



### **Investor Presentation**

JUNE 2018

Strictly Confidential



This presentation may include forecasts, projections, estimates or other information that are forward-looking statements regarding, among other things, the beliefs, plans, objectives, estimates, potential transactions and intention of QYOU Inc. ("QYOU"). While these forwardlooking statements represent our current judgment on what the future may hold, they are based on material factors and assumptions, and are subject to risks and uncertainties, that could cause actual results to differ materially from future results. Management believes those assumptions are reasonable. You are cautioned not to place undue reliance on these forward-looking statements. These statements are made only as of the date of this presentation. Please keep in mind that, except as required by applicable securities laws, we are not obligating ourselves to update, revise or publicly release the results of any revision to these forward-looking statements in light of new information, future events or otherwise. Throughout today's discussion, we will attempt to present some material factors relating to our business that may affect our forward-looking statements. These forward-looking statements are given as of today's date. Dollar amounts are expressed in Canadian dollars unless specified otherwise. QYOU seeks safe harbor.



### **Demographic Focus: Content Focus:** Gen. Z **Premium Short Form Video** Millennials esports Gaming

## **Distribution:**

## **B2B2C** - Available on ~740MM mobile devices (2018)



**Workflow Focus: Discover/Create Develop/Aggregate** Distribute

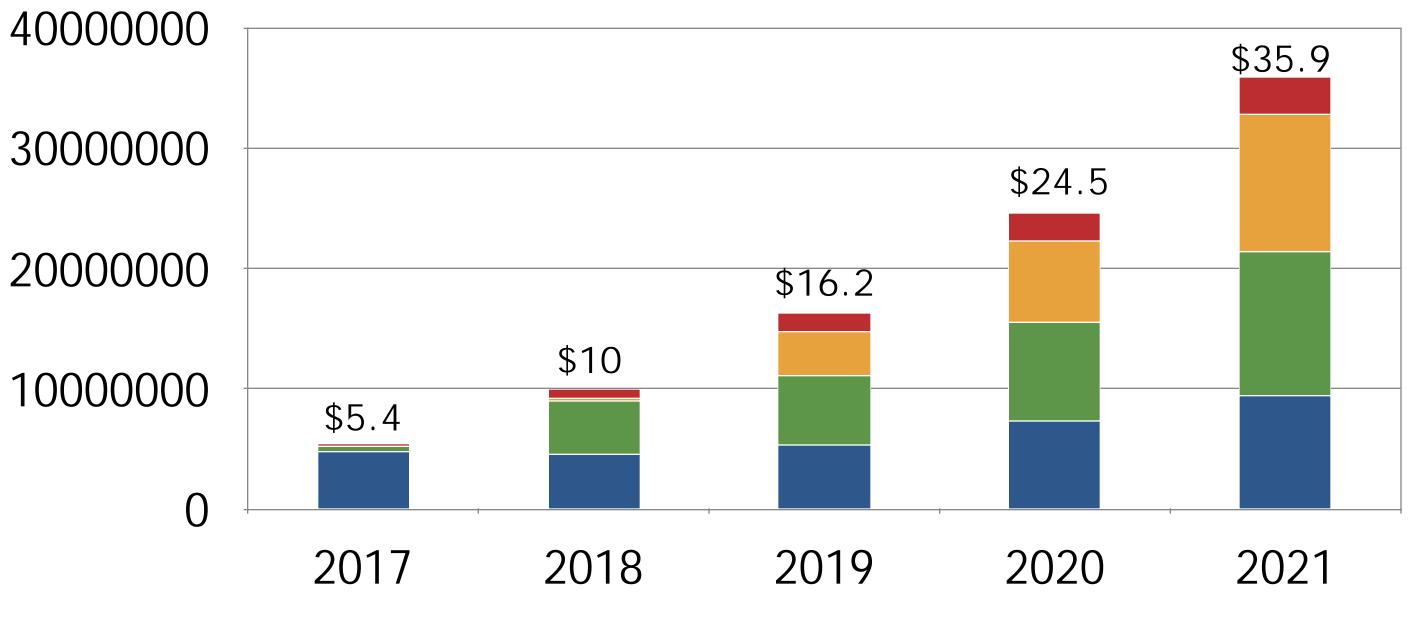
**B2C** - 1.0 billion potential audience

