

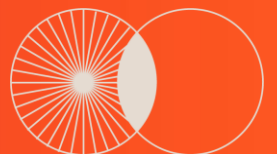


PT WIR ASIA TBK

PUBLIC EXPOSE 2022

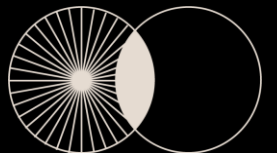
Friday, September 30, 2022

Glass House, Ritz Carlton Pacific Place Hotel 8th Floor
Jl. Jenderal Sudirman Kav. 52-53
Jakarta 12190



DISCLAIMER

This Release/Communication, except for historical information, may contain statements, including words or phrases such as 'expect, anticipate, intend, will, will do, aim, estimate, contemplate, strive, objective, aim, project, must' and similar expressions or variations of opposite expressions or terms denoting future performance or results, financial or otherwise, constitute forward-looking statements. These forward-looking statements are based on expectations, assumptions, anticipated developments, and other factors including, but not limited to, risks and uncertainties related to fluctuations in income, market growth, intense competition and price environment in the market, consumption levels, ability to maintain and manage key customer relationships and supply chain sources and factors that may affect our ability to implement our business strategy successfully, including changes in the regulatory environment, political instability, changes in international oil prices and input costs and new or changed trading priorities. Accordingly, the Company cannot guarantee that any forward-looking statements made or stated herein will be realized. The Company, based on changes as stated above, may amend, modify or make necessary corrective changes in any way to the forward-looking statements contained herein or make forward-looking statements in writing or orally as may be required from time to time based on developments and subsequent events. The Company undertakes no obligation to update any forward-looking statements that may be made from time to time by or on behalf of the Company to reflect events or circumstances that occurred after the date this Release/Communication was published.



CODE OF CONDUCT

PARTICIPANTS WHO ATTEND VIRTUALLY

1. Participants **MUST** do the naming on the zoom application with the format:

INSTITUTIONS/MEDIA: Name | Company name

Example: Angela M. | PT ABCD

INDIVIDUAL: Name | PS/Not PS

Example: Angela M. | PS (If a Shareholder of the Company)

Angela M. | Not PS (If NOT a Shareholder of the Company)

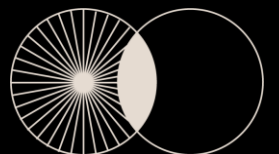
2. Participants who attend virtually **MUST FILL OUT THE ATTENDANCE LIST** in the chat column with the format:

INSTITUTIONS/MEDIA: Full name | Company name | Phone Number | Email address

Example: Angela Marisa | PT ABCD | 081253535353 | angelamarisa@gmail.com

INDIVIDUAL: Full name | Phone Number | Email address

Example: Angela Marisa | 081253535353 | angelamarisa@gmail.com



CODE OF CONDUCT

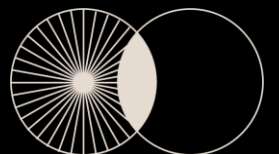
3. If you do not fill in the attendance list in the chat column, then participants who attend virtually CANNOT ask questions and/or give opinions.
4. During the event, the resource person will present the material first. After the material has been presented, the Participants who are present virtually and want to ask QUESTIONS and/or give OPINIONS can be SUBMITTED THROUGH THE CHAT COLUMN with the format:

INSTITUTIONS/MEDIA: Full name | Company Name | Your question

Example: Angela Marisa | PT ABCD | Your question

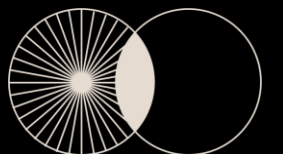
INDIVIDUAL: Full name | Your question

Example: Angela Marisa | Your question



CODE OF CONDUCT

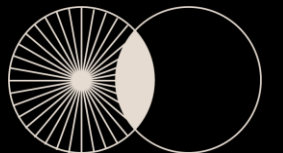
5. If you do not fill in the format in accordance with the provisions of No. 4, then the question will NOT be answered.
6. Questions will begin to be answered if they are in accordance with the material presented.
7. A question and answer session will be opened and will be given the opportunity to ask participants who are present virtually, which is a maximum of 2 (TWO) QUESTIONS, and each questioner can only ask 1 question.



CODE OF CONDUCT

PHYSICALLY ATTENDANT PARTICIPANTS

1. Participants **MUST RE-REGISTER** at the registration desk provided by the Company.
2. If the participant does not re-register and fill out the attendance form, the participant **CAN NOT** ask questions and/or give opinions.
3. During the event, the resource person will present the material first. After the material has been presented, the Participants who are physically present and want to ask a **QUESTION** and/or give an **OPINION** can raise their hands.
4. The committee will choose the participant who raises his hand first, and the MC will invite the participant to speak.
5. A question and answer session will be opened and will be given the opportunity to ask participants who are physically present, which is a maximum of **2 (TWO) QUESTIONS**, and each questioner can only ask **1** question.



01

COMPANY
OVERVIEW



02

FINANCIAL
PERFORMANCE



03

BUSINESS
STRATEGY



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TARGET &
PROJECTION 2022



05

AWARDS &
ACHIEVEMENT



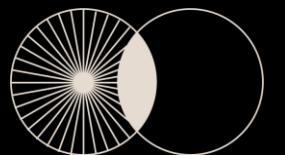
06

CORPORATE
UPDATES



01

COMPANY OVERVIEW





WIR GROUP

Leading company in immersive technology through Augmented Reality (AR), Virtual Reality (VR), and Artificial intelligence (AI)

Providing Solutions for Brands, IoT Kiosks Solution, O2O Commerce Platform, and Metaverse Ecosystem

2009

Establishment

1000+

Projects

20+

Countries
Served

5

Patents Registered
under PCT

Global Award
winning
company

OUR VISION

Provide a liveable world of metaverse for everyone | For entering the era of Web 3.0



