CGI develops VR and AR study in connection with space technologies on behalf of ESA

Sulzbach, 17. December 2019 - CGI (NYSE: GIB) (TSX: GIB.A) has been awarded a contract by the European Space Agency ESA to conduct a feasibility study on Virtual and Augmented Reality for space application. The aim is to evaluate the business, technical and social opportunities offered by Virtual Reality (VR) and Augmented Reality (AR) applications using space technologies.

Specifically, CGI will investigate the following use cases "Astronaut support in field operations" and "Disaster relief". With the assistance of VR and AR technologies, the ground control center can support and control space missions from a distance, for example with step-by-step instructions for the astronaut. In the second use case, "Disaster relief", the scope offered by AR and VR applications in the context of disasters such as earthquakes, floods or forest fires will be investigated. One example is the control of rescue teams using Earth observation data and spatial information such as current maps or 3D terrain models.

In general, a variety of application scenarios are conceivable for both virtual reality and augmented reality in the field of space and satellite systems. By means of the remote support tool, experts can be networked over long distances, and collaborate virtually in the construction of a satellite and solve challenges; on-site deployment is no longer necessary.

CGI has been awarded the co-sponsored contract to carry out the feasibility study following a Europe-wide tender for the so-called "Kickstarter". In the course of the project, CGI will develop concepts and concrete application scenarios for the development of a remote support solution including space technologies and AR/VR. The feasibility study includes aspects such as technical implementation, business plan, cost calculation or market potential analysis.

The tender was part of the Business Applications Program initiated by ESA, which promotes the development of innovative space-based applications and services. The program's feasibility studies are intended to identify, analyze and define potential sustainable services and applications for a wide range of industries. The prerequisite is that space technologies are used. These include earth observation, satellite communication, satellite navigation and manned space technologies.

General objectives of CGI within the project are:

- The development of a remote support solution that includes innovative technologies such as augmented and virtual reality or mixed reality glasses
- the comprehensive use of earth observation data in combination with new AR/VR technologies
- increasing safety and efficiency in the conduct of disaster relief operations, manned space flights or space research activities.

"We are very pleased having received this interesting assignment. It also shows the great confidence ESA has put us, with whom we have been working successfully for around 40 years," explains Stefan Wichert, Senior Vice President CGI Germany North. "CGI is at the forefront of emerging technologies such as AI and IoT. When it comes to accelerating innovation, concepts with new technologies are the key to change. As part of the

feasibility study, we will now demonstrate that the interaction of VR or AR and space technologies opens up entirely new business opportunities."

About CGI

Founded in 1976, CGI is among the largest independent IT and business consulting services firms in the world. With approximately 77,500 consultants and professionals across the globe, CGI delivers an end-to-end portfolio of capabilities, from strategic IT and business consulting to systems integration, managed IT and business process services and intellectual property solutions. CGI works with clients through a local relationship model complemented by a global delivery network that helps clients digitally transform their organizations and accelerate results. With Fiscal 2018 reported revenue of C$11.5 billion, CGI shares are listed on the TSX (GIB.A) and the NYSE (GIB). Learn more at cgi.com.