

# GRI ASPECT BOUNDARIES FOR PRIORITY ISSUES

(G4-19, G4-20, G4-21)

Priority Issue	Value chain stages →	NVIDIA Operations	Product Design	Supply Chain	Product Delivery	Developer Support	Customer Satisfaction	Social Impact*
	↓GRI material aspects ↓							
Innovation	Economic Performance	●	●	●	●	●	●	●
	Products and Services (Environment)		●				●	●
Ethics	(N/A)	●	●	●	●	●	●	●
Transparency	(N/A)	●	●	●	●	●	●	●
Compliance	Compliance (Environment)	●	●	●	●		●	
	Compliance (Product Responsibility)				●	●	●	●
	Compliance (Society)	●	●	●	●	●	●	●
	Compliance (Product & Service Labeling)		●		●		●	
Customer Relations	Customer Privacy					●	●	
	Customer Satisfaction		●			●	●	
Supply Chain Management	Environmental Grievance Mechanisms			●				
	Human Rights Grievance Mechanisms			●				
	Impacts on Society Grievance Mechanisms			●				
	Labor Practices Grievance Mechanisms			●				
	Supplier Assessment for Human Rights			●				
	Supplier Assessment for Impacts on Society			●				
	Supplier Assessment for Labor Practices			●				
	Supplier Environmental Assessment			●				
Employee Satisfaction	Employment	●	●					
	Training and Education	●	●					

\*Social Impact in this context is related to the application and use of NVIDIA products

● Material Internally ● Material Externally ● Material both Internally & Externally

