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#### superleague.com

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## NASDAQ:

TTM Revenue <sup>2</sup>	\$20.0M
Shares Outstanding <sup>1</sup>	3.6M
Cash & Cash Equivalents <sup>2</sup>	\$2.6M

As of September 25, 2023
 At June 30, 2023

# The future of digital consumer engagement starts here.

#### **Company Overview**

- At the **forefront of the immersive web**; innovating engagement for brands to connect with young audiences bridging the digital and physical lives of the next generation.
- ➤ 1 Billion monthly impressions reaching 100+ Million monthly active players.
- ➤ 'Gold standard' and one-stop shop for global marquee brands to reach this elusive young audience in the social channel they prefer most.
- ➤ Powerful suite of tech and capabilities, offering immersive game experiences, proprietary media products and creator tools and analytics, differentiated content production to deliver full campaign objectives.
- ➤ Growth driven by more persistent programs for brands and further monetization of highly coveted premium ad inventory through our direct sales and global network sales fleet.

Immersion
Increases as
Tech Advances



Consumers are demanding more from their screens as their physical & digital lives continue to merge.

Immersive Media is Driving a Blistering Pace of Change due to the Massive Shift in Consumer Behavior.

In game advertising predicted to be

\$56BN

2022 **\$196B** Online Gaming 2022 **\$26B** Box Office

2022 **\$26B** Music

Unprecedented global growth is challenging traditional entertainment

+50%

Of TikTok users watch gaming related videos

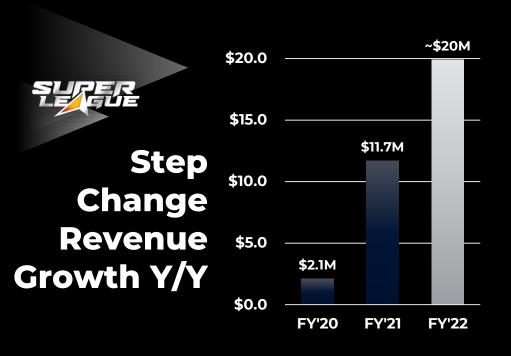
156

Minutes spent daily on Roblox vs. 95 min. on TikTok, 74 min. on YouTube, and 51 min. on Insta Immersive content increases engagement by

**252%** 

3D content increases conversion rates by 40%

## **The Super League Universe Reaching** Over 120 Million Monthly Unique Users.



A Scalable, Vertically **Integrated Publishing Engine for the Immersive Web** Publishing Original & Custom Worlds &

Experiences

Marketing Solutions for Brands & Advertisers

**CREATE** 

**GROW** 

**MONETIZE** 

**OPTIMIZE** 

#### **Monetization Structure**

#### **PUBLISHING & CONTENT**

- Persistent world publishing
- Branded content
- Content syndication

O&O and 3<sup>rd</sup> party persistent world publishing and content production for recurring revenues that offer an opportunity to own the end-user for both monetization and 1st party data.

#### **INNOVATIVE ADVERTISING**

- · Direct, network sales forces
- COPPA compliant, kidSAFE
- Immersive experiences, media

Virtual world experiences and quality media inventory including dynamic billboards and 3D character ads enabling brands to engage with hard-to-reach gamers and deliver marketing objectives.

#### **DIRECT TO CONSUMER**

- In-game micro transactions
- O&O Monthly server plans
- Developer tools & analytics

On/Off platform O&O worlds for player engagement, monetization and control of in-game advertising inventory along with recurring nature of revenues and high margin profile.

### **Our Strategy To Further Expand Our Immersive Web Leadership Position**

Deepen our advertiser leverage – larger deal sizes, continued high repeat percentages and improved sales force effectiveness across our 100+ brands.

Accelerate our current global network sales strategy to further monetize our unique international advertising inventory faster.

Deploy our virtual world innovation and monetization engine to create persistent, enterprise-level, multiverse solutions for our own and 3rd party properties.

**Continue to deliver** step-change topline **growth,** organically and inorganically, for an accelerated path to profitability.