VERTISEIT CAPITAL MARKETS DAY 2021



AGENDA

Market Outlook

Johanna Schottenius, Member of the board

Strategy update

Johan Lind, CEO Jonas Lagerqvist, CFO

Q&A

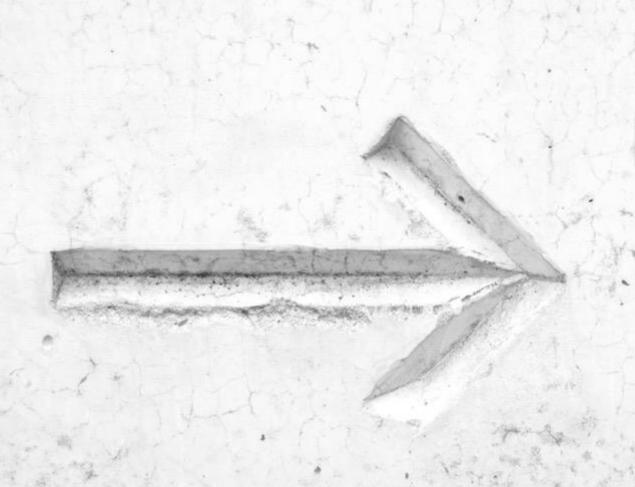
Fredrik Nilsson, Analyst Redeye



JOHANNA SCHOTTENIUS







HOW WILL RETAIL LOOK IN THE FUTURE?

HOW WILL PEOPLE SHOP?



Schottenius & Partners
CEO

IKEA

9+ years, Europe & China

Responsible for customer experience through all channels

New retail and shopping convenience

Strategy and sustainability



WHAT IS THE MAIN CHANGE IN RETAIL?



It's us.

The consumer.



"At the turn of the 20th century, the commander-in-chief of commerce was the retailer, with the manufacturer as equal partner.

Today it's the customer who's in charge."

HOW DOES THE CUSTOMER WANT IT?

Smooth, Easy & Convenient

Meet MY needs at the right point of the journey – inspiration, decision, transaction etc

Friction free



FRICTION **KILLS** CUSTOMER EXPERIENCE

Best-in-class companies optimize customer journeys, not just touchpoints.

Individual touchpoints may perform well even if the overall experience is poor



McKinsey&Company | Source: McKinsey Digital Labs

BEST-IN-CLASS COMPANIES OPTIMIZE CUSTOMER JOURNEYS.

NOT JUST TOUCHPOINTS.

IMPORTANT AREAS FOR FUTURE RETAIL



CONSUMER DATA IS THE MAIN ASSET



New consumer behaviour

Bricks & Mortar >75% 2024

Direct-To-Consumer DTC

The Role of the store is changing

Personalized & Data driven

Omnichannel

NEW CONSUMER BEHAVIOUR

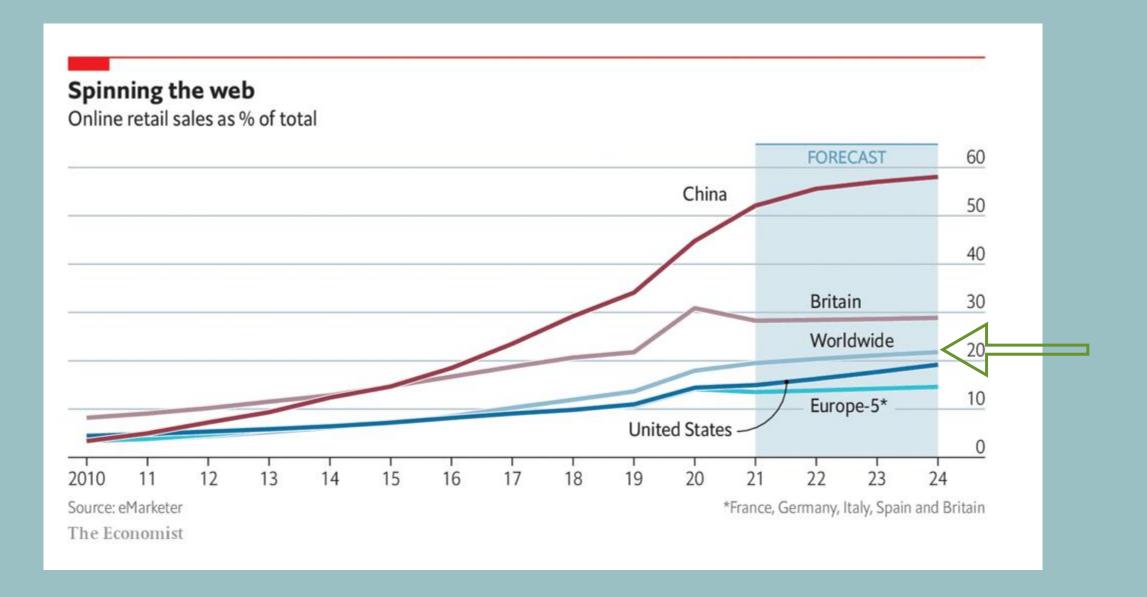
• **Digital behaviour:** The consumer is floating between the digital and physical world in almost everything they do

