DATE

Nextech AR Solutions
A Metaverse Company

NEO: NTAR
OTC: NEXCF

Disclaimer / Safe Harbour

This communication may contain statements, other than statements of current or historical fact, that constitute "forward-looking statements". In some cases, you can identify forward-looking statements by terminology such as "anticipate," "believe," "expect," "intend," "estimate," "project," "forecast," "plan," "predict," "seek," "goal," "will," "may," "likely," "should," "could," and similar expressions or expressions of the negative of these terms. This presentation contains forward-looking statements that are based on our management's current estimates, beliefs and assumptions which are based on management's perception of historic trends, current conditions and expected future developments, as well as other factors management believes are appropriate in the circumstances. Although we believe that the plans, intentions, expectations, assumptions and strategies reflected in these forward-looking statements are reasonable, these statements relate to future events or our future financial performance, and involve known and unknown risks, uncertainties and other factors that may cause our actual results to be materially different from any future results expressed or implied by these forward-looking statements. Although the forward-looking statements contained in this presentation are based upon what we believe are reasonable assumptions, investors are cautioned against placing undue reliance on these statements since actual results may vary from the forward-looking statements. Forward-looking statements involve known and unknown risks, uncertainties and other factors, which are, in some cases, beyond our control and which could materially affect our results. These risks are described in further detail our Management's Discussion and Analysis for the year ended December 31, 2020 and are discussed more fully in Nextech's filings with the British Columbia Securities Commission ("BCSC") and found on Sedar.com.

Total Bookings and Backlog are not defined by and does not have a standardized meaning under International Financial Reporting Standards ("IFRS") as issued by the International Accounting Standards Board. This non-IFRS financial performance measure is defined below. Non-IFRS financial measures are used by management to assess the financial and operational performance of the Company. The Company believes that this non-IFRS financial measure, in addition to conventional measures prepared in accordance with IFRS, enables investors to evaluate the Company's operating results, underlying performance and prospects in a similar manner to the Company's management. As there are no standardized methods of calculating these non-IFRS measures, the Company's approaches may differ from those used by others, and accordingly, the use of these measures may not be directly comparable. Accordingly, this non-IFRS measure is intended to provide additional information and should not be considered in isolation or as a substitute for measures of performance prepared in accordance with IFRS.

Total Bookings: the total dollar value of technology services and license services included in contracts with our customers. 'Value' is the total revenue (recognizable or not) associated with each transaction, as opposed to the amount invoiced or recognized as revenue in the period. This information provides the user with information on the performance of our sales efforts in the period, as there is a timing difference between when we close a deal and when it is ultimately 'earned' as defined in IFRS for revenue due to the term of our contracts and delivery timelines.

Backlog: the estimated unearned portion of technology services and license services in customer contracts that are in process and have not been completed as at the specified date. This includes billed and unbilled amounts within each contract. Since our revenue is recognized as earned, this will translate to total bookings to date less earned revenue recognized on the financial statements. This information provides the user with an estimate of the work expected to be completed and earned in the future at a given point and is used by management to allocate resources to our revenue delivery team.
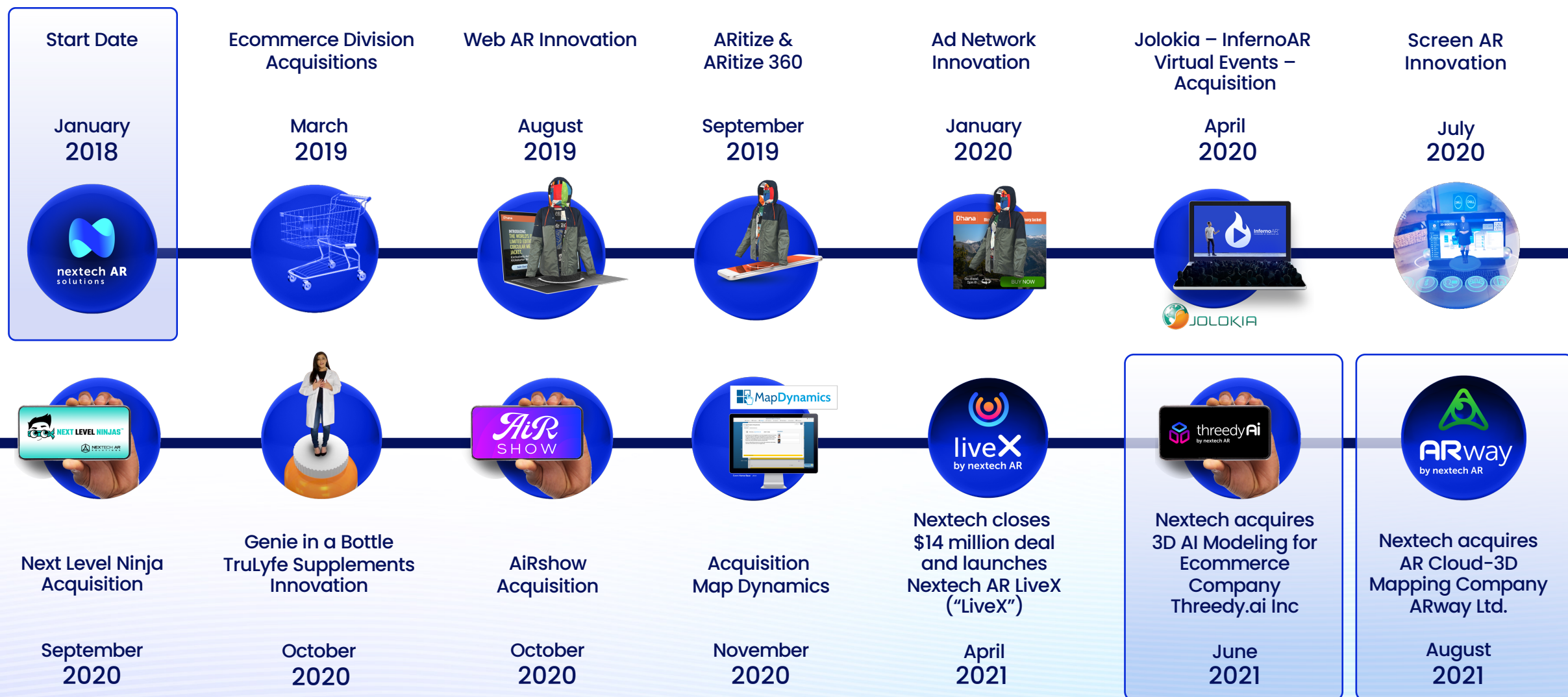
Total Bookings and Backlog should not be considered a substitute for or in isolation from measures prepared in accordance with IFRS. These non-IFRS measures should be read in conjunction with our annual audited consolidated financial statements for the year ended December 31, 2020. Readers should not place undue reliance on non-IFRS measures and should instead view them in conjunction with the most comparable IFRS financial measures. See the reconciliations to these IFRS measures in the "Reconciliation of Non-IFRS Measures" section of the recent MD&A dated April 15, 2021, found on Sedar.com.

Nextech AR Solutions

A Diversified Technology Company

3 Years Of Innovation And Acquisitions

nextech **AR** solutions

Start Date

January
2018

nextech **AR** solutions

Ecommerce Division Acquisitions

March
2019

Web AR Innovation

August
2019

ARitize & ARitize 360

September
2019

Ad Network Innovation

January
2020

Jolokia – InfernoAR Virtual Events – Acquisition

April
2020

InfernoAR

JOLOKIA

Screen AR Innovation

July
2020

NEXT LEVEL NINJAS
NEXTECH AR SOLUTIONS

AiR SHOW

MapDynamics

liveX by nextech AR

threedyAi by nextech AR

ARway by nextech AR

Next Level Ninja Acquisition

September
2020

Genie in a Bottle TruLyfe Supplements Innovation

October
2020

AiRshow Acquisition

October
2020

Acquisition Map Dynamics

November
2020

Nextech closes $14 million deal and launches Nextech AR LiveX ("LiveX")

April
2021

Nextech acquires 3D AI Modeling for Ecommerce Company Threedy.ai Inc

June
2021

Nextech acquires AR Cloud-3D Mapping Company ARway Ltd.

August
2021

Blue Chip Leadership Team

nextech AR solutions

Evan Gappelberg
CEO and Founder

Paul Duffy
President, Chairman of the Board

Eugen Winschel
COO

Andrew Chan
CPA, CA CFO

Hareesh Achi
President of 3D/AR Advertising

Nima Sarshar
CTO of Visual Computing & AI

Guillaume Pascual
CMO

Mirjana Prpa
Product Manager, AR

Big Tech's Commitment to Augmented Reality

nextech AR solutions

1 Billion Apple Devices Use AR

"AR is the next big thing. Whether it's health, education, gaming or retail, I'm already seeing AR take off in some of these areas with use of the phone. And I think the promise is even greater in the future."

Tim Cook, CEO Apple

$15 Billion Invested

"Our goal is to make AR technology more affordable and accessible, including bringing some of these technical advancements into our suite of communication products."

Sundar Pichai, Google

$6 Billion Invested

"I believe the metaverse is the next chapter For the internet. "

Mark Zuckerberg, CEO Facebook

$20 Billion Invested

"We'll probably see a range of AR devices and platforms in the coming years. Obviously with Microsoft and the HoloLens, it's more of a 'full-field glasses' scenario. But I think the world is ready."
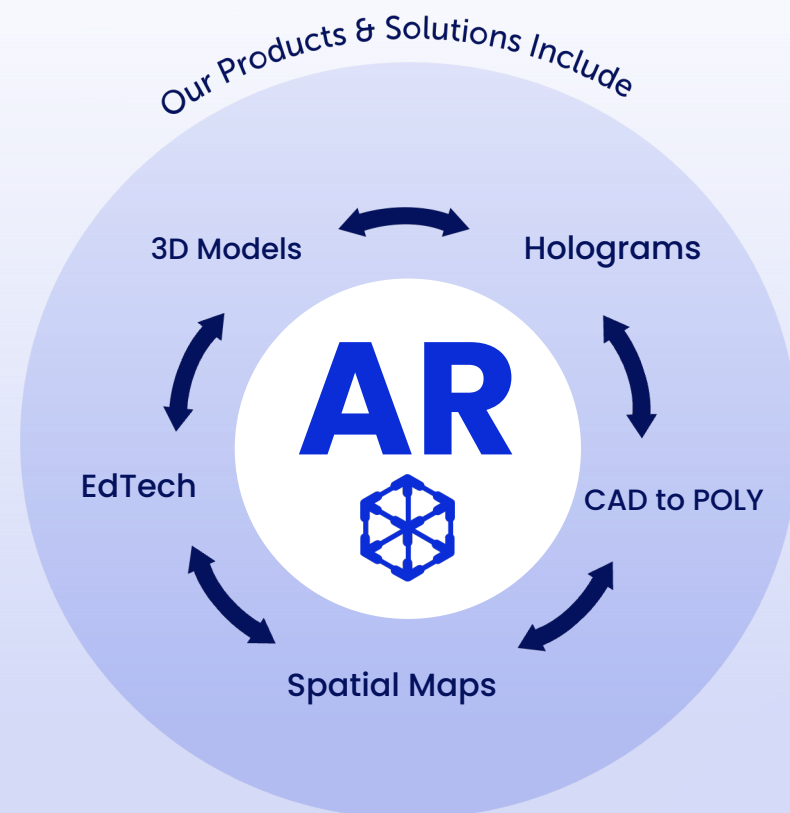
Satya Nadella, CEO Microsoft
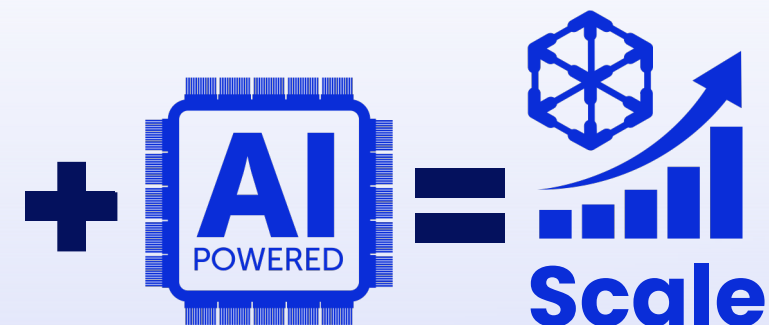
Metaverse Product And Solutions Overview

nextech AR solutions

Products

- threedy**Ai** by nextech AR
- **AR**way by nextech AR
- holo**X** by nextech AR
- genie**AR** by nextech AR
- edtech**X** by nextech AR

