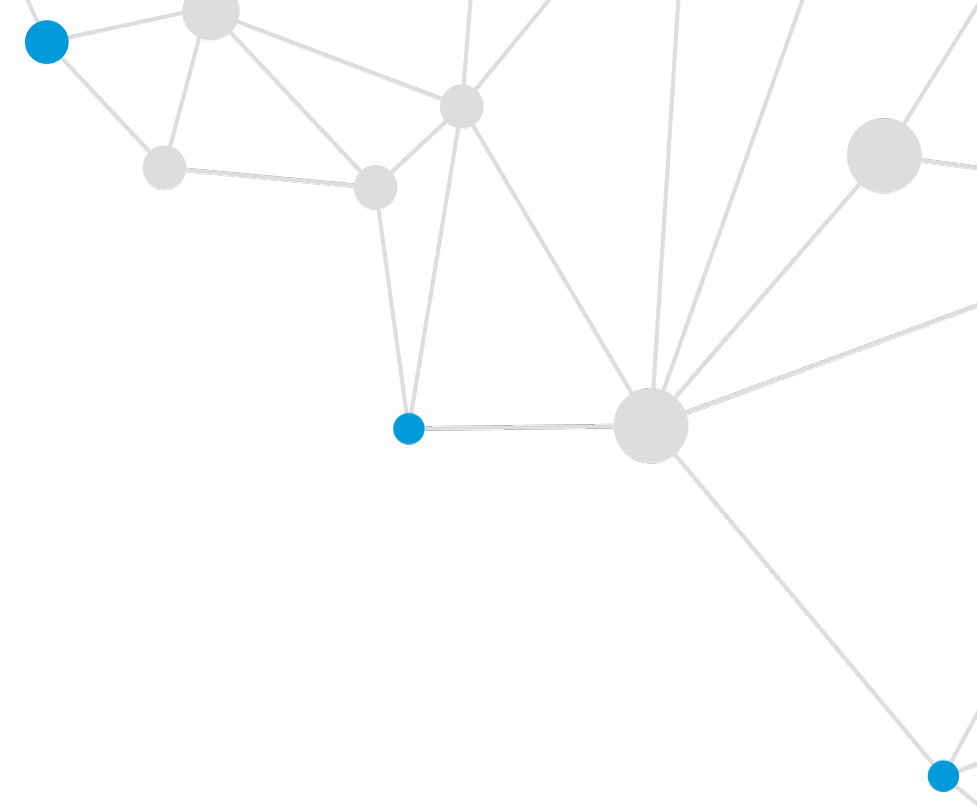




**THE GLIMPSE GROUP**  
Nasdaq: VRAR

# Corporate Presentation

May 2024



# Safe Harbor Disclaimer

This presentation and other written or oral statements made from time to time by representatives of The Glimpse Group, Inc. contain “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. Forward-looking statements reflect the current view about future events. Statements that are not historical in nature, such as any forecasts, and which may be identified by the use of words like “expects,” “assumes,” “projects,” “anticipates,” “estimates,” “we believe,” “could be,” “future” or the negative of these terms and other words of similar meaning, are forward-looking statements. Such statements include, but are not limited to, statements contained in this presentation relating to our expected sales, cash flows and financial performance, business, business strategy, expansion, growth, products and services we may offer in the future and the timing of their development, sales and marketing strategy and capital outlook. Forward-looking statements are based on management’s current expectations and assumptions regarding our business, the economy and other future conditions and are subject to inherent risks, uncertainties and changes of circumstances that are difficult to predict and may cause actual results to differ materially from those contemplated or expressed. We caution you, therefore, against relying on any of these forward-looking statements.

Important factors that could cause actual results to differ materially from those in the forward looking statements include: a continued decline in general economic conditions nationally and internationally; decreased demand for our products and services. Market acceptance of our products; the ability to protect our intellectual property rights impact of any litigation or infringement actions brought against us competition from other providers and products risks in product development inability to raise capital to fund continuing operations changes in government regulation, the ability to complete customer transactions and capital raising transactions. Should one or more of these risks or uncertainties materialize, or should the underlying assumptions prove incorrect, actual results may differ significantly from those anticipated, believed, estimated, expected, intended or planned.

Factors or events that could cause actual results to differ may emerge from time to time, and it is not possible for us to predict all of them. We cannot guarantee future results, levels of activity, performance or achievements. Except as required by applicable law, including the securities laws of the United States, we do not intend to update any of the forward-looking statements to conform such statements to actual results. Furthermore, no representations or warranties are made as to the accuracy or reasonableness of such assumptions or the projections or forward-looking statements based thereon.