WIR | INTEGRATED TECH ECOSYSTEM

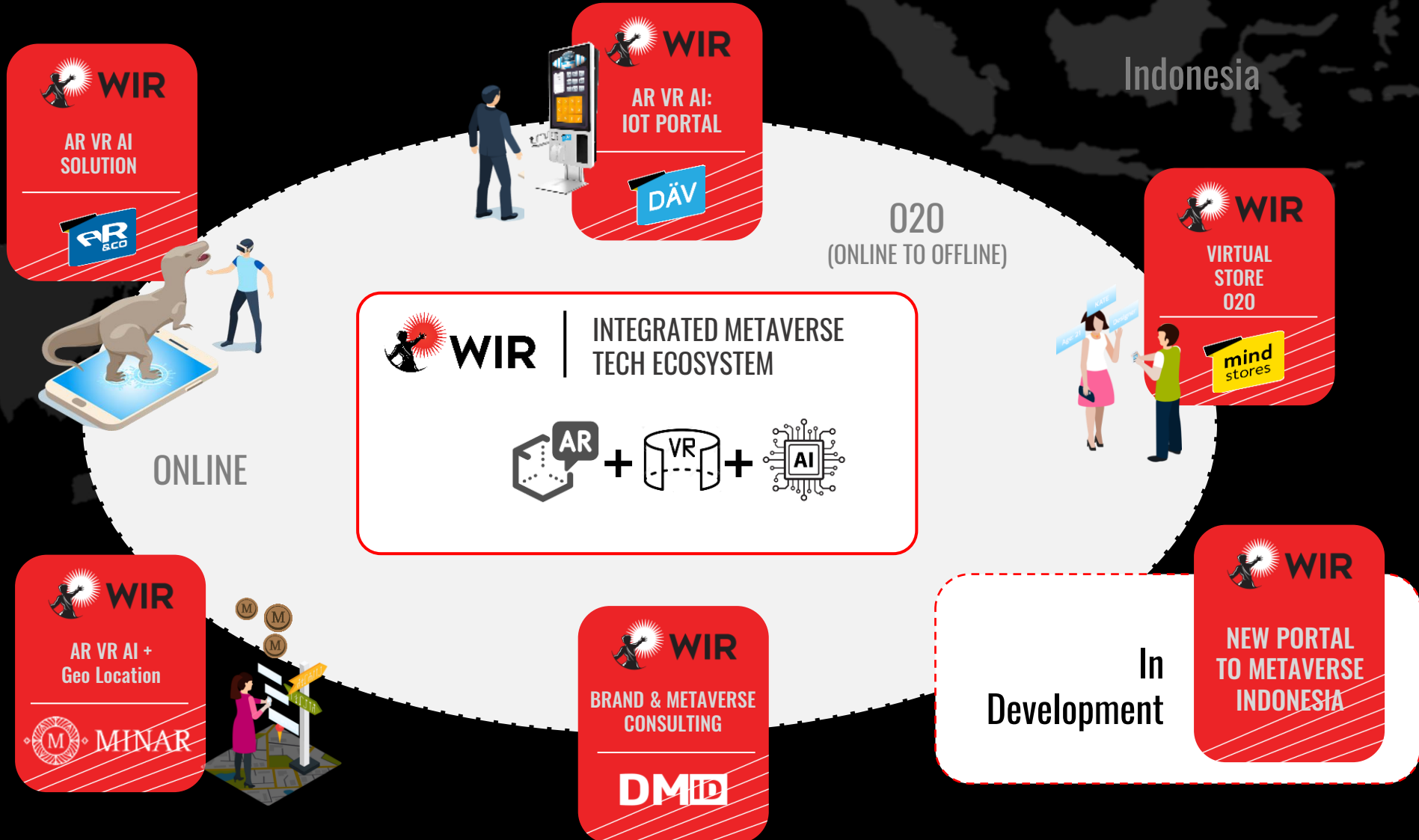
Client
in 20+
Countries

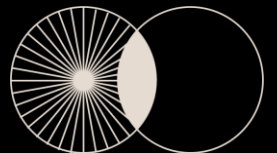
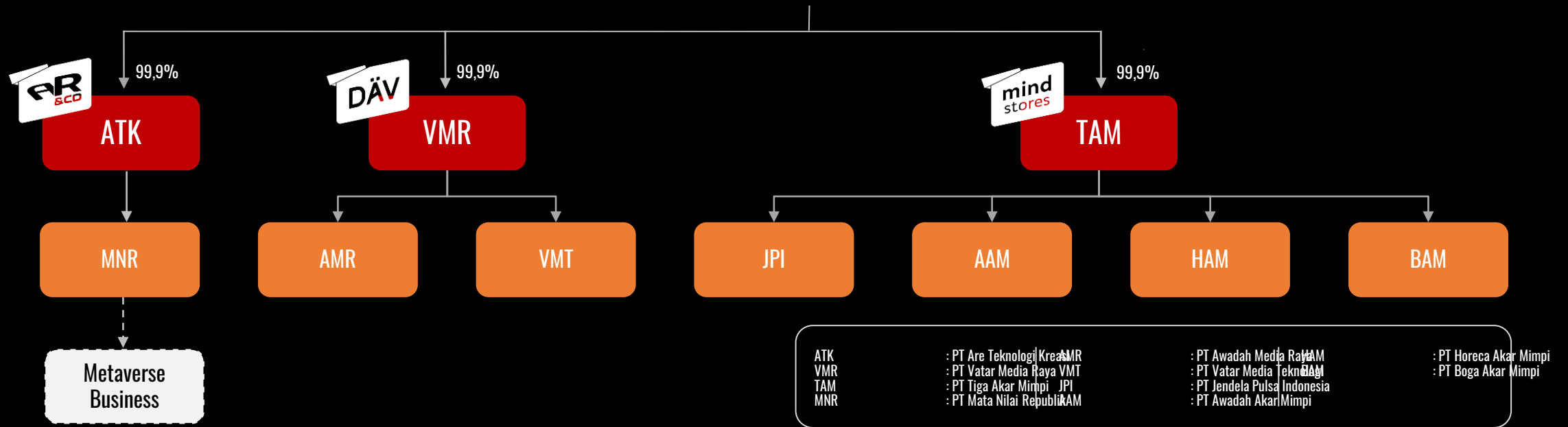
UNITED STATES
SPAIN
SWITZERLAND
MALTA
NIGERIA
OMAN

THAILAND
MYANMAR
VIETNAM
BRUNEI
AUSTRALIA
CHINA

Current Focus:
INDONESIA

HONG KONG
TAIWAN
PHILIPPINES
MALAYSIA
SINGAPORE





Indonesia has strong macro fundamental and potential

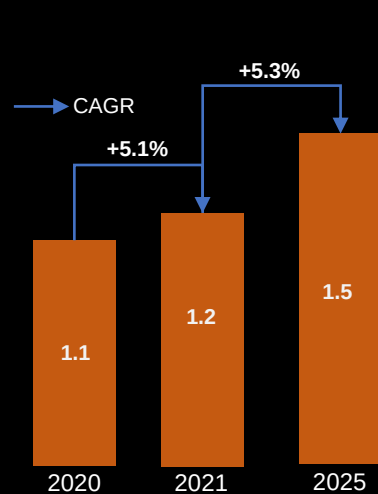
~274 M

Total Population

~5%

2021 – 2025 GDP CAGR

Indonesia GDP (US\$ T)



Indonesia has an optimistic Internet GMV Outlook

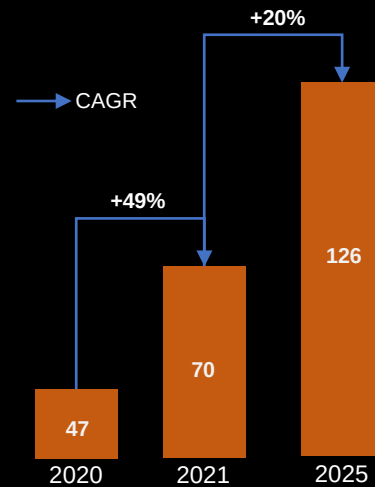
~US\$ 70 B

Internet GMV

~20%

GMV CAGR

Internet Economy by GMV (US\$ B)