### Linear Channels (MVPD, MSO)



# Revenue Strategy: Hit singles and doubles & be poised for breakout hits (e.g., back-end profits)

Revenues (CAD \$MM)<sup>1</sup>:



**Diversified Revenue Streams** 

**Revenue Source** Advertising

Licensing

Subscription

**Content Examples** 

**QYOU India** 

HUD

QYOU Channels



📕 Linear Channel 🛛 🔄 Programming 🚽 Mobile 📕 Influencer Marketing

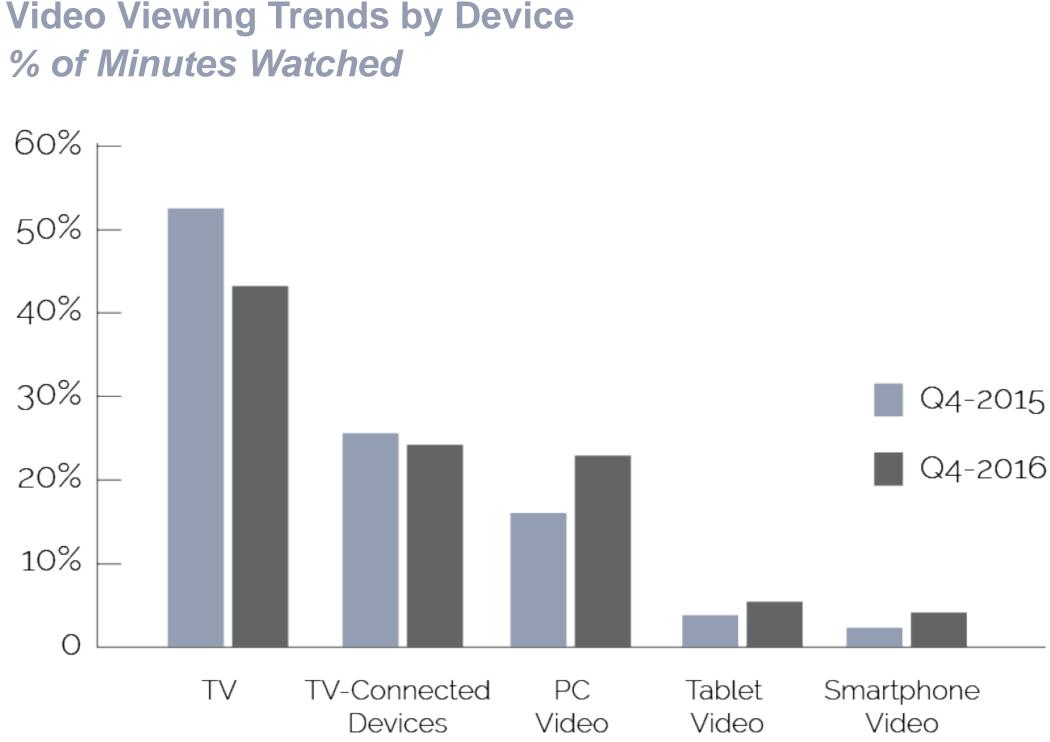
## Gen Z and Millennials drive our business model