Our **Metaverse**

Our Products & Solutions Include

AR

- 3D Models
- Holograms
- CAD to POLY
- Spatial Maps
- EdTech

Our Competitive Edge

+ **AI POWERED** = **Scale**

Content + Environment creation for the Metaverse at mass scale

Leveraging Technology & Building Relationships With The Biggest Names In Tech

nextech AR solutions

Partnerships

Microsoft | ERICSSON | Singtel | Azure

Customers

amazon | TEDx | Restaurants Canada | Government of Canada | UNIVERSITÉ LAVAL | Ryerson University | Concordia UNIVERSITÉ | Schneider Electric

verizon | VIACOMCBS | Johnson&Johnson | IBM | TELUS | LEXUS | STÄUBLI

SINGAPORE AIRLINES | DELL | GRUNDFOS | HARVARD UNIVERSITY | BROAD INSTITUTE | Himel | Boehringer Ingelheim | SFU SIMON FRASER UNIVERSITY

NATO OTAN | Carnegie Mellon University | NHL | MIT Massachusetts Institute of Technology | HCE | Alberta Health Services | poly | SVA STUDENT VETERANS OF AMERICA | Lilly

Nextech's Augmented Reality Solutions

Four Augmented Reality Solutions

1. Education Technology

Problem:
Online education delivery is 2D with poor UX. Remote & disengaged students

Our Solution:
AR gives immersive, interactive learning at home & for remote "in-class" collaboration, delivering high-quality studies

2. Retail & Ecommerce

Problem:
E-commerce exploded but users still want to "try before they buy". UX is 2D and unexciting

Our Solution:
AR allows users to visualize items in home & on body pre-purchase. Increases purchase intent & drives sales

3. Advertising

Problem:
User attention fatigue. CTR's lower than ever. Regulation & compliance demands

Our Solution:
AR and 3D holograms have galvanised the interactive ads and media experience, driving engagement & response rates

4. The Metaverse
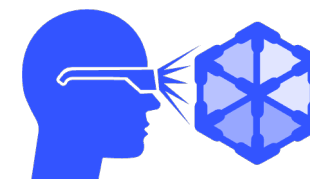
Problem:
Mass adoption of AR is limited by mobile. Creating AR content at SCALE to populate metaverse
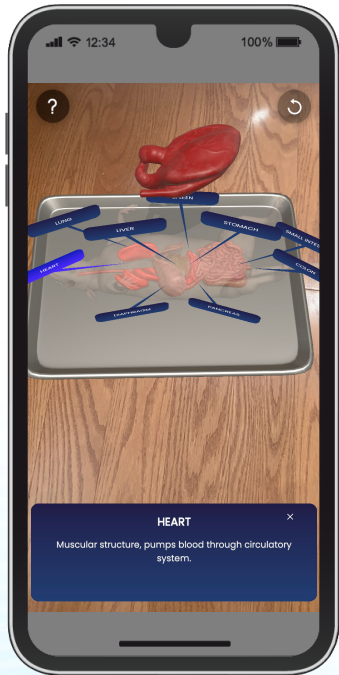
Our Solution:
Always in immersive experiences through AR glasses. Spatial Mapping, Interoperability.

Solution 1 - EdTechX: AR Labs for Higher Education

edtechX by nextech AR

EdTechX enables educational institutions to transform traditional learning into immersive, interactive AR experiences that are valuable for students.
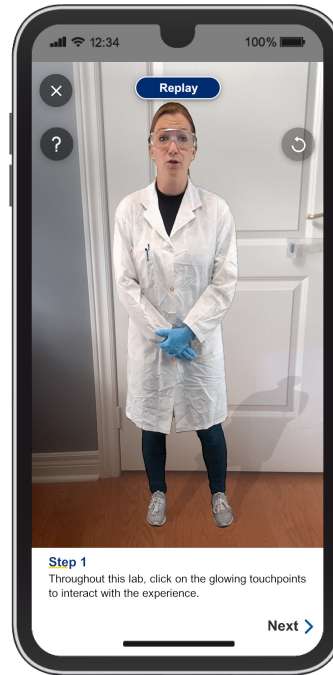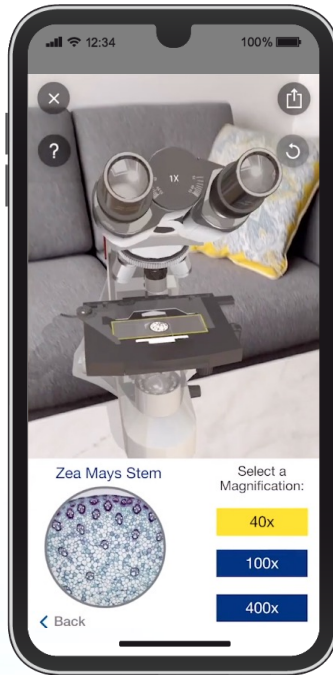
PARTNERS

Co-Sell Ready Microsoft Azure

EARLY ADOPTER CUSTOMER

Ryerson University → **85 AR Science Labs Developed** | **5,000 Students Served**

Rat Dissection Scan Me

The experiment was very detailed; it was as if I was there in the lab watching someone perform the experiment."

Ryerson, Biochemistry Student, 2021

Solution 2 - Threedy.ai:
AI Powered 3D Model Creation At Scale For E-commerce
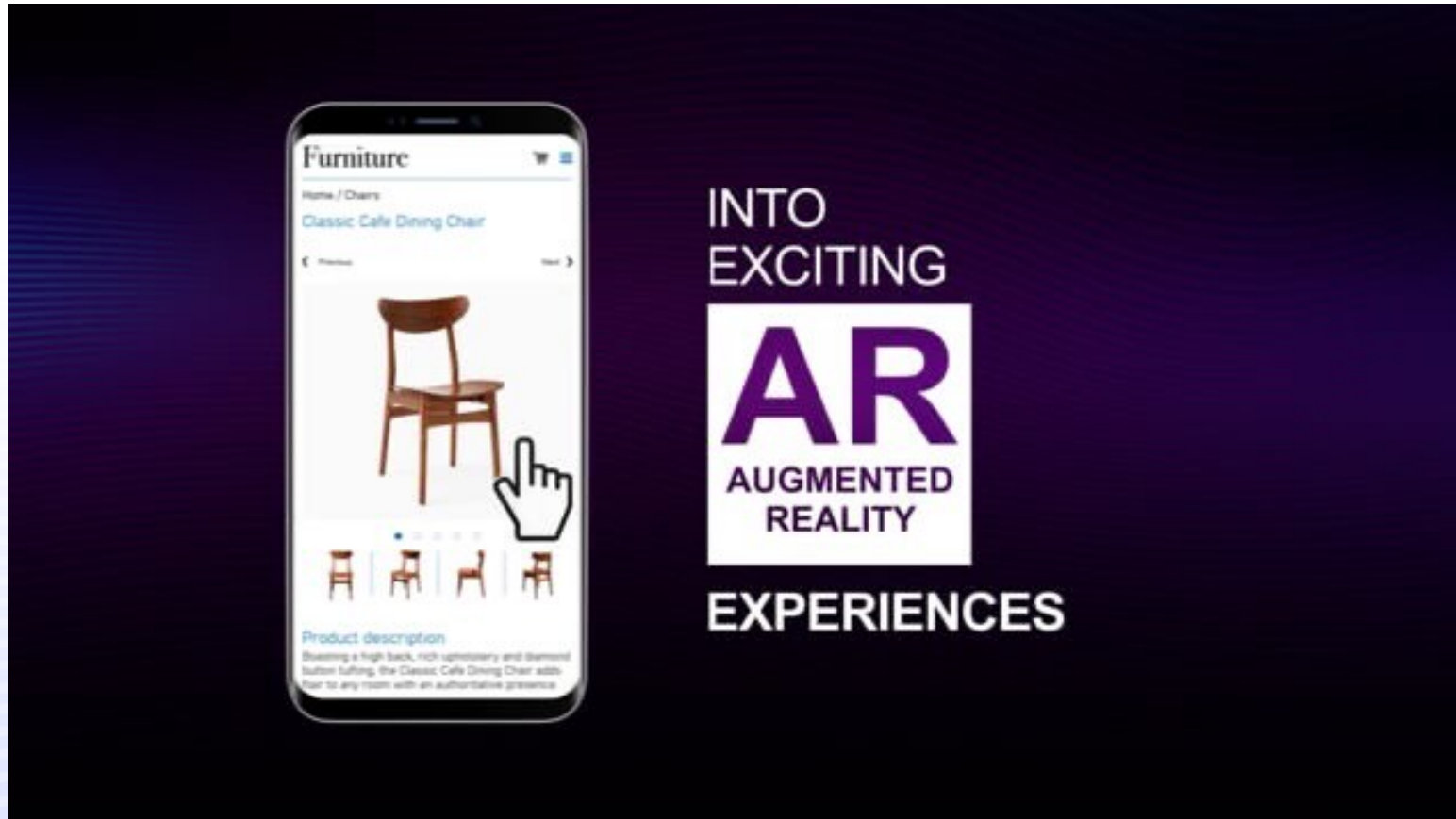
[Click here to watch](#)

Problem: E-Comm Returns Cost $1.47 T Annually

nextech AR solutions

Global

$4.9Trillion[3]

$1.47
Trillion in
Returns

Avg. Return Rate[4]

30%

United States

$565 Billion[2]

$170
Billion in
Returns

[2] https://nrf.com/research/customer-returns-retail-industry
[3] https://www.emarketer.com/worldwide-ecommerce-will-approach-5-trillion-this-year
[4] https://www.cbre.us/cbre-forecasts-online-returns-to-hit-record-$70-5b-this-holiday-season
[5] https://arinsider.co/2020/06/29/does-ar-really-reduce-ecommerce-returns/

3D Asset Creation Needs To Scale

nextech AR solutions

Major Challenges in 3D Model Creation

🕐 **Time consuming**
1-2 weeks/model

👤 **Requires technical talent**

👎 **Inconsistent quality**

$ **High costs**
>$100-200/3D model

📉 **Unscalable**

Demand - 16 Million
E-Commerce Stores Worldwide[6]

›400 Million 3D models need to be created[7]

