RIOT GAMES

2023

SUSTAINABILITY REPORT

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Our Sustainability Journey

Over Riot's nearly twenty years as a company, we've grown, we've adapted, and we've had a lot of incredible moments with players around the world. But, when we think about the future of Riot, it is crucial for us to have a renewed and precise focus on sustainability to ensure that we are doing our part in helping to protect the environment.

Last year we announced our sustainability commitments to reduce the environmental impact of our operations. It was a long time coming, but a crucial step in defining how we're approaching this work going forward. If these commitments are the north star, this report is the constellation for how we get there. The path won't always be a straight line but we're committed to showing our progress year over year.

This report includes our 2022 and 2023 Greenhouse Gas (GHG) emissions data for Scopes 1, 2, and 3. Additionally, we added several points into ~~INT WIS DEX?~~ our data measurement ability for more primary data with our Scope 1 and 2 emissions across all of our operations–using an activity-based approach rather than a spend-based approach wherever possible–and revised our methodologies based on the latest guidance from the World Resource Institute GHG Protocols.

We'll dive into all that–and more DnD references–across this report. Right now, I hope to roll a Nat20 on my nature check and break through the platitudes too often associated with the work of decarbonization. This work is easily misunderstood, frequently over simplified, and often expressed without regard for context. Our strategy will aim to follow climate science as it develops, act with appropriate urgency, and update our methodology when needed. Riot uses an operational control approach, meaning we will account for our GHG emissions from locations where we have direct control over our operations and where we can significantly influence decisions that impact other attributable emissions.

By empowering Rioters, continuing to find more ways to make our global offices as sustainable as possible, and taking a hard look at areas we can improve, we can set ourselves up to accomplish our goals. But we're not going to tackle a raid boss the size of decarbonization without the help of our party so we are actively collaborating with industry partners, non-profits, and governmental organizations to drive collective action. Together, we are helping to shape an industry that not only entertains but also uplifts and sustains our global community far into the future.

As we look ahead, our vision remains clear: to lead with integrity, innovate responsibly, and inspire positive change. The journey toward sustainability is ongoing, and it is one we embark on together–with the help of our dedicated team, passionate players, and supportive partners.

Thank you for your continued trust and engagement. Together, we can create a legacy of sustainability that ensures the worlds we build today will thrive for generations to come.

Jeffrey Burrell

Head of Social Impact
& Sustainability
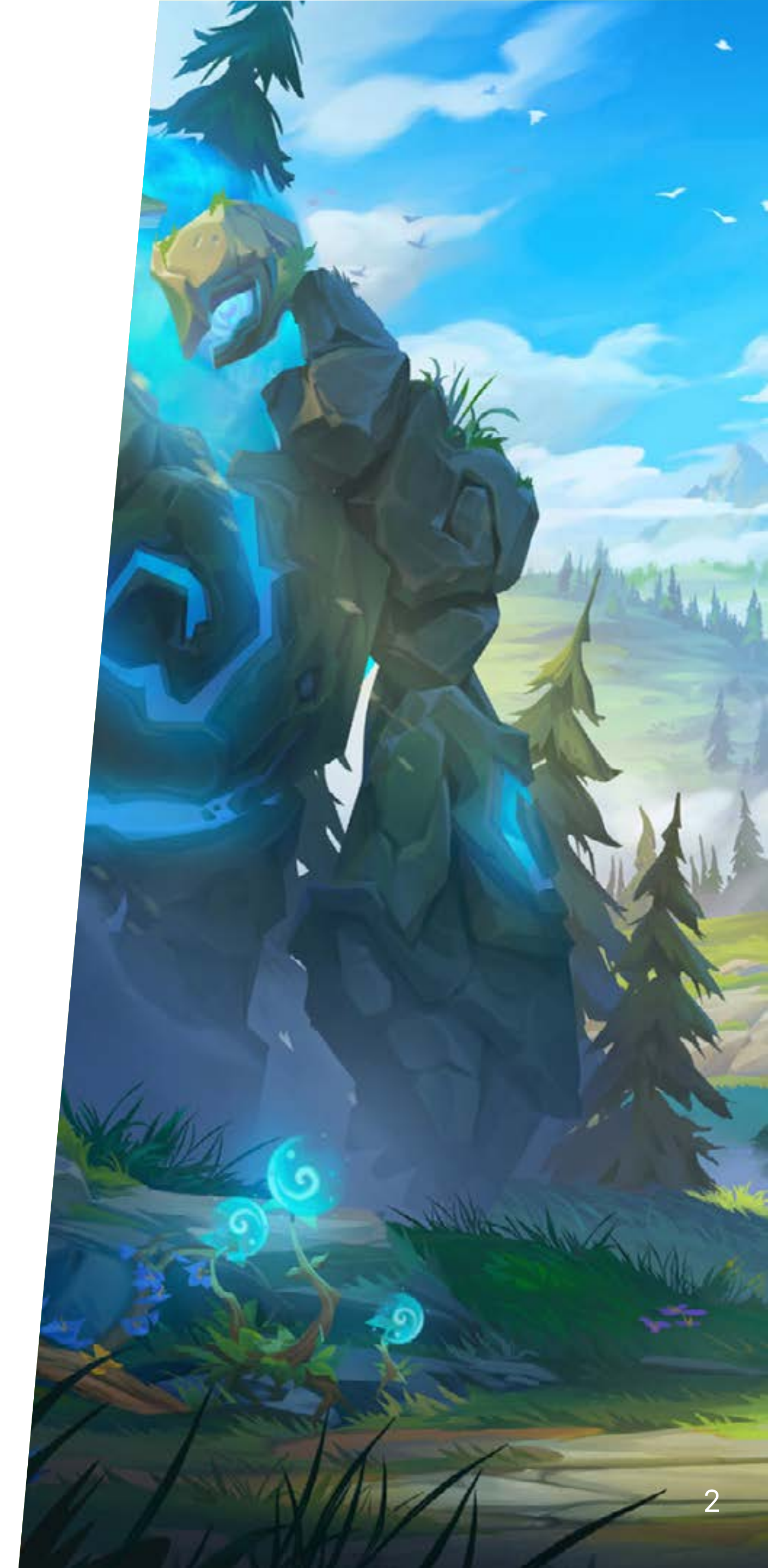
Commitments, Progress, and Looking Ahead

