (5) years following the start date of the Contest;
- ✓ in respect of any communication to the public, exclusively for the purposes of promoting the Organizer's brands and/or products and as part of any advertising and promotional action or event connected to this Contest.

If Participants object to one or more uses of their last name, first name and image under the above-mentioned conditions, they must make themselves known to the Organizer by sending an e-mail to the following address: 3DSAcademy.team@3ds.com with the subject line "Concours (Contest) - Project of the year 2020".

ARTICLE 10: INTELLECTUAL PROPERTY RIGHTS

10.1 Participants must individually accept the Organizer's conditions relating to intellectual property rights, as available at the following address: <https://academy.3ds.com/en/legal/terms-of-use>.

10.2 Participants undertake not to harm the brands, reputation and image of 3DS and its subsidiaries. In addition, each Participant acknowledges and agrees that the Organizer's Site, as well as all materials, data and content provided by 3DS, including the design text of the organizer's website, software in the form of object and source code (including applets), scripts, downloads, graphics, photos, etc., as well as their selection and arrangement, as well as the trademarks, trade names, trade dress, service marks and logos appearing therein are the property of DASSAULT SYSTÈMES SE, and are subject to copyright and other applicable intellectual property rights. All rights not expressly granted to the Participant in these Rules or in the conditions of use of the Organizer's website are reserved.

10.3 DASSAULT SYSTÈMES SE shall grant Participants who so wish, from February, 03 2020 to June, 26 2020, free, non-exclusive and non-transferable licence to access and use the **3DEXPERIENCE** Platform (meaning the platform hosted by 3DS and made available to Participants, including information, documents and/or materials). Participants must consent to the terms of this licence, which are available here: User agreement – Access to DS platform.

10.3 By posting their Project(s) as part of the Contest, each Participant:

- ✓ acknowledges that he/she is the author of the Project and/or that he/she owns the rights attached thereto;
- ✓ agrees to grant the right to access and view their Projects to, as a bare minimum, users of the Organizer's Site and the FACEBOOK and INSTAGRAM pages;
- ✓ grants the Organizer a worldwide, royalty-free, sub-licensable, transferable and non-exclusive license to use, copy, distribute, reproduce, modify, translate, adapt and publicly display the content of their Project(s) in any manner, form or format whatsoever, in

whole or in part, in any current or future media, for any purpose whatsoever, in particular regarding the use and promotion of 3DS products or services during the term of legal protection of intellectual property rights.

ARTICLE 11: RULES

These Rules may be consulted at the following address: <https://academy.3ds.com/poty202020>. They can also be found at the following addresses:

- Organizer's FACEBOOK site: <https://www.facebook.com/3DSAcademy>
- Organizer's INSTAGRAM site: <https://www.instagram.com/3dsacademy/>

A copy of these Rules can be sent by post free of charge to any person requesting this at the following address: Wei Li CRAWFORD, 10 rue Marcel Dassault, 78140, Vélizy-Villacoublay, FRANCE. Each Participant can only be sent one copy of the Rules. Postage used to request a copy of the Rules will be refunded at current second-class rates upon request (one refund per Participant). Please send your request to: XXX, 10 rue Marcel Dassault, 78140 Vélizy-Villacoublay, France.

The Organiser reserves the right to modify these Rules at any time in the form of an amendment published on the Site in compliance with conditions stated.

These Rules remain the property of the Organizer. To this end, any reproduction, representation and use of all or part thereof is strictly prohibited.

ARTICLE 12: RULES OF EVIDENCE

Except in the case of manifest error, it is agreed that data taken from the Organizer's systems used to administer the Contest shall be accepted as evidence in any dispute as to the modalities of connection and processing of said data in the context of the Contest.

ARTICLE 13: ASSIGNMENT OF JURISDICTION

All Participants are subject to French laws, in particular to the French regulations in force relating to contests.

Any complaint must be addressed, in writing to the Organizer's registered office, as specified in the preamble to these Rules, within thirty (30) days after the end of the Contest period, to the exclusion of any other method. After this date, no claims will be accepted.

Any dispute arising during the Contest period will be the subject of an attempt to reach an amicable settlement between Organizer and Participant. Failing agreement, the dispute will be submitted to the competent courts in accordance with the provisions of the French Code of Civil Procedure.

Any dispute that cannot be settled amicably shall be submitted to the competent courts of Paris.