

AR/VR VIRTUAL TECHNOLOGY INDEX FACT SHEET

as of 9/30/18



A benchmark to track global companies expected to benefit from the increased adoption of augmented and virtual reality (AR/VR) technology.

The Case for Augmented and Virtual Reality

Augmented and virtual reality technologies alter the way we interact with the world around us. Augmented reality overlays virtual objects on the real-world environment. Virtual reality immerses users in a fully artificial digital environment. AR/VR technology has many consumer applications such as gaming and entertainment, but increasingly it is being used at the enterprise level with use cases in healthcare, engineering, real estate, retail, military, training, and education.

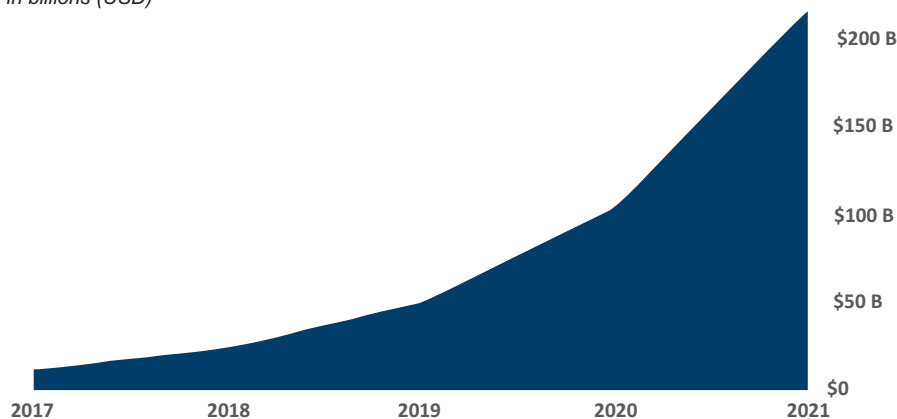
1. Growing Global Opportunity - According to IDC, the worldwide market for AR and VR is expected to double each year through 2021, from \$11.4 billion in 2017 to nearly \$215 billion by 2021, achieving a compound annual growth rate (CAGR) of 113.2%.¹

2. Multiple Use Cases - While the consumer, retail, and manufacturing segments will be the early leaders in AR/VR investment and adoption, other industry segments such as defense, healthcare, transportation, and education are also expected to embrace the transformative capabilities of these technologies.

3. Exposure to the AR/VR Supply Chain - Multiple companies along the AR/VR supply chain will benefit from the growth of these technologies, from the companies that manufacture the AR/VR hardware and underlying components, to the companies that develop, manage, and/or deploy AR/VR software applications and content.

Global Spending on AR and VR Products and Services

in billions (USD)



Source: IDC, 2017/BI Intelligence



Overview

The EQM Tactile AR/VR Virtual Technology Index is designed to measure the performance of publicly listed global companies expected to benefit from the increased adoption of augmented reality (AR) and virtual reality (VR) technology. Companies included in the index can be found along the entire AR/VR supply chain. This includes, but is not limited to, companies that manufacture the components and hardware that enable AR/VR applications and/or the companies that develop, manage, or deploy AR/VR software and content.

Ticker	ARVRIDX
Inception Date	6/1/18
Index Calculation/ Publication	Solactive AG
Total # Holdings	52
# US Holdings	34
# Non-US Holdings	18
Rebalance (Mar/Jun/Sep/Dec)	Quarterly
Weighting Scheme	Equal weighting

Licensing Information

If you are interested in licensing this index,

please contact Eve Capital at:

info@evcapital.com.

Provided by EQM Indexes

Not investment advice or a recommendation to buy or sell securities. Investors may not invest directly in an index.

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Representative Constituents

For a complete list of holdings, go to eqmindexes.com.