• **Optimising consumers:** Time is becoming the main scarcity in life. The optimising consumer of today and tomorrow have little or no patience.

 Customer act differently than what they say – most likely meaning that the customers also are on a journey



BRICKS AND MORTAR >75% 2024



DIRECT-TO-CONSUMER (DTC)

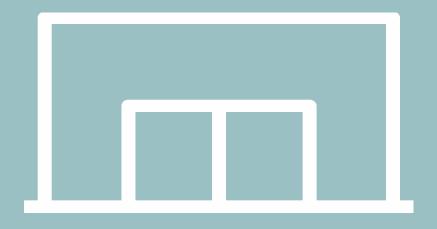
Yet since 2017 the firm has been cutting the cord with many of its wholesalers, including Amazon, the world's biggest online retailer, to focus on becoming a "direct-to-consumer" (dtc) company.

DTC now accounts for 40% of Nike's revenues.

Its shoppers' use of digital technology has
enabled Nike to recreate that hallowed "oneto-one world", says Ms O'Neill.



THE ROLE OF THE STORE IS CHANGING



- The store will not die but it needs to be reimagine – to a new type of experience
- It needs to embrace and highlight the things you can't get online
- Online and offline journey
- Service! Make the shopping more intimate –
 more direct more one-to-one

PERSONALIZED AND DATA DRIVEN

 The data-driven shopping is unstoppable. It will change the nature of stores, so that physical and digital shopping seamlessly interact.

- Understand MY needs!
- Base the decisions on data, not own experience and intuition



OMNICHANNEL

 The customer in the center and ensuring that the customer gets an equally good experience regardless of which channel she or he choose to visit and/or shop from

Technical solutions and clear strategy are needed to make this work

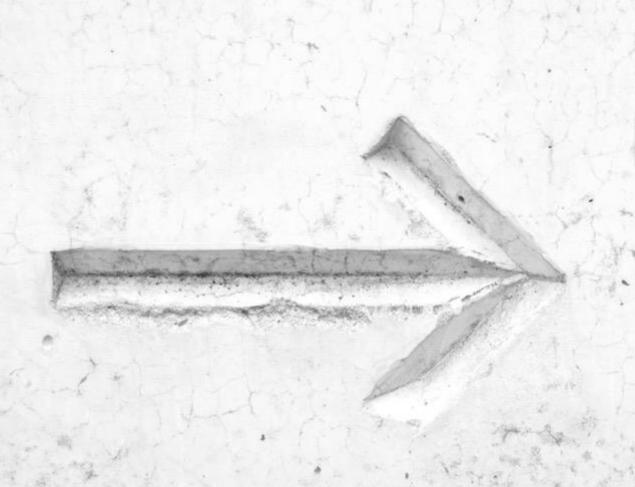
 Service! If the seller or customer service does not understand the omnichannel solution, the whole experience potentially falls for the customer

OMNICHANNEL

"The future will be both online and offline"

"For consumers the benefits are obvious. They will gain greater convenience from being able to shop either physically or virtually, depending on their mood and circumstances.

But for retailers, the challenges are immense."



HOW WILL RETAIL LOOK IN THE FUTURE?

HOW WILL PEOPLE SHOP?

1. A good mix of channels that are working seamless together

- 2. Friction free and convenient shopping
- 3. Know your consumer Consumer data is the main asset

4. Agile

"NEW SPORTS OF RETAIL"

...with continuesly changeing expectations

... with a new competitor landscape

...consumers last experience is their new expectation





THANKS!

