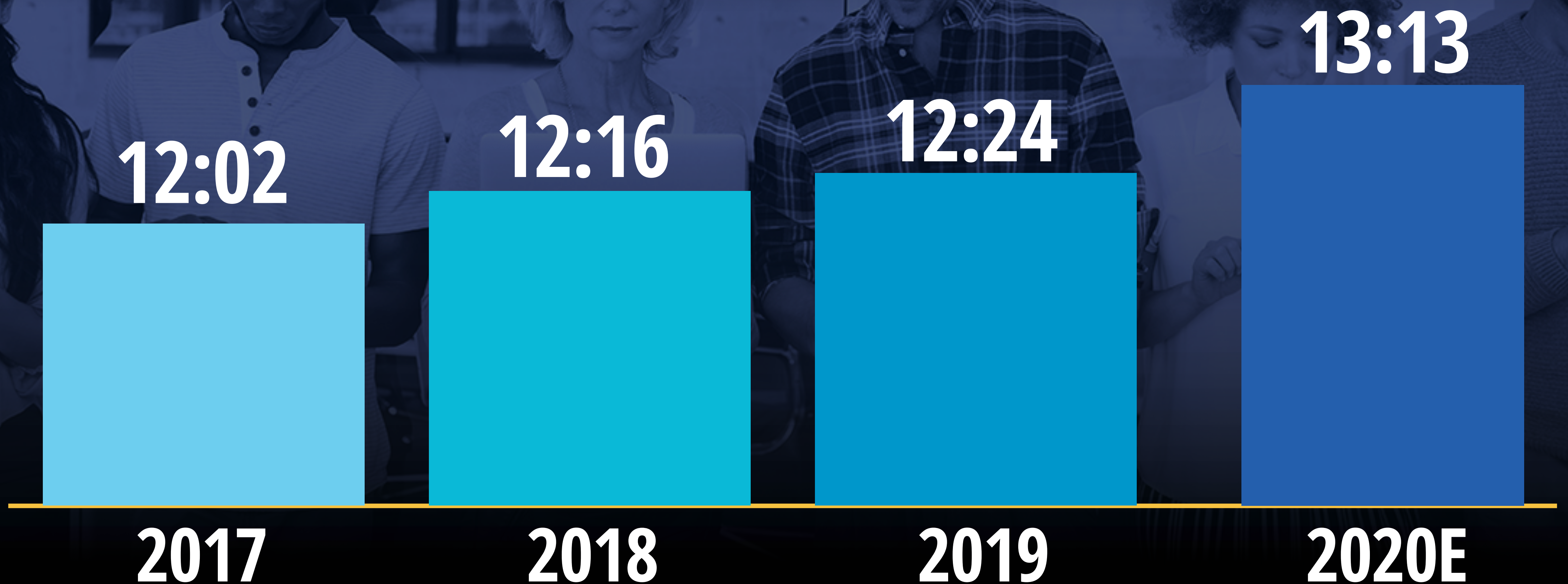
