## ENGAGE

The Professional Metaverse Platform

## 2023 Interim Results Presentation

Presented by:

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## What is **ENGAGE**?

ENGAGE is a business-focused spatial computing & metaverse platform designed for corporations, professionals, education organizations, and event organizers. It is used for remote training, collaboration, events and marketing and enables our clients to directly engage with employees, customers, and suppliers in virtual locations and digital twins.

ENGAGE clients include well-known companies across many different business verticals, including KPMG, Pfizer, 3M, Stanford University, Lenovo, HSBC, KIA, and many more.

ENGAGE is working hand in hand with over 200 enterprise organizations globally to help make their virtual strategies a reality.



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## What is the **Metaverse**?

Today the internet is primarily a 2D solo experience where users browse the web by independently reading web pages and viewing video content on flat screens. ENGAGE

The "metaverse" is the next evolution of the internet. Users become immersed in a 3D shared experience where they can explore virtual worlds via their personal avatar along with friends and co-workers.

The metaverse will not replace all aspects of the current internet, however it will be utilized for remote training, education, events, remote collaboration and any task that requires multiple people to be online and engaged with one another in some way.

Eventually, all metaverse platforms will be cloud rendered and linked together providing users with seamless exploration and services similar to hyperlinked website functionality today.

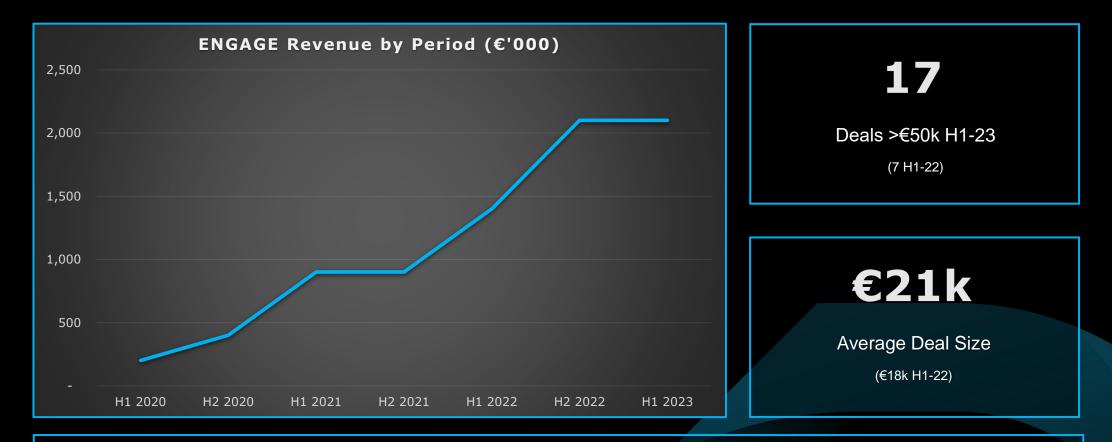