Potential for a USD 10Bn+ Market Size

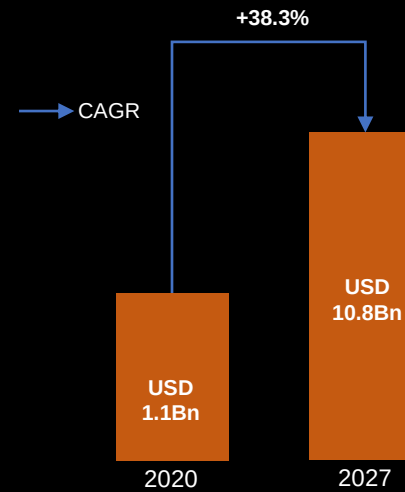
>US\$1Bn

SEA AR+VR Market Size

~38.3%

CAGR

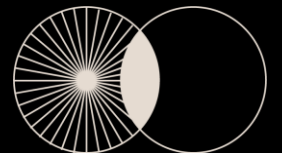
Southeast Asia AR+VR Market Size



Indonesia remains attractive market for internet economy which is the basis for Web 3.0 business adoption with potential GMV increase to become US\$ 126 B in 2025 supported by ~US\$ 1.5 T GDP. In addition, AR+VR Market in the SEA region has the potential to reach a US\$10.8 Bn market size as of 2027.

Source :

World Bank estimates, e_conomy.se 2021 report by Google, Temasek, and Bain, SEA VR + AR Market 2020-2027 (Jan 2021) Research and Markets





PT ARE TEKNOLOGI KREASI

Overview:

- Providing business solutions through unique digital reality experiences that are applicable in various industries such as FMCG, education, gaming, arts, entertainment, and so on.
- Revenue stream: Project-based fee

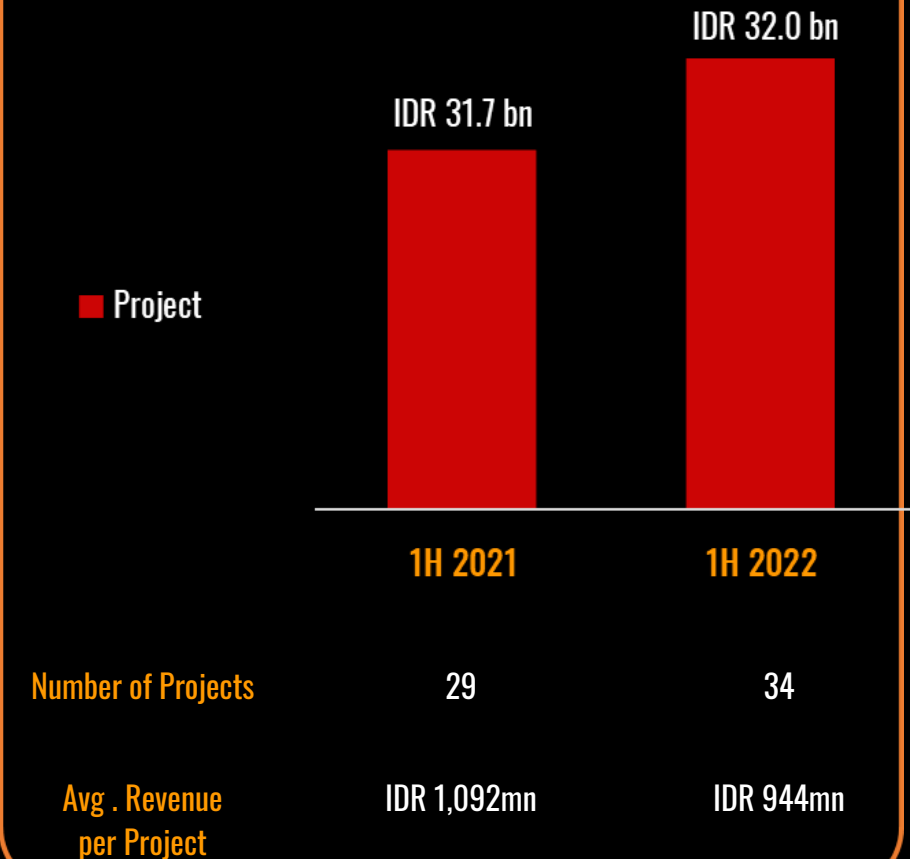
Key Products

- AR/VR/AI powered software
- AR/VR Tools

Growth & Expansion Plan:

- Internal synergy collaboration with other business units
- Team expansion
- Expanding network of clients

Y-o-Y Company Snapshot



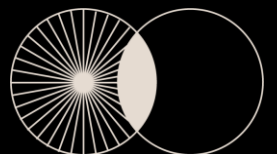
Indonesian WIR Group Presents A Prototype of the Education World in the Metaverse at the 2022 World Economic Forum in Davos

By
25/05/2022

63 0



With utilisation of metaverse technology for education, allowing students anywhere to learn without the limitation of time and distance



PT VATAR MEDIA RAYA

Overview:

- IoT platform provider that leverage AR, AI, and IoT application technology through IoT kiosks that enables partners to have integrated features of media placement, product placement, payment gateway, cashier, interactive interactions through one smart kiosk.
- Revenue stream:
 - Commission/revenue sharing
 - Advertising
 - Project based fee

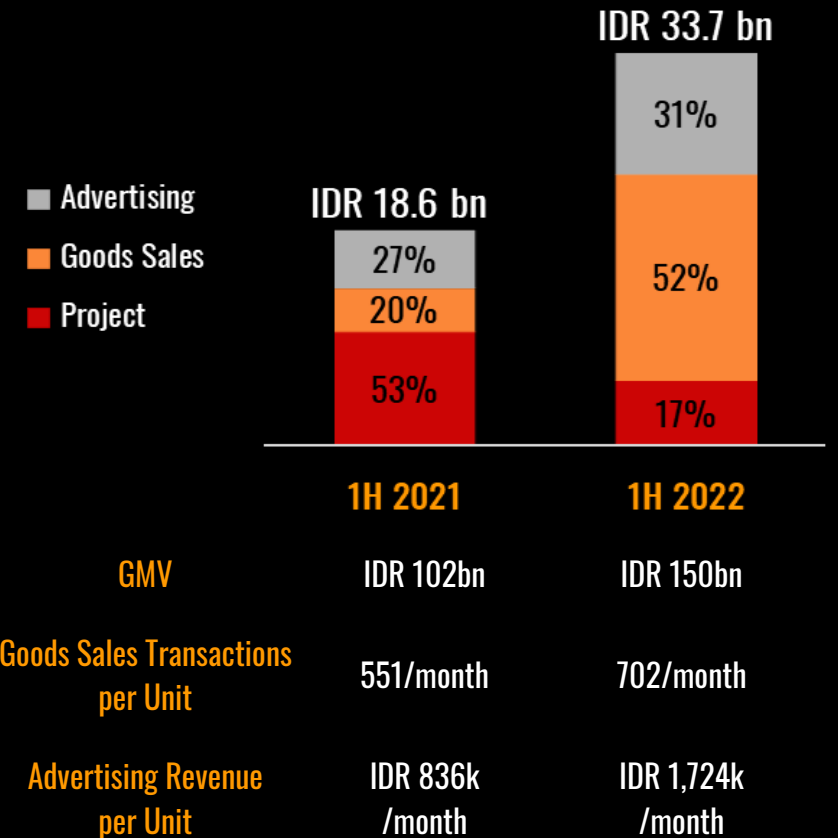
Key Products:

