

Privacy Statement

Privacy Policy

Last updated: November 12, 2021

This Privacy Policy describes Our policies and procedures on the collection, use and disclosure of participant information when an individual uses the Service and is informative about the participant's privacy rights and how the law protects them.

We use a participant's data to provide and improve the Service. By using the Service, a participant agrees to the collection and use of information in accordance with this Privacy Policy.

Interpretation and Definitions

Interpretation

The words of which the initial letter is capitalized have meanings defined under the following conditions. The following definitions shall have the same meaning regardless of whether they appear in singular or in plural.

Definitions

For the purposes of this Privacy Policy:

- **Account** means a unique account created for the participant to access our Service or parts of our Service. Most participants do not have accounts; accounts are typically reserved for game facilitators and client administrators.

- **Affiliate** means an entity that controls, is controlled by or is under common control with a party, where "control" means ownership of 50% or more of the shares, equity interest or other securities entitled to vote for election of directors or other managing authority.
- **Application** means the software (developed and deployed by GoodGames) program provided by the Company and used by the participant on any electronic device
- **Company** (referred to as either "the Company", "We", "Us" or "Our" in this Agreement) refers to GoodGames, LLC, 5 Guptil Ave, Freeport Maine 04032.
- **Country** refers to: Maine, United States
- **Device** means any device that can access the Service such as a computer, a cellphone or a digital tablet.
- **Personal Data** is any information that relates to an identified or identifiable individual.
- **Service** refers to the Application.
- **Service Provider** means any natural or legal person who processes the data on behalf of the Company. It refers to third-party companies or individuals employed by the Company to facilitate the Service, to provide the Service on behalf of the Company, to perform services related to the Service or to assist the Company in analyzing how the Service is used.
- **Usage Data** refers to data collected automatically, either generated by the use of the Service or from the Service infrastructure itself (for example, the duration of a page visit).
- **Participant** means the individual accessing or using the Service, or the company, or other legal entity on behalf of which such individual is accessing or using the Service, as applicable.

Collecting and Using Participant's Personal Data

Types of Data Collected

Personal Data

While using Our Service, We may collect certain personally identifiable information that can be used to identify them. However, as outlined below, the majority of this information is Usage Data provided by the participant's browser or network connection. We **do not ask for** real names, addresses, email addresses or any other form of information that would typically be construed as "personal data." Personally identifiable information may include is currently limited to:

- Usage Data
- Display/Screen Name

Usage Data

Usage Data is collected automatically when using the Service.

Usage Data may include information such as the participant's Device's Internet Protocol address (e.g. IP address), browser type, browser version, the pages of our Service that they visit, the time and date of their visit, the time spent on those pages, unique device identifiers and other diagnostic data.

When a participant accesses the Service by or through a mobile device, We may collect certain information automatically, including, but not limited to, the type of mobile device being used, the participant's mobile device unique ID, the IP address of their mobile device, their mobile operating system, the type of mobile Internet browser they use, unique device identifiers and other diagnostic data.

We may also collect information that the participant's browser sends whenever they visit our Service or when they access the Service by or through a mobile device.

Display/Screen Name

During a game event participants are sometimes encouraged to enter their Screen Name, which by default is listed as "anonymous." The Screen Name can be the participant's real name, or it can be any pseudonym they choose. Screen Names are stored in our servers and linked to the event which for which they were used. However, once a game session ends, Screen Names are not directly associated with Usage Data and thus cannot be used to identify an individual participant.

Use of Participant's Personal Data

The Company may use Personal Data for the following purposes:

- **To provide and maintain our Service**, including to monitor the usage of our Service.
- **For the performance of a contract:** the development, compliance and undertaking of the purchase contract for the products, items or services the client (not necessarily the participant) has purchased or of any other contract with Us through the Service.
- **For business transfers:** We may use a participant's information to evaluate or conduct a merger, divestiture, restructuring, reorganization, dissolution, or other sale or transfer of some or all of Our assets, whether as a going concern or as part of bankruptcy, liquidation, or similar proceeding, in which Personal Data held by Us about our Service users is among the assets transferred.
- **For other purposes:** We may use a participant's information for other purposes, such as data analysis, identifying usage trends, and to evaluate and improve our Service, products, services and overall participant experience.