## **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.



# Overview

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
- Each 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 \$4.3MM as of 3/31/24
- 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

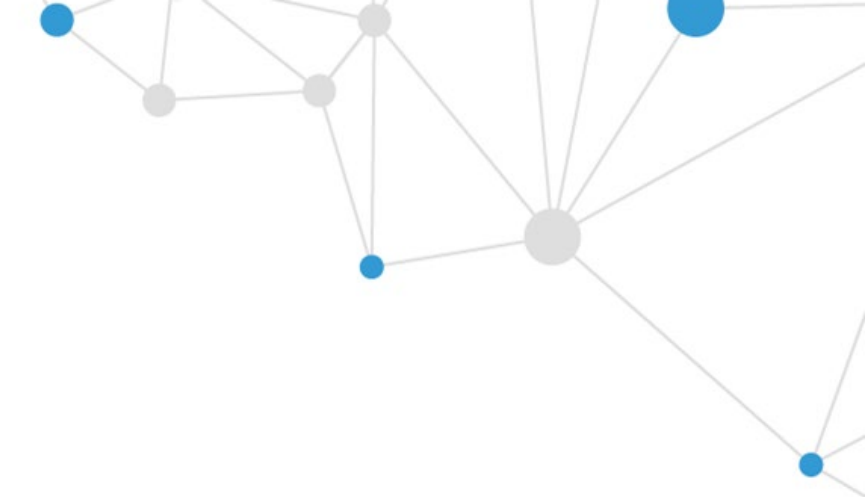


## Intellectual Property

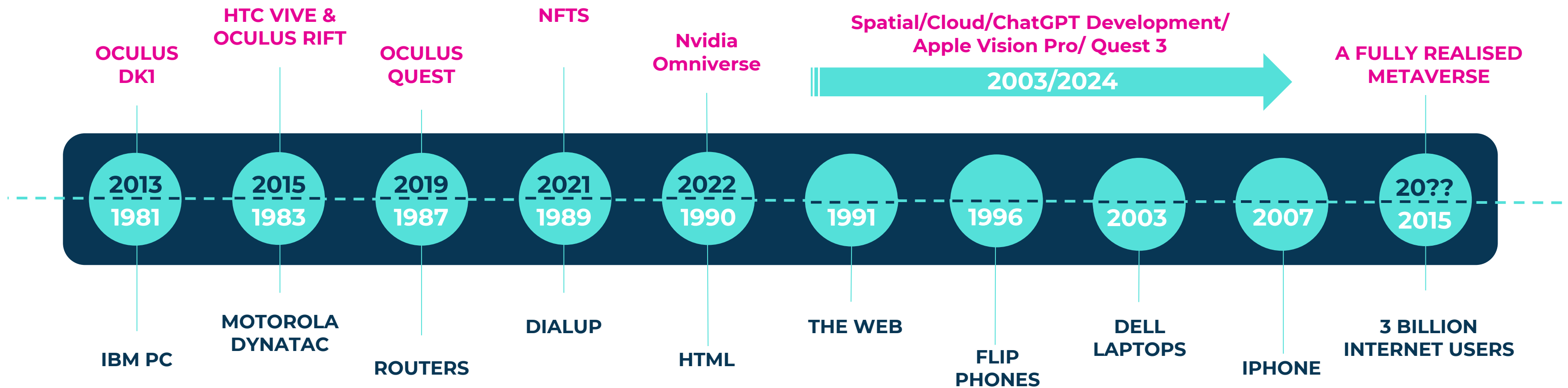
- **Core Technologies: VR, AR, Spatial Computing, AI, Computer Vision, Big Data, Blockchain**
- 120 full-time developers, engineers and 3D artists
- 10 issued patents + 6 active patent applications