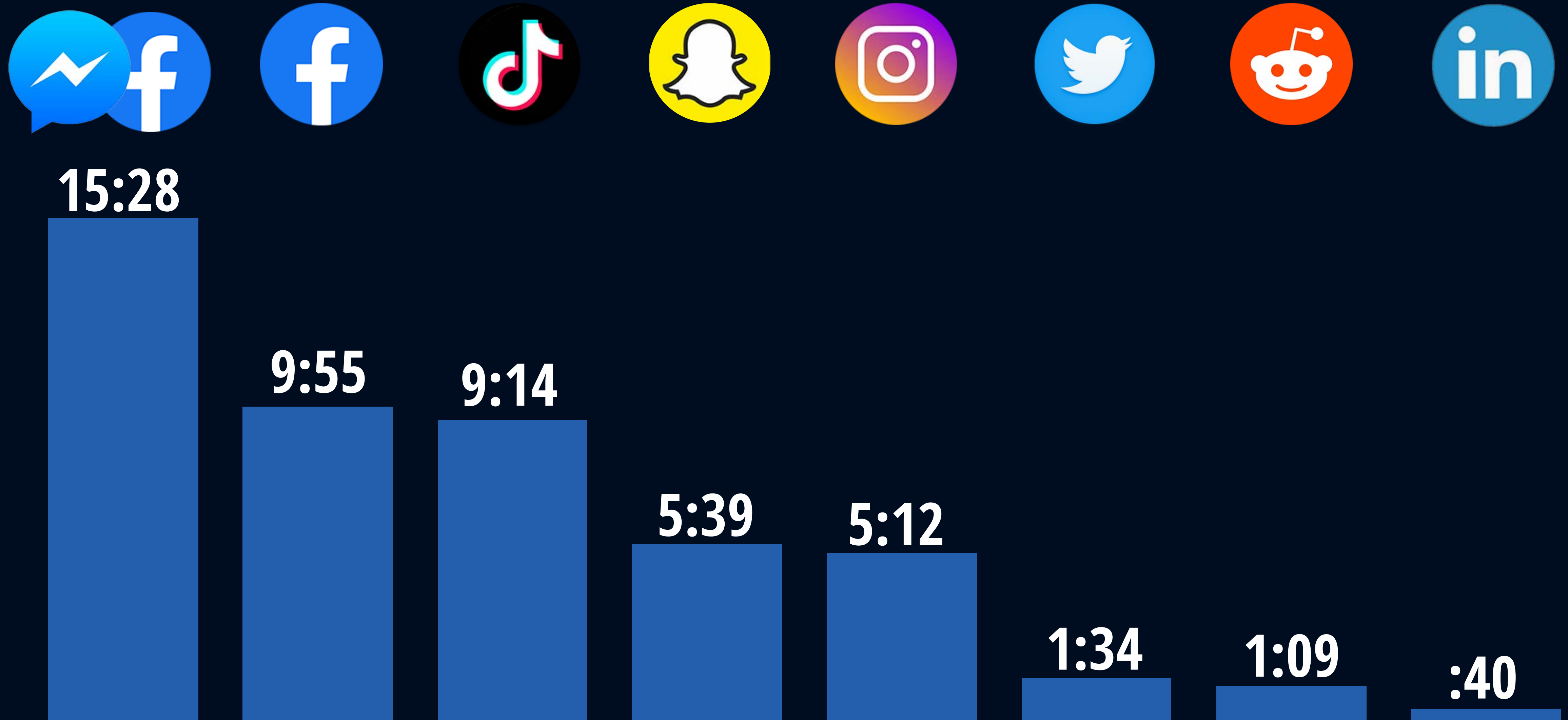