This report showcases how we've worked to refine our data collection processes, implemented new methodologies for higher data accuracy, and made progress in key areas to bring us closer to reaching the following commitments we made as a company last year.

Our Commitments

Set a near-term science-based target for GHG emissions in line with the Paris Agreement.

We aim to lower our global emissions to do our part in keeping global warming below 1.5°C.

Reach net zero emissions by 2050.

We will focus on continued emissions reductions over time and plan to offset what we can't reduce.

Achieve 100% renewable electricity in our operations by 2030.

We will support the global transition away from fossil fuel-based electricity and toward cleaner, more sustainable options.

Our Progress

- Establishing our baseline reporting year for our near-term CO_2 reduction goals for SBTi validation.

- Implementing a plan to reduce single-use plastic water bottles and single-use plastic food and beverage serveware at Riot's esports events.

Looking Ahead

- Working with key partners and vendors to receive high-quality, specific data on energy consumption, water and waste usage, and CO_2 emissions in our supply chain and operations.

- Joining Mastercard's Clean Energy Renewal Program.

- Partnering with pivotal teams and business units within Riot to create specific and actionable emission reduction plans.

- Undertaking a sustainable event management audit and analysis of our global esports events to understand where efficiencies can be made and to inform future decision making.

- Continuing our plastic waste reduction into 2025 and beyond while prioritizing optimal recovery of waste resources and materials throughout all event working sites.

- Installing solar panels at both our Dublin and our Seattle Remote Broadcast Centers, Powered by AWS.

- Pursuing LEED certification for our Remote Broadcast Center powered by AWS in Seattle.

Riot's GHG Emission Footprint

	2021 GHG Emissions	2022 GHG Emissions	2023 GHG Emissions
Scope 1 Onsite Fuel	1,735 tCO2e	1,255 tCO2e	1,765 tCO2e
Scope 2 Purchased Energy	6,907 tCO2e	5,507 tCO2e	7,698 tCO2e
Scope 3 Up/Downstream Emissions	92,378 tCO2e	172,718 tCO2e	130,300 tCO2e

Disclaimer: We strive to provide the most accurate emission calculations possible, however greenhouse gas measurement is still developing as a discipline, particularly around Scope 3 calculations. It is expected that our carbon footprint could have changes in the future as methodologies are clarified and data quality improves.

2022 GHG Emissions

Scope 1 and 2 Emissions

In 2022 we significantly increased our data quality and primary data sources for Scope 1 and 2 (market-based) emissions. In 2021 we had ~30% of our sites reporting facility specific data which increased to 77% of our sites reporting data in 2022.