VERTISEIT CAPITAL MARKETS DAY 2021



STRATEGY UPDATE



Digital In-store and the Customer experience

Enhance the brand experience

Deliver a seamless customer journey

Be relevant in every situation

Empower the people in-store

Expand in-store offering



VERTISEIT

In-store experience agency



Retail Experience
Digital Signage platform

dise

In-store experience platform























LINDEX



dise



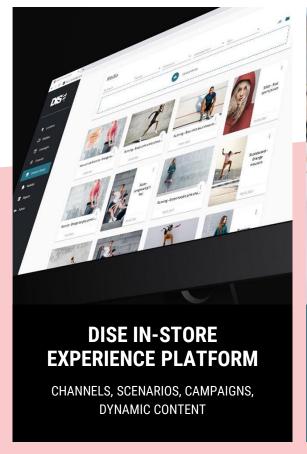


PeakPerformance[®]



YOUR **DIGITAL IN-STORE** AGENCY

This is how we make it happen





MODULES & API

INTEGRATION OF CUSTOMER DATA, CAPABILITIES, ASSETS



DIGITAL IN-STORE SOLUTION

STRATEGY, CONCEPT, DESIGN,

UX, DEVELOPMENT



DISPLAYS & OPERATIONS

IN-STORE TECH, PROACTIVE MONITORING, SUPPORT, ON-SITE SERVICE

VERTISEIT TODAY

#1 Retail Digital Signage software provider in Europe

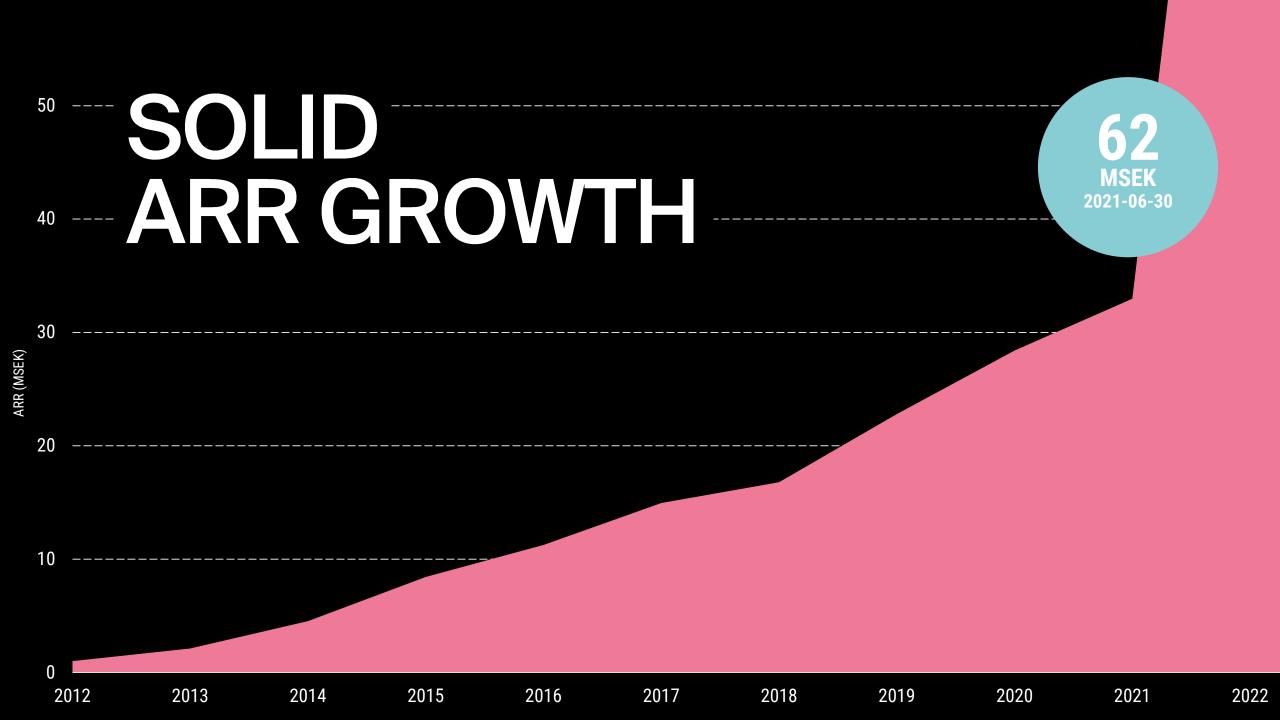
+120
PEOPLE

PRESENCE

UK Austria Germany

Sweden

62
MSEK ARR



LEADER IN RETAIL TECH

Our previous long-term goals

2022

MISSION 50

The group's recurring revenue shall amount to at least SEK 50 million (ARR) calculated on a rolling 12 months as of 31/12 2022 2023