Merchants on Major E-commerce Sites (Global)

53K — Big Commerce
198K — Magento
3.6M — Woo Commerce
3.7M — Shopify
Others — Amazon, Alibaba.com

Source: BuiltWith

7.5M Merchants
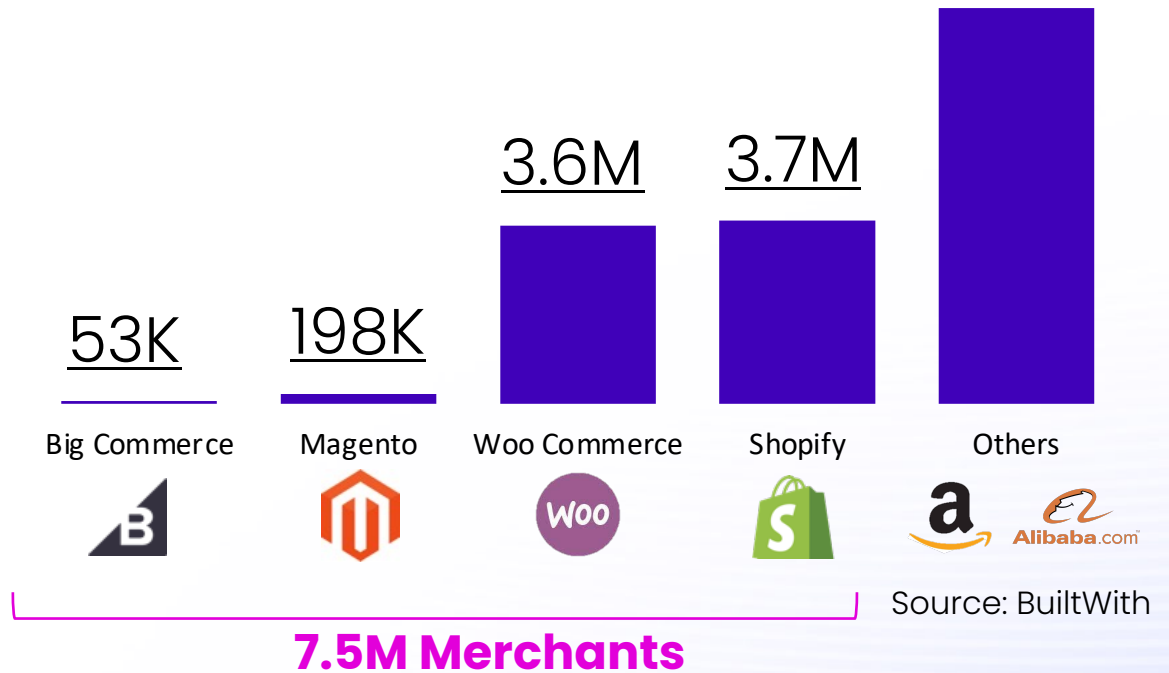
Big Tech is Driving 3D Adoption

Indexing 3D models for higher search ranking

›5,000 – 3D Models indexed by Nextech

Pier1 KOHL'S Kmart LIGHTING PLUS

"With 3D models, your Shopify store will rank higher on Google and your models may even show up on the first page of search results."
- Shopify[12]

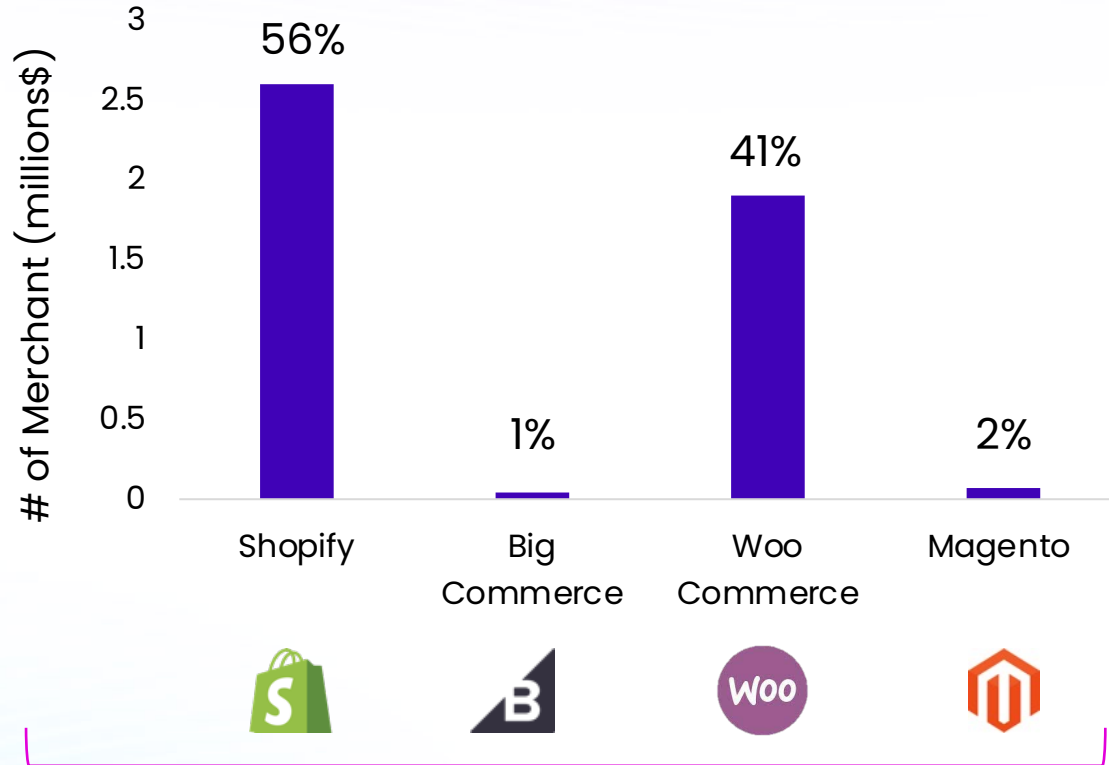# Nextech's **AI** Powered 3D Model Creation

nextech AR solutions

SaaS solution built for **scale**

Create 3D → **Host AR** → **Convert**

GLTF, USDZ, etc. Cross Platform WebAR Scale

Cloud CMS
Analytics
Publish

+94%
Conversion rate associated with 3D/AR experiences[9]
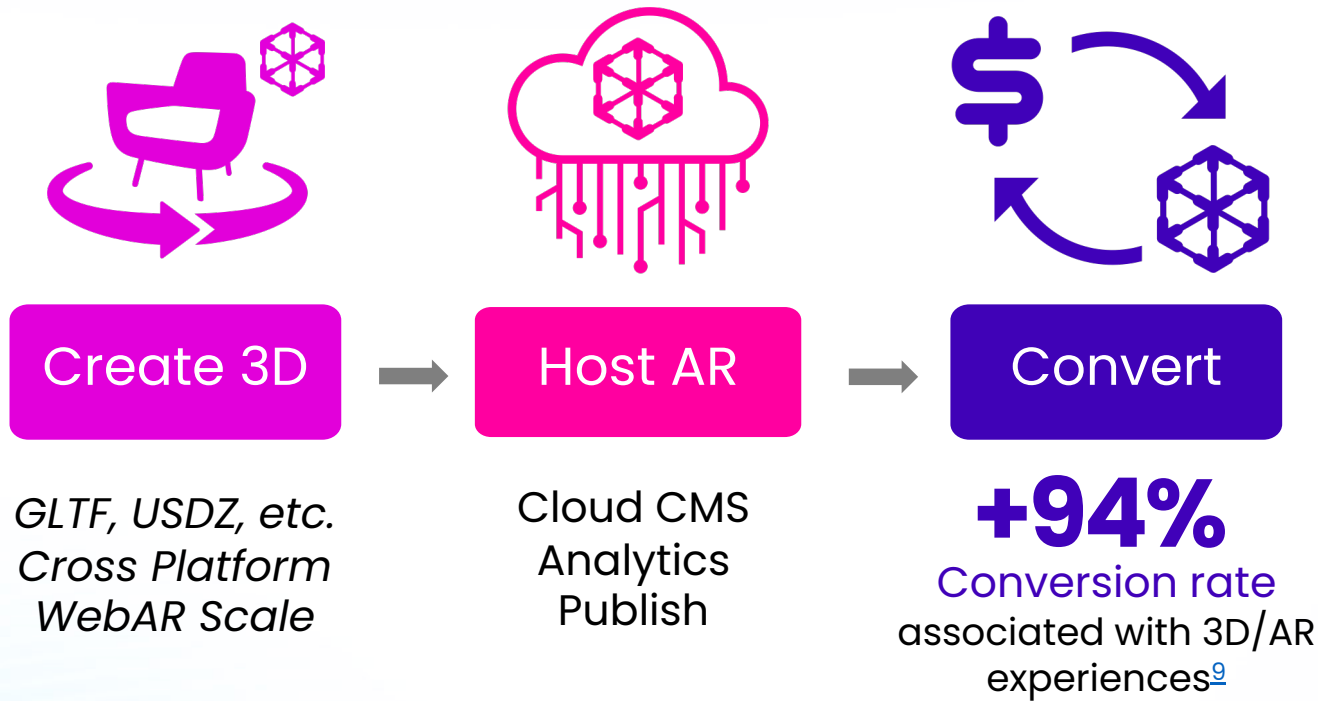
-40%
Product return rate with 3D visualizations[10]
– Shopify

$588 Billion
cost savings

61%
of consumers prefer retailers with AR experiences[11]
– Deloitte

[9] https://arinsider.co/how-is-camera-commerce-producing-results-today/
[10] https://arinsider.co/does-ar-really-reduce-ecommerce-returns/
[11] https://www2.deloitte.com/Digital-Reality. pdf