While the total number of sites increased in FY22 vs FY21, we **decreased** our total Scope 1 and 2 emissions due to better data quality across all sites. This will allow us to more accurately determine our baseline emissions as well as our Scope 1 and 2 reduction goals.

Scope 3 Emissions

Like most video game companies, the majority of our emissions come from our Scope 3 calculations (our upstream and downstream supply chain). As our games are mostly online and multiplayer, our Scope 3 calculations are more of a reflection of cloud infrastructure and server usage.

We are working with the vendors who provide these services to identify Riot's specific attribution to these emissions but there are inherent difficulties sourcing this specific data from vendors globally. As such, we frequently rely on spend-based emissions data in line with leading EEIO methodologies and, consequently, business growth significantly drives increases in our Scope 3 emissions.

In 2022, Scope 3 emissions increased significantly from 2021 primarily due to a large increase in Purchased Goods & Services (Category 1) - which accounted for 67.3% of Riot's total Scope 1, 2, and 3 emissions. For 2022, the three largest contributors to Category 1 emissions were: Cloud Services, Relocation, and Workplace Experience. These are primarily due to post-pandemic return-to-work activities and workplace expansion.

We also saw significant year-over-year increases in Business Travel (Category 6) and Employee Commuting (Category 7) due to post-pandemic activities and an increase in Investments (Category 15) due to updating our methodology and acquiring a new studio in Sydney.

