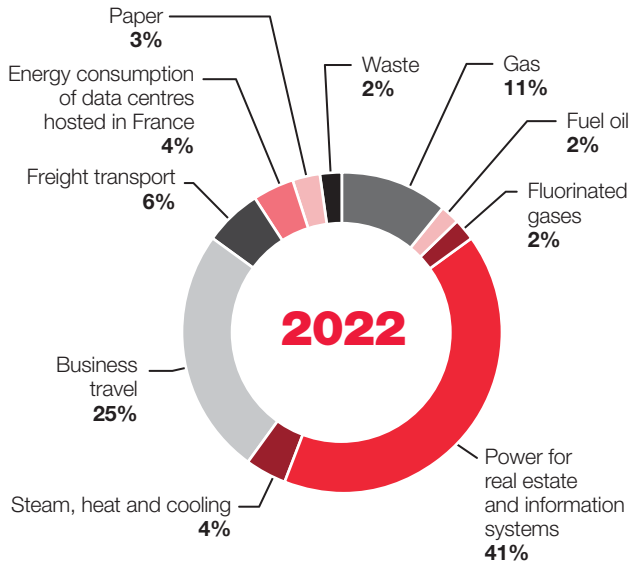
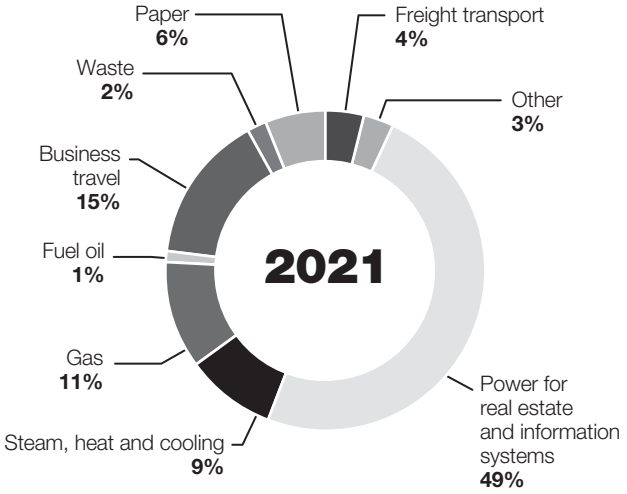
BREAKDOWN OF THE GROUP'S DIRECT CO_2 EMISSIONS IN 2022 AND 2021





* *Transport of goods, including transport of funds.*

NB: Data published in 2021.

		2019 Location-based[4]	2019 Recalculated location-based[1]	2020 Location-based	2021 Location-based	2021 Recalculated location-based[1]	2022 Location-based	2022 Market-based[4]
Overall Group carbon footprint	$tCO_2eq.$	292,741	257,353	223,857	191,246	164,880	167,998	152,405
Carbon footprint per occupant	$tCO_2eq./occ.$	2.38	2.11	1.81	1.55	1.39	1.43	1.30
Scope 1[2]	$tCO_2eq.$	26,722	26,824	23,999	24,415	24,531	24,777	24,336
Scope 2[3]	$tCO_2eq.$	143,791	113,792	118,495	110,981	87,546	75,743	60,591
Scope 3[4]	$tCO_2eq.$	122,228	116,737	81,363	55,849	52,804	67,478	67,478

(1) Change in scope due to the disposal of Rosbank, LLC Rusfinance bank, BRD Asigurari de Viata/BRD Pensii, and the addition of newly consolidated ALD Automotive subsidiaries (Limitada in Chile, Peru SAC, and SAS in Colombia).

(2) Scope 1 covers direct emissions related to energy consumption and fugitive emissions of fluorinated gases.

(3) Scope 2 covers indirect emissions related to energy consumption (external electricity, steam and chilled water).

(4) Scope 3 covers GHG emissions from all office paper consumption, business travel, waste, transport of goods and energy consumption of data centres hosted since 2017. In addition to satisfying a clear and firm demand from its stakeholders, the Group's consideration of its direct environmental impact is also a key factor in employee engagement and a source of innovative solutions.

NB: Location-based: method for calculating a company's CO_2 emissions from electricity consumption based on emission factors relating to the average electricity mix in the country in question.

Market-based: method for calculating a company's CO_2 emissions from electricity consumption based on emission factors relating to the suppliers from which it buys its electricity.

After consistently shrinking in recent years, the Group's carbon footprint remained relatively unchanged in 2022. Business travel (scope 3) started to tick up again post-Covid, although this was partially offset by further reductions in the Group's own electricity consumption (scope 2).

Note: there is some data uncertainty in the indicators reported for the Group's direct CO_2 emissions. The limits of the associated data collection, verification and reporting methods suggest that there is room for improvement in terms of data quality (for more information, see the Methodology note on page 354).

5.1.3.1.1 INTERNAL CARBON TAX AND THE ENERGY & ENVIRONMENTAL EFFICIENCY AWARDS

Through its Energy & Environmental Efficiency Awards, Societe Generale encourages its employees to come up with innovative environmental initiatives, awarding the best of them grants funded by the Group's internal carbon tax. These grants are spent on initiatives that have not only reduced the Group's environmental impact but also generated financial savings.

In taxing its entities' carbon emissions (at EUR 25/$tCO_2eq.$ since 2022), the Group hopes to encourage greener habits and efforts to make its buildings more efficient, stimulate low-carbon investment, identify and seize low-carbon opportunities and reduce the environmental impact of its sourcing.

The 2022 awards recognised initiatives representing efficiency gains for the Group of EUR 1 million and 4,300 tons of CO_2.

5.1.3.1.2 GREEN IT – CODINGAME

Societe Generale has been talking to its employees and stakeholders about Green IT for a number of years. Following on from its signature of the Sustainable IT Charter and a series of masterclasses run by experts in the field, it has now turned to gaming as a way of communicating on sustainable IT and helping the Group towards its goal of a 50% reduction in its digital carbon footprint by 2025.

Developers are invited to take part in the international Green Circle* challenge: a serious game* developed by Societe Generale together with CodinGame. The idea behind the game is to get participants thinking about how they can adapt the way they code to reduce their environmental impact. Some 7,300 people representing around a hundred different nationalities took part, with the final leaderboard featuring 61 company teams and 67 university teams.