



WIR

PAPARAN PUBLIK

2026

PT WIR ASIA TBK



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GAMBARAN UMUM WIR GROUP





WIR Group adalah perusahaan teknologi yang mengkhususkan diri dalam AR, VR, AI, API quick commerce, blockchain, dan game Web3, menciptakan pengalaman digital inovatif untuk bisnis dan konsumen.

2009
Pendirian

1000+
Projek

Indonesia
Fokus

23+

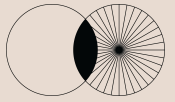
Negara-negara tempat
projek telah dilaksanakan.

Perusahaan Pemenang
Penghargaan Global

2022
Listed at IDX

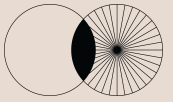
5 Paten Terdaftar di Bawah PCT,
10+ Paten Masih dalam Proses

Total 256 karyawan per Desember 2025



VISI:

Menjadi ekosistem global terdepan dalam pengalaman digital terinterkoneksi, yang mengintegrasikan dunia fisik dan dunia virtual melalui teknologi inovatif, dengan tujuan membentuk masa depan interaksi dan hubungan antar manusia.



MISI:

Memberdayakan sektor bisnis dan individu melalui teknologi AR, VR, AI, Blockchain, dan Web3 yang mutakhir, dengan memberikan pengalaman digital yang transformatif serta memperkaya cara manusia hidup, bekerja, dan bermain.



WIR

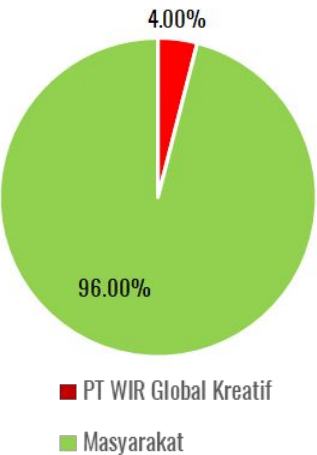
Gambaran Umum Perseroan

Gambaran Umum

Nama Perusahaan	PT WIR Asia Tbk (“WIRG.IDX”)
Kegiatan Usaha Utama	Menyediakan teknologi imersif dan solusi berbasis web 3.0 yang memanfaatkan teknologi AR/VR/AI melalui Layanan Solusi <i>Bespoke</i> dan <i>Digital Platform</i>
Tanggal Pendirian	2009
Jumlah Karyawan	256 per tanggal 31 Desember 2025
Paten	5 paten yang sudah teregistrasi dibawah PCT dan lebih dari 10 lainnya sedang dalam proses
Tanggal IPO	4 April 2022

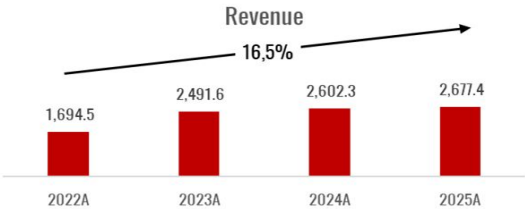
Struktur Kepemilikan

(Maret 2026)

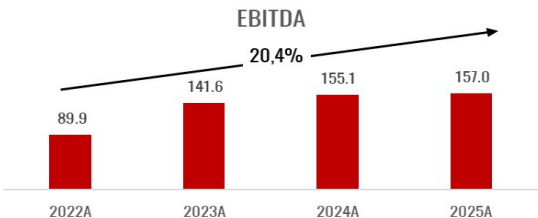


Kinerja Kunci

Pendapatan (dalam miliar rupiah)



EBITDA (dalam miliar rupiah)



Pencapaian

2009	WIR Group didirikan untuk menyediakan solusi berbasis AR, VR, dan AI
2014	Dinobatkan sebagai Innovation 40 companies oleh media di UK yang disampaikan di Studio London Stock Exchange
2015-2016	Pemenang penghargaan Auggie Awards sebagai bagian dari <i>Augmented World Expo</i> di Silicon Valley, USA
2018	Peluncuran Alfamind yang bekerjasama dengan Alfamart
2019	Peluncuran aplikasi MINAR
2020	Pemenang penghargaan German Design Award
2021	Ditampilkan dalam Forbes.com Georgia sebagai <i>one of Metaverse Companies to Watch 2022</i>
2022	WIR Group <i>Initial Public Offering</i> (IDX: WIRG); Pendirian Perusahaan dengan Salim Group untuk Platform Metaverse
2023	Mendapat Penghargaan The Best Transformation & Digital Innovation 2023 oleh Digitech Awards
2024	Dianugerahi sebagai Inovasi Digital Terbaik Indonesia 2024 & Perusahaan dengan Kepercayaan Investor Terbaik 2024 dalam Kategori Perputaran Aset Terbaik.