BRAND TOP 50

One of the world's 50 strongest consumer brands to choose Vertiseit when designing their store concept globally by the end of 2023



LEADER IN **RETAIL TECH**

Our previous long-term goals

MISSION 50

The group' renue shall million (AF 2 2)

MSEK ARR

2023 **BRAND TOP 50**



MARKET IS CHANGING

Full-service

Fragmented platform market

Digital signage as a silo

National digital concept

Specialization and collaboration

Category winners

Integrated part of the IT ecosystem

Platform first – global



MARKET IS CHANGING

NEW STRATEGY GOING GLOBAL

BECOMING THE GLOBAL LEADER IN DIGITAL IN-STORE



KEYSTRATEGY CHANGES

- Group structure supporting acquisition agenda
- New business model for global scalability
- New long term goals and financial targets



New group structure

Corporate brand

VERTISEIT

Holding company within Retail Tech aiming to acquire and develop SaaS companies within Digital Signage with focus on Digital In-store

Market brands



dise

dise

Dise offers the leading Digital In-store experience platform through a global partner community

Business Model SaaS

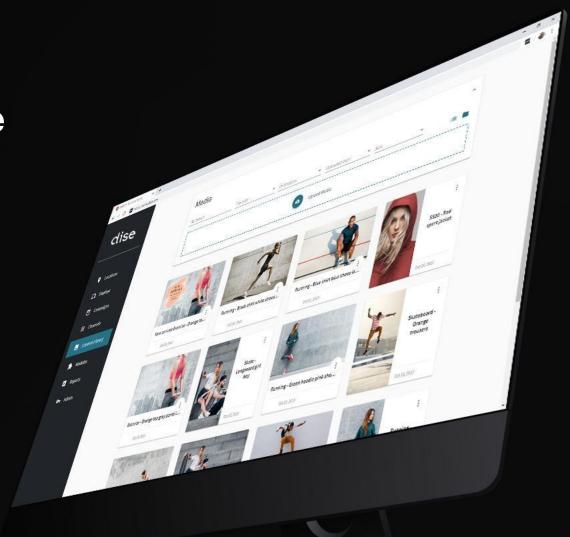
Channel Strategy Partner

Partners Full-service providers

Customers Leading brands and retailers

Services -

Differentiator Intuitive





M&S









+1000 touchpoints



Connected Mannequin

Fit & Style Studio

Endless Aisle

Pickup In-store

Brand Walls



Grassfish is the global frontrunner in Digital In-store. Powered by a best-in-class platform. Enabled by brilliant people.

Business Model SaaS + Services

Channel Strategy Direct

Partners Agencies and fulfilment partners

Customers Global brands and retailers

Services Consulting and implementation

Differentiator Customized











accenture

TRISON





+8000 touchpoints



Content Pool

Dealer App

Workflow Management

Media Mixer

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SPECIALIZATION AND COLLABORATION