TAM for Nextech's SaaS 3D Solution

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TIER 1
MRR $5.1B
ARR $61B

TIER 2
MRR $6.6B
ARR $80B

TIER 3
MRR $8.5B
ARR $102B
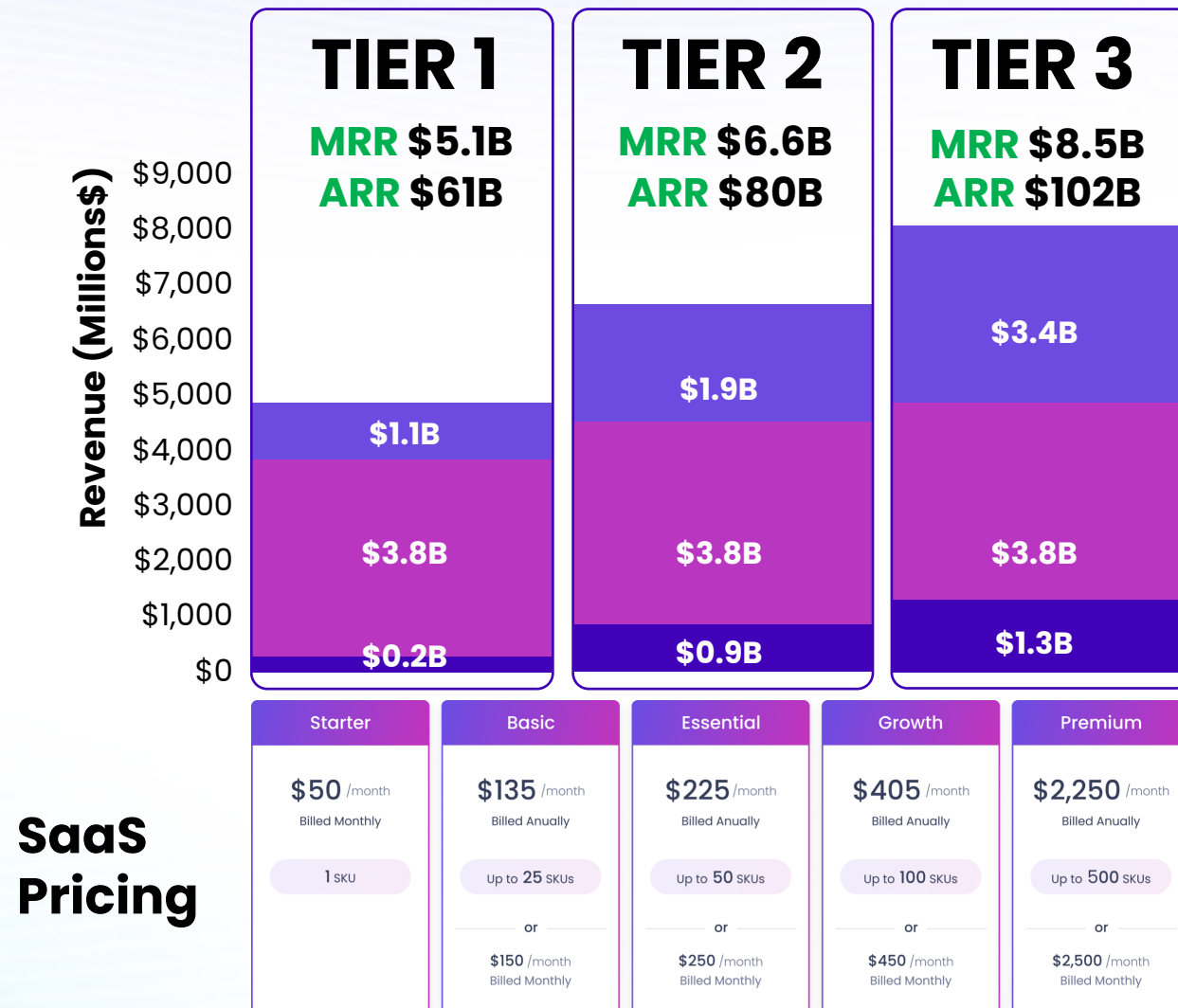
3-REVENUE STREAMS

- 3D-MODEL CREATION
- SHOWROOMS
- AR BANNERS

Revenue (Millions$)

Axis	
$9,000	
$8,000	
$7,000	
$6,000	
$5,000	
$4,000	
$3,000	
$2,000	
$1,000	
$0	

Tier 1: $1.1B / $3.8B / $0.2B
Tier 2: $1.9B / $3.8B / $0.9B
Tier 3: $3.4B / $3.8B / $1.3B

SaaS Pricing

Starter	Basic	Essential	Growth	Premium
$50 /month	**$135** /month	**$225** /month	**$405** /month	**$2,250** /month
Billed Monthly	Billed Anually	Billed Anually	Billed Anually	Billed Anually
1 SKU	Up to 25 SKUs	Up to 50 SKUs	Up to 100 SKUs	Up to 500 SKUs
	or	or	or	or
	$150 /month	$250 /month	$450 /month	$2,500 /month
	Billed Monthly	Billed Monthly	Billed Monthly	Billed Monthly

Nextech AR: Market Disruptor on Price & Scale

nextech AR solutions

Affordable

Expensive

Low Scalability
[Crowd-sourced modeling]

High Scalability
[AI-powered modeling]

sayduck

threedy AI
by nextech AR
OTCQB:NEXCF

TURBOSQUID

threekit

Sketchfab

seek

MARXENT

8TH WALL

Cylindo

designhubz
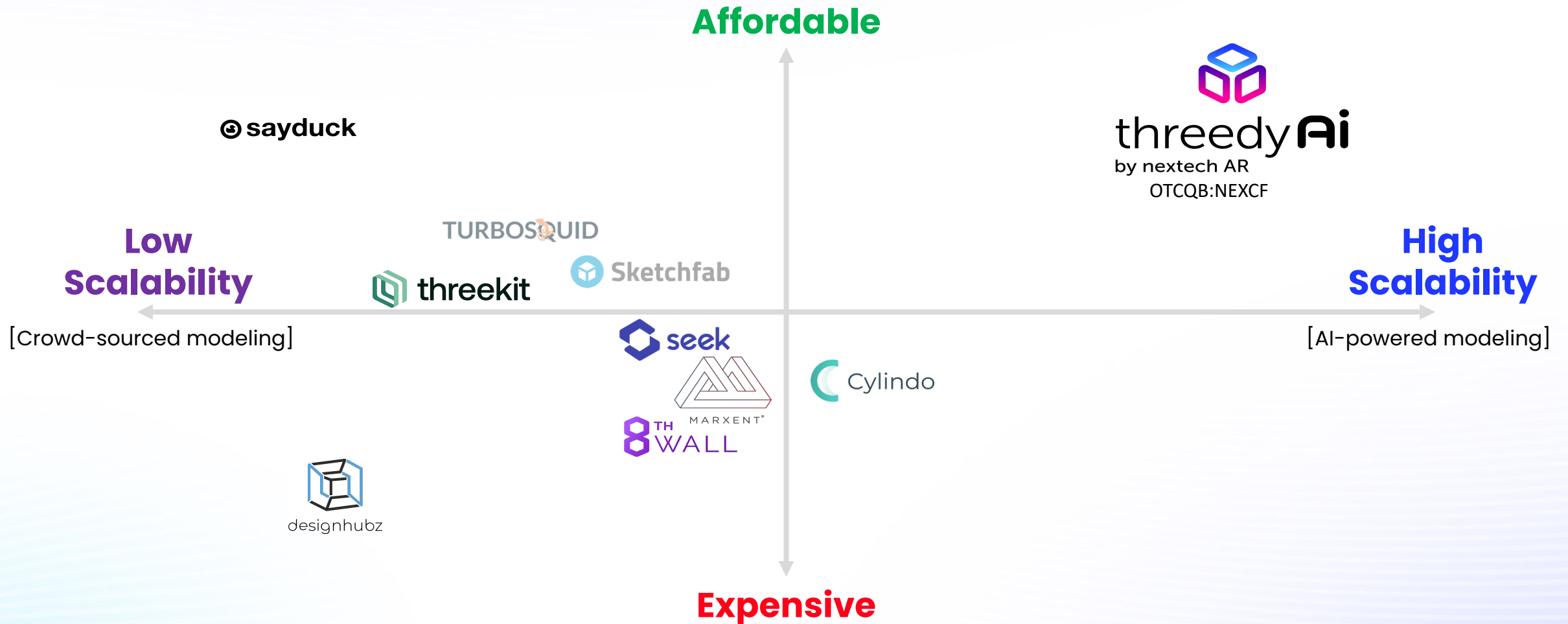
TRY IT YOURSELF – Use Your Smartphone Camera To Scan The QR Codes

nextech AR solutions

Lamp

Wall Art

Furniture

Apparel

Take Out Your Camera to Scan the QR Code

Take Out Your Camera to Scan the QR Code

Take Out Your Camera to Scan the QR Code

Take Out Your Camera to Scan the QR Code
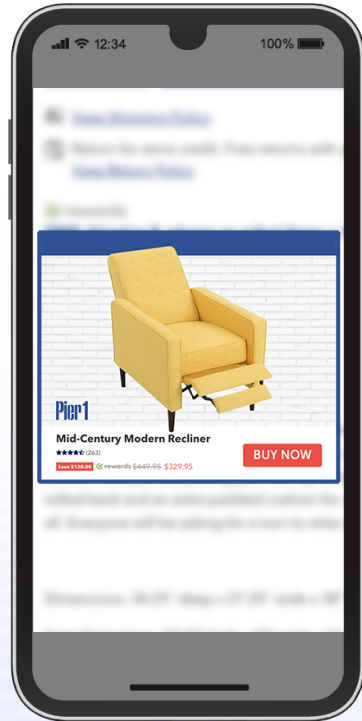
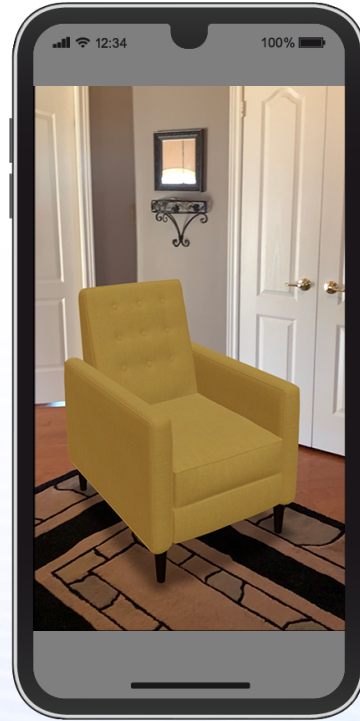# Solution 3 – Self Serve 3D/AR Ad Network

View **in AR directly from the Ad**

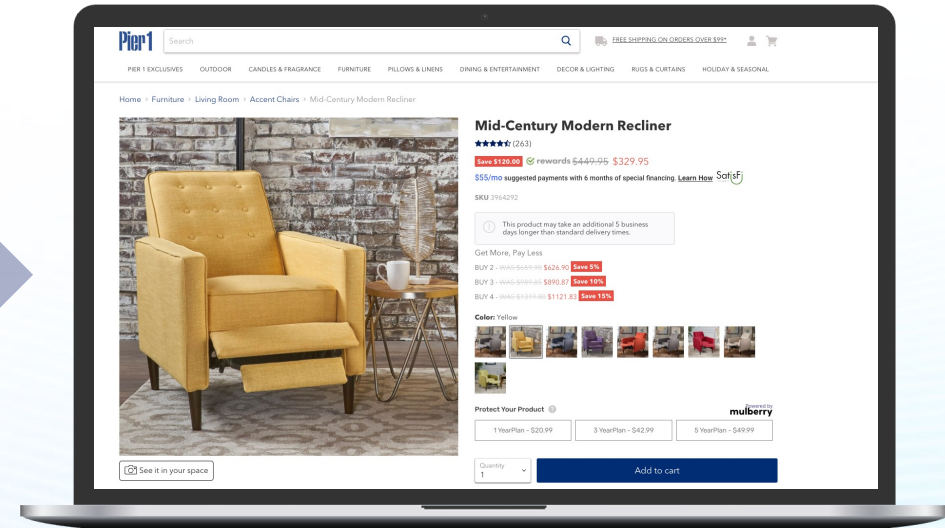Rich, engaging animated 3D display ads

TAM: $8.8 Billion by 2023

HIGHER CTR

LOWER Returns

***Available At Scale In Q4 2021**

Leveraging Threedy.ai enables at scale AR ad creation

Nextech AR Enters the Metaverse
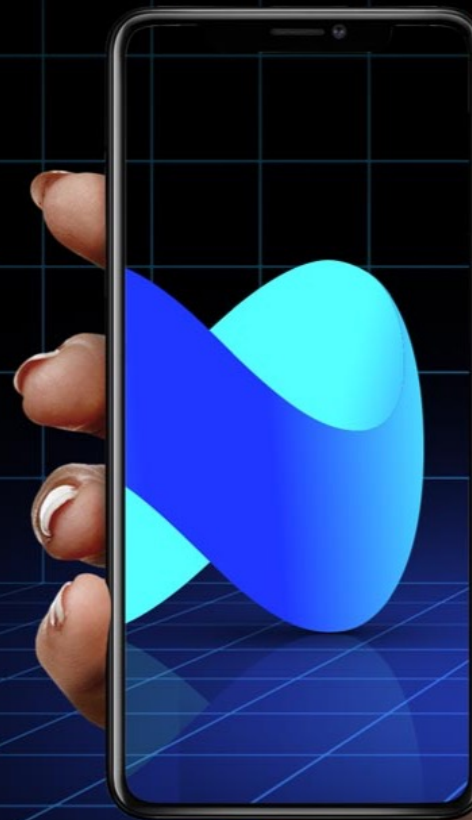
Solution 4 - Metaverse: AR Cloud 3D Mapping

nextech AR solutions

ARway
by nextech AR

The metaverse for everyone!