TIME SPEND

Time Spent With Technology and Media Jumped After Shelter-in-Place

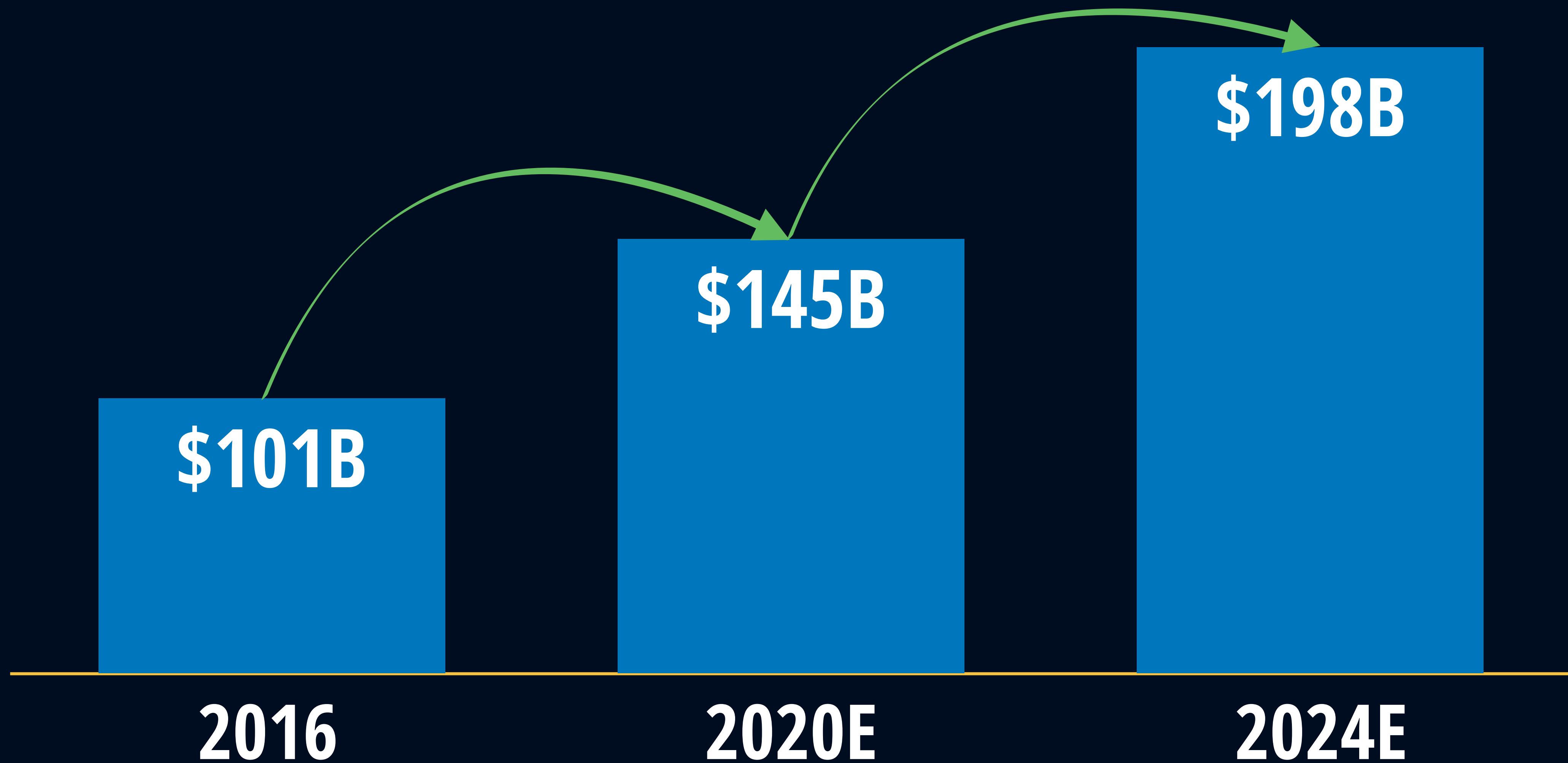


Time Spend: Social Platforms



VIDEO GAMING

Video Gaming: Global Revenue Growth



Video Gaming: New Technology and Media Paradigm



Music



Events



Social



Video



Search



Banking



Dating



Gambling



Fashion



Theme parks



Messaging



Sex



Shopping



News



Learning



Video-conferencing



Browsing



Sports

STACK: VIDEO GAMING



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Video Gaming Stack: Technology Platforms

amazon  facebook Google  Microsoft SONY Tencent

	amazon		facebook	Google	 Microsoft	SONY	Tencent
 Game Publisher	✓		✓		✓	✓	✓
 Virtual World			✓		✓		✓
 Console					✓	✓	
 AR/VR Device			✓	✓	✓	✓	
 Cloud	✓			✓	✓	✓	✓
 App Store	✓	✓		✓	✓	✓	✓
 Subscription Service	✓	✓		✓	✓	✓	✓
 Gaming as Video	✓		✓	✓			✓

Gaming and Tech Platforms: Mergers Ahead?

Nintendo®

SONY

ROBLOX



VR

Virtual Reality Moving Beyond Gaming

96% of VR headset purchasers are gamers...