- IoT smart kiosk
- System application and user interface

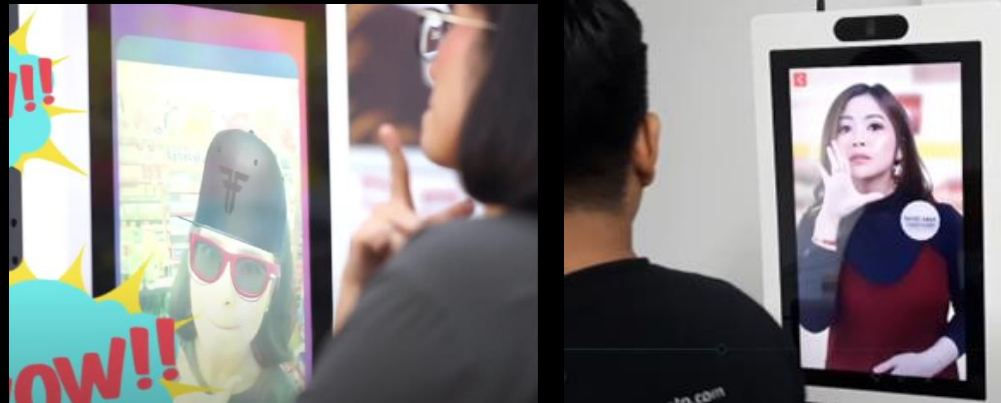
Growth & Expansion Plan:

- Deploying up to 7,000 devices through various transportation and entertainment channels through partnership expansion
- Developing more features such as payment gateway for events, concert tickets, movie tickets, etc
- Developing more platforms for additional products
- Optimizing advertising and sponsorship utilization

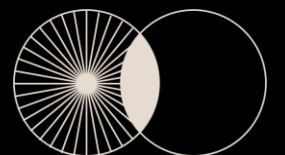
Y-o-Y Company Snapshot



With the interaction and features in the DAV kiosk platform, brand owners and advertisers can get better data analysis on their targeted audiences.



With its pool of partners, DAV has been consistently working with the partners to push sales of various products, including using seasonal momentum such as above,



PT TIGA AKAR MIMPI

Overview:

- AR-VR virtual shopping experiences
- Providing access to virtual stores that can be freely filled and curated by partners with products of their choices
- Revenue stream:
 - Commission or revenue sharing
 - Advertising
 - Project based fee

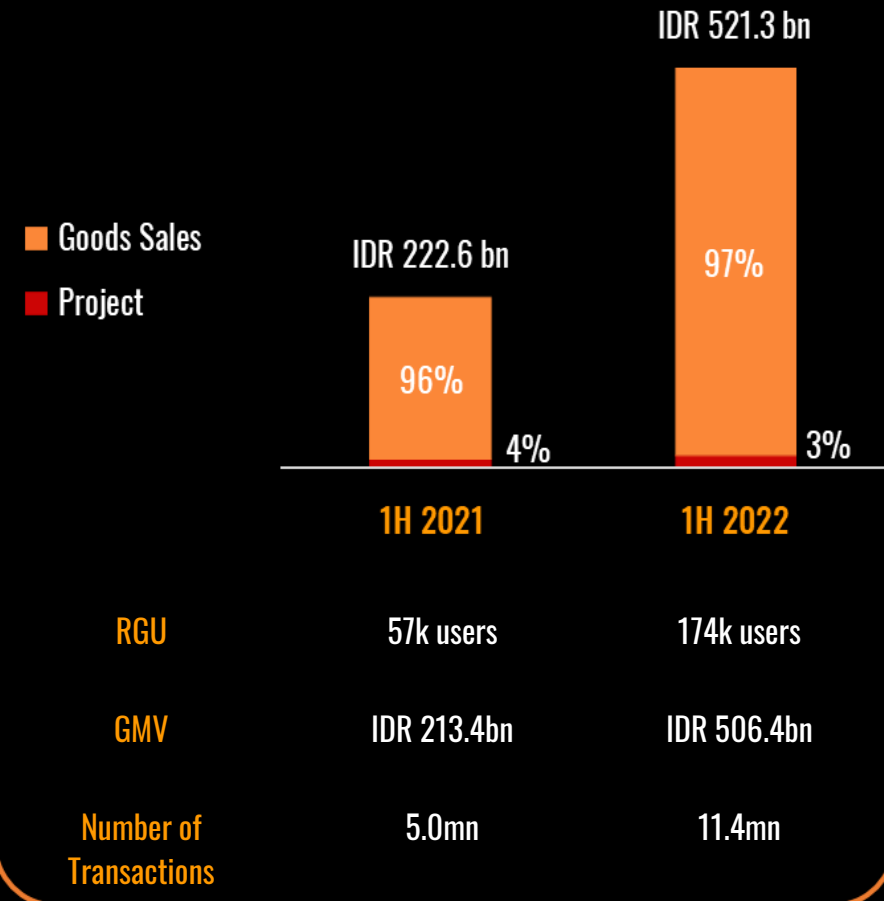
Key Products:

- Mindstores Platform
- System application and user interface

Growth & Expansion Plan:

- Developing one-stop solution (end-to-end) ranging from e-commerce enablers to shopping channels
- Expanding partnership
- Collaboration in promotional campaign
- Additional products placement
- Optimising advertising placement

Y-o-Y Company Snapshot





PT TIGA AKAR MIMPI

HIGHLIGHTS:
Communication &
New Product/Features by
partners

With the interaction
and features in the
Virtual Store platform,
store owners such as
housewives in tier 2-4
cities can get
additional income for
the family

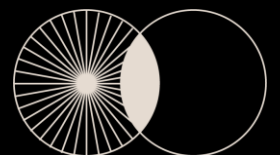
Alfamind



Both partners, Alfamind & Mili have been actively promoting the benefits of becoming the virtual store owner to increase both store owners' acquisitions as well as the network coverage across Indonesia, especially in Tier 2-3-4 cities,



Mili



DMD

Overview:

- Supporting business unit to the other three strategic business units, established in 2009
- Leading brand consultancy firm with combined expertise in strategy, design and people engagement
- Revenue stream: Project-based fee

