

Corporate Presentation February 2024

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FORECASTS

All forecasts are provided by management in this presentation and are based on information available to us at this time and management expects that internal projections and expectations may change over time. In addition, the forecasts are entirely on management's best estimate of our future financial performance given our current contracts, current backlog of opportunities and conversations with new and existing customers about our products.





The Glimpse Group is an Immersive Technology Company Comprised of Multiple Enterprise Focused Immersive Technology Software & Services Companies, Addressing a Potential Trillion \$ Market Opportunity



Glimpse Structure

- · Only pure play, Nasdaq-listed diversified Immersive SW & Services Company (Nasdaq: VRAR)
- Fully own and operate multiple Immersive tech subsidiary companies
- Fach focused on a different. industry vertical in a collaborative manner



Scale & Capital Structure

- One of the largest independent SW & Services Immersive tech companies
- \$13.5MM revenue FY '23
- Cash balance of \$5.2MM as of 12/31/23
- · Clean capital structure, no preferred equity issued, no outstanding debt, high insider ownership



Unique Platform Strategy

- · Scale with shared operational, financial and technological infrastructure
- Experienced Management and dynamic ecosystem of Immersive Tech professionals with deep domain expertise
- Work collaboratively to address the challenges faced by companies in an emerging industry





Intellectual Property

- · Core Technologies: VR, AR, Spatial Computing, AI, Computer Vision, Big Data, Blockchain
- •125+ full-time developers, engineers and 3D artists
- 10 issued patents + 5 active patent applications





Analog to Digital



Investment Thesis

Become the Leading Provider of Immersive Cloud Enterprise Software Solutions - Driven By Spatial Computing, AI & Cloud Computing ("Spatial Core")





<u>Goal:</u>

Untether Immersive experiences from the computing limitations inherent in current immersive technologies hardware (VR headsets, tablets, phones).

Result:

- **Powerful immersive experiences** with endless use cases throughout industries
- Driven by cutting edge **Spatial AI capabilities**
- Processed and computed in real time in the **Cloud**
 - Delivered over true **5G networks** to devices with a far
 - smaller and lighter form factor.

Partners:

Our Immersive Cloud-based development is powered by, and is being done in, collaboration with industry leaders such as **NVIDIA**, **Microsoft**, **AT&T and the U.S. military**.

Immersive Industry Market Opportunity

"Revenue driven by the industrial metaverse is projected to reach nearly \$100 billion by 2030"

"We project the metaverse could reach a market size of \$700 billion to \$900 billion by 2030. Furthermore, the next 5 to 10 years will likely determine the metaverse's major winners"

"Users should increasingly be able to access a host of use cases, including commerce, art, media, advertising, healthcare, and social collaboration. A device-agnostic Metaverse would be accessible via personal computers, game consoles, and smartphones, resulting in a large ecosystem. Using this broad definition, the total addressable market for the Metaverse could be between \$8 trillion and \$13 trillion by 2030, with total Metaverse users numbering around five billion."

Citi Global Perspectives & Solutions, 2022

"we arrive at a ~\$2.6tn total market opportunity and in the most bullish scenario of ~33% of the digital economy shifting to the Metaverse and ~25% market expansion, we arrive at a ~\$12.5tn opportunity. While the range is quite broad, we acknowledge that we are still 20 years into web 2.0 and expect the timing of web 3.0 will be similar, if not longer."



Goldman Sachs Research, 2022



Deloitte, 2023

Bain Capital, 2023

Immersive Technology Utilization







Metaverse



Glimpse Subsidiary Companies



Creating world-class 3D and AR experiences

Using industry-leading scanning, modeling, and photogrammetry techniques, QReal provides our clients with sales lift, brand recognition and viral content.

Brands, Agencies & Retail

Immersive storytelling for the enterprise sector

Sector 5 Digital is an award-winning creative agency that combines brilliant storytelling with immersive technology for industry leading organizations.

Enterprise Visualization

Spatial Computing, Immersive Platforms, Deep Tech, and 5G

Brightline designs, builds and integrates immersive and interactive experiences, scenarios, and simulations for both government and commercial customers.

GLIMPSE LEARNING GL

Training & upskilling immersive technology builders

Glimpse Learning is a XR training & upskilling company, enabling top enterprises to scale up their virtual reality and Metaverse talent.

Education and Healthcare XR Training

Enhancing human interaction through Virtual Reality

SIJ

Foretell Reality is a Virtual Reality (VR) platform that brings people together in three-dimensional spaces, opening up new ways to connect, learn and grow.