Source: Bloomberg

	Index Wt %
1 ACTIVISION BLIZZARD INC (ATVI)	2.18
2 BROADCOM INC (AVGO)	2.16
3 KOPIN CORP (KOPN)	2.16
4 ADVANCED MICRO DEVICES (AMD)	2.10
5 MICROVISION INC (MVIS)	2.06
6 GOPRO INC-CLASS A (GPRO)	2.05
7 PTC INC (PTC)	2.05
8 SONY CORP-SPONSORED ADR (SNE)	2.03
9 UBISOFT ENTERTAINMENT (UBI FP)	2.03
10 IMAX CORP (IMAX)	2.03

Inclusion of a security within the Index is not a recommendation by EQM Indexes to buy, sell, or hold such security, nor is it considered to be investment advice. EQM Indexes is not an investment advisor, and makes no representation regarding the advisability of investing in any such security.



Constituent Requirements

In order to be eligible for inclusion in the index, companies must meet the following conditions.

- Companies that derive a portion of their company revenues from the virtual reality (VR), augmented reality (AR), or mixed reality (MR) industries/segments or have stated that part of their business is in products and services focused on the above industries/segments are eligible for inclusion in the index.
- Companies that have demonstrated these industries/segments to be growth focus areas through internal R&D investments, joint ventures, partnerships and/or acquisitions are eligible for inclusion in the index. In addition, companies with diversified revenue streams that:

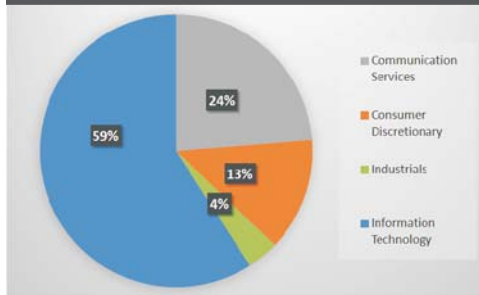
- 1) are identified as critical to the AR/VR ecosystem,
- 2) have a distinct business unit focused on AR/VR products and services, and/or
- 3) have a core competency that is expected to also benefit from the increased adoption of AR/VR technologies are eligible for inclusion in the index.

- Companies must trade on a developed market exchange and have a minimum market capitalization of \$100 million.
- Constituents should have a median daily trading volume of at least \$2 million for the six-month period preceding the data analysis date OR a minimum free float equivalent to 10% of shares outstanding.
- The stock must have traded on 90% of the eligible trading days in the last 6 months. In case a security does not have a trading history of 6 months (e.g., IPOs), such a security must have started trading at least 3 months before the start of the data analysis date and should have traded on 90% of the eligible trading days for the past 3 months.
- Securities considered include common stocks, American Depositary Receipts (ADRs) and Global Depositary Receipts (GDRs). In the case that multiple classes exist, ADRs will be preferred for inclusion.

Portfolio Weightings

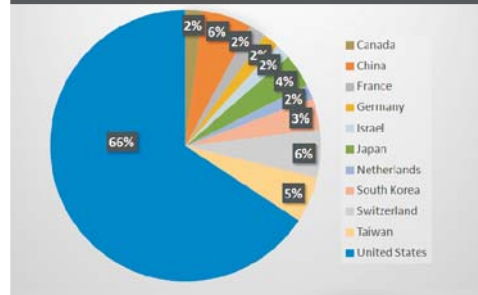
For Illustrative Purposes Only

Sector Weightings



Source: Bloomberg, EQM Indexes

Country Weightings



Source: Bloomberg

About EQM Indexes

EQM Indexes, LLC ("EQM Indexes") is a woman-owned firm dedicated to creating and supporting indexes that track growth industries and emerging investment themes. Co-founded by Jane Edmondson, a former Institutional Portfolio Manager with more than 25 years of investment industry experience, EQM Indexes' index designs spans a wide range of asset classes and financial instruments. EQM Indexes does not provide investment advice, nor offer the sale of securities, but does partner and receive compensation in connection with licensing its indices to third parties to serve as benchmarks for Exchange Traded Products ("ETPs"). All information provided by EQM Indexes is impersonal and not tailored to the needs of any person, entity or group of persons. It is not possible to invest directly in an index. EQM Indexes makes no assurance that investment products based on the index will accurately track index performance or provide positive investment returns. Inclusion of a security within an index is not a recommendation by EQM Indexes to buy, sell, or hold such security, nor is it considered to be investment advice. While EQM Indexes has obtained information from sources believed to be reliable, EQM Indexes does not perform an audit or undertake any duty of due diligence or independent verification of any information it receives.

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