



## CORPORATE RESPONSIBILITY DIRECTIVE

NVIDIA has consistently set new standards in visual computing with breathtaking, interactive graphics available on devices ranging from tablets and portable media players to notebooks and workstations. The company's expertise in programmable GPUs has led to breakthroughs in parallel processing which make supercomputing inexpensive and widely accessible.

Our singular vision is to build one of the most influential and admired technology companies in the world - a company that is a source of pride for our customers, employees, shareholders, partners and suppliers. NVIDIA's corporate responsibility directive is integral to this vision.

To fulfill this vision, NVIDIA strives to abide by these commitments:

- Maintain the highest standards of business ethics and integrity
- Comply with all applicable laws and regulations of the countries in which we operate;
- Work with our suppliers towards high standards of quality, productivity, and integrity;
- Respect and champion the human rights of our employees, and provide a safe and healthy workplace;
- Ensure all workers in our supply chain are treated with respect and dignity;
- Conduct business using sound environmental practices;
- Invest in the communities in which we operate and the wider global community;
- Engage effectively with stakeholders to address issues such as protecting the environment, fostering economic development, and advocating for privacy, labor standards, and human rights;
- Use a management system approach including risk assessments, audits and continuous improvement to achieve these objectives.

As a member of the Electronic Industry Citizenship Coalition (EICC), NVIDIA has adopted the EICC Code of Conduct (rev. 5.0) with the aim of delivering on this commitment, enhancing our own financial, environmental, and ethical performance, and achieving the same progress within our supply chain.

Senior level company officers are engaged in the development of our corporate responsibility directive and are responsible for its implementation.