AI generated digital blueprint of physical surroundings enabling persistent metaverse experiences to be placed.

We power camera devices with AI to recognize surroundings for hyper-accurate location apps:

- Cross platform
- Inter-operable
- Persistent
- Cloud-enabled
- No hardware, no markers
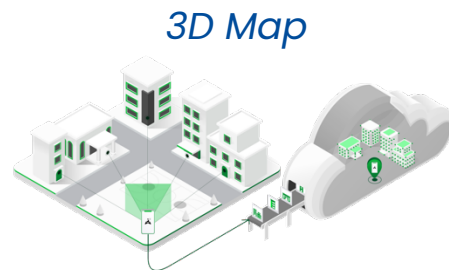
604 Content Maps Created in 2021
(60+ Countries)

Populate mini-metaverses based on geolocation with content!

- ✓ 3D Assets
- ✓ Holograms
- ✓ Images
- ✓ Text
- ✓ Sound
- ✓ Navigation
- ✓ Points of Interest (POI)

3D Map

Anchor Experience

Create Experience

Manage & Share

Mini-Metaverse: Ryerson University

AR content placed into Spatial Map
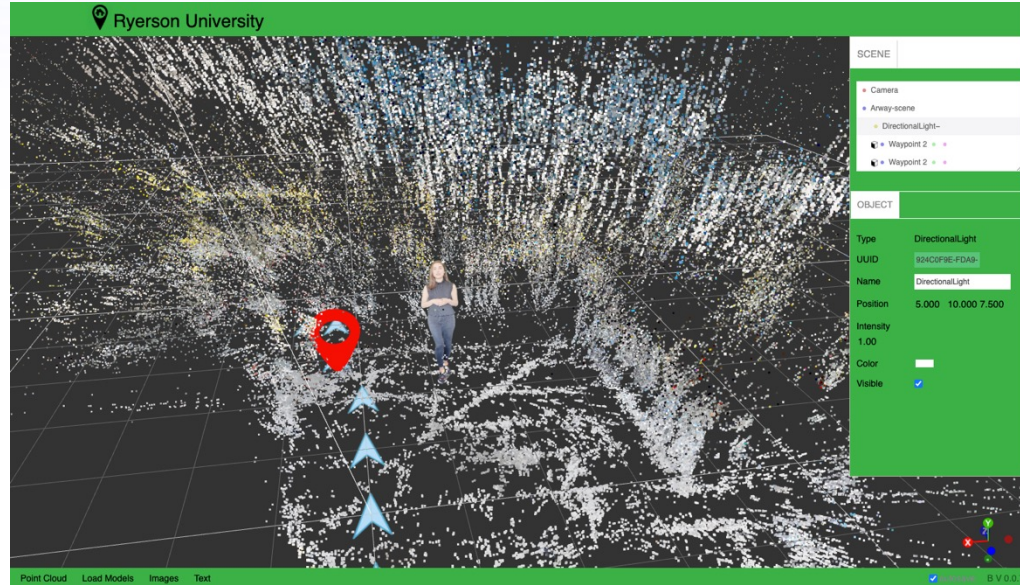
Metaverse

Project

Deliver a seamless, immersive experience for students and faculty – providing engaging 3D content, course material and navigation on campus.
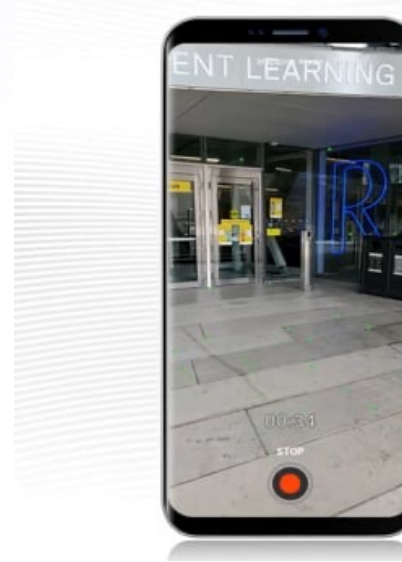
Execution

- Spatial mapping
- Metaverse environment design
- AR Navigation
- Human Holograms
- AR Science Lab

Metaverse Products

Mini-Metaverse: City of London

nextech AR solutions

AR content placed into Spatial Map

➡️
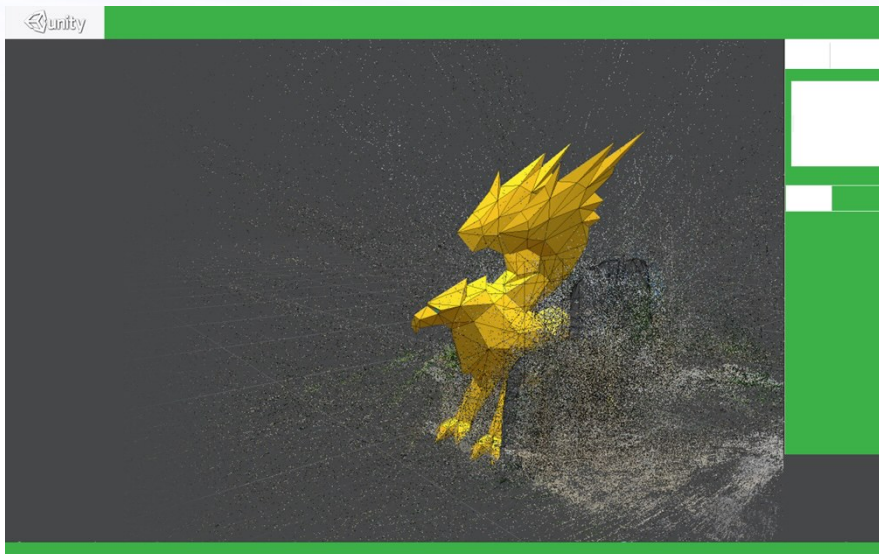
Metaverse
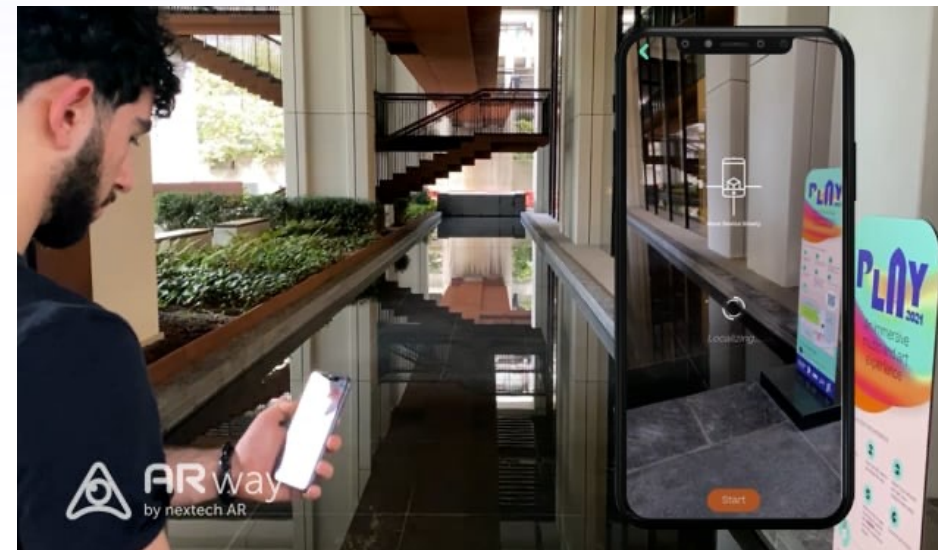
Visuals and music from **Guildhall School** of Music & Drama and **London Symphony Orchestra.**

Project

Create an immersive experience for attendees through AR content activations triggered by users at specific points of interest

Execution

- Spatial mapping
- AR content management
- Metaverse environment design

Metaverse Products

ARway by nextech AR

threedy Ai by nextech AR

What Is The **Metaverse**

nextech **AR** solutions

The Metaverse is the convergence of our physical and digital lives

WEB 1.0

WEB 2.0

WEB 3.0

The Internet connected us to **information**

Social media connected us to **people**

The **Metaverse** will connect people, places and things

The Metaverse is the new Internet
Enhanced to deliver 3D content, spatially organized information & experiences

The **Metaverse** is the Future of Connectivity

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Big Tech Pushing Forward:
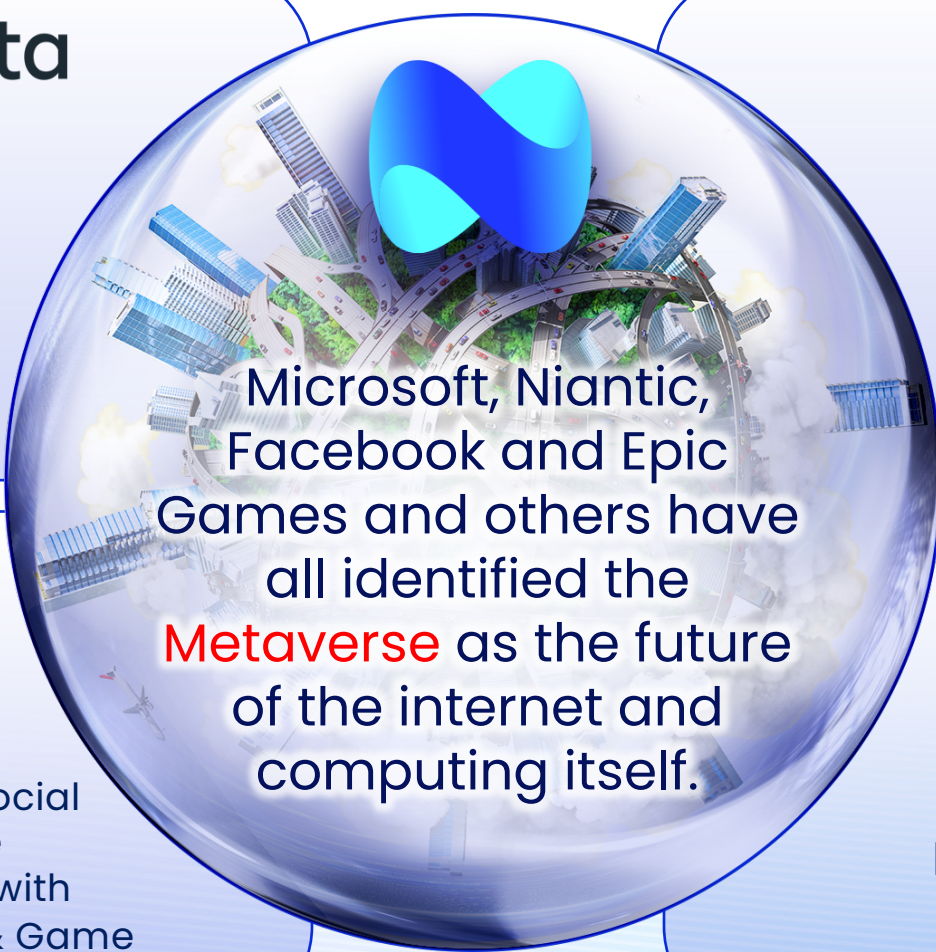
$10 Billion Invested

Meta's focus will be to bring the metaverse to life and help people connect, find communities & grow businesses.