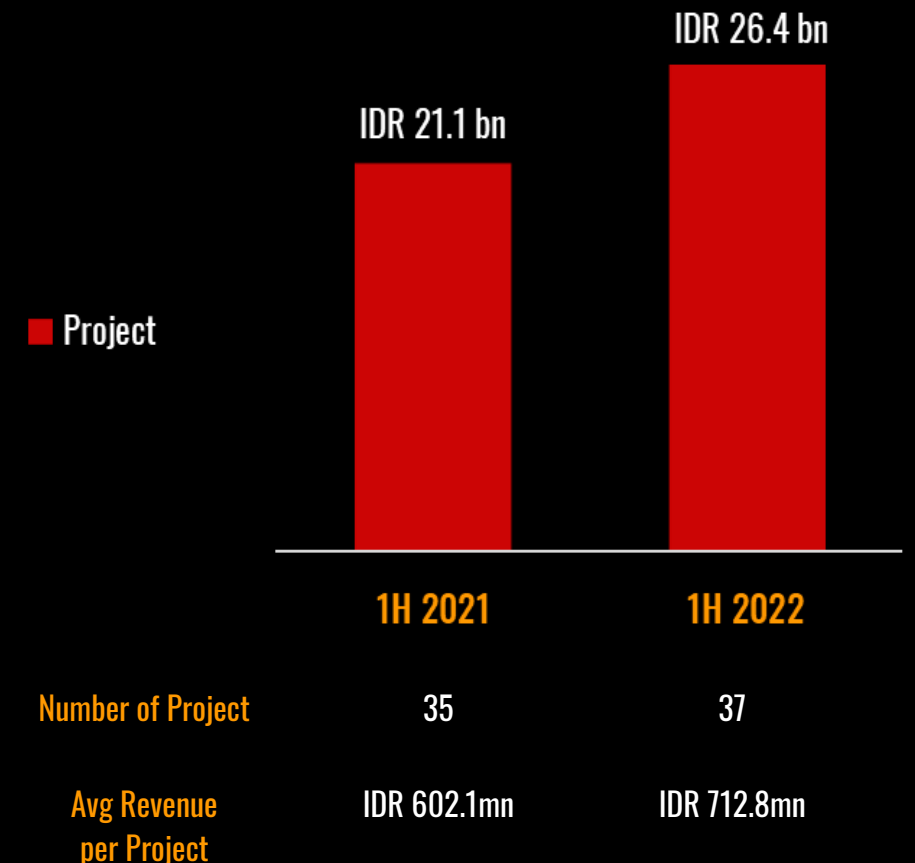
Key Products:

- Brand Strategy and Design Development
- Brand Engagement
- Brand Guardianship
- Brand For Metaverse consultancy for corporations and SMEs

Growth & Expansion Plan:

- Internal synergy collaboration (especially with Metaverse business unit)
- Team expansion
- Expanding network of clients

Y-o-Y Company Snapshot





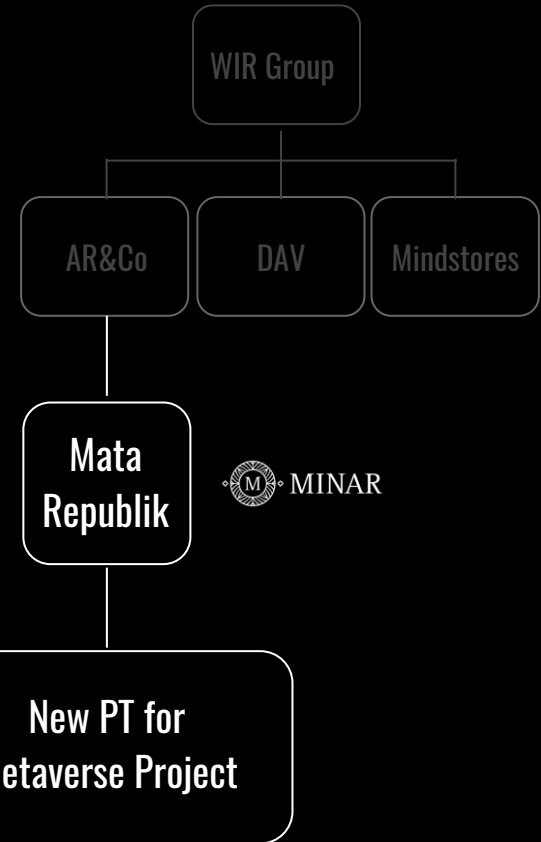
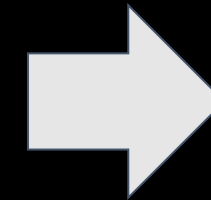
MATA REPUBLIK

PT MATA NILAI REPUBLIK

HIGHLIGHTS:
Metaverse Development



MINAR's key features such as AR and Geolocation will play a key role in the metaverse experience as well as its O2O feature thus allowing location-specific interactions.



The New Structure where Mata Republik will also accommodate the Metaverse Project



MATA REPUBLIK

PT MATA NILAI REPUBLIK

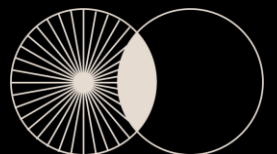
HIGHLIGHTS:
On Metaverse Project Pipeline



With Salim Group, Metaverse Indonesia is further strengthening its O2O ecosystem thus adding more values to its future users



Endorsed by Kominfo, the Metaverse Indonesia project's 1st prototype is targeted to be shown in conjunction with the G20 event in November

