



Climate Report

15th December 2023

Company: Hyper Luminal Games

Company Number: SC479048

Period: 01/11/2022 – 31/10/2023

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Use of this report

This is the first climate report for Hyper Luminal Games. The year 2022 - 2023 has been selected as the base year for the company's climate reporting. The turnover of the company in 2023 was £6.5M and the company had 70 employees. The purpose of the reporting is to increase the understanding of what is driving the company's greenhouse gas emissions, set targets to reduce them, and secure transparency and traceability on the journey towards net-zero.

Introduction

Hyper Luminal Games are a people centric company that is dedicated to providing a safe, creative and collaborative environment that encourages personal growth. Their Mission "Making Games Better" means spending every day making things more streamlined, learning new skills and nurturing existing ones. They deploy 'best practice' throughout the business across recruitment, planning, and delivery in order to create sustainable growth, which is rare in the games industry.

Our values encompass the way our studio operates and how we develop games, including our impact on the environment. Setting a target towards Net Zero is a goal which we believe will help to Build Customer Loyalty for our work-for-hire clients, Attract & Engage employees, and allow us to tackle the overall aim to reduce our carbon footprint and make games in a way which is sustainable.

External Assurance

Hyper Luminal Games Limited has appointed Workplace Insights (WPI) to independently assure the accuracy, completeness and consistency of energy use, greenhouse gas (GHG) emissions data and energy efficiency action.

Operational and organisational boundaries

The operational boundaries of this study comprise the scope 1 GHG emissions associated with combustion of gas, scope 2 GHG emissions associated with purchased electricity and 3 GHG emissions associated with business travel, employee travel, capital goods and services. All other scope 1, 2 and 3 GHG emissions were excluded as permitted under SECR requirements for unquoted companies. The organisational boundaries of this study comprise of the main office and work from home employees. The consolidation of facility level GHG emissions was undertaken using the operational control approach.

- Suite 7, The Vision Building, 20 Greenmarket, Dundee, Scotland, DD1 4QB
- Work From Home Employees

There are no GHG removals and reservoirs within operational and organisational boundaries.

Reporting period and company details

Detail	Previous reporting year 2022 - 2023	Current reporting year 2023 - 2024 (First SECR reporting year)
Start of reporting period	1 st November 2022	1 st November 2023
End of reporting period	31 st October 2023	31 st October 2024
Annual Turnover	£6.5 million	£8.5 million
Number of staff (FTE)	70	85

Methodology

In carrying out carbon footprint calculations and preparing this document, WPI has followed the requirements of the UK Government's SECR Guidelines and the general principles of the Greenhouse Gas Protocol (Corporate Standard), with further guidance from the Greenhouse Gas Protocol (Corporate Value Chain Accounting and Reporting Standard). Within the organisational boundaries, a consistent approach was used to quantify and to document GHG emissions and removals by completing, as applicable, the following steps:

1. Identification of GHG sources and sinks: identification of Hyper Luminal Game's GHG sources and sinks was carried out using WPI's industry expertise and previous experience, and guidance from international publications such as the GHG Protocol.
2. Selection of quantification methods: the selected quantification method is based on the multiplication of GHG activity data by GHG emission or removal factors and in some cases using spend data, which was thought to be the most appropriate approach for this study.
3. Selection and collection of GHG activity data: The GHG activity data were collected from Hyper Luminal Games. Activity data used in this study is consistent with the quantification and spend methods.
4. Selection or development of GHG emission or removal factors: The most appropriate and current GHG emission factors have been selected from

Defra/DECC 2022 greenhouse gas conversion factor repository (Defra/DECC 2019 used for 2022-2023 reporting year).

5. Calculation of GHG emissions and removals: The calculations of the GHG emissions and removals have been carried out by multiplying the GHG activity data by GHG emission or removal factors. These calculations have been undertaken in a Microsoft Excel model.

The following underlying primary data were used by Hyper Luminal Games to provide summarised data to Work Place Insights for calculating the carbon footprint and energy footprint.