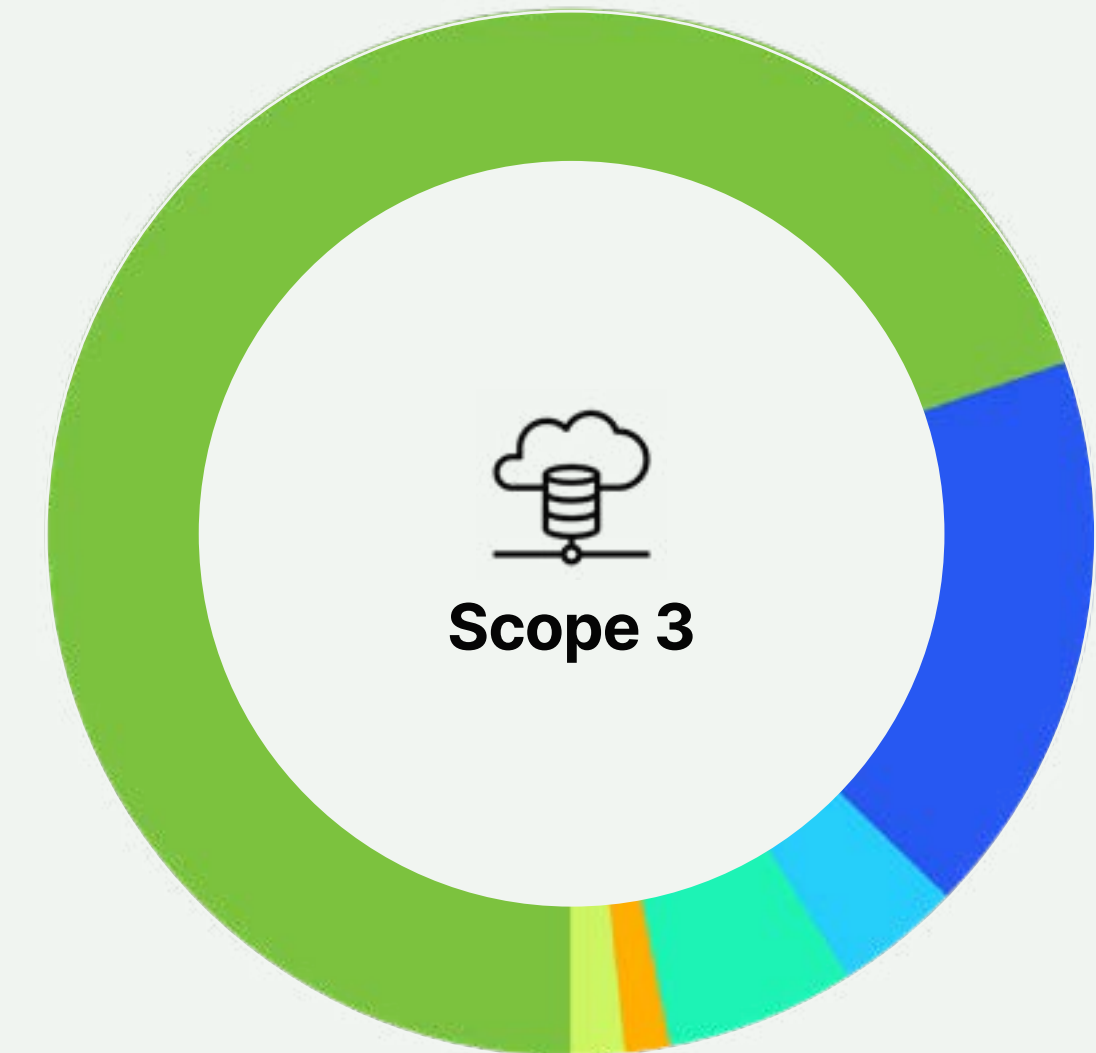**Scope 1**

1,255 tCO2e

Scope 2

5,500 tCO2e

Scope 3

Purchased Goods & Services	67.3%
Business Travel	16.8%
Employee Commuting and WFH	3.7%
Upstream Leased Assets	5.5%
Investments	1.4%
Other	1.5%

2023 GHG Emissions

Scope 1 and 2 Emissions

In 2023, our Scope 1 and 2 (market-based) emissions roughly accounted for 6.7% of our overall GHG emissions, an increase from 3.8% in 2022. This is primarily due to high electricity consumption in our main offices as we consolidated working locations and increases in our global headcount. Because of the consolidation of office spaces we saw an increase in actual data reporting jump from 47% in 2022 to 64% in 2023.

Scope 3 Emissions

In 2023, we saw absolute Scope 3 emissions decrease in major areas including Purchased Goods & Services (Category 1), Business Travel (Category 6), Upstream Leased Assets (Category 8), and Investments (Category 15). Purchased Goods & Services (Category 1) remains our largest contributor of our total emissions accounting for 70.2% of our total Scope 1, 2, and 3 emissions.

For 3 years in a row, Cloud based emissions account for our largest Scope 3 contributor equating to roughly 27.2% of our total Scope 3 emissions in 2023. This is expected given the growth of our games and active players. More players on the server means more emissions. We're actively working with Amazon Web Services (AWS) to identify specific efficiencies and unique server identification. This will help Riot identify supplier-refined emissions which would provide more accurate data compared to an economic average (spend-based approach) applied in the previous 3 years.