# The Immersive Tech Cycle



## ← Digital to Immersive →

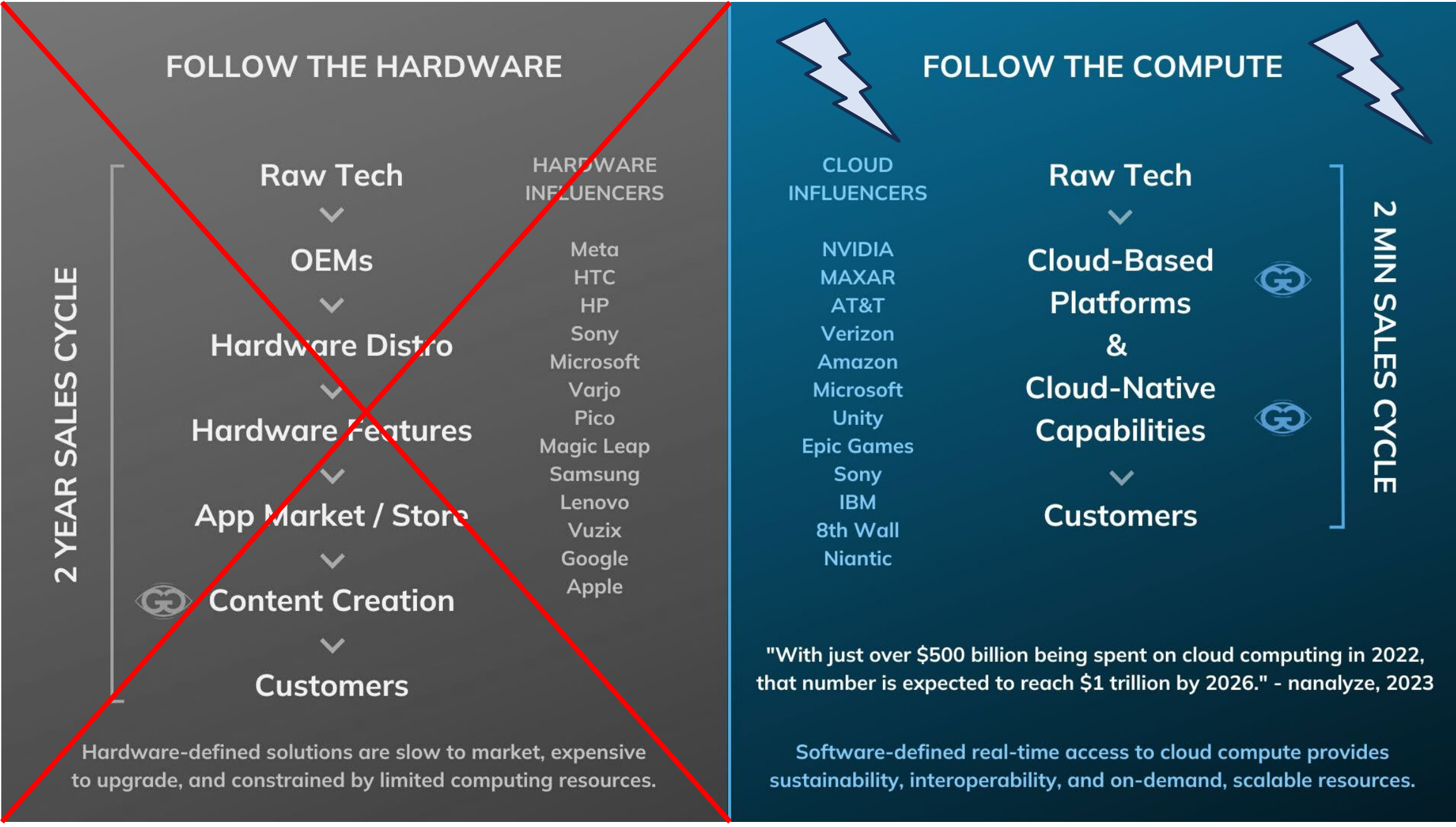


## ← Analog to Digital →



# Investment Thesis

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



**Goal:**

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 Computing and 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”

*Deloitte, 2023*

“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”

*Bain Capital, 2023*

“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*



# Immersive Technology Utilization

## Marketing



## Learning



## Visualization



## 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.

**Corporate & Government Simulations**



### 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

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**





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

Tech Companies	Medical Institutions	International Food Company	Global Pharma	Global Brands	Advertising & Media	Education	Govt. Defense & Industrial
 							
 							 
 							
 							
							
							
							
							
							