...but **60%** use VR for activities beyond gaming

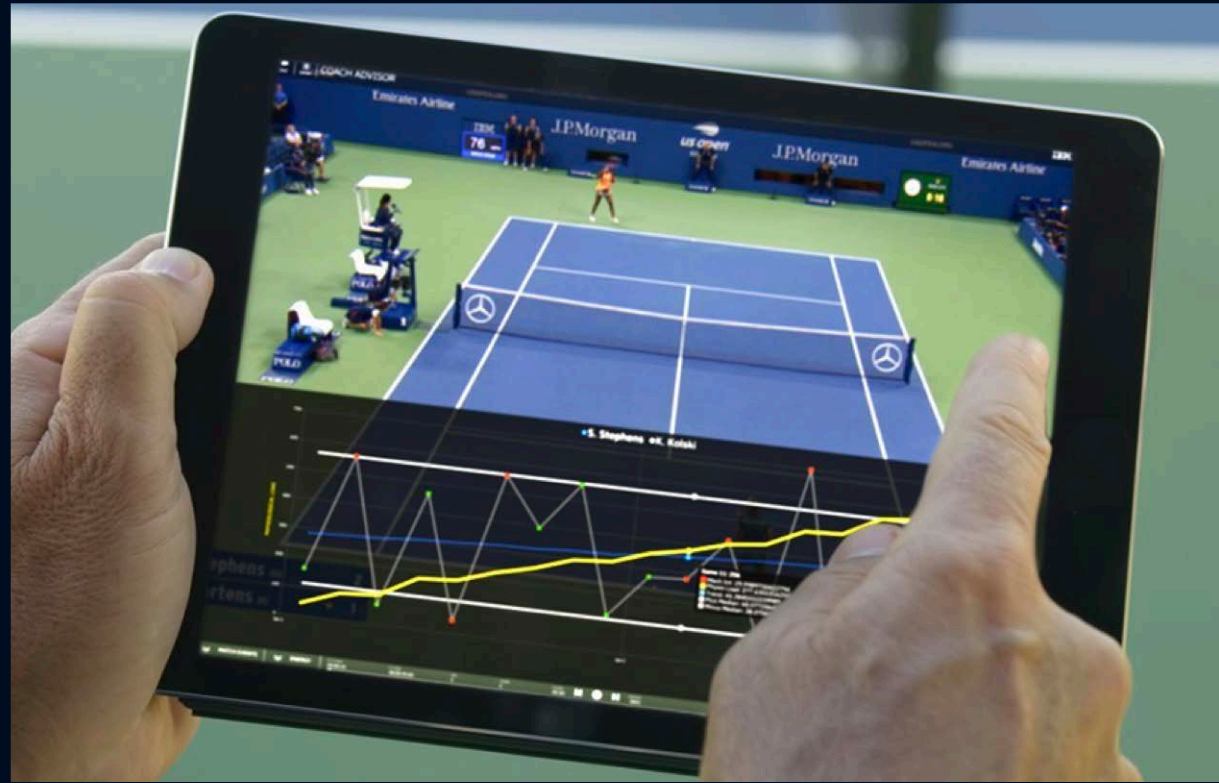
