



# Q4 2018 and Recent Highlights Conference Call

# Forward-Looking Statements

This presentation contains forward-looking statements within the meaning of Section 27A of the Securities Act of 1933, as amended, and Section 21E of the Securities Exchange Act of 1934, as amended. Readers are cautioned not to place undue reliance on these forward-looking statements. Actual results may differ materially from those indicated by these forward-looking statements as a result of risks and uncertainties impacting Summit Wireless' business, including the ability to predict the timing of design wins entering production and the potential future revenue associated with design wins; rate of growth; the ability to predict customer demand for existing and future products and to secure adequate manufacturing capacity; consumer demand conditions affecting customers' end markets; the ability to hire, retain and motivate employees; the effects of competition, including price competition; technological, regulatory and legal developments; developments in the economy and financial markets and other risks detailed from time to time in Summit Wireless' filings with the Securities and Exchange Commission.

# Recent Highlights

- **Expanded Strategic Partnerships: THX & LG**
- **Grew WiSA Association Membership**
  - Grew to 66 brand members, or an increase of 83% in the last twelve months
  - 38% growth since January 1, 2019 - adding 18 new member brands in Q1 2019
- **Conducting Product Rollout**
  - Harman Citation
  - Klipsch® Reference Wireless speakers
  - 10-13 projects scheduled for shipping in Q2/Q3
- **Appointed VP of worldwide sales**