### **Financial Overview 2023**

#### **Engage Platform Growth Story**



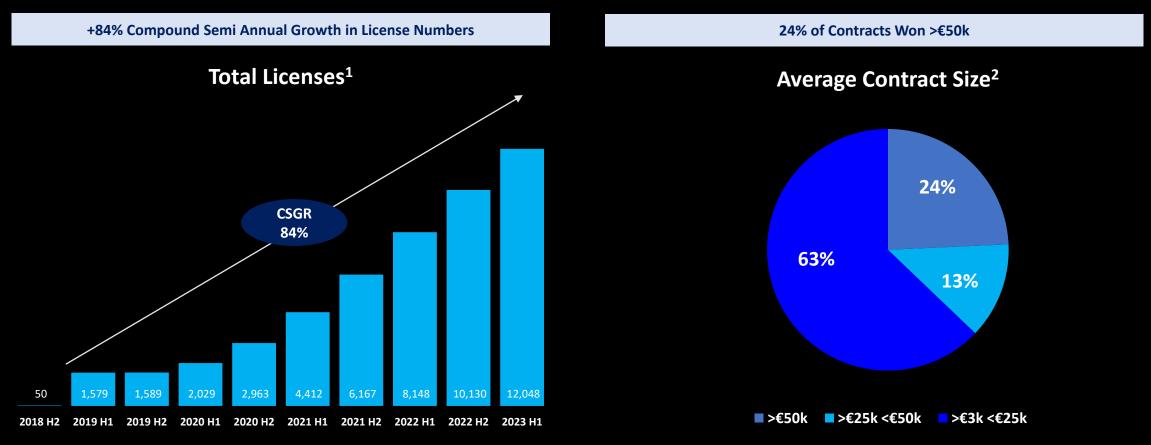


ENGAGE H1-23 revenue totals €2.1m up 18% from €1.8m in H1-22 Cash position at 30 June 2023 of €9.4m, following oversubscribed equity raise of €10.5m (before expenses) in Q1 2023



#### **Engage Platform Growth Story**

Underlying business KPIs evidencing continued traction during H1-23



#### H1 2023 – Key metrics



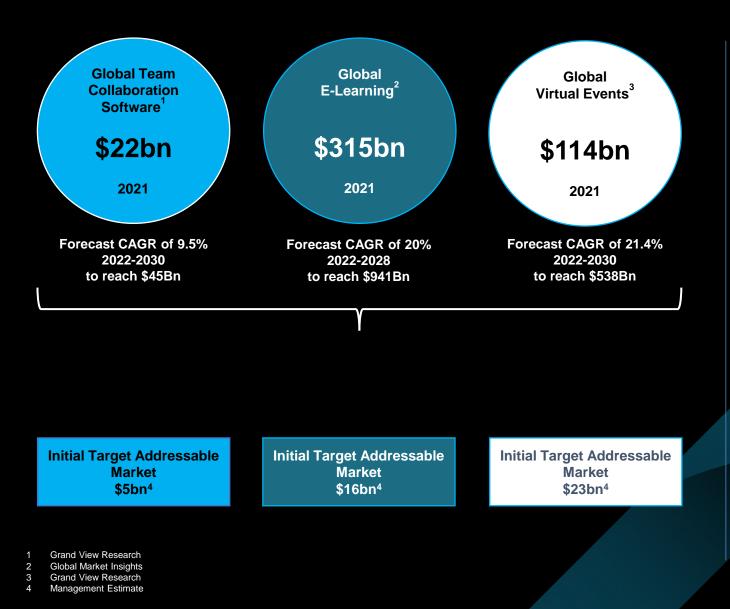
Targets	Performance
Focus on accelerated growth of ENGAGE revenue	<ul> <li>Total H1-23 Revenue of €2.1m up 18% from €1.8m in H1-22</li> <li>ENGAGE Revenue comprises 91% of total Group Revenue up from 81% in H1-22</li> </ul>
Gross Margin in excess of 80%	<ul> <li>Increased to 93% in H1-23 from 81% in H1-22</li> </ul>
10% average Month on Month ('MoM') increase in licensed users	<ul> <li>Approx. 30 new Enterprise and Education Customers added to the ENGAGE platform in H1-23, bringing the total number of Enterprise and Education Customers to approx. 220 at period end</li> <li>Total licensed Enterprise and Education users at 30 June 2023 in excess of 12,000, an increase of 48% during the year</li> <li>New sign-up post period end for more than 5,000 annual licensed users</li> </ul>
Customer Revenue Retention Rate of 80%+	<ul> <li>Revenue retention rate for H1-23 was 201% with renewing customers increasing their committed spend</li> </ul>
Average Contract Value of €20,000+	<ul> <li>Average contract value ('ACV') for license deals excluding trial customers and custom development work H1-23 is €21k (H1-22 €18k).</li> </ul>
Operating costs & cash	<ul> <li>Cash position as at 30 June 2023 of €9.4m</li> <li>Significantly oversubscribed fundraise in Q1 2023 raising €10.5m before expenses bolstering cash position.</li> </ul>