$1 Billion+ Invested

Epic Games is building connected social experiences in multiple games while empowering developers & creators with Unreal Engine, Epic Online Services & Game Store.

Microsoft, Niantic, Facebook and Epic Games and others have all identified the Metaverse as the future of the internet and computing itself.

The Metaverse Consists Of:

CONTENT

VR and AR content, including 3D models, human holograms, avatars, NFTs & more.

LOCATIONS

Through spatial mapping & the AR cloud, data is anchored to physical places to enable AR devices to trigger the right experiences.

Layers Of The Metaverse

nextech AR solutions

Experience — Games, Social, Esports, Theater, Shopping*

Discovery — Ad Network*, Social, Curation, Ratings, Stores, Agents

Creator Economy — Design Tools, Assets Markets, Workflow, Commerce*

Spatial Computing — 3d Engines, VR/AR/XR, Multitasking, UI, Geospatial Mapping*

Decentralization — Edge Computing, AI Agents, Microservices, Blockchain*

Human Interface — Mobile Smart glasses, Wearables, Haptic, Gestures, Voice, Neural

Infrastructure — 5G, WiFi 6, 6G, Cloud, 7nm to 1.4nm, MEMS, GPUs

Source: Building The Metaverse by Jon Radoff

The Metaverse Ecosystem is Rising UP!

Experience	Discovery	Creator Economy	Spatial Computing	Decentralize	Human Interface	Infrastructure

Experience: FORTNITE, NIANTIC, wave, RTFKT, TOGETHER LABS, RIOT GAMES, HOLOGATE, Hasbro, ACTIVISION BLIZZARD, FABLE, EMBRACER+ GROUP, NCSOFT, MINECRAFT, UBISOFT, BEAMDOG, ZEPETO, EA, CCP, Tencent 腾讯, XBOX GAME STUDIOS, UPLAND, STUDIOS, Nintendo, NetEase Games, NEXON, ODYSSEY MOMENTUM, Beat Games, EXTREMES, Gather, 2K, VALVE, WARGAMING.NET, lilith GAMES, Supernatural, twitter, NETFLIX, miHoYo, AltspaceVR, Spatial, YouTube, facebook, THETA.TV, Clubhouse, twitch, Discord, zoom

Discovery (by nextech AR): 3D/AR Ad Network by nextech AR, facebook, Unity Ads, Google, luna, P, STEAM, Google Play, EPIC GAMES STORE, STADIA, itch.io, swrm, GAME JOLT, APPLOVIN, iS ironSource, N3TWORK, Vungle

Creator Economy (by nextech AR): holoX by nextech AR, threedyAi by nextech AR, Unity, EPIC GAMES, BEAMABLE, COCOS, ROBLOX, facebook horizon, REC ROOM, IMPROBABLE, OVERWOLF, Adobe, Xsolla, THE SANDBOX, Microsoft, mod.io, MANTICORE GAMES, skillz, rct.ai, as'ync., genvid, SOMNIUM SPACE, Decentraland, Maddie's, Polystream, BUILDBOX, GameMaker Studio 2, ARIA, SUPERWORLD, CRYPTOVOXELS, shopify, gravity sketch, SUBSPACE

Spatial Computing (by nextech AR): ARway by nextech AR, unity, AUTODESK, UNREAL ENGINE, blender, OMNIVERSE, Descartes Labs, Matterport, Google AI, OpenAI, NIANTIC Planet-Scale AR, CESIUM, OCCIPITAL, EF EVE, presenZ volumetric movies, moz://a

Decentralize: Microsoft, OpenXR, WA WEBASSEMBLY, Ava Labs, IMMUTABLE, IBM, FORTE, ethereum, polygon, WAX, Dapper, enjin, ubuntu, Algorand, rally, THETA, ARAGON, Polkadot, ION, CARDANO, OpenSea, evernym, WOLF3D, makersplace, SuperRare, Crucible, neuno, N, RP1, M

Human Interface: oculus from facebook, XBOX, PlayStation, Nintendo SWITCH, SAMSUNG, t5, Microsoft HoloLens, HUAWEI, VIVE, NEURALINK, LIGHTFORM, VUZIX, nreal, VARJO, RAZER, magic leap, AVEGANT, neosensory, amazon alexa

Infrastructure: aws, Azure, NVIDIA, Google Cloud, DFINITY, AMD, MARVELL, BROADCOM, SAMSUNG, Qualcomm, QORVO, ATOMICA, intel, BOSCH, SKYWORKS, OUSTER, OmniVision, SONY, ProLogium, Panasonic, verizon, IBM, AT&T, vodafone, T Mobile, STARLINK, fastly, EDGEGAP, CLOUDFLARE, Akamai, bandwidth, agora, EQUINIX, DIGITAL REALTY
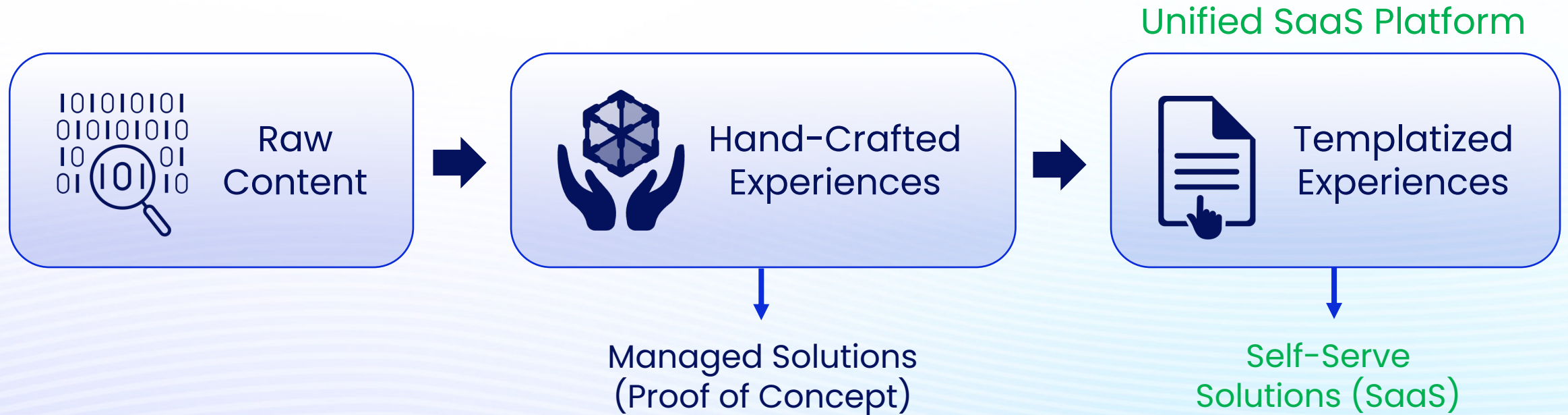
Source: Market Map of The Metaverse by Jon Radoff