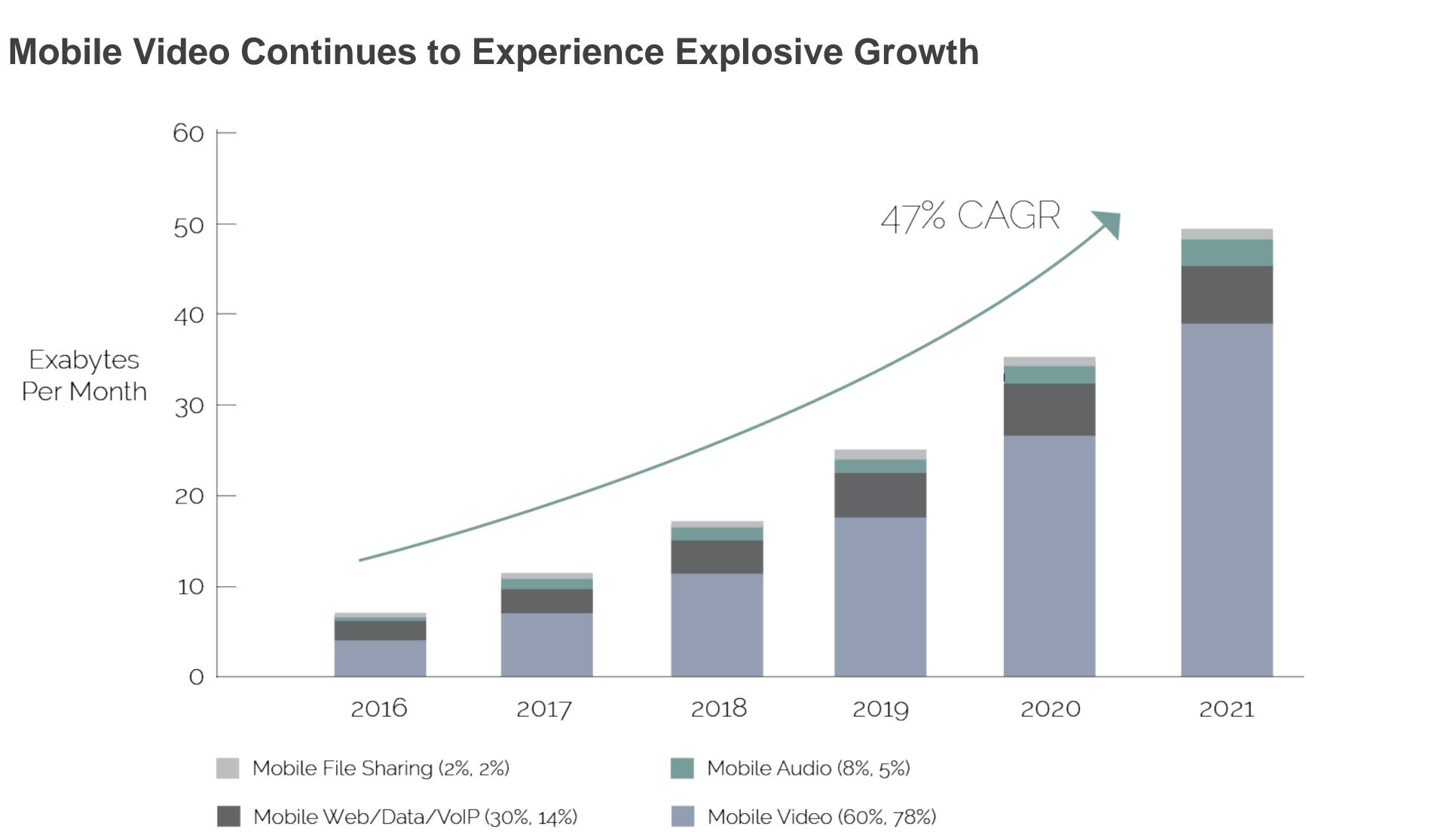
- (on any device/screen)
- 18 34 year-olds have increased their consumption of video on computers, tablets and phones by 63% in the last year<sup>1</sup>
- Video viewing is continuing to move to smaller devices, particularly for < 35 year-olds<sup>1</sup>
- Younger generations are spending less time watching traditional TV
- 18 24 year-olds are dropping TV viewing by ~41% per day of viewing since 2012 (by ~1 hr. 40 min.)<sup>2</sup>

1. Source: Nielsen data analysis by Marketing Charts

2. Source: Echelon Wealth Partners, November 3, 2017 WOW Unlimited Media Report and Marketing Charts

Gen-Z & millennials continue to move away from traditional TV + want short form, original video across platforms