### **ENGAGE XR – THE OPPORTUNITY**

### **The Market Opportunity**





#### ENGAGE Target Addressable Market (TAM)

- Management estimate a Total Addressable Market for ENGAGE of between \$10bn-\$44bn
- Within the overall markets VR/AR CAGR is expected to be a multiple of non-VR/AR CAGR for the foreseeable future
- ENGAGE's cross platform use on desktop, phone, and tablet positions EXR to participate in these broader markets, unrestricted by availability of VR/AR hardware
- Management expect 2023 to be another formative year, specifically with the launch of ENGAGE Link at the end of 2022, with regard to building an evidence base for the relevant ENGAGE TAM

## Partnership with Lenovo

Lenovo are one of the largest computer hardware manufacturers in the world and they have tasked us with building out their Metaverse.

Commercial agreement signed in November 2022 in which Lenovo will resell Metaverse services directly to their own clients and build them within the ENGAGE ecosystem. This coincides with the release of the Lenovo VR Enterprise headset.

Lenovo are one of the leading hardware providers for education and corporations within the EU and have a large market share in the US.

The Group anticipates revenue generation from the Agreement in Q4 2023











## What are the **Use Cases**?

Virtual Worlds and Immersive technologies such as VR/AR have been used in industry and training for over 40 years.

Now that this technology has become affordable, we are seeing growth areas with clients of the ENGAGE platform who use it for:

- Virtual Meetings, Exhibits & Events
- A.I Enhanced Remote Training & Development
- Virtual Product Launches
- Team Building & Collaboration
- Remote Education
- Immersive Content Development
- Digital Twins & Virtual MetaWorld Hosting



#### Use Case One A.I Enhanced Training & Development

ENGAGE is a powerful tool for remote teams where clear communication and collaboration are key to success.

Employees can create virtual meetings which are as close to real world meetings as you can get. Virtual meetings have a range of different tools including white boards, presentation screens, desktop streaming, sticky notes and 3D immersive drawing tools for creative sessions.

In this example we see Athena A.I interacting with ENGAGE employees to create a short on the fly training scenario. None of this is scripted and shows just how powerful AI when used with immersive technologies can be.



A.I Enhanced Training & Development

#### ENGAGE

#### Use Case Two Digital Twins & MetaWorlds

ENGAGE provides a metaverse service named ENGAGE Link which is a publicly available always on virtual world tailored for professional users. The virtual worlds located inside ENGAGE Link are controlled and built by our enterprise clients directly or our internal ENGAGE Studio team can be hired to build out locations and Digital Twins.

Digital Twins are exact replicas of physical real-world locations used for marketing, sales and remote training. ENGAGE can help build these locations or import models from a range of different software packages to have you up and running quickly with your own virtual space or "MetaWorld"

This video presentation gives a short overview of the types of spaces available inside ENGAGE Link today.



Video – ENGAGE LINK

#### Use Case Three Virtual Events, Team Building & Exhibits

The ENGAGE platform is used extensively for large corporate events, company social events and professional exhibits.

As ENGAGE has a built-in content creation tool, it allows for the development and deployment of impressive visual experiences which can be created quickly and at a much lower cost than bespoke development applications.

The ENGAGE team have built and run

- Team Building Social Events
- Industry Exhibitions
- Virtual Concerts
- Immersive Product Launches

The video showcased here is a short snippet from the FatBoy Slim Concert which was held on ENGAGE in early 2023. In this video you see company employees enjoying a virtual skydive while Norman Cook *aka* Fatboy Slim provides the music.



Video – Fatboy Slim

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#### Our CLIENTS

Here you will see a small selection of clients who use ENGAGE to provide a range of different services for their clients, employees and students.









#### Current Trading & Outlook

- July and August 2023 combined revenue of approx.  $\mathbf{\epsilon}_{1m}$ , in line with management expectations.
- Continued growth in customers for ENGAGE. Most significant win post period end includes a 5,400-license deal with a US State Department of Education.
- Significant 3 year renewal agreed with US Educational body worth in excess of **\$250k**
- New revenue opportunities opening up with partnerships growing stronger with Meta and Lenovo during H2 2023
- New hardware releases focusing on AR and Spatial Computing services being released over the coming months providing new product possibilities for the ENGAGE platform to exploit.
- ENGAGE leading the way for A.I integration within immersive technologies via **Athena A.I** with use cases centered around enterprise training, sales services and content development.