Membership Includes More than 60 Top Consumer Electronic Brands



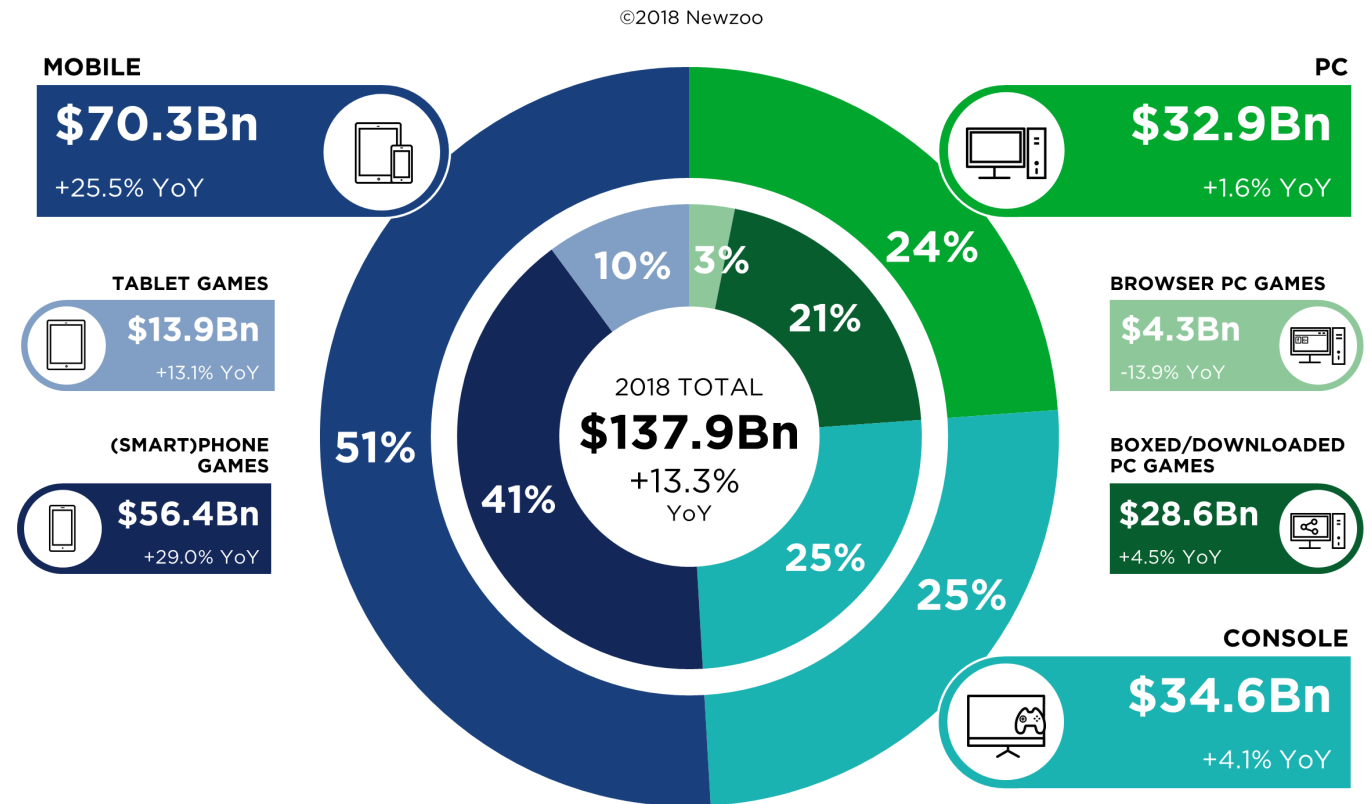
# THX + Summit / WiSA Partnership



- THX and Summit to co-design transport and receive modules
- THX tunes WiSA module and system for optimal consumer playback
- Target customers are Gamers and Esports viewers
- Joint sales, marketing and branding

# Market for Gamers = Need for Speakers

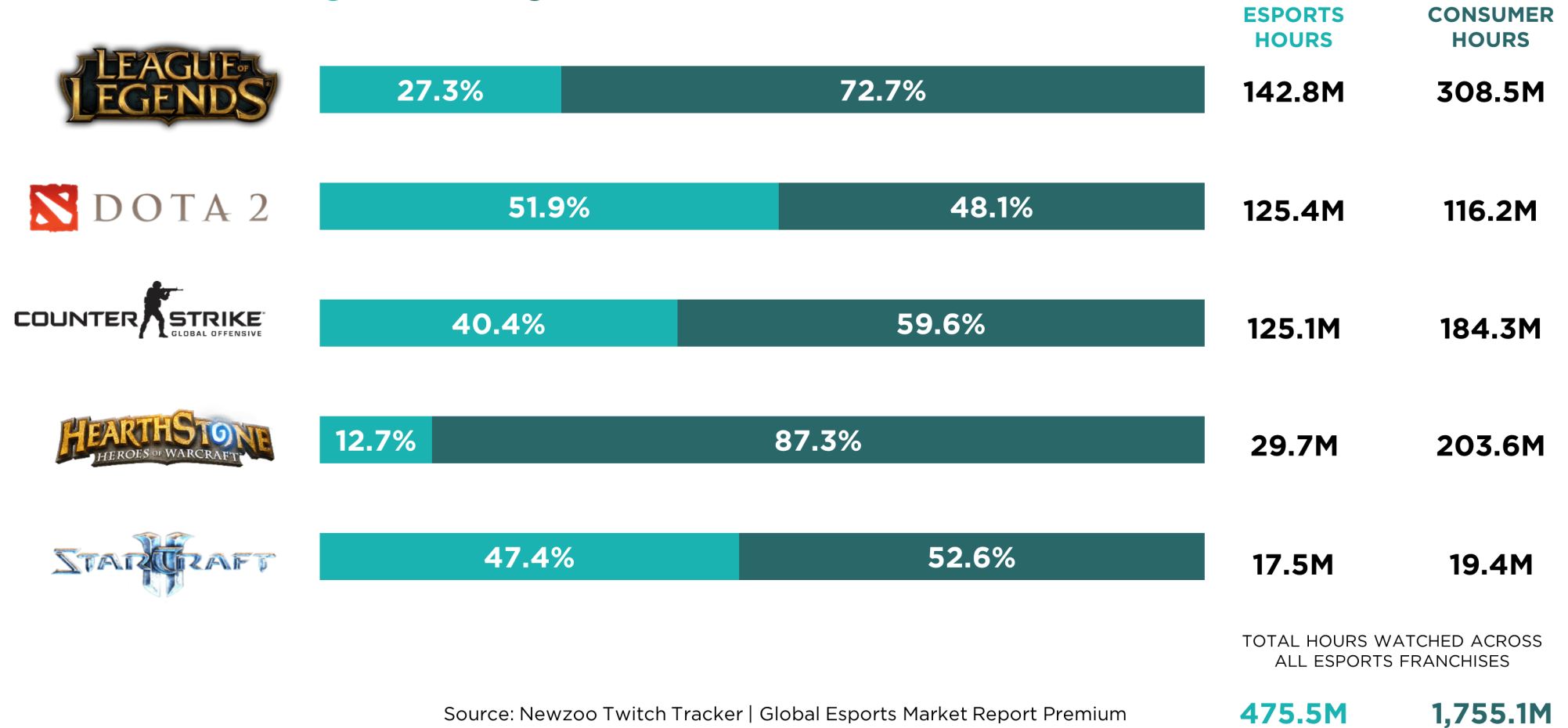
- 2.6B gamers worldwide \*
- \$137.9B in global game sales \*
- \$40B spent on gaming hardware\*\*



