

Privacy Policy

Revision date: 22nd July 2012

When accessing our website or using our services, Living Code Labs will learn certain information about you. How we will handle information we learn about you depends upon what you do when visiting our site or use our services.

If you visit our site to read or download information on our pages, we collect and store only the following information about you:

1. The name of the domain from which you access the Internet
2. The date and time you access our site
3. The Internet address of the website you used to link directly to our site.

If you register an account with Living Code Labs then this information may also be stored:

1. IP Address
2. E-Mail Address
3. First and Family Name
4. Game Username or Nickname
5. Date of Birth
6. Gender
7. Location / Country
8. Game Statistics
9. Purchases
10. Social Network IDs
11. Mobile Device Information
12. Living Code Labs Account Security Information

If you identify yourself by sending us an e-mail containing personal information, then the information collected will be solely used to respond to your message.

The information collected is for statistical purposes. Living Code Labs may use software programs to create summary statistics, which are used for such purposes as assessing the number of visitors to the different sections of our site, what information is of most and least interest, determining technical design specifications, and identifying system performance or problem areas.

For site security purposes and to ensure that this service remains available to all users, Living Code Labs uses software programs to monitor network traffic to identify unauthorized attempts to upload or change information, or otherwise cause damage.

Living Code Labs will not obtain personally identifying information about you when you visit our site, unless you choose to provide such information to us, nor will such information be sold or otherwise transferred to unaffiliated third parties without the approval of the user at the time of collection.