## EUCACE

Group: ENGAGE XR Holdings Plc

Listing: London AIM: EXR

#### Investor Relations: Seamus Larrissey, CFO: <u>seamus@engageplc.com</u>

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Joint Broker: Shard Capital Partners LLP Erik Woolgar E: Erik.Woolgar@shardcapital.com T: +44 20 7186 9952

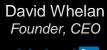
PR: SECNewgate Robin Tozer E: robin.tozer@secnewgate.co.uk T: +44 20 3757 6867





#### **Appendix 1 – Management Team**





Linked in

#### **Board Members**



Richard Cooper Chairman





Sandra Whelan

Founder, COO

Linked in

Kenny Jacobs Non Executive Director





Séamus Larrissey CFO Linked in

Praveen Gupta

Non Executive Director

Linked in



Frank Forsey CRO Linked in



David Forristal Head of Delivery

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6 months ended 30 June	2023 (€)	2022 (€)	% Change
Revenue	2,075,015	1,757,438	+18%
Cost of Sales	(139,080)	(337,244)	-59%
Gross Profit	1,935,935	1,420,194	+36%
Gross Profit %	93%	81%	+12%
Administrative Expenses	(4,122,701)	(4,200,985)	-2%
Operating Loss	(2,186,766)	(2,780,791)	-21%
EBITDA	(2,119,043)	(2,526,448)	-16%
Total comprehensive loss for the period	(2,187,642)	(2,798,315)	-22%



- H1-23 revenue of €2.1m up approx. 18% on prior period
- Increase in gross profit margin from 81% in H1-22 to 93% in FY23 primarily due to greater ENGAGE contribution
- Decrease in administrative expenses primarily driven by strong cost control within the period.
- Decrease in EBITDA loss driven by increase in gross profit and cost containment within administrative expenses.

<b>2023 (€)</b>	<b>2022 (€)</b>	% Change
116,274	312,069	-63%
1,444,904	1,087,352	+33%
9,446,893	4,900,780	+93%
10,891,797	5,988,132	+82%
11,008,071	6,300,201	+75%
10,340,431	5,675,641	+82%
634,080	612,378	+4%
33,560	12,182	+175%
667,640	624,560	+7%
11,008,071	6,300,201	+75%
	116,274 1,444,904 9,446,893 10,891,797 <b>11,008,071</b> 10,340,431 634,080 33,560 667,640	116,274       312,069         1,444,904       1,087,352         9,446,893       4,900,780         10,891,797       5,988,132         11,008,071       6,300,201         10,340,431       5,675,641         634,080       612,378         33,560       12,182         667,640       624,560



- Trade and other receivables were €1,445k, ahead of trade and other payables at €634k
- Trade receivables represented an average of 157 debtor days (2022: 92 days). No history of bad debts within the group and the increase merely reflects the timing of invoices in June 2023.
- Cash position on 30 June 2023 was €9.4 million with no debt. At 31 August 2023 cash position was €9.2 million.



#### **Share Information**

Shares in issue: 524,826,146 Options: 42,133,473 Fully Diluted: 566,959,619

Shareholder Name	Number of shares	%
Canaccord	110,709,299	21.09
HTC	62,780,087	11.96
Octopus Investment Limited	54,567,391	10.40
Seneca	21,583,574	4.11
Enterprise Ireland	18,998,760	3.62
Unicorn AIM VCT PIc	18,977,000	3.62
Premier Miton	18,625,000	3.55

#### **Related Parties – Directors Shareholdings**

Shareholder Name	Number of shares
David Whelan	38,665,000
Sandra Whelan	38,665,000
Richard Cooper	1,070,400
Séamus Larrissey	88,000