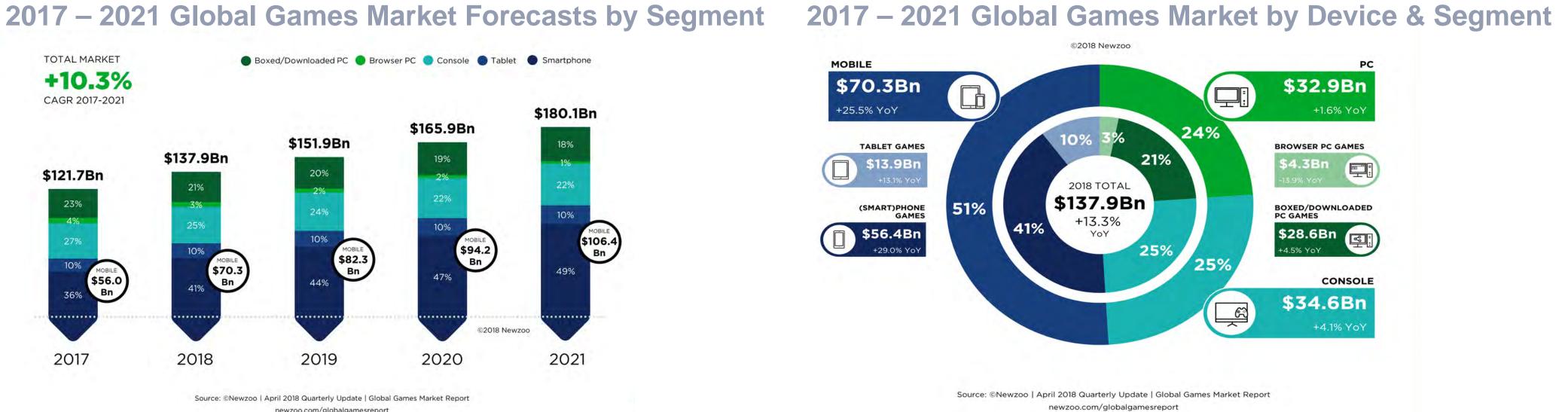






# esports is experiencing explosive growth globally

- 22% of millennial men and women watch or play esports
- 303 million people are expected to watch competitive gaming in 2019, up from 213 million in 2016
- A \$138 billion global market, the gaming market grew by 13% in 2018 and is expected to grow at a CAGR of 10% through 2021
- Within the global gaming market, mobile games represent ~ 51% of the total market (2018)
- Top video gaming, live streaming sites (e.g., Twitch) draw up to ~10 million+ active users/day to watch other people play games



newzoo.com/globalgamesreport

# **QYOU** Launched HUD (Heads Up Daily) on Super Channel in Canada in 2018

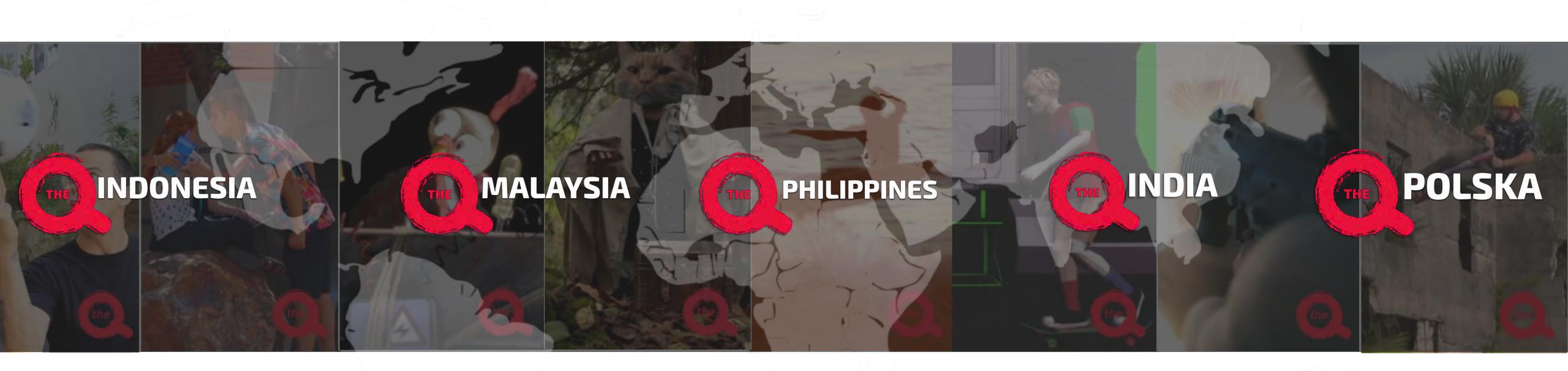
- Multi-screen destination for all things related to esports + video game culture
- Timely esports coverage + evergreen content with longevity & repeatability, licensable rights over multiple years Studio locations in Toronto, Canada + Culver City, California
- 250 hrs. of content per year (Mon. Fri.) + 50 hours for repackaged recaps of the daily show (weekends)
- Distribution with Sony AXN channels in 12 Eastern European territories
- WPT distribution agreement expected to drive rapid sales expansion