We may share a participant's personal information in the following situations:

- **With Service Providers:** We may share a participant's personal information with Service Providers to monitor and analyze the use of our Service.
- **For business transfers:** We may share or transfer a participant's personal information in connection with, or during negotiations of, any merger, sale of Company assets, financing, or acquisition of all or a portion of Our business to another company.
- **With Affiliates:** We may share a participant's information with Our affiliates, in which case we will require those affiliates to honor this Privacy Policy. Affiliates include Our parent company and any other subsidiaries, joint venture partners or other companies that We control or that are under common control with Us.
- **With a participant's consent:** We may disclose a participant's personal information for any other purpose but only with their direct consent.

We will not use a participant's personal information to

- **To contact a participant:** To contact a participant by email, telephone calls, SMS, or other equivalent forms of electronic communication, such as a mobile application's push notifications.
- **To provide a participant** with news, special offers and general information about other goods, services and events which we offer.

Retention of a participant's Personal Data

The Company will retain a participant's Personal Data only for as long as is necessary for the purposes set out in this Privacy Policy. We will retain and use a participant's Personal Data to the extent necessary to comply with our legal obligations, resolve disputes, and enforce our legal agreements and policies.

The Company will also retain Usage Data for internal analysis purposes. Usage Data is generally retained for a shorter period of time, except when this data is used to strengthen the security or to improve the functionality of Our Service, or We are legally obligated to retain this data for longer time periods.

Transfer of a participant's Personal Data

Participant information, including Personal Data, is processed at the Company's operating offices and in any other places where the parties involved in the processing are located. It means that this information may be transferred to — and maintained on — computers located outside of the participant's state, province, country or other governmental jurisdiction where the data protection laws may differ than those from the participant's jurisdiction.

GoodGames will take all steps reasonably necessary to ensure that participant data is treated securely and in accordance with this Privacy Policy and no transfer of Personal Data will take place to an organization or a country unless there are adequate controls in place including the security of participant data and other personal information.

Disclosure of Participant Personal Data

Business Transactions

If the Company is involved in a merger, acquisition or asset sale, a participant's Personal Data may be transferred.

Law enforcement

Under certain circumstances, the Company may be required to disclose a participant's Personal Data if required to do so by law or in response to valid requests by public authorities (e.g. a court or a government agency).

Other legal requirements

The Company may disclose a participant's Personal Data in the good faith belief that such action is necessary to:

- Comply with a legal obligation

- Protect and defend the rights or property of the Company
- Prevent or investigate possible wrongdoing in connection with the Service
- Protect the personal safety of Users of the Service or the public
- Protect against legal liability

Security of Participant's Personal Data

The security of Participant Personal Data is important to Us, but it is important to understand that no method of transmission over the Internet, or method of electronic storage is 100% secure. While We strive to use commercially acceptable means to protect all Participant Personal Data, We cannot guarantee its absolute security.

Children's Privacy

Our Service does not address anyone under the age of 13. We do not knowingly collect personally identifiable information from anyone of any age, and particularly under the age of 13. If You are a parent or guardian and You are aware that Your child has provided Us with Personal Data, please contact Us. If We become aware that We have collected Personal Data from anyone under the age of 13 without verification of parental consent, We take steps to remove that information from Our servers.

If We need to rely on consent as a legal basis for processing participant information and a participant's country requires consent from a parent, We may require the participant's parent's consent before We collect and use that information.

Links to Other Websites

Our Service may contain links to other websites that are not operated by Us. If a participant clicks on a third party link, they will be directed to that third party's site. We strongly advise that participants review the Privacy Policy of every site they visit.

We have no control over and assume no responsibility for the content, privacy policies or practices of any third party sites or services.

Changes to this Privacy Policy

We may update Our Privacy Policy from time to time.

Contact Us

If you have any questions about this Privacy Policy, You can contact us:

- By email: hello@goodfocus.net