Type	Data Source
Combustion of gas (scope 1)	Utility company bills
Purchased electricity, location based (scope 2)	Utility company bills
Purchased electricity, market base renewables	Utility company bills
Work From Home (scopes 1 & 2)	In accordance with the International Energy Agency's (IEA) Baseline Residential Energy Intensity and Incremental ratios
Business travel (scope 3)	Expense claims
Employee travel (scope 3)	Activity based
Capital and services (scope 3)	Spend based

All IPCC 2007 GHGs were considered in the calculation of this organisational carbon footprint, which were converted to carbon dioxide equivalents (CO₂e) using the 2007 IPCC Global Warming Potentials (GWPs). Whilst more recent IPCC GWPs are available, the latest version of the main source of secondary data used in this study (i.e. Defra) currently uses IPCC 2007 GWPs.

The calculations were assured on behalf of WPI by Dr Matt Fishwick who found no evidence to suggest that they were not materially correct and were not a fair representation of the GHG data and information.

Considering Key Environmental Impacts

This is the first year of SECR reporting, as such Hyper Luminal Games is focussing on greenhouse gases as the biggest identified impact over which it has operational control.

Results

You choose whether to report the previous year.

	Previous reporting year 2022 - 2023		Current reporting year 2023 - 2024 (First SECR reporting year)	
	GHG emissions (tCO2)	Energy (kWh)	GHG emissions (tCO2)	Energy (kWh)
Combustion of gas (scope 1)	14.5	77,828		
Purchased electricity, location based (scope 2)	5.9	27,697		
WFH gas (scope 1)	13.48	70,965		
WFH electricity (scope 2)	4.14	19,707		
Business travel (Scope 3)				
Employee Travel (Scope 3)				
Capital Goods & Services (Scope 3)				
Total	38.02	196,197		

Intensity Ratios

You must include one of these in your report.

Intensity Ratio	Previous reporting year 2021 - 2022		Current reporting year 2022 - 2023 (First SECR reporting year)	
	tCO2	kWh	tCO2	kWh
Per FTE	0.3	2,802	0.2	
Per £ million GBP turnover	3	30,184	2	

Management and strategy

The responsibility for climate strategy and action is clearly allocated at the executive level of the company. Our full business is built around climate action. There is no specific board level oversight of climate action. Board level work is limited in the initial stages of scaling up the company.

Sustainability is a key pillar, that's why we continue to ensure we are at the forefront of initiatives that improve our studio. We partner with netXero on our carbon footprint.

Results challenges and outlook

We have selected 2023 as the base year and have spent that 12 months identifying initiatives, team members, prioritising activity required to action out 2024 initiatives and calculating out Scope 1 and 2.

Looking forward, we will also focus activity in understanding selected Scope 3 categories but we will face some key challenges with reducing emissions and scaling climate solutions. Our aim is to grow over 100% every year. It is hence not tangible to set targets on absolute emission reduction. Instead, we focus on our emissions per employee, revenue and on the climate benefits we can help socialise with our customers and suppliers.

Future Activity

We are pleased with the progress made through 2023 and plan to monitor progress against the following initiatives over 2024

- Make a pledge to the SME Climate Hub
- Collecting data on Scope 3 - including suppliers, business travel and employee travel
- Identify any offsetting potential
- Identify other employee wellbeing initiatives
- Target HLG's sustainability maturity at Level 5 for the year end
- Submit the first Sustainability Report to the SME Climate Hub
- Looking at initiatives to engage the wider business and local
- Target Sustainability Maturity Level 6/7

Appendix A – Commitments and Targets:

- Inclusion of energy used in employee commuting, business travel, outsourced activities, disposal of waste, production of material used by the entity and other relevant categories

Appendix B - Options for additional disclosure included in the guidance:

- Inclusion of energy used in employee commuting, business travel, outsourced activities, disposal of waste, production of material used by the entity and other relevant categories
- Reason for selection of intensity ratio based on activities and nature of the company
- Comparison to a target figure for energy use, emissions or both
- Plans for energy efficiency actions in the year ahead
- Target for energy use, emissions or both for the year ahead
- Statement of third party verification
- Link to further information on the company website or other source