SPORTS TECH

Sports Tech

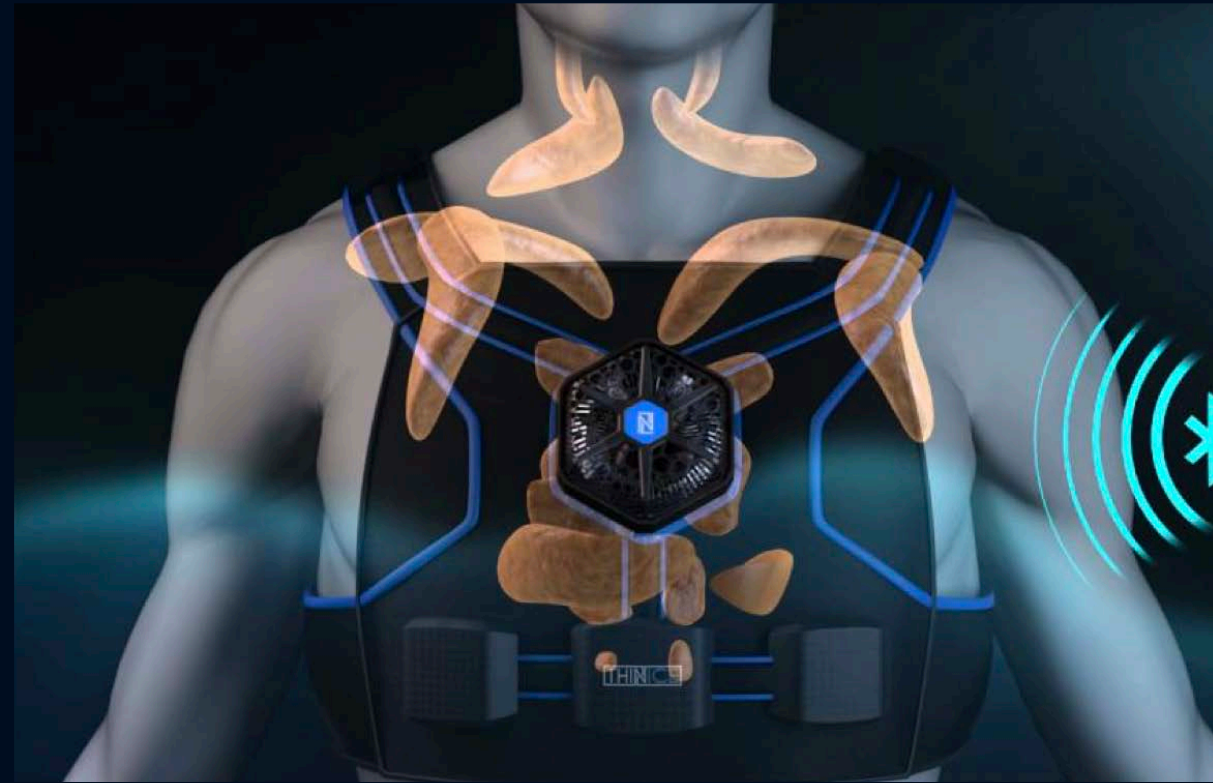
**MOTION-TRACKING
HARDWARE**