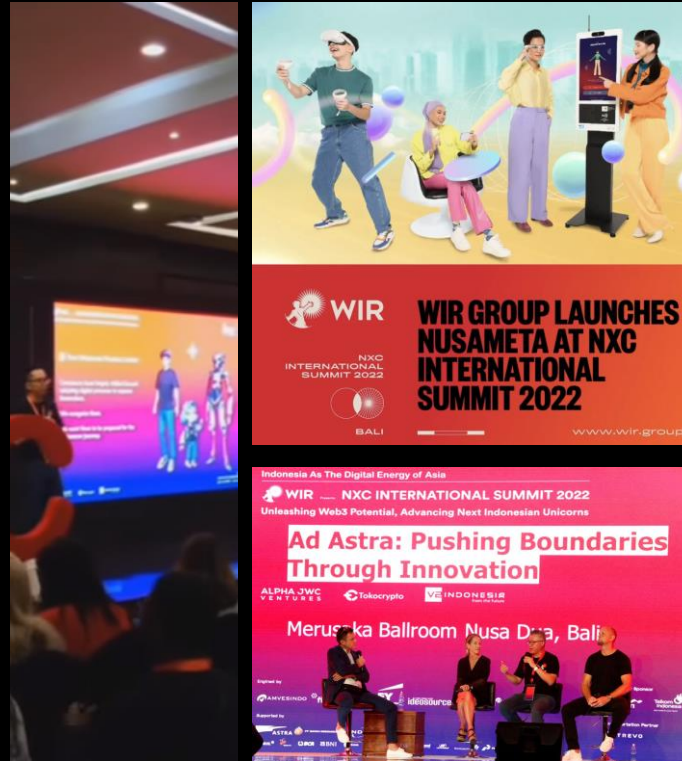




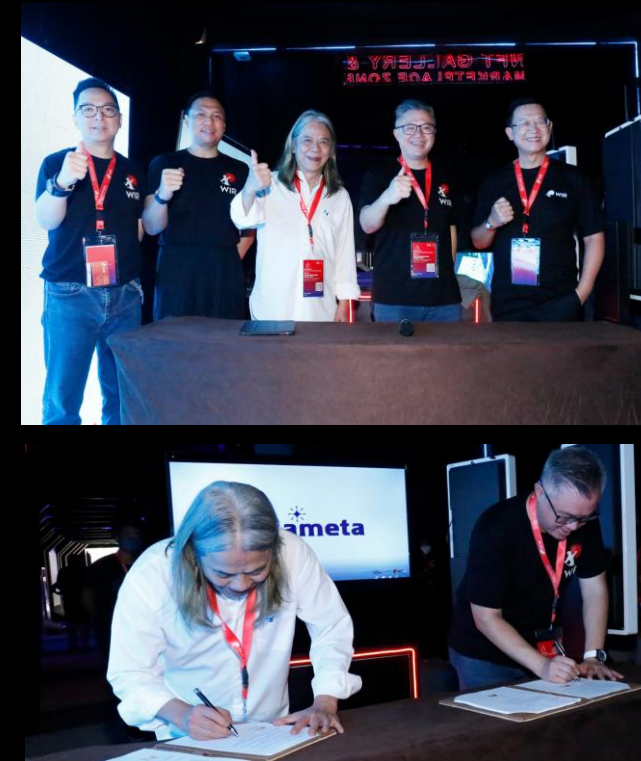
MATA REPUBLIK

PT MATA NILAI REPUBLIK

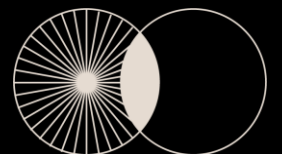
HIGHLIGHTS:
On Metaverse Project Pipeline



WIR Group presents Nexticor International Summit 2022, a world-class Web3 conference, on 31 August - 2 September 2022

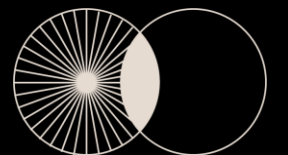


Master Service Agreement signing by WIR Group Executive Chairman & Co Founder Daniel Surya with DCI Indonesia CEO Otto Toto Sugiri in Bali during Nexticor



02

FINANCIAL PERFORMANCE





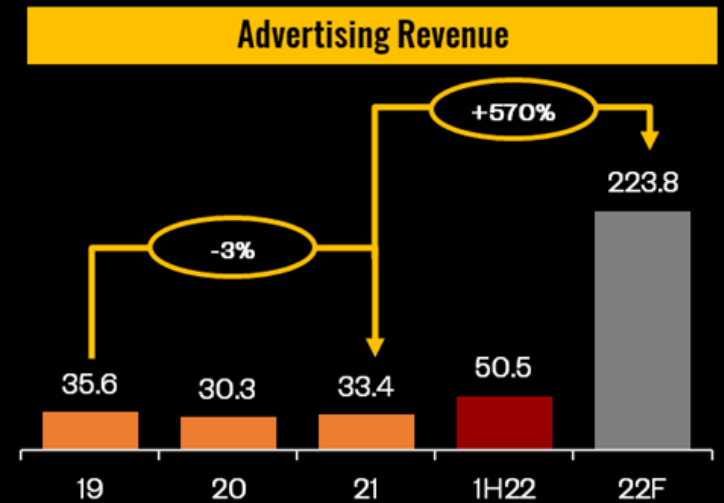
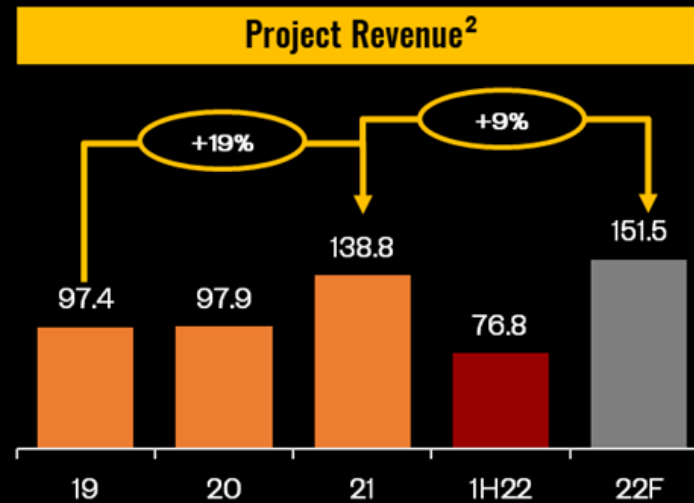
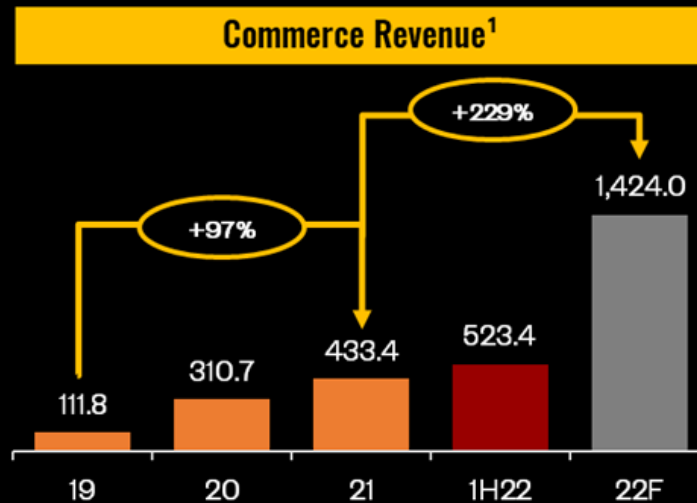
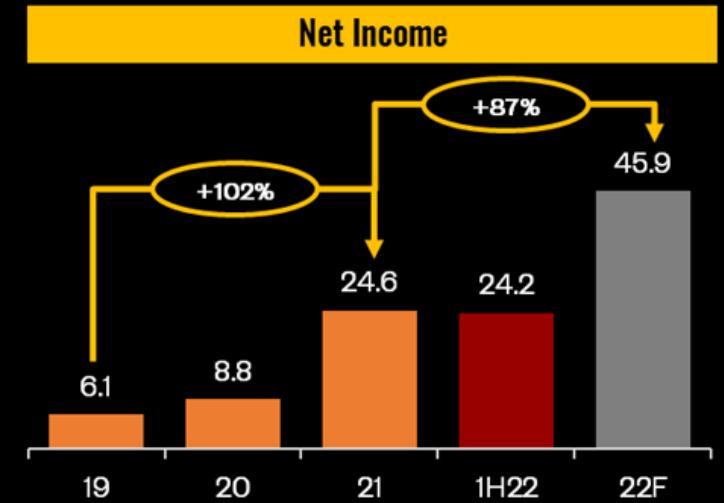
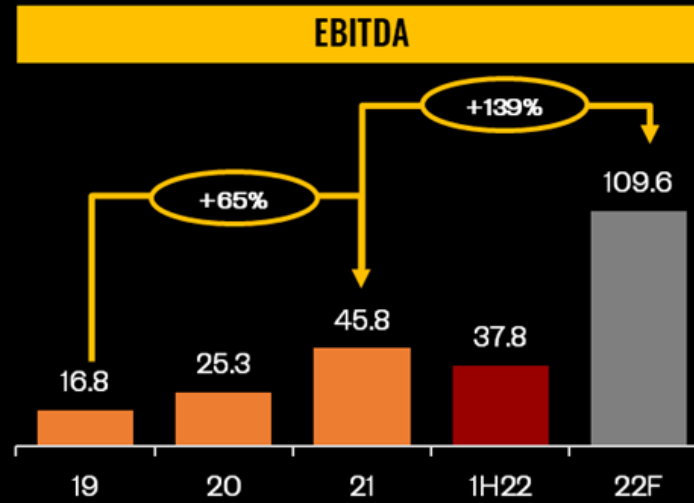
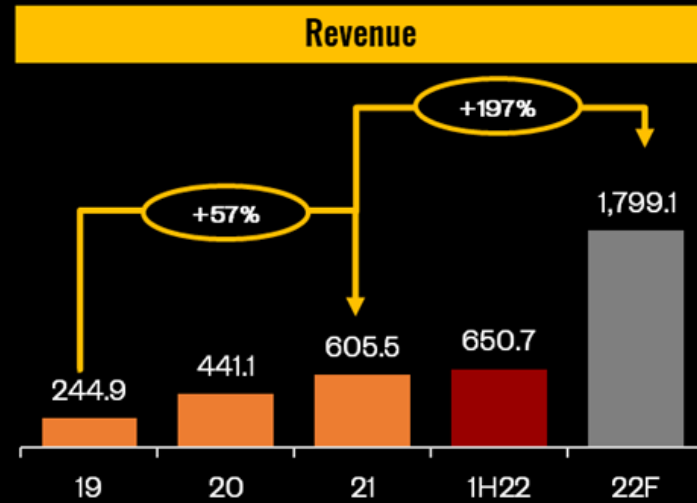
WIR | FINANCIAL PERFORMANCE 2021 & 1H 2022 SNAPSHOTS