accenture

LIGANOVA

umdasch

TRISON

CATEGORY WINNERS













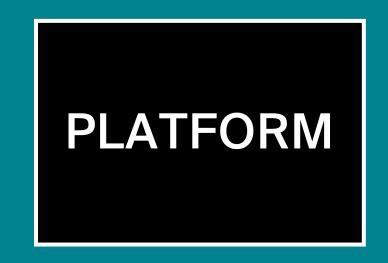
INTEGRATED PART OF THE IT ECOSYSTEM

ERP PIM DAM MRM ECOM DIM



PLATFORM FIRST GOING GLOBAL

CONCEPT





PLATFORM FIRST GOING GLOBAL

PLATFORM

CONCEPT

CONCEPT

CONCEPT

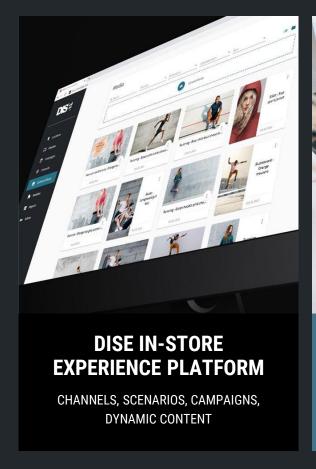


NEW BUSINESS MODEL



dise

VERTISEIT







INTEGRATION OF CUSTOMER DATA, CAPABILITIES, ASSETS



DIGITAL IN-STORE SOLUTION

STRATEGY, CONCEPT, DESIGN, UX, DEVELOPMENT



DISPLAYS & OPERATIONS

IN-STORE TECH, PROACTIVE MONITORING, SUPPORT, ON-SITE SERVICE

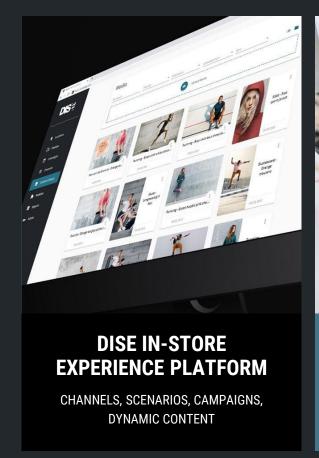
Previous model

dise

Partner



Partner





MODULES & API

INTEGRATION OF CUSTOMER DATA, CAPABILITIES, ASSETS



DIGITAL IN-STORE SOLUTION

STRATEGY, CONCEPT, DESIGN, UX, DEVELOPMENT



DISPLAYS & OPERATIONS

IN-STORE TECH, PROACTIVE MONITORING, SUPPORT, ON-SITE SERVICE

New model

Previous business model including hardware sales

SaaS

License and support

Agency

Strategy and concept

Systems

Infrastructure and deployment

Scalable business model to support global expansion

SaaS

License and support

Consulting

Strategy and platform integration

FINANCIALS



Q2 INTERIM REPORT

ARR MSEK 62

SaaS revenue our top priority

ARR GROWTH +98%

18% organic / 80% acquired

38Q growth streak

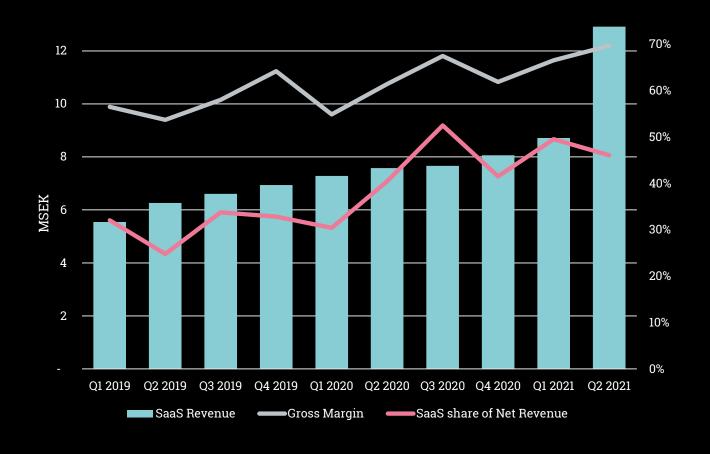
EBITDA 15% LTM

Adjusted for Q2 acquisition costs

Profitable growth - always



Increased share of SaaS revenue correlating with gross margin





GROWTH STRATEGY

Organic growth

Existing customers

New customers

New applications

Acquired growth

New customers

New markets

New products

2008-2020; 55% organic growth, 45% acquired growth



ACQUISITION STRATEGY

New customers

Acquire companies with attractive customer base and solid ARR

New markets

Acquire companies with footprint in new target markets

New products

Acquire industry premium players to strengthen offering



DIRECTED SHAREISSUE

Nordea

KL Capital
Knutsson & Lundström

Alcur Fonder

Protean Capital

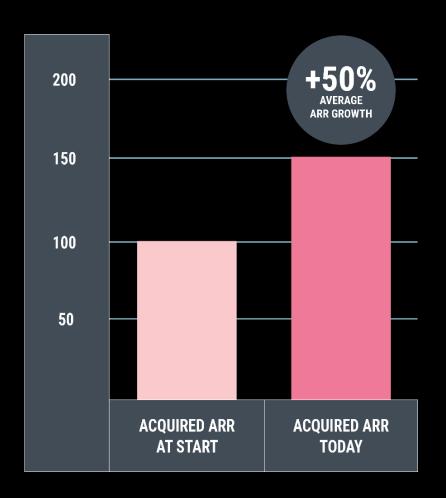
Adding MSEK 100 to support acquisition strategy