# **Expanding our custom programming globally**

- QYOU curates, licenses and packages premium digital content primarily for YouTube
- Gujarati, and Tamil
- QYOU often builds original formats to showcase the aggregated content



QYOU increasingly offers localized, in-country language content - e.g., Dutch, Polish, Bhasa, Malay, Tagalog, Punjabi, Hindi,



### **QYOU** has Amassed a Massive Footprint in India

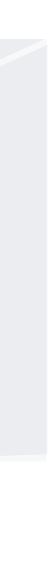
- QYOU India is available to 204 million consumers today (mobile handsets & via satellite TV) and will be available to approx. 737 million by year end
- QYOU India features Indian on-air talent and more than 1/3 of content is indigenous
- Ad sales to kick off in Q3 2018
- Ad supported revenue share between QYOU and distribution partners

### Sampling of QYOU India Content & Shows

OTINDIA	QYOU INDIA The best of the web from all over India. It's happening here!	1 hour - Ongoing Episodes	Gobble	GOBBLE TV Cooking "millennial style!" Gobble is everything food. C irresistible, high quality food video dishes.	1/2 hour - 10 Episodes
VIBE	<b>THE VIBE</b> An authentic lifestyle show with its fingers on the pulse of Indian youth through destinations and experiences.	1/2 hour - 20 Episodes	Line int	BEING INDIAN The one-stop-shop for all things Indian. India at its quire	1/2 hour - 15 Episodes
utor mr	NOT FIT Web series that chronicles the adventures of a struggling actor as he tries to make his mark in the entertainment industry.	1/2 hour - 10 Episodes		POPXODAILY Kill boredom with POPxo, your daily lifestyle companie We churn out videos on life hacks, comedy, travel, fitn	
FILTERCOPY	FILTER COPY A series about relatable events in everyday Indian life. India's rising comedians produce hilarious and insightful sketches.	1/2 hour - 15 Episodes	Awesom	AWESOME SAUCE INDIA Snack-sized videos, celebrity chefs recreating recipes Awesome Sauce presents food that you will love!	1/2 hour with a twist.
	<b>DESI HIP HOP TV</b> The best videos from the rising stars of Desi Hip Hop's music scene. Raw. Real. Explosive.	1/2 hour - 30 Episodes			

### QYOU 2018F India Consumers: ~737MM

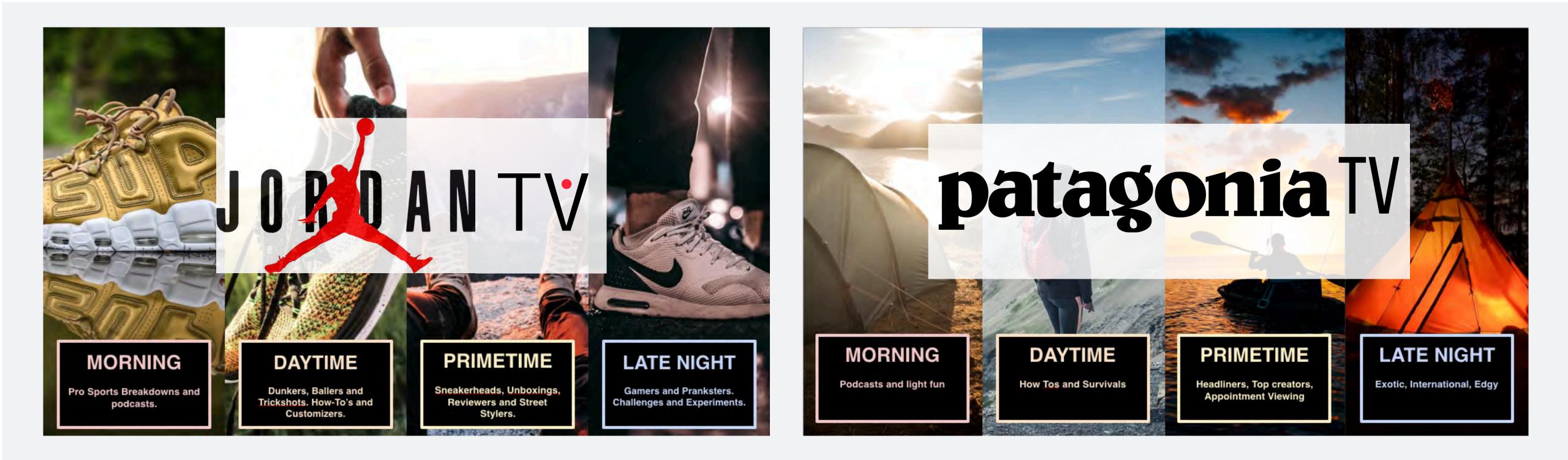
- TATA SKY DTH (Satellite): 18MM (LIVE)
- JIO TV: 186MM (LIVE)
- Airtel DTH (Satellite): 14MM (6/30/18)
- Airtel mobile: 285MM (6/30/18)
- Vodafone: 400MM (7/31/18)
- DISH DTH (Satellite): 30MM (12/1/18)
- Hathway (Cable): 8MM (12/1/18)