Source: ©Newzoo | April 2018 Quarterly Update | Global Games Market Report  
newzoo.com/globalgamesreport

# Esports Viewership Exploding

● ESPORTS HOURS ● CONSUMER HOURS DATA ON 6 MONTHS | 1 JULY - 31 DECEMBER 2015



# Esports Viewership Overtaking Sports

2019 Super Bowl

*98M viewers*



2019 League of Legends  
World Championships

*200M viewers*



# Viewing Parties Require Immersive Sound



# LG Partnership

1

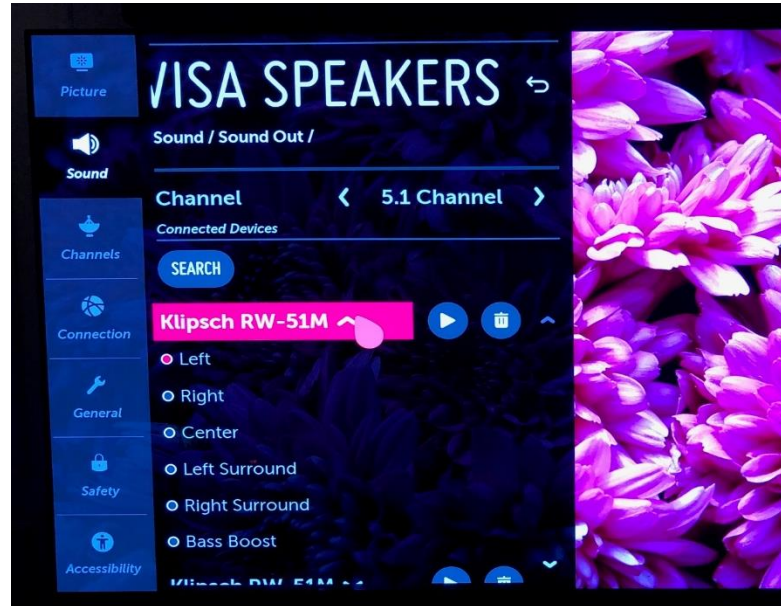
TV recognizes USB WiSA  
“Ready” Transmitter