Proven track record of successful acquisitions

8 successful acquisitions 2012-2021

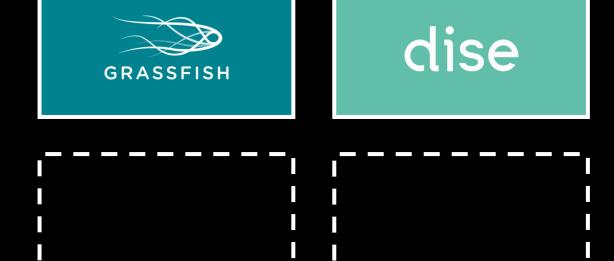
150% Net Revenue Retention from acquisitions 2012-2020





New group structure supporting acquisition strategy

VERTISEIT



NEW LONG-TERM GOALS



2024
MISSION 200

The Group's recurring revenue to exceed MSEK 200 (ARR) by end of 2024

2026
GLOBAL #1

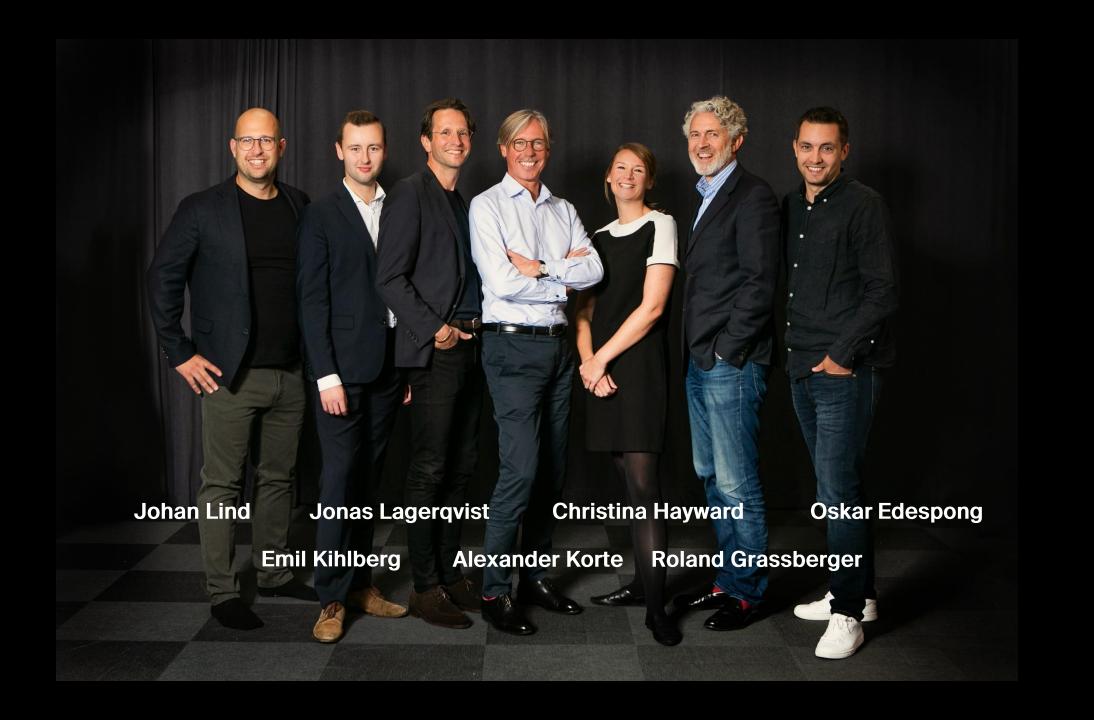
#1 Global Digital In-store software company by end of 2026, measured as active SaaS licenses



New financial targets

ARR GROWTH	>25% CAGR
PROFITABILITY	>30% EBITDA, 2024
ANNUAL REVENUE RETENTION	>100% NRR







Vilhelm Schottenius
Chairman of the board



Emma Stjernlöf



Johanna Schottenius



Jon Lindén



Adrian Nelje



Mikael Olsson

VERTISEIT CAPITAL MARKETS DAY 2021





BECOMING THE GLOBAL LEADER IN DIGITAL IN-STORE