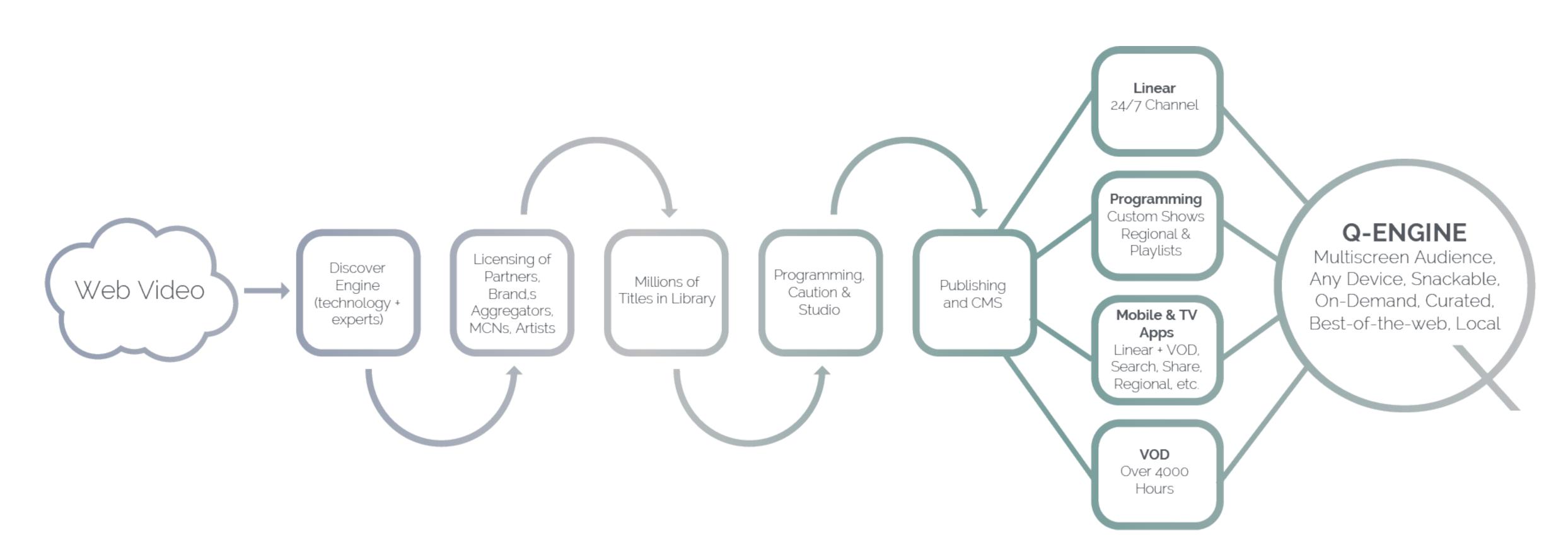


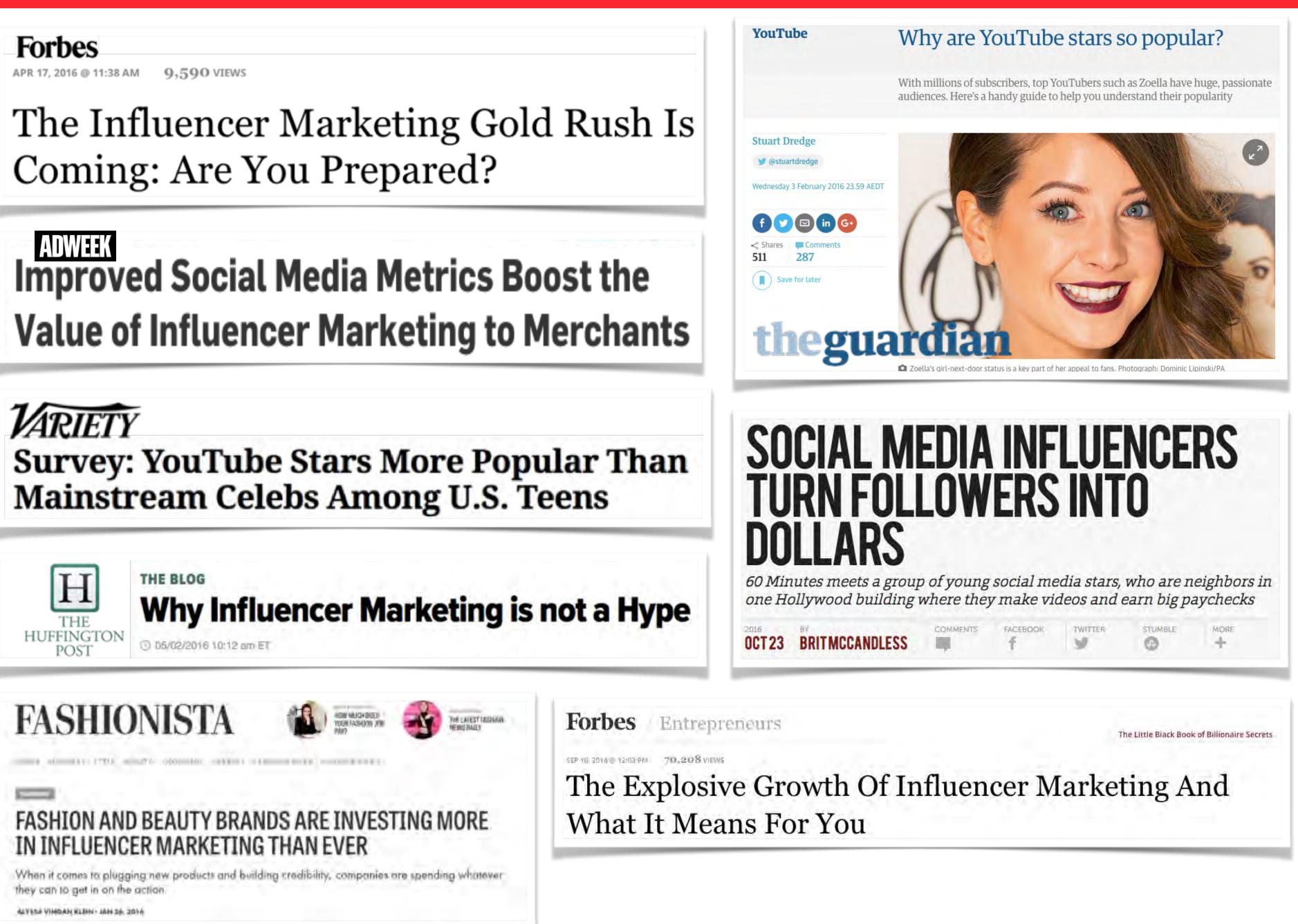
# For OTT and mobile custom networks are part of our future

- Serving brands with access to key communities via:
- 24/7 always on linear networks
- Custom shows
- Influencer campaigns utilizing talent that are the voice of these communities