2

WiSA loudspeakers found and  
assigned or reassigned

3

WiSA Logo every time consumer  
changes volume

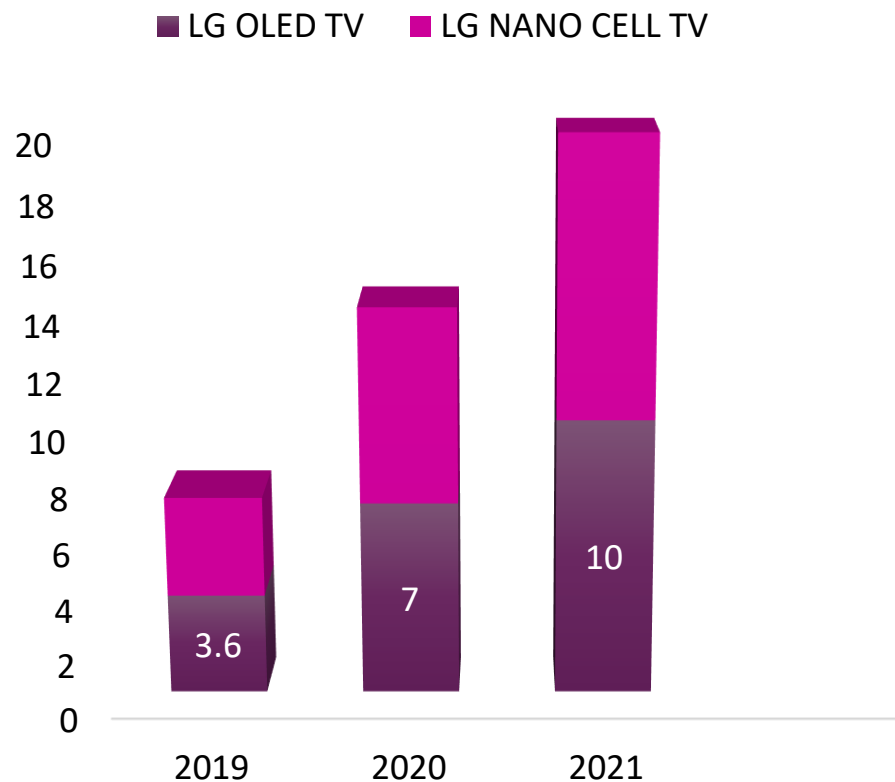


Wireless loudspeakers connected in 2-3 seconds



# Go-to-Market Opportunity

Estimated Demand for LG TVs  
(Volume in Millions)



WiSA Ready Speakers



# Harman's Citation Wireless Sound Solution

- Launched Q4 in Europe, Q1 in China, *and now available in the US*

**harman/kardon®**  
BEAUTIFUL SOUND



# Axiim Link and Xbox



Axiim Link



- Premium solution
- Per speaker volume adjust
- Global 10 band EQ and per speaker EQ
- Bass management
- Firmware update via mobile app
- Mobile app for iOS and Android
- Xbox Certified



Xbox One X

# Addressable Market of a WiSA “Ready” Product

External audio system attach rates: TVs, Game Consoles 25%-35%

|                                         |             |
|-----------------------------------------|-------------|
|                                         |             |
| Total Unit Volume (TV or Game Consoles) | 1,000,000   |
| External Audio Systems Attached %*      | 25%         |
| External Audio Systems Sold             | 250,000     |
| WiSA Attach Rate of Audio Systems*      | 20%         |
| WiSA 5.1 Audio Systems                  | 50,000      |
| WiSA Modules per 5.1 Audio System*      | 7           |
| Total Number of Modules                 | 350,000     |
| Price per Module*                       | \$10        |
| Potential Revenue                       | \$3,500,000 |

\*Key Assumptions

# WiSA Products Slated for 2019

## Family Entertainment



Harmon → 3 projects  
Enclave → 3 projects

## Gaming



## Home Theater



# Expectations

## Q1 2019 Revenue Expectations

- \$400K - \$500K Q1 expected revenue\*
  - Avg. 2018 Quarterly revenue was \$343K

## 2019 Goals

- 10 to 13 projects\*\* launched in Q2 & Q3
- First IP customer engagement
- Estimate \$3M to \$5M revenue in second half 2019

\* Revenue recorded upon shipment of enabled products

\*\* Projects are line items for specific brands