

Game Multimedia Engine

GME Policy

Product Documentation



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Data Privacy and Security Agreement

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1. Background

This Module applies if you use the Game Multimedia Engine (“**Feature**”). This Module is incorporated into the Data Processing and Security Agreement located at (“**DPSA**”). Terms used but not defined in this Module shall have the meaning given to them in the DPSA. In the event of any conflict between the DPSA and this Module, this Module shall apply to the extent of the inconsistency.

2. PROCESSING

We will process the following data in connection with the feature:

Personal Information	Use
Voice Data (Live Call): end user voice traffic information (voice chat flow)	We only process this data for the purposes of providing the Feature to you and your end users. Please note that we have no control over the data.
Translated Message (where applicable)	
Shape Data	
Voice Data (Recorded Message)	We only process this data for the purposes of providing the Feature to you and your end users. Please note that this data is stored in our Cloud Object Storage (COS) feature (where applicable). Please note that we have no access to the personal data, if any, stored in the database or control over the data.
Voice Data (Live Recording Service)	
Transcribed Message	

3. service region

As specified in the DPSA.

4.SUB-Processors

As specified in the DPSA, including Tencent Cloud Europe B.V., Tencent Cloud LLC, Tencent Korea Yuhan Hoesa, Aceville Pte. Ltd, and Google.

5.data retention

We will store personal data processed in connection with the Feature in accordance with your selected preferences. In the case of voice data (recorded message) and transcribed messages, these are stored for a period of 90 days from the date of collection. You can request deletion of such personal data in accordance with the DPSA.

Please note that all movement input data is captured and processed solely on the end user device. Movement input data is transformed into general, anonymised shape data prior to transfer to and processing by the Feature (“**Shape Data**”).

6.special conditions

- (a) You must ensure that this Feature is only used by end users who are of at least the minimum age at which an individual can consent to the processing of their personal data. This may be different depending on the jurisdiction in which an end user is located.
- (b) You represent, warrant and undertake that you shall obtain and maintain all necessary consents from end users in respect of the processing of their personal data (such as any capture data) in respect of the Feature, in accordance with applicable laws and so as to enable us to comply with applicable laws. You agree you will indemnify and hold Tencent harmless from and against all claims, liabilities, costs, expenses, loss or damage (including consequential losses, loss of profit and loss of reputation and all interest, penalties and legal and other professional costs and expenses) incurred by Tencent arising directly or indirectly from a breach of this requirement.
- (c) You acknowledge, understand, and agree that (i) we do not make any representation or warranty or give any undertaking that this Feature will be in compliance with any applicable laws or regulations, and (ii) any reliance on or use of this Feature is at your sole risk.

Privacy Policy

Last updated : 2022-12-15 14:48:10

1.Introduction

This Module applies if you use the Game Multimedia Engine ("**Feature**"). This Module is incorporated into the privacy policy located at ("**Privacy Policy**"). Terms used but not defined in this Module shall have the meaning given to them in the Privacy Policy. In the event of any conflict between the Privacy Policy and this Module, this Module shall apply to the extent of the inconsistency.

2.Controllership

The controller of the personal information described in this Module is as specified in the Privacy Policy.

3.Availability

This Feature is available to users globally.

4.How We Use Personal Information

We will use the information in the following ways and in accordance with the following legal bases:

Personal Information	Use	Legal Basis
Console Configuration Data (selection of on/off of the specific service within the Feature; billing mode for the specific service within the Feature)	We use this information to maintain your configuration settings and ensure that bugs are detected and remediated. Please note that this data is backed up in our TencentDB for MySQL feature.	We process this information as it's necessary for us to perform our contract with you to provide the Services.

Personal Information	Use	Legal Basis
Voice Room Configuration Data (room voice quality type, room ID)	We use this information to provide you with the Feature. Please note that this data is backed up in our Cloud Log Service (CLS) feature and our TencentDB for MySQL feature.	We process this information as it's necessary for us to perform our contract with you to provide the Services.
Log Data (user access time; end user device information (model, operation system, CPU information, memory information), network conditions (Wifi, 4G), network packet loss rate, connection quality statistics, IP address)	We use this information to ensure that messages are delivered and ensure that bugs are detected and remediated.	We process this information as it's necessary for us to perform our contract with you to provide the Services.

5.How We Store and Share Personal Information

As specified in the Privacy Policy.

6.How We Share Personal Information

As specified in the Privacy Policy, including Tencent Cloud Europe B.V., Tencent Cloud LLC, Tencent Korea Yuhan Hoesa, and Aceville Pte. Ltd.

7.Data Retention

We will retain personal information in accordance with the following:

Personal Information	Retention Policy
Console Configuration Data	For the duration for which an account is held and then deleted 7 days thereafter.
Voice Room Configuration Data	Stored for 15 days.
Log Data	Stored for up to 15 days.