The SaaS Path

Our Go To Market Strategy

The Path to SaaS

Unified SaaS Platform

Raw Content

Hand-Crafted Experiences
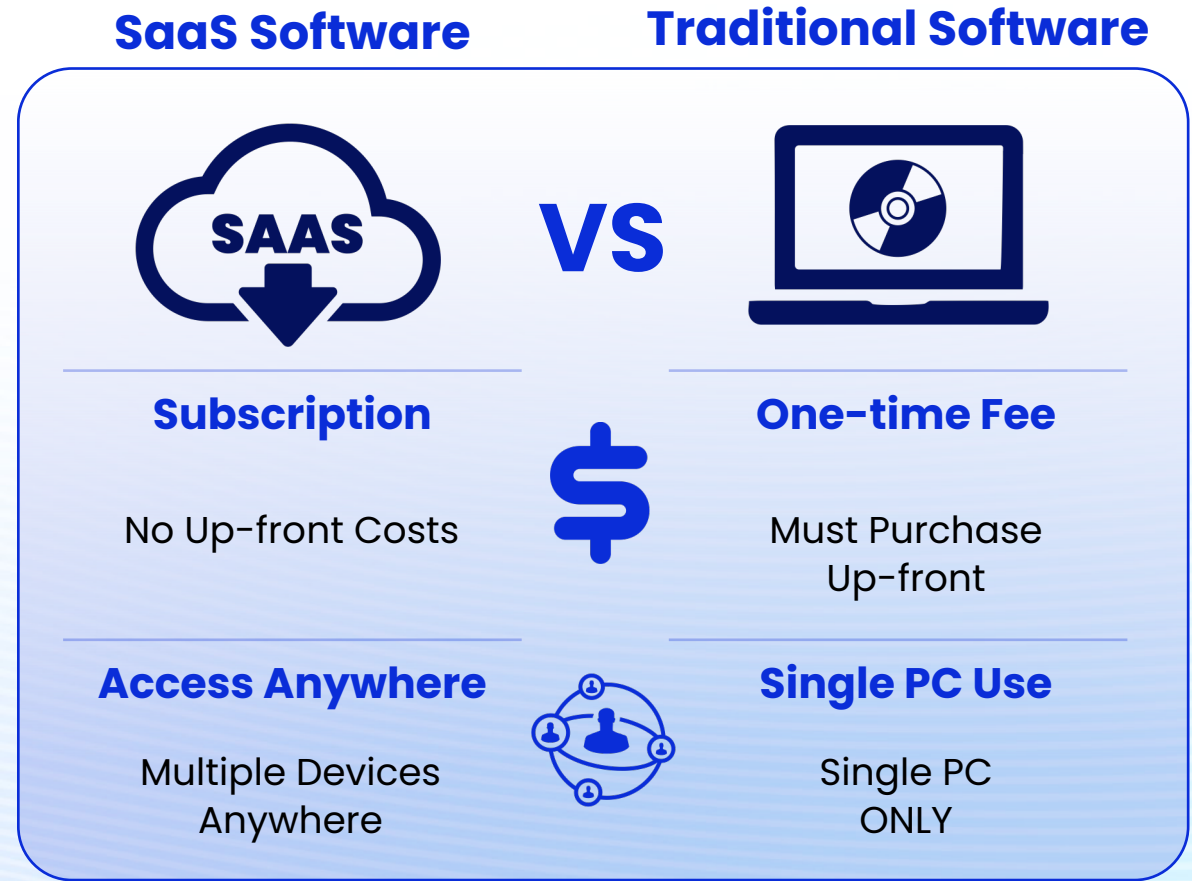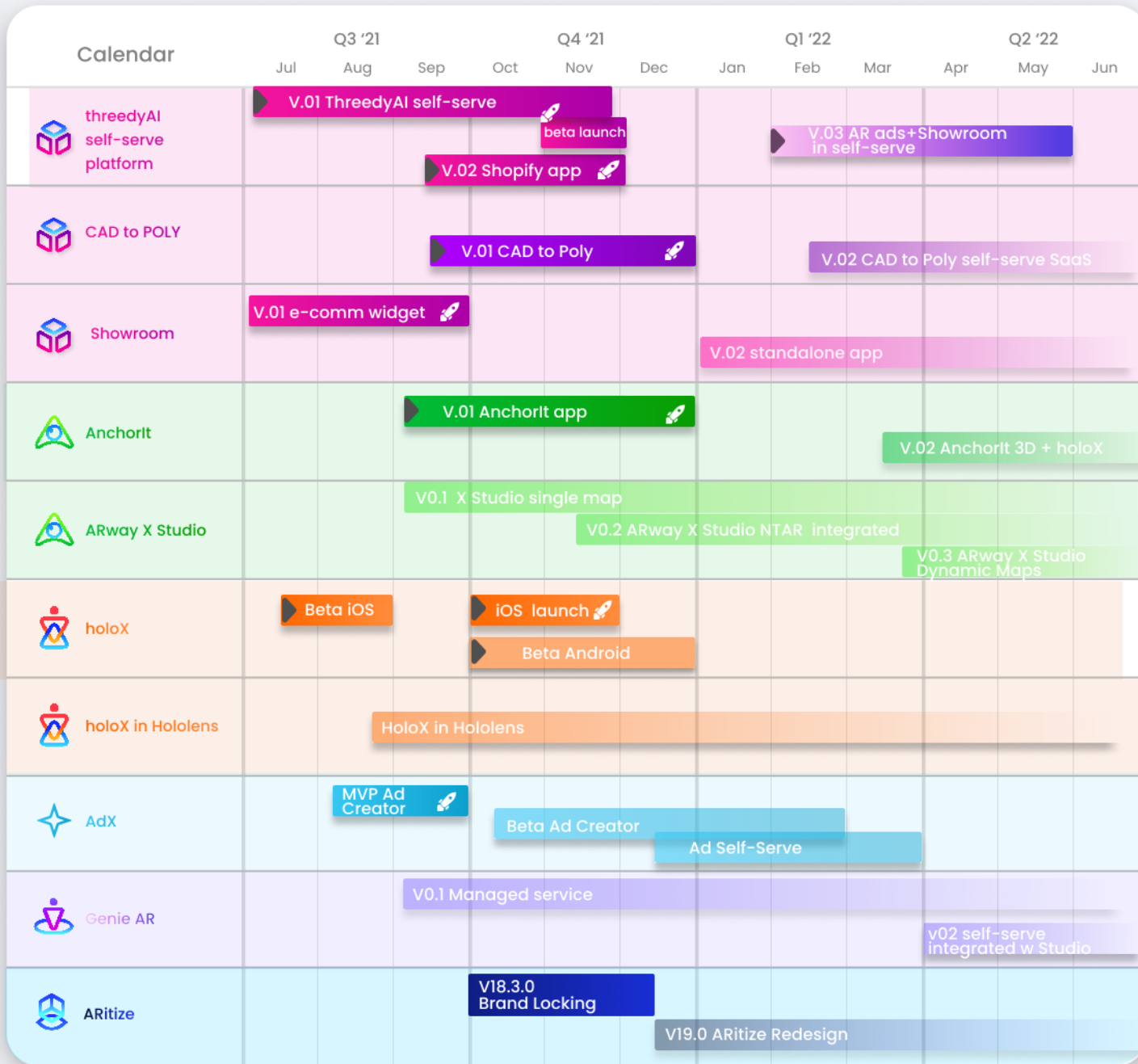
Templatized Experiences

Managed Solutions (Proof of Concept)
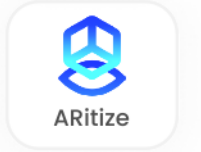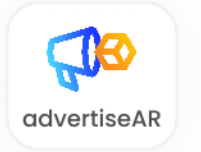
Self-Serve Solutions (SaaS)

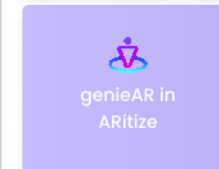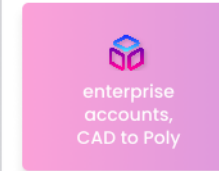# Why SaaS Matters?

To Nextech:

- Monthly recurring revenue (MRR)

- Business scalability

- Low touch (Hands Off)

- No more "agency" style work, one off projects that require time/resources.

- Moving away from "managed solutions"

- Best-in-class AR solutions that generate SaaS revenue and contribute to the "content cloud"

To Customers:
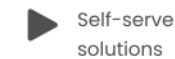
SaaS Software   **Traditional Software**

SAAS   **VS**

Subscription $ **One-time Fee**

No Up-front Costs   Must Purchase Up-front

Access Anywhere   **Single PC Use**

Multiple Devices Anywhere   Single PC ONLY

nextech AR solutions

AR Product Roadmap Q4 Shop, CAD-POLY Anchorit HoloX New Brand

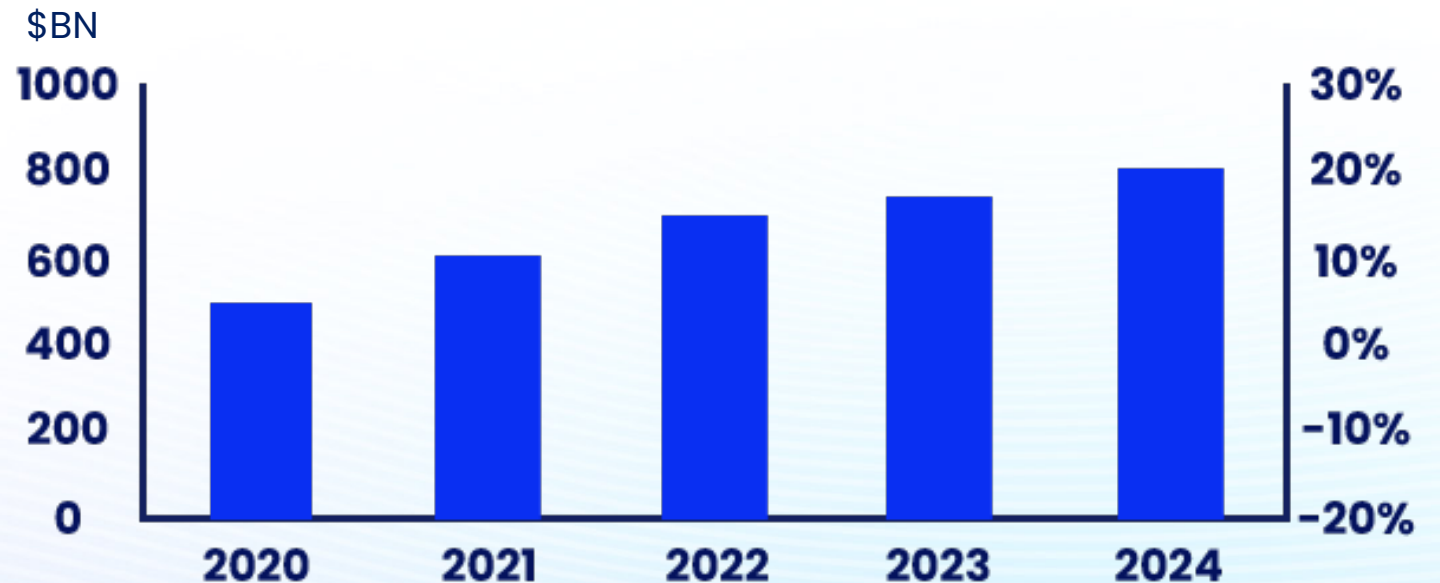# Addressable Market & Industry Validation

Metaverse Market Opportunity

TAM = **$800 BILLION**

The burgeoning Metaverse industry will provide an $800 Billion market opportunity by 2024
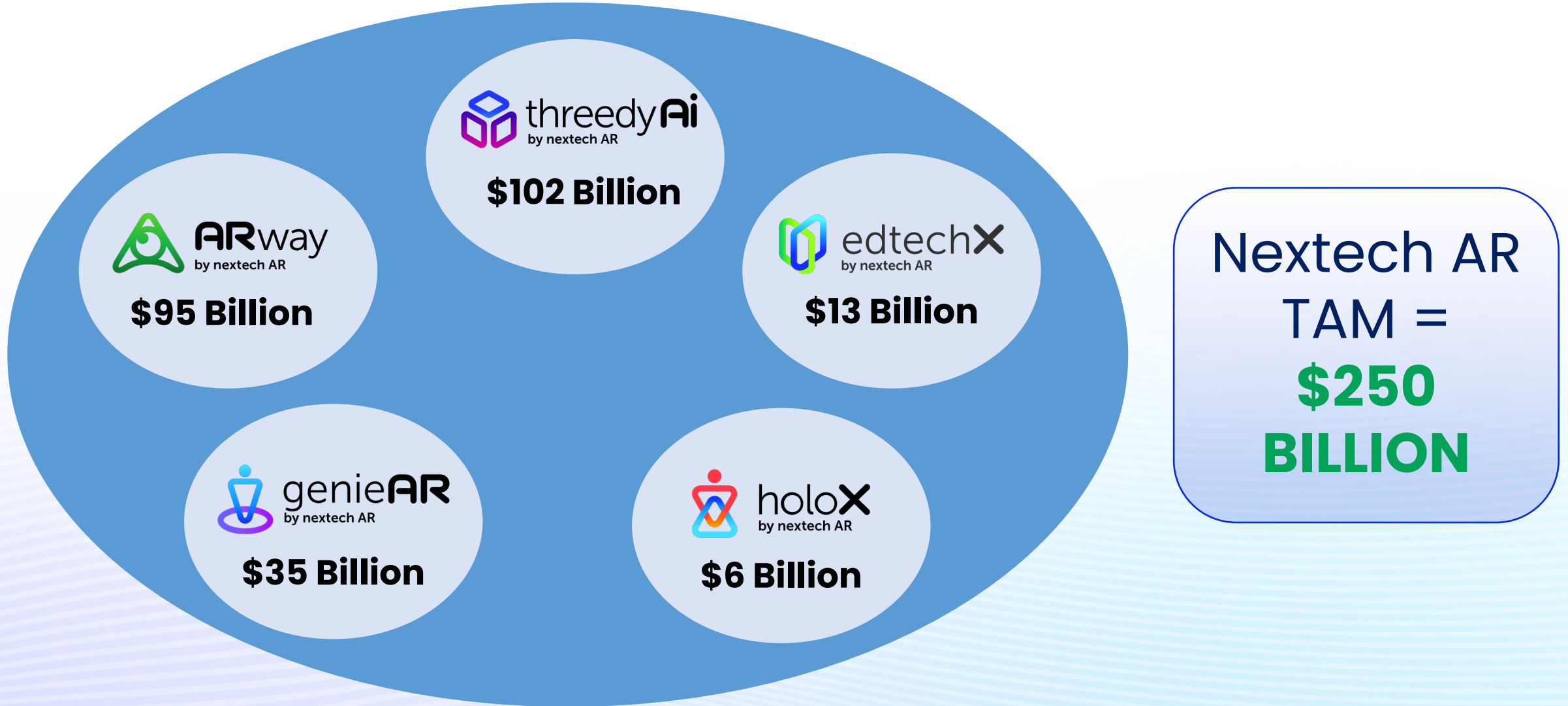
Metaverse Market Opportunity

Source: Bloomberg Intelligence, as of June 2021. LHS = Market Size ($bn) / RHS = Annual Growth Rate

Metaverse opportunity includes Social Media Ads, Gaming, AR/VR, Hardware, Live Entertainment & Gaming Software

2021 Accomplishments & Financial Information

Recent Company Highlights

$20.01
Million Bookings

2020

Nextech AR Solutions announces 2020 fiscal year bookings of $20.01 million, +235% of 2019.

liveX
by nextech AR

April 6

Nextech AR Solutions launches its new Digital Experience Platform, Nextech AR LiveX.