Statement of Financial Position	As of 31 Dec 2021	As of 30 Jun 2022	Increment
Total Assets	260,273,448,636	751,963,186,801	189.9%
Total Liabilities	109,953,611,137	161,359,692,827	46.8%
Total Equity	150,319,837,499	590,603,493,974	292.9%
Statement of Profit and Loss	For Period Ended 30 Jun 2021	For Period Ended 30 Jun 2022	Increment
Revenues	306,217,552,476	650,708,574,918	112.5%
Gross Profit	37,564,330,847	69,982,061,451	86.3%
Operating Profit	19,373,333,571	29,524,548,558	52.4%
Operating Profit Margin	6.3%	4.5%	(28.3%)
Net Income	16,697,702,760	24,173,560,646	44.8%
Net Income Margin	5.5%	3.7%	(31.9%)
EBITDA	24,701,190,797	38,434,159,093	55.6%
EBITDA Margin	8.1%	5.9%	(26.8%)

Figures in Indonesia Rupiah (IDR)



WIR | SUMMARY OF FINANCIAL PERFORMANCE AND ESTIMATES



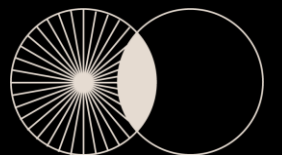
Metaverse business is not included in the projection: —○— : CAGR

1) Includes Revenue from Goods Sales via Platform and Transaction Commissions via Platform

2) Includes Project Solutions from AR&Co, Mindstore, DAV and DMID

03

BUSINESS STRATEGY



FY 2018

Challenges**Strategies**

1H 2022

Business Scale

- Major revenue contributor from B2B Project
- DAV & Mindstores platform is in development
- Revenue reach IDR 126.7 billion

Limited Scalability on
Revenue from Project

Improving Scalability
Through Innovation

Business Scale

- >80% revenue contributed by platforms
- 1K Dav devices deployed, Mindstores 47K RGU
- CAGR 68% (FY18-FY21),
- Expected growth 197% (FY21-22F)

Operational and Capital

- 1 office in Jakarta
- Team of 129 people
- Equity: IDR 92.2 billion
- Focus on in-house development

Limited resources to
fuel development

Strengthening
Foundation

Operational & Capital

- 2 offices in Jakarta. Supporting team in Jogja and Malang
- Team of 196 people
- Equity: IDR 590.6 billion
- Combination of in-house and inorganic dev.

Profitability

- Revenue: IDR 126.7 billion
- EBITDA: IDR 24.6 billion
- Net Income: IDR 19.5 billion

High R&D costs and
tendency to burn money

Business Sustainability
At the Core

Profitability

- Revenue: IDR 650.7 billion
- EBITDA: IDR 38.4 billion
- Net Income: IDR 24.2 billion

Proven Track Record

- One of the pioneers in SEA that introduced the AR technology in 2009
- 1000+ projects from 20+ countries; SEA, Australia, Europe, Middle East, Africa, and US
- Received many global awards and recognitions
- Constantly emphasized innovation and currently has 5 patented technologies

Unique Value Proposition and Competitive Edge

- Pioneering Metaverse Tech Ecosystem utilizing AR, VR, and AI in Online and O2O forms that can be useful for businesses and customers
- Collaborative projects with tech leading companies such as Microsoft, Meta & Epson
- Listed as one of the Metaverse tech companies to watch 2022 by Forbes.com Georgia amongst Apple, Microsoft, Meta, Magic Leap, Niantic & Snap Inc.

Compelling Returns

- 3.4x of IPO share price (as of 30 June 2022)
- Revenue CAGR 68% from FY2018-FY2021
- Profitable technology company