Riot had about 13 suppliers that made up greater than 1% of our Purchased Goods & Services emissions, representing over 70.7% of total emissions in this category. We are committed to collaborating with partners to shift from spend-based to activity-based calculations and to enhance our mutual decarbonization efforts.
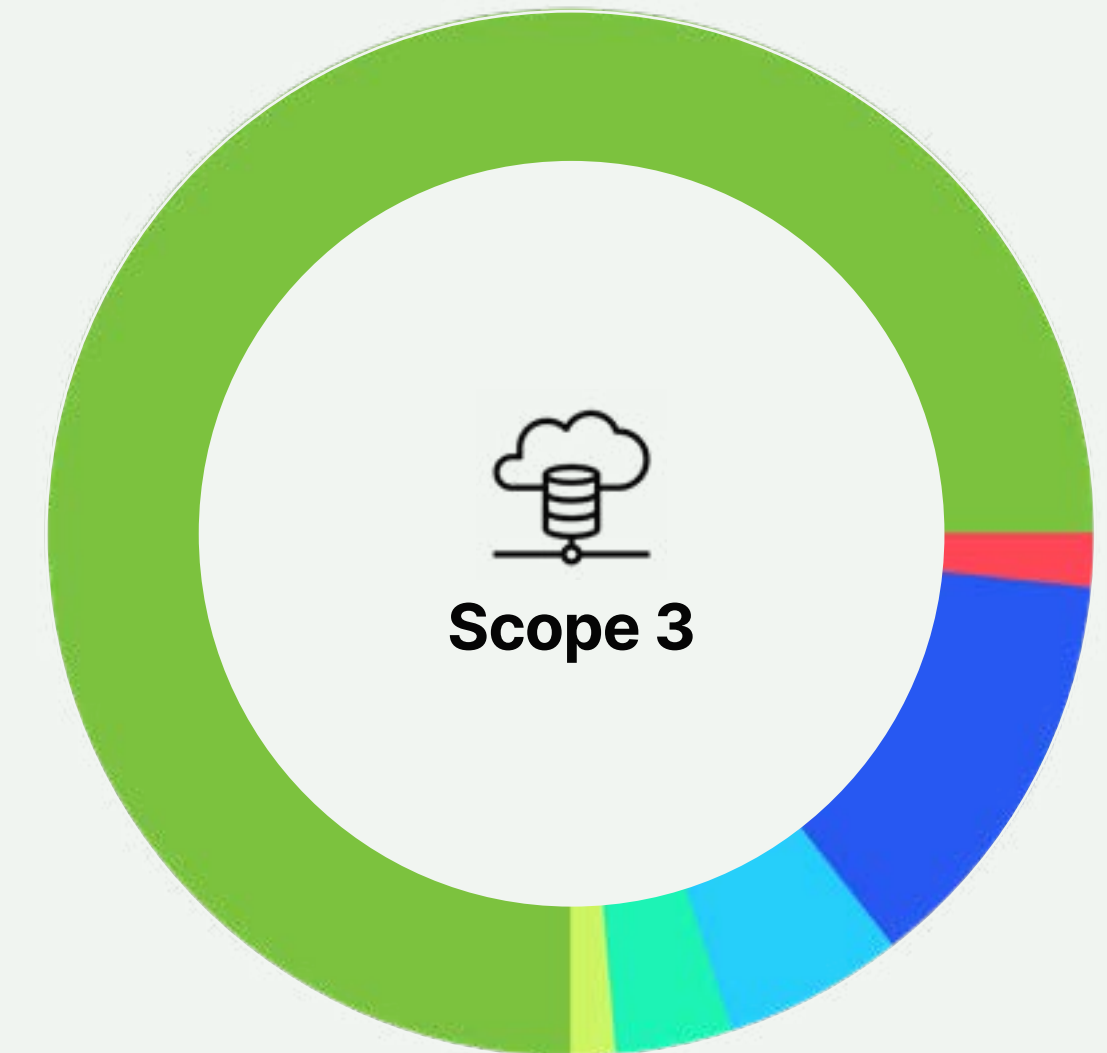
Scope 1

1,655 tCO2e

Scope 2

7,698 tCO2e

Scope 3

Purchased Goods & Services		70.2%
Fuel & Energy Related Emissions		1.4%
Business Travel		12.1%
Employee Commuting and WFH		5.0%
Upstream Leased Assets		3.4%
Other		1.2%

Esports' Environmental Impact

From League of Legends Worlds to VALORANT Champions, we've placed a big focus on how to make our large-scale global esports events more sustainable.

TFT Esports EMEA Gives Back

The TFT EMEA Esports team, in partnership with the Riot Games Social Impact Fund, donated €50,000 to Treemer, a not-for-profit organization that works to protect and develop forest ecosystems and increase biodiversity throughout Germany. Over a two year period these reforestation efforts will help rebuild and transform about 19,000 m² of damaged forest to be a climate-resilient mixed forest, restore natural ecosystems, and help protect local wildlife.

Remote Broadcast Centers (RBCs)

Our Riot Games Remote Broadcast Centers, Powered by AWS, are strategically located in Dublin and Seattle. Both RBC's exemplify sustainable adaptive reuse of their buildings with a focus on longevity, efficiency, sustainability, and flexibility.

In 2023 the Dublin facility received its ISO certification and the Seattle facility is on its way to becoming Silver LEED certified, with an upgrade to Gold LEED expected in 2025 once our solar panel installation is complete. The RBCs have implemented a range of initiatives to help achieve Riot's sustainability goals including:

- Equipped the lighting systems throughout the RBCs with PIR sensors to ensure lights are only on when needed, slashing the energy usage.

- Utilize smart meters to help us closely monitor our electricity and water consumption, allowing us to identify areas for further improvement.

- The Dublin RBC operates on 100% renewable energy, supplied by our electricity provider, reducing our carbon footprint and contributing to a cleaner planet.

- Our HVAC systems maintain a commendable environmental standard, ensuring both comfort and sustainability within our broadcasting facility.

- Swapped out single-use plastics within the facilities for reusable and compostable alternatives.

- Ensure the responsible disposal of WEEE Waste through regulated processes with EARP Ireland at our Dublin facility and E-cycle Washington in Seattle.

- Outfitted our facilities with upcycled desks and furniture.

TREEMER
DEIN BAUM FÜR UNSERE ZUKUNFT

TFT ESPORTS EMEA