ERICSSON

June 3

Nextech AR Solutions is selected by Ericson Startup 5G to integrate AR with the power of 5G.

edtechX
by nextech AR

June 8

Nextech AR Solutions announces Microsoft Co-sell Partnership for EdTechX, our AR platform for higher education.

threedyAi
by nextech AR

June 22

Nextech AR Solutions Corp. acquires AI-Powered 3D model creation company Threedy.ai Inc.

Q2 Revenue

August 11

- Revenue of **$6.1 million,** an increase of **73%** (compared to the same period in 2020)
- YTD revenue of **$13.8 million,** an increase of over **130%** (compared to the same period in 2020)
- Total Bookings of **$1.7 million,** an increase of over **300%**.

ARway
by nextech AR

August 20

Nextech AR Solutions Corp. acquires AR Cloud-3D Mapping Company "ARWAY," transforming into a Metaverse Company.

Rapid Growth Is Being Fueled by Innovation

nextech **AR** solutions

2018-2020

All figures are in CAD$

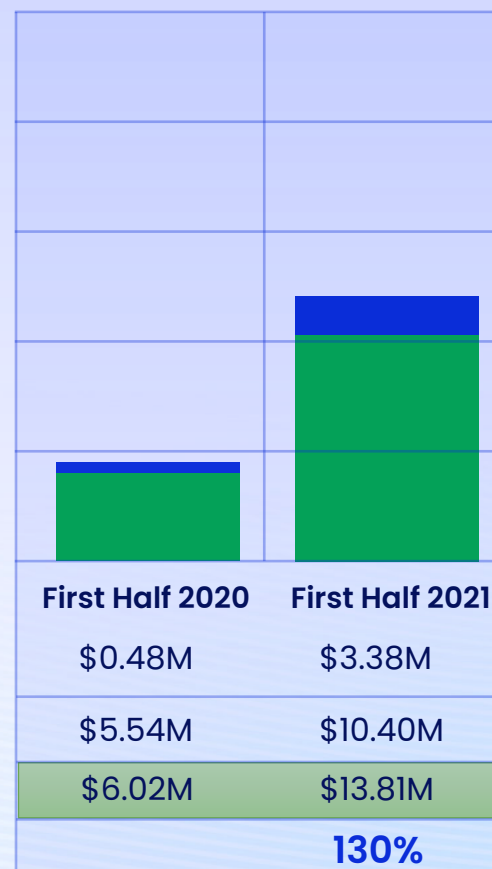|	2018	2019	2020
▅ Digital Product & Services	$0.02M	$0.05M	$3.75M
▅ AR eComm	$0.00M	$3.95M	$13.93M
Total Revenue	$0.02M	$4.00M	$17.69M
Growth		2000%	342%

2021 Year-To-Date

	First Half 2020	First Half 2021
	$0.48M	$3.38M
	$5.54M	$10.40M
	$6.02M	$13.81M
Growth		130%
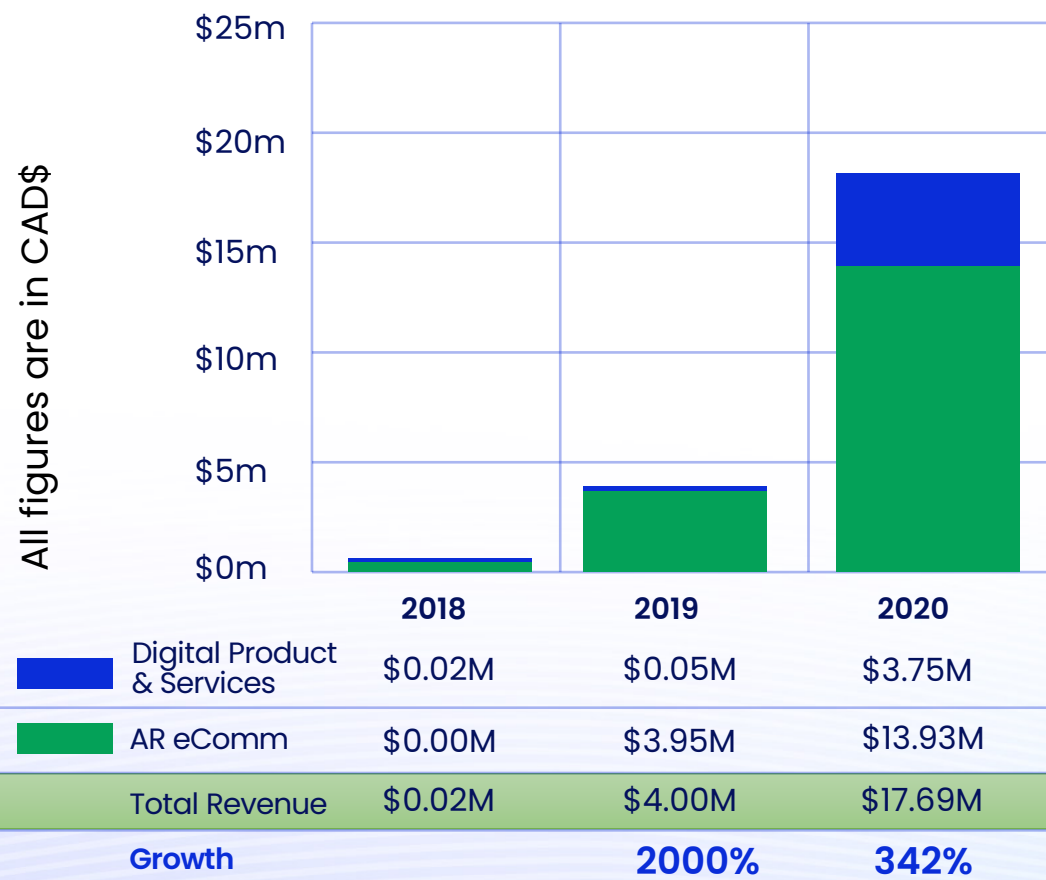
• Q2 YOY Revenue	**+73%**
• Q2 YTD Revenue	**+130%**
• Q2 Total Bookings	**+300%**

Please refer to the Company's most recent filings regarding Forward-looking Statements and Non-IFRS Financial Measures and reconciliations found on sedar.com

Company Stats As of Q3

nextech AR solutions

Share Price: $1.65
CEO-Purchased 1,542,629 shares in the past 18 months

Shares Outstanding	**85,573,064**
52 week (high-low)	**$7.14 - $1.55 USD**
Market Capitalization	**$144 million USD**
Insider Ownership	**16%**
Cash	**~$15 million**

APPENDIX

The AR Revolution Has Begun!

nextech AR solutions

Early Adopters

Nextech's AR Assets will be compatible with....

amazon 1.8 T

Shopify 192 B

Microsoft 2.1 T

 2.4 T

IKEA 58 B

Snap 120 B

vuzix 1 B

Forecast AR Market Size Worldwide in Billions

8.3 B	14.1 B	27 B	209.2 B
2014	2017	2018	2022

E-commerce Addressable Market

Retail Ecommerce Sales Worldwide from 2014 – 2021

Year	Value
2014	$1,336 Billion
2015	$1,548 Billion
2016	$1,845 Billion
2017	$2,034 Billion
2018	$2,842 Billion
2019	$3,453 Billion
2020	$4,135 Billion
2021	$4,878 Billion

AR / VR — Boost in GDP in Billions U.S. Dollars

Year	Value
2019	46.5
2020	95.7
2021	148.5
2022	206.5
2023	273.2
2024	357.6
2025	476.4
2026	645.2
2027	855.3
2028	1080.2
2029	1309.2
2030	1542.9
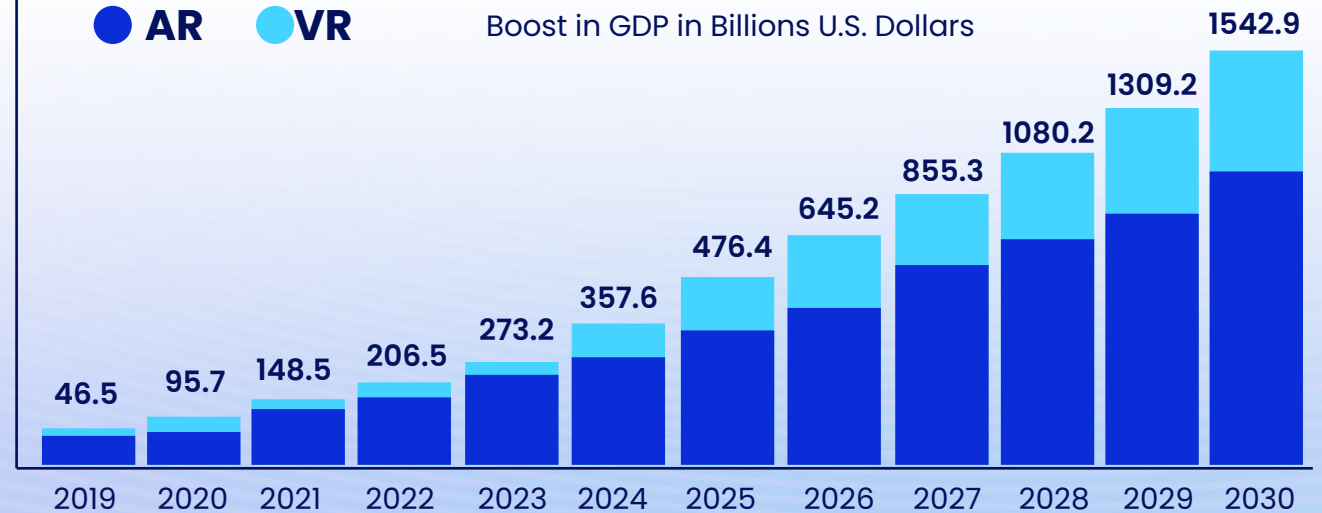
What Are The Analysts Saying?

nextech AR solutions

| 2020 | "Augmented Reality and Virtual Reality Will Transform Selling" | **Gartner** |

| 2020 | "The augmented reality market is expected to register a CAGR of 83.3% over the forecast period 2021 to 2026, expected to reach 225.77 billion by 2026" | **Mordor Intelligence** |

| 2020 | "By 2025, nearly 75% of the global population and almost all smartphone users will be frequent AR users – providing a massive market opportunity for ecommerce businesses" | **Mordor Intelligence** |

| 2021 | "Today, there are more than <u>100 million and growing consumers shopping with AR online and in stores</u>" | **Snap Inc.** |

| 2021 | "By 2025, nearly 75% of the global population and almost all smartphone users will be frequent AR users – providing a massive market opportunity for ecommerce businesses" | **Snap Inc.** |

Thank you

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