WHAT TO FOCUS

Continuously strengthening internal team

Greater focus on modules and features through R&D and acquisitions

Existing business units holistic expansion

Consistent improvement on good corporate governance implementation

New Metaverse business unit

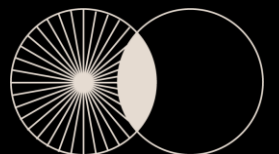
More robust capital structure

Expected Y-o-Y earning growth of 197% at the end of 2022

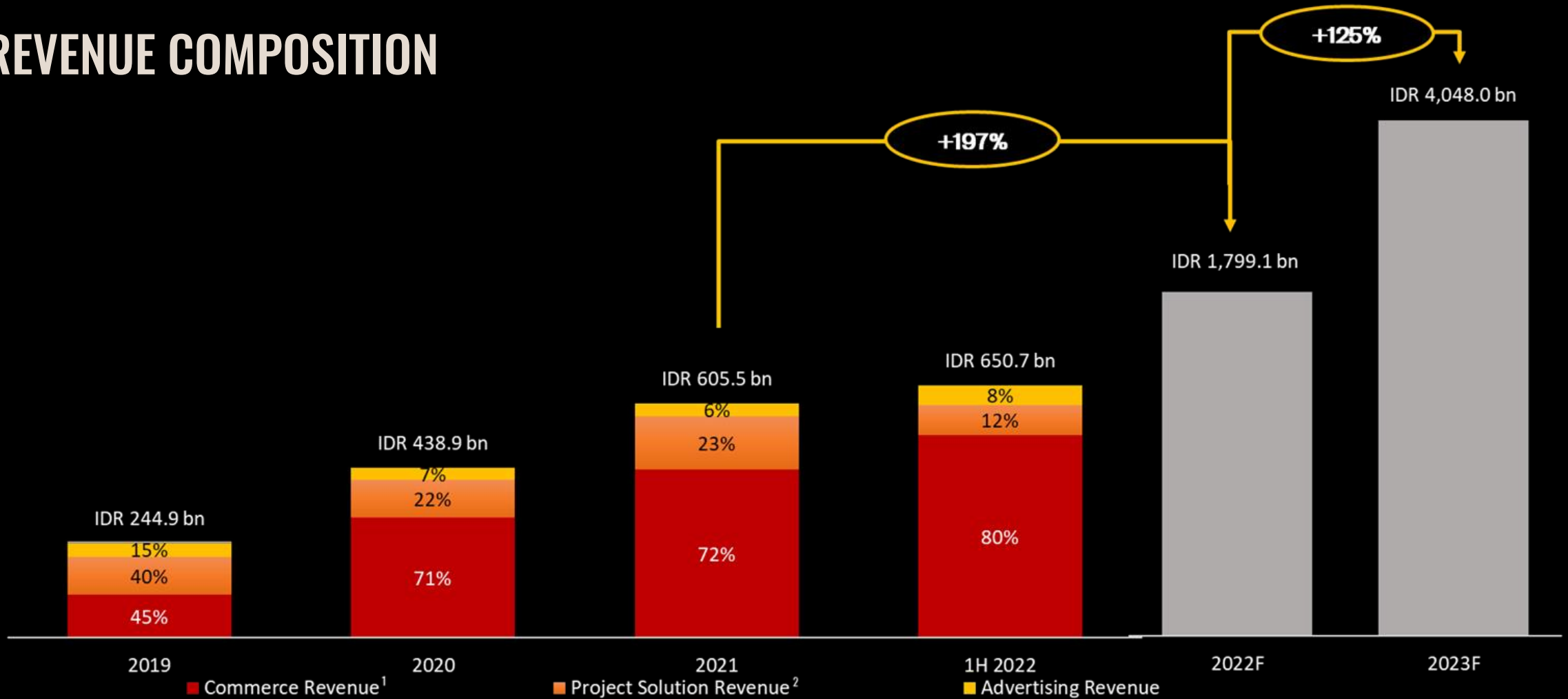
Focus on maintaining profitability and business sustainability

04

TARGET & PROJECTION 2022



REVENUE COMPOSITION



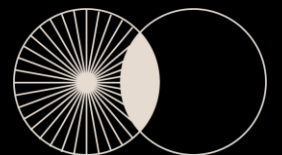
Metaverse business is not included in the projection;  : CAGR

1) Includes Revenue from Goods Sales via Platform and Transaction Commissions via Platform

2) Includes Project Solutions from AR&Co, Mindstore, DAV and DMID

05

AWARD & ACHIEVEMENT





May 2022
WIR Group at World Economic Forum 2022 in Davos

WIR Group showcased the usage of metaverse technology in education at the Indonesia Pavillion



13 June 2022
The Mediterranean Tourism Great Sea Award

WIR Group received an award from the President of Malta at the Mediterranean Conference Center in Valletta - Malta



26 July 2022
Best IPO at the Investor Awards 2022

WIR Group received an award as The Best IPO 2022 by Investor Magazine & Berita Satu Holdings,

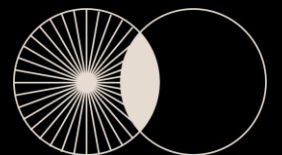


8 August 2022
Awarded Best Public Company by Warta Ekonomi

WIR Group received an award as The Best Public Company 2022 with Prominent Trading Frequency

06

CORPORATE UPDATES





4 August 2022
**CSR Activity with Sahabat Anak's
 24th Jambore**

WIR Group became one of the sponsors as well as contributing through online/offline knowledge sharing session with the kids





DANIEL SURYA
EXECUTIVE CHAIRMAN
& CO-FOUNDER
OF WIR GROUP
IS NAMED AS **TOKOH BISNIS
BERPENGARUH**
IN MAW TALKS AWARDS 2022



MAW
TALKS
AWARDS
2022



YOGYAKARTA 26 JULY 2022



GUPTA SITORUS

CHIEF SALES & MARKETING OFFICER
OF WIR GROUP

WILL BE SPEAKING AT

DEMOKRASI
(DEBAT MODERN KREATIF GENERASI)
"MENYIKAPI CAKAP DAN CEPAT DIGITAL"

MONDAY 8 AUGUST 2022



ALDI RAHARJA

HEAD OF BLOCKCHAIN SOLUTIONS
METAVERSE INDONESIA

WILL BE SPEAKING AT

**ALIBABA CLOUD
FINANCIAL INDUSTRY CLOUD
SUMMIT**

TUESDAY 26 JULY 2022



JOSH BUDIMAN

HEAD OF METASPACE SOLUTION
METAVERSE INDONESIA

WILL BE SPEAKING AT

**ROAD TO WIR GROUP PRESENTS
NXC INTERNATIONAL SUMMIT 2022**
"CONVERGING BUSINESS IN THE METAVERSE"

FRIDAY 5 AUGUST 2022



STEPHEN NG

CHIEF METAVERSE OFFICER OF WIR GROUP
CEO METAVERSE INDONESIA

WILL BE SPEAKING AT

**ROAD TO WIR GROUP PRESENTS
NXC INTERNATIONAL SUMMIT 2022**

"METAVERSE: A VISION TO THE FUTURE"



**WIR GROUP SHARES
INSIGHTS ON BRANDING
IN THE AGE OF METAVERSE**



JAKARTA

www.wir-group.com



**WIR GROUP SHARES
ITS OPTIMISTIC VISION
OF WEB 3.0
AT THE K-CONTENT EXPO
IN SINGAPORE 2022**



SINGAPORE

www.wir-group.com



**WIR GROUP IS PARTICIPATING
AT 3RD DIGITAL ECONOMY
WORKING GROUP (DEWG)
MEETING FOR G20**



LABUAN BAJU

www.wir-group.com





September 2022

WIR Group Launches Nusameta in Bali

WIR Group has announced Nusameta as its metaverse ecosystem that will provide users with platform and O2O integration



NXC
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SUMMIT 2022



BALI

TERIMA KASIH