# 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.



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

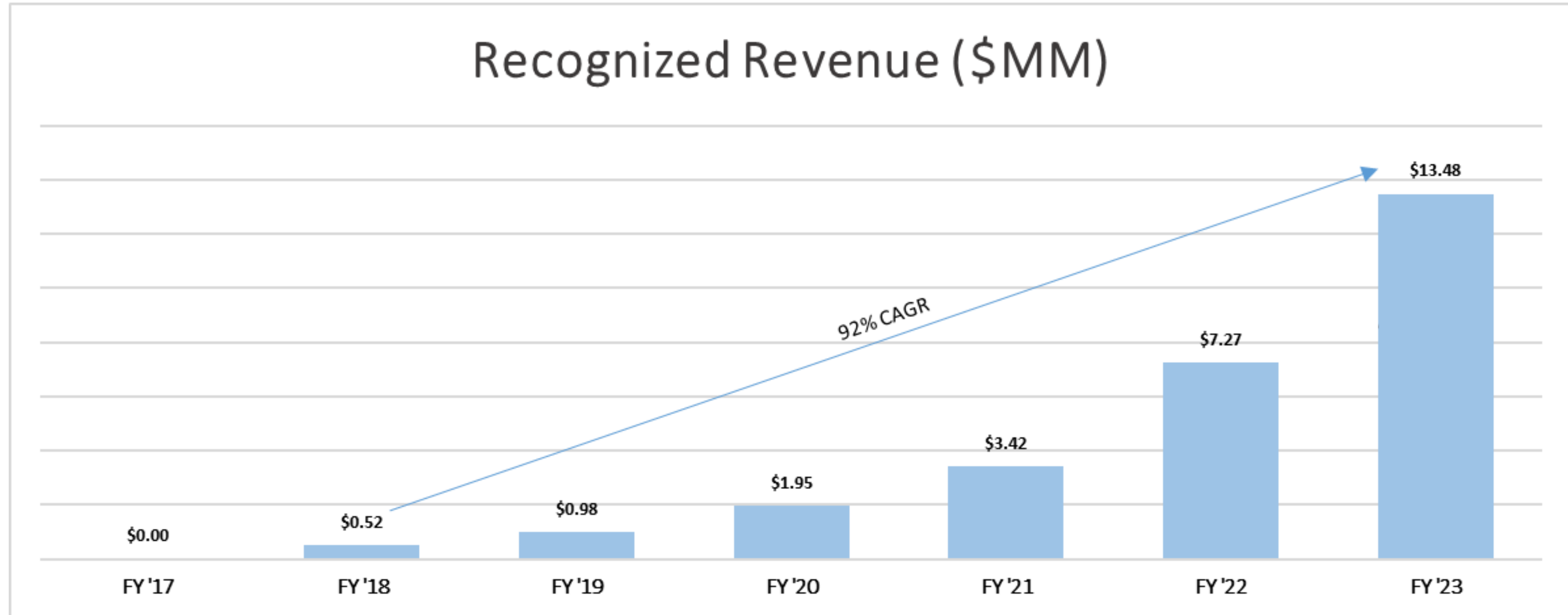
**10 Issued Patents**

**6 Active Patent Applications**

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



# Revenue



# Financial Overview

## Cash Position

Approx. \$4.3MM cash and equivalents as of 3/31/24

## Profitability/Loss

Operational cash breakeven at approx. \$12MM annual revenue or \$3MM per quarter

Expect to reach cash flow positive by Q2 FY '25 (Oct-Dec '24 quarter)

## Clean Capital Structure

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

## Revenue

Announced \$4+MM contract with DoD entity

\$8-12MM Spatial Core revenue expected in coming few quarters

## 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

## THE GLIMPSE GROUP

Nasdaq: VRAR

<b>Share Price<sup>1</sup></b>	<b>\$1.16</b>
<b>Shares Outstanding<sup>2</sup></b>	<b>18.2MM</b>
<b>Market Cap<sup>1</sup></b>	<b>\$21MM</b>
<b>Cash<sup>3</sup></b>	<b>\$4.3MM</b>
<b>Debt<sup>3</sup></b>	<b>\$0.0</b>
<b>EV<sup>1</sup></b>	<b>\$16.7MM</b>
<b>Revenue Q3 FY '24<sup>3</sup></b>	<b>\$1.9MM</b>
<b>EBITDA Q3 FY '24<sup>3</sup></b>	<b>(\$0.9)MM</b>
<b>Headquarters</b>	<b>New York, NY</b>

1. As of May 14, 2024

2. As of May 15, 2024

3. As of March 31, 2024



# Executive Team



**Lyron Bentovim**  
**President & CEO**

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



**Maydan Rothblum**  
**CFO & COO**

20 years of finance/ops leadership experience. Managing Director of a Tech PE Fund. Columbia Business School, MBA.



**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



**Alexander Ruckdaeschel**

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.

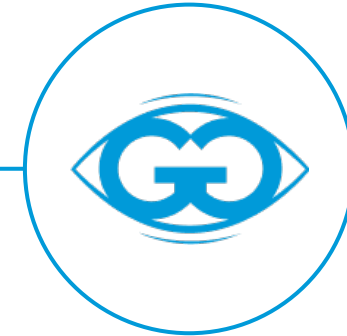


**Tamar Elkeles**

30 years of experience in various executive capacities in the high technology industry, including Chief Learning Officer at Qualcomm (Nasdaq: QCOM). M.S. and Ph.D. in Organizational Psychology



# 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)

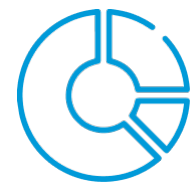
## Immersive Technology Platform Company

- Only Nasdaq-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!

## General Inquiries

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