## **The Q-Engine**

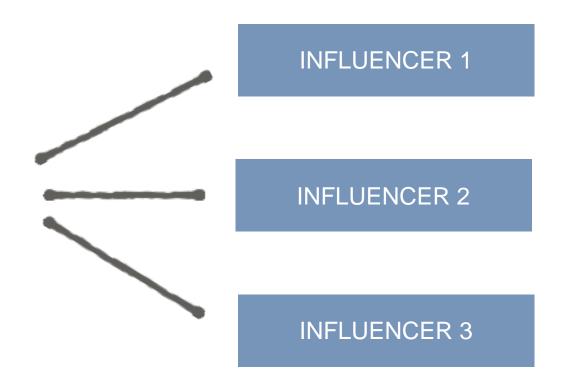


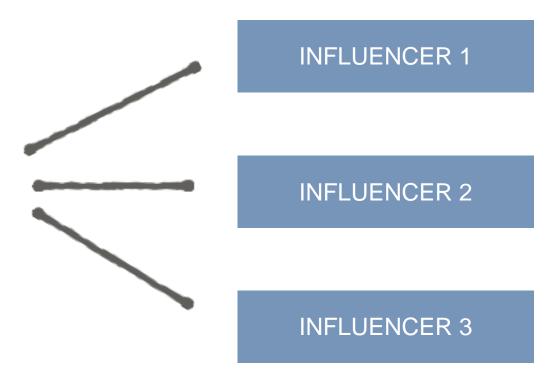


### **IT STARTS WITH THE BRAND**



2. We determine which online communities have best fit and then deep dive into influencers with great engagement within those communities