Kegiatan Usaha Utama

Bespoke Services

&

Platform Services

Penyedia Solusi berbasis AR/VR/AI



Konsultan Jasa Branding dan Web 3.0



Platform Perangkat IoT Interaktif



Platform Jaringan Toko Virtual 3D



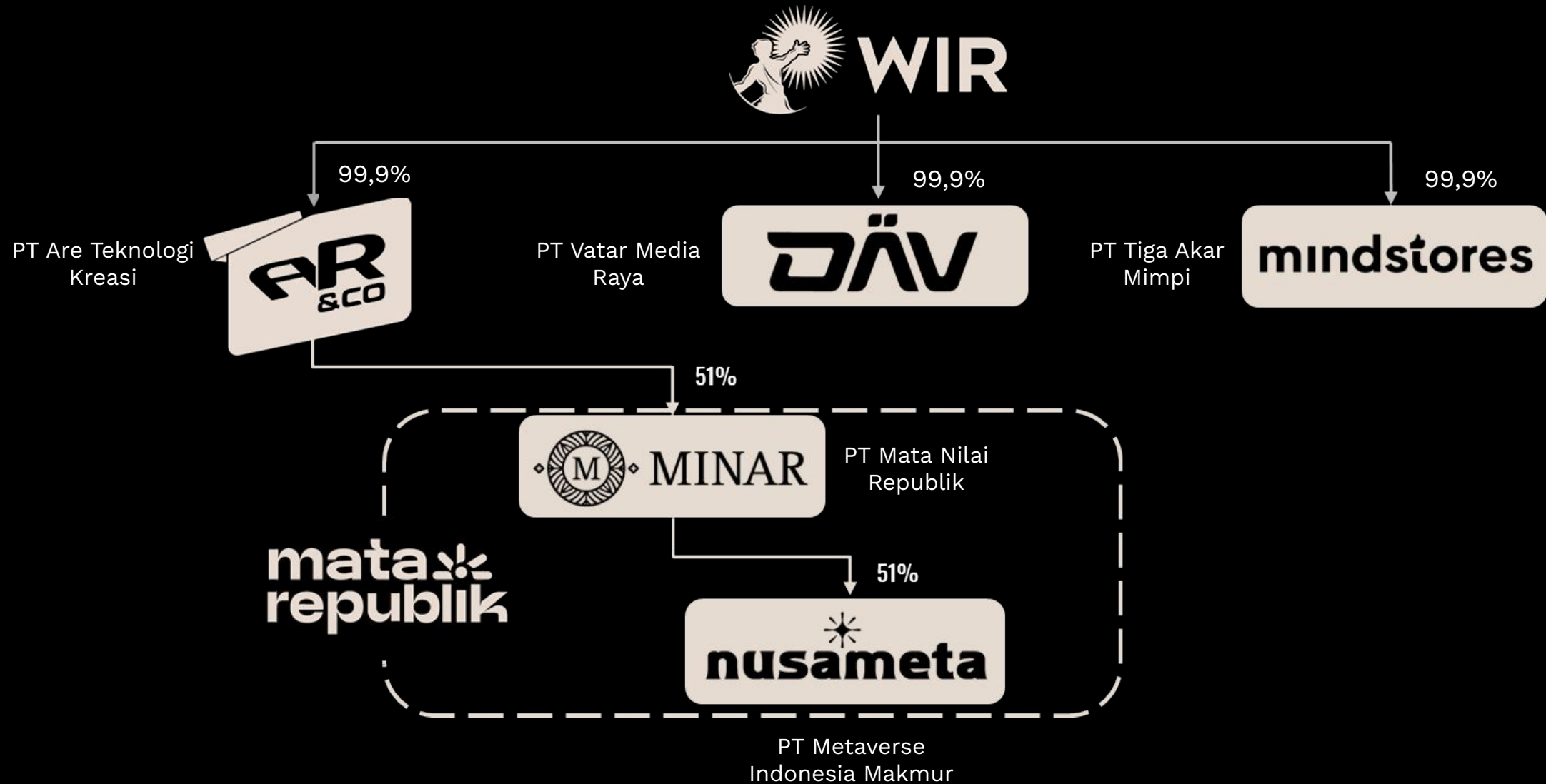
Aplikasi berbasis AR dan Geo-location



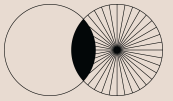
Platform Metaverse



WIR Struktur Grup Perusahaan



PENGHARGAAN



Indonesia Best Digital
Innovation Award **2024**



'The Best Investortrust Companies
2024' event for the category of
Best Asset Turn Over, **2024**



Representing Indonesia
WEF DAVOS
2019-2023



Digitech Award
2023



The 8th Public Relations
Indonesia Awards **2023**



Best Corporate Secretary
Award **2023**



Best Data & AI Technology by
DataGov AI Summit & Award
November **2022**



Frontier Award Alibaba
Cloud's Asiastar 10 x 10
November **2022**



WIR Solutions won an award
hosted by the Asian Business
Review October **2022**



Indonesia Technology Excellence
Awards for AR and VR Technology
October **2022**



Indonesia Top Digital PR
Award September **2022**



Awarded Best Public Company
by Warta Ekonomi with
Prominent Trading Frequency
August **2022**



Best IPO at the Investor
Awards 2022 by Investor
Magazine
& Berita Satu Holdings
July **2022**



Coverage by Forbes
2021



Germany Design
Award winner
2020



Silicon Valley, USA
2016



Silicon Valley, USA
2015



Listed at Innovation 40 Companies
by The New Economy awarded at
the London Stock Exchange Studios
2014

SOLUSI & JASA TEKNOLOGI



Merintis
Pengaplikasian
Teknologi
Immersive &
Solusi Web3 yang
memanfaatkan
AR-VR-AI untuk
berbagai
kebutuhan bisnis
melalui model
B2B & B2B2C

B2B

B2B2C

B2C

Virtual Reality (VR)

Solusi Bespoke

Solusi khusus dalam penerapan teknologi imersif dan Web 3.0 melalui perangkat lunak dan aplikasi yang disesuaikan dengan proyek berbasis hasil di berbagai industri untuk pengalaman pengguna yang lebih interaktif dan menarik.

AR&Co



Mengembangkan perangkat lunak berbasis AR/VR untuk meningkatkan pengalaman produk.

DMID



Konsultasi merek untuk penerapan teknologi imersif dan Web 3.0.

Solusi Digital

Solusi digital berbasis platform dengan teknologi imersif yang memungkinkan bisnis memanfaatkan platform toko virtual dan kios sebagai etalase virtual melalui berbagai skema bagi hasil berdasarkan penggunaan.

Mindstores



Solusi toko virtual imersif dan solusi pembayaran digital terpadu.

DAV



Perangkat IoT interaktif yang didukung oleh teknologi AR dan AI.

Gaming & Web3 Platforms

Solusi digital berbasis platform yang menampilkan gamifikasi imersif dan teknologi Web 3.0, seperti ekosistem metaverse dan layanan berbasis blockchain.

mata
republik

MinarAce



Aplikasi game mobile berbasis geo-lokasi yang dilengkapi dengan fitur AR dan GPS.

Nusameta



Ekosistem Metaverse Indonesia – Salah satu pelopor lokal dalam bisnis ini.

Web 3.0 and Metaverse

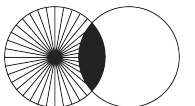

WIR

Rangkuman Segmen Pendapatan

Solusi	Solusi <i>Bespoke</i>	Solusi Platform Digital																				
Deskripsi	- Pengembangan <i>software</i> berfitur AR/VR/AI - Strategi branding dan konsultasi implementasi web 3.0 - <i>Kustomisasi</i> platform. - Hiburan berbasis AR/VR	- Platform jaringan toko virtual 3D - Platform Perangkat IoT Interaktif - Aplikasi berbasis AR dan Geo-location - Platform Metaverse - Aplikasi Blockchain																				
Segmen Pendapatan	1. Pengembangan Perangkat Lunak (Software) 2. Konsultan <i>Brand</i> dan IT	1. Penjualan barang dan komisi atas transaksi dalam platform 2. Biaya promosi dan iklan pada platform 3. Produk dan jasa digital pada platform*																				
Total Pendapatan (dalam miliar rupiah)	<table><tr><th>Tahun</th><th>2022</th><th>2023</th><th>2024</th><th>2025</th></tr><tr><td>Total Pendapatan</td><td>172</td><td>181</td><td>246</td><td>308</td></tr></table>	Tahun	2022	2023	2024	2025	Total Pendapatan	172	181	246	308	<table><tr><th>Tahun</th><th>2022</th><th>2023</th><th>2024</th><th>2025</th></tr><tr><td>Total Pendapatan</td><td>1,523</td><td>2,311</td><td>2,356</td><td>2,369</td></tr></table>	Tahun	2022	2023	2024	2025	Total Pendapatan	1,523	2,311	2,356	2,369
Tahun	2022	2023	2024	2025																		
Total Pendapatan	172	181	246	308																		
Tahun	2022	2023	2024	2025																		
Total Pendapatan	1,523	2,311	2,356	2,369																		

*Produk dan jasa yang akan datang

CAGR →



Penjelasan Ulasan Bisnis

Berikut adalah beberapa pencapaian baru Perseroan dan anak Perusahaan sepanjang tahun 2025

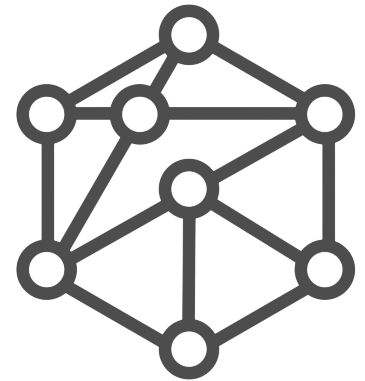
StoresHub kini telah diluncurkan - Fitur Quick Commerce untuk app Livin

StoresHub adalah platform Quick Commerce yang memungkinkan bisnis untuk menerapkan toko online digital terintegrasi dengan konektivitas logistik dan pembayaran, mendukung transaksi yang cepat, fleksibel, dan terukur.



Memperkenalkan Blockchain as a service

Memulai Blockchain-as-a-Service (BSA) memberikan adopsi blockchain yang aman dan terukur untuk berbagai kasus penggunaan seperti identitas digital, transaksi aman, dan aset yang di tokenisasi melalui integrasi sistem yang mulus.



Aman & Terizinkan



Integrasi Trusted Execution Environment (TEE) untuk memastikan keberadaan data, memungkinkan pengiriman konten yang aman dan berizin.

Fleksible

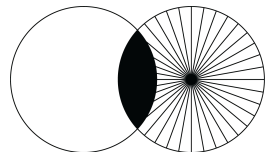


Menyimpan multimedia - dokumen Word, gambar, video - mendukung berbagai kasus penggunaan.

Mudah Diakses



Berjalan pada perangkat jarak jauh berdaya rendah, seperti perangkat IoT.

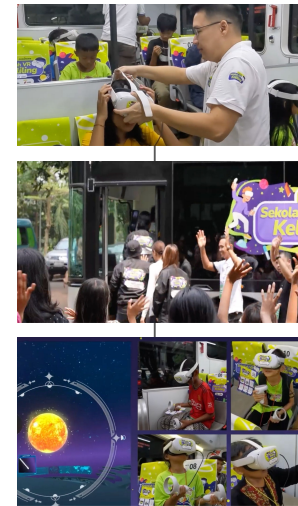


Penjelasan Ulasan Bisnis

Berikut adalah beberapa pencapaian baru Perseroan dan anak Perusahaan sepanjang tahun 2025

Layanan Kelas VR Keliling

Sekolah VR Keliling, sebuah program pendidikan VR mobile yang menghadirkan pengalaman belajar mendalam ke sekolah-sekolah dan komunitas yang kurang mampu, mendukung pendidikan STEM dan literasi digital.



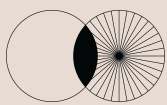
Acara khusus bersama anak-anak yang terpinggirkan.

Acara khusus bersama anak-anak penyandang disabilitas

KONDISI KEUANGAN PERUSAHAAN



POSISI KEUANGAN DALAM IDR



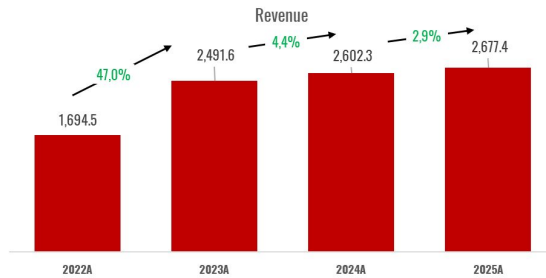
(dalam Miliar IDR)

Descriptions	2022A	2023A	2024A	2025A
Revenue	1.694	2.492	2.602	2.677
Gross Profit	205	300	286	304
Operating Profit	73	107	103	164
Net Profit	48	69	79	72
<i>Net Profit Margin</i>	<i>2.80%</i>	<i>2.70%</i>	<i>3.0%</i>	<i>2.70%</i>
EBITDA	90	142	155	157
<i>EBITDA Margin</i>	<i>5.30%</i>	<i>5.70%</i>	<i>6.00%</i>	<i>5.87%</i>
Total Assets	885	1.127	1.440	1.630
Total Liabilities	259	411	632	748
Total Equity	626	715	808	885

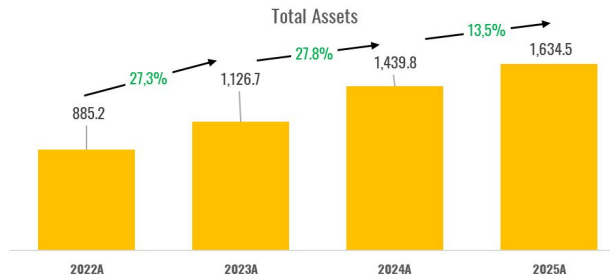

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Kinerja Keuangan Kunci

