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For Immediate Release

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**BioWare sponsors advanced education and children's health.
Game development house announces local community development initiatives.**

EDMONTON, Alberta, Canada - December 11th, 2001 - BioWare Corp. today announced a number of community development initiatives that demonstrate the company's commitment to children's health and advanced education.

In the first of three initiatives, the Edmonton based electronic entertainment developer revealed participation in the 2001 Children's Health Foundation Snowflake Family Gala. As a Gold sponsor, BioWare Corp. is helping children's healthcare by contributing towards the purchase of critical care equipment that will directly support children's health in Alberta.

"We're delighted to be able to contribute in this way", said Dr. Ray Muzyka - Joint CEO of BioWare Corp. "BioWare's games have entertained people around the world, and that success has allowed us to be able to contribute to the development of something that we as medical doctors strongly believe in - improving the quality of health care for children."

Additionally, BioWare Corp. recently committed to participate in the Capital Health region's Health Smart Solutions campaign, again focusing on children's health care..

"This type of community development is essential, and it's a win-win situation," said Greg Zeschuk - Joint CEO of BioWare Corp. "We're happy that BioWare is able to help, that the Capital Health region's facilities directly benefit, and that, by extension, their patients benefit."



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BioWare's third initiative this year is to sponsor advanced education via the development of the Computer GAMES Group in the Computing Science Department at the University of Alberta. This three-year program is designed to support and encourage research by allowing computing science students access to BioWare's award winning games and designers. BioWare has set up a yearly grant for the University of Alberta Computer Science Department as well as providing access to some of its software for research and development use by students and professors.

"Learning should be fun," said Professor Jonathan Schaeffer - director of the GAMES Group at the University of Alberta. "All too often students are taught the theory behind a subject without getting a chance to see the ideas work in a practical setting. Using BioWare's software in our undergraduate and graduate artificial intelligence courses will allow students to apply what they learn in a real application. And it will be a lot of fun!"

Other initiatives focusing on children's health care and advanced education will be announced in the future. "We strongly believe that we should act as responsible corporate citizens," said Dr. Greg Zeschuk, Joint CEO of BioWare Corp. Added Dr. Ray Muzyka, Joint CEO of BioWare Corp., "We're very proud to be Edmontonians, Albertans, and Canadians. We intend to continue giving back to the community that has brought our company such good fortune."

About BioWare Corp.

BioWare Corp. is an electronic entertainment company that develops computer and console games. Our published projects include: Shattered Steel, the genre-defining Baldur's Gate role playing game series, MDK2 for Dreamcast and PC, and MDK2: Armageddon for Playstation2. Recently, BioWare released Baldur's Gate: Throne of Bhaal, the massive expansion pack to Baldur's Gate II Shadows of Amn. BioWare's developers are currently hard at work on Neverwinter Nights™ for PC,



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Linux, Mac and BeOs, as well as Star Wars® Knights of the Old Republic, which will
be published by LucasArts.