3. We maximize campaign reach and impact via executing multiple integrations targeting key communities in the online video/social media eco-system.

4. Programs can be scaled and optimized based on delivery of predetermined KPIs (i.e., video views, commerce sites, social actions, etc.)

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# **CLICK FOR QYOU**

# **CLICK FOR QYOU INDIA**



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# CLICK FOR HUD









### **G. Scott Paterson** Chairman

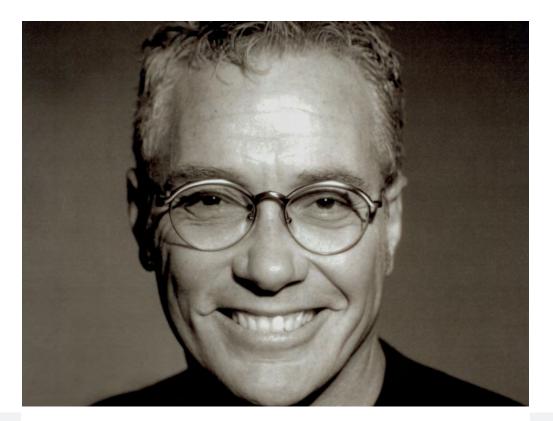
- Director & Chairman of Audit Committee, Lionsgate
- Former Chairman, Toronto Venture Exchange
- Former Chairman & CEO, Yorkton Securities

- Winner

### **Curt Marvis** CEO

President, Lionsgate Digital Co-Founder & CEO, CinemaNow

MTV lifetime Achievement Award



Les Garland Co Founder

- Co-founder of MTV
- Co-founder VH1
- Co-founder The Box (MTV2)
- President of Atlantic Records

QYOU Media Inc,						
5-Year Plan						
REVENUES		2017	2018	2019	2020	2021
Linear Channel	\$	4,816,409 \$	4,528,101 \$	5,308,930 \$	7,379,372 \$	9,452,578
Programming		435,579	4,422,607	5,754,004	8,173,214	11,928,922
Mobile			304,987	3,697,096	6,784,728	11,374,663
Influencer Marketing		235,726	761,952	1,523,904	2,222,360	3,174,800
TOTAL REVENUE		5,487,714	10,017,647	16,283,935	24,559,674	35,930,962
		- 0	- 0			
OPERATING EXPENSES		- 0	- 0			
Content and production costs		3,245,716	5,034,836	8,195,056	11,643,148	17,129,740
Sales and marketing		2,082,108	1,997,683	2,169,474	2,437,454	2,808,371
Salaries and benefits		1,927,537	2,705,381	3,331,429	4,424,975	5,680,335
Legal and consulting		2,378,036	1,997,812	2,085,858	2,187,833	2,311,668
General and administrative		946,517	1,074,922	1,595,152	2,009,653	2,606,305
Bad debts written off		114,561	- 0			
TOTAL OPERATING EXPENSES		10,694,475	12,810,634	17,376,968	22,703,063	30,536,418
EBITDA		(5,206,761)	(2,792,987)	(1,093,034)	1,856,611	5,394,544

- millennial demographic)
- Global distribution, with prominent B2B2C and B2C distribution partners
- generations (e.g., India)
- history

Next generation global media company positioned to effectively capitalize on current & future trends, including demographics with strongest potential for growth in video content demand (Gen. Z and Millennials)

Extensive content library that include short form videos & esports (a rapidly growing trend among)

• Uniquely positioned to scale and to capture growth from global, mobile video movement among younger

Seasoned management team with track record of success in executing big vision strategies + long-term





# G. Scott Paterson

Chairman

+1.416.917.1964

spaterson@patersonpartners.com

### **Curt Marvis** CEO

+1.310.869.8617

curt@qyoutv.com