Therapy, Universities & Training





Corporate & Government Simulations

F. RETELL REALITY

Glimpse has a Diverse Base of Top Tier Customers & Relationships, Across Multiple Industries





Expanding IP & Technology Platform

Immersive Technology IP and Innovation Across Industries and Companies

Glimpse's Ecosystem provides a key competitive advantage in IP development, access and leverage across all subsidiary companies.

Substantial IP concepts can be captured in VR/AR, creating significant potential value as the industry matures.

10 Issued Patents

5 Active Patent Applications

In aggregate, Glimpse has a robust and diversified portfolio of filed and issued patents



Over time, we expect to file patent applications for many of Glimpse's subsidiary companies.

Revenue Growth

FY Ending June 30





Financial Overview

Cash Position

Approx. \$5.2MM cash and equivalents as of 12/31/23

Profitability/Loss

Adj. EBITDA loss for Q2FY '24 of approx. \$1.3MM

Operational breakeven at approx. \$12MM annual revenue or \$3MM per quarter, excluding growth investments

Clean Capital Structure

No debt, no preferred stock issued, no outstanding convertible debt

Revenue

\$13.5M revenue in FY '23 (6/30) vs. \$7.3MM in FY '22 (6/30), an 85% increase

Q2 FY'24 revenue of \$2.1MM, vs. \$2.95MM Q2 FY '23 as the Company transitions to Spatial Core

Capital Raised

Nasdaq IPO July 1, 2021

Raised \$44MM from inception, primarily in common stock

\$100MM S3, effective November 2022; largely untapped

Ownership

High insider ownership (founders, management, board, employees) with approx. 33% of the common stock outstanding

<u>Shar</u>

<u>Sha</u>

Marl

Cash

Deb

EV¹

Reve

EBIT

Head

As of February 15, 2024
As of February 15, 2024
As of December 31., 2023



THE GLIMPSE GROUP Nasdaq: VRAR

\$1.20
<u>16.8MM</u>
\$20MM
\$5.2MM
\$0.0
\$15.0MM
\$2.1MM
<u>(\$1.3)MM</u>
New York, NY

Executive Team



Lyron Bentovim **President & CEO**

25 years of executive leadership experience. Led numerous tech start-ups & public companies. Yale, MBA.



Maydan Rothblum

20 years of finance/ops

leadership experience.

Managing Director of a

CFO & COO

Tech PE Fund.

School, MBA.

Columbia Business





CRO

25+ years of executive leadership experience. Founder and General Manager of Sector 5 Digital. University of Waterloo, BS Engineering.

DJ Smith CCO VR/AR expert, Organizer of NYVR Meetup. Penn State, BS Civil Engineering.









Tyler Gates Chief Futurist

Founder and General Manager of Brightline Interactive, VRARA DC Chapter President. Lenoir-Rhyne University, BS Communications & Interpersonal Psychology.

Independent Board of Directors





20+ years of international experience in the financial, investment and tech industries as a co-founder, partner and senior exec. Significant experience in technology company operations.



Jeff Enslin

20+ years as senior executive and portfolio manager at global hedge fund, Director of several early-stage tech companies.



Ian Charles

25+ years executive leadership in tech, operations, finance, and acquisitions; CFO of numerous SaaS, tech finance, and digital media companies. USF School of Management, MBA.





Lemuel Amen

25+ years as senior operating and investment exec, Led global business units at multinational companies, Director of several companies. Northwestern University, MS Engineering.

Key Takeaways



Intellectual Property

 Substantial Immersive tech IP portfolio

• Wide IP concepts can be captured in an emerging industry

• 150+ software engineers, developers and 3D artists



Emerging Growth Industry

- Trillion \$ Market Potential in time
- Potential to fundamentally impact how people and businesses interact

• Direct tie-in to other emerging technologies (AI, Spatial Computing, Computer Vision, Big Data, Blockchain)

Immersive Technology Platform Company

- Only Nasdag-listed pure play, diversified, Immersive tech publicly traded company
- Industry Leader with Spatial Computing, AI, Cloud Driven SW Immersive Focus
 - Tier 1 customer base
- Strong revenue growth & Significant IP
- Clean capital structure







Robust Ecosystem

· Dynamic, collaborative, with deep domain expertise

- Entrepreneurs focus on their core strengths
 - Shared operational, financial and IP infrastructure

• Shorter time to market. higher quality products, reduced development costs

• Key competitive advantage

Highly Diversified

 Wholly owned portfolio of Immersive tech companies

- Numerous large industries targeted
- No single point of failure.
- Mitigate "0-1" binary risk in a nascent industry

 Potential for significant cash returns as companies are divested (in addition to the value of Glimpse)

Thank You!

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