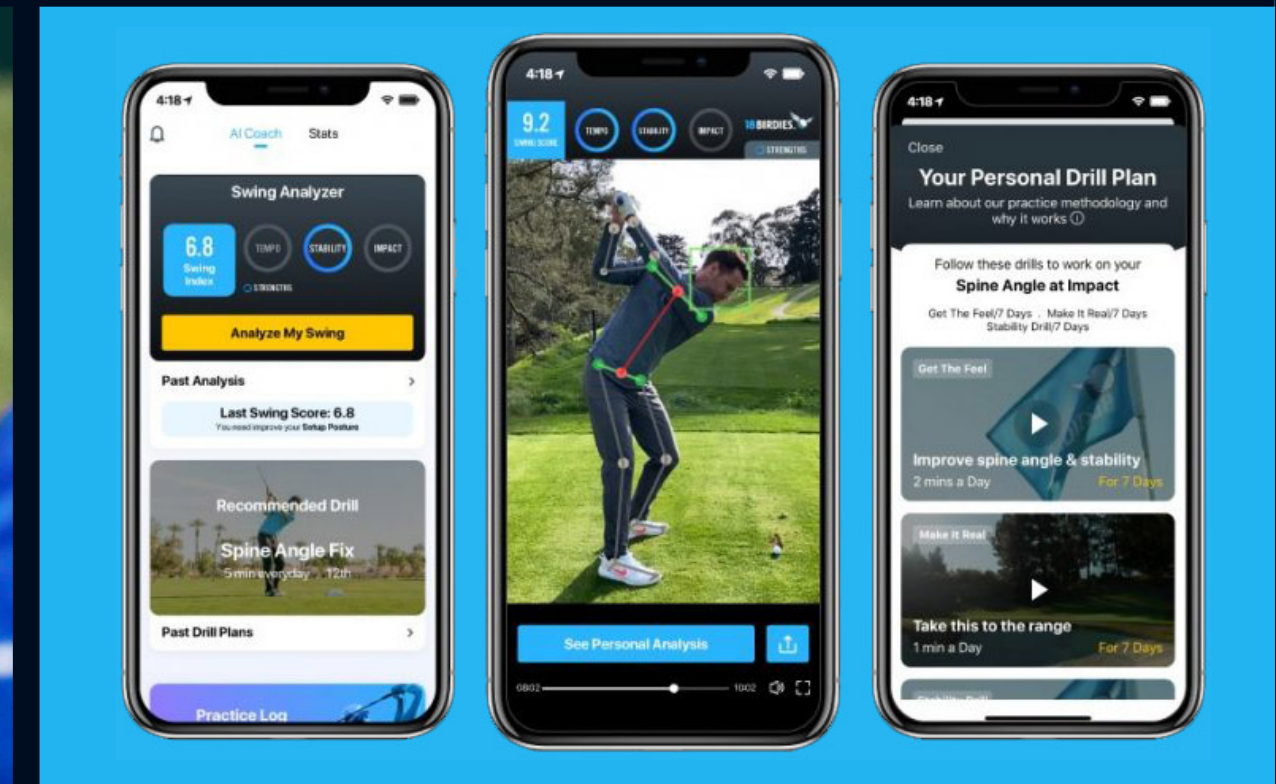
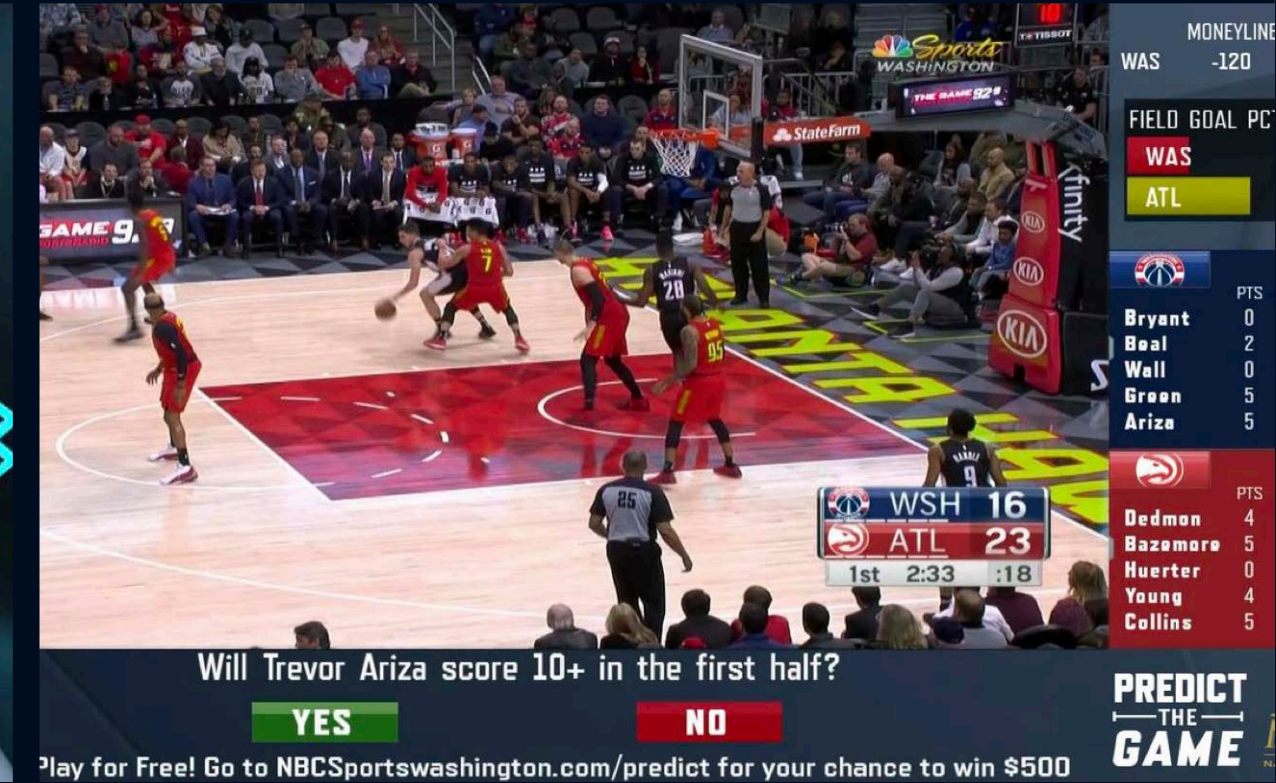
**AI LIVE
TRACKING**



WEARABLES



**INTEGRATED
SPORTS BETTING**



3D HOLOGRAPHY



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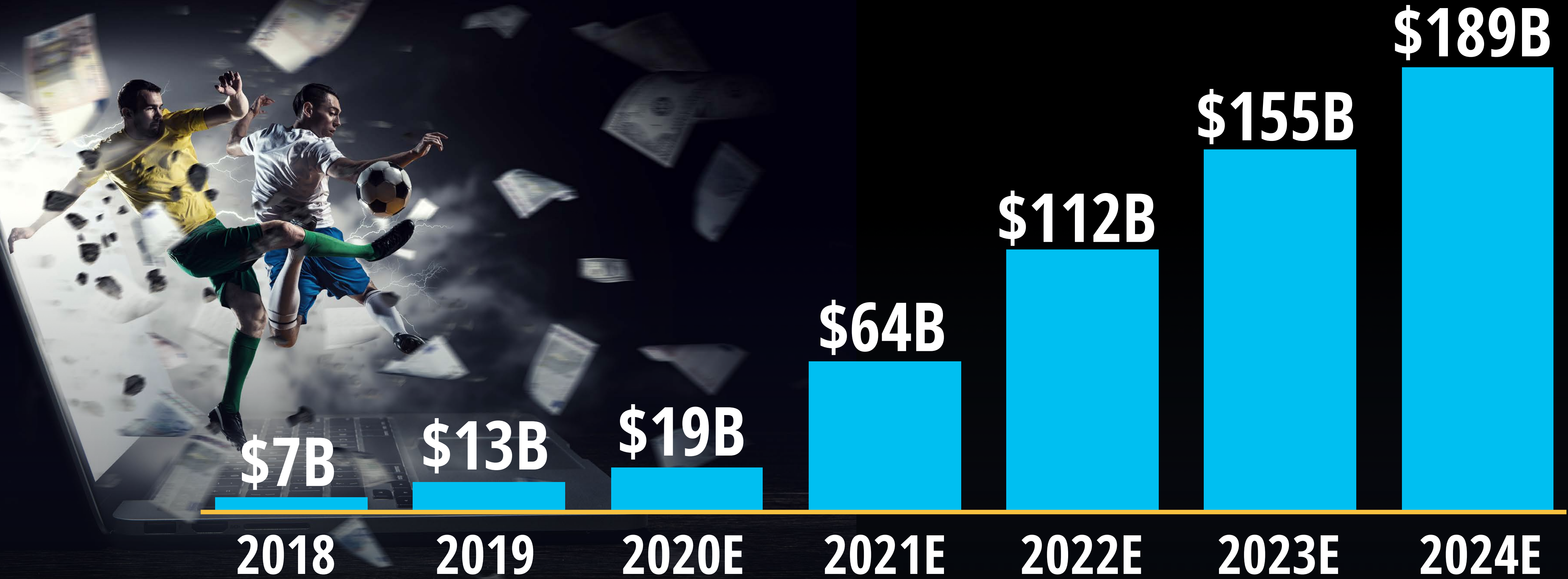
**CONNECTED
VENUES**

IN-GAME ANALYTICS

**AI COACHING
AND TRAINING**

SPORTS BETTING

Sports Betting: \$189B by 2024



NUMBER OF STATES
WITH LEGAL
SPORTS BETTING:



BINJMEN VICTOR

AVERAGED 51 RECEIVING YARDS LAST 4 GAMES
NO TD YET THIS SEASON



MONEY LINE

▼ OSU -1500/+954

SPREAD

-20 -110/-110

OVER/UNDER

50 -110/-110

WHICH TEAM SCORES NEXT

\$3 CURRENT WAGER

+\$1 +\$5 +\$20 +\$50 OTHER

OSU -2000 TO PAY \$3.15	MSU +650 TO PAY \$22.5
----------------------------	---------------------------

WHO SCORES NEXT

OSU #9 -300	OSU #2 -800	OSU #1 +475
MSU #14 +275	MSU #25 +750	MSU #22 +850

OHIO -20.5 -105/-115 ▲ LIBERT -4.5 -110/-110 ▲ OREG -21.5 -110/-110 ▼ UCLA -4.5 -110/-110 ▲ SCST -11.5 -110/-110 ▼ SEMIST -13.5 -110/-110 ▲ EWASHI

▲ FLAINT 70.0 -110/-110 ▼ TXELP 45.0 -110/-110 ▲ DUKE 48.0 -110/-110 ▼ OHIO 49.5 -105/-115 ▲ LIBERT 63.0 -110/-110 ▲ OREG 46.5 -110/-110 ▼

BATTLE GROUND TV HOUSEHOLDS



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Battleground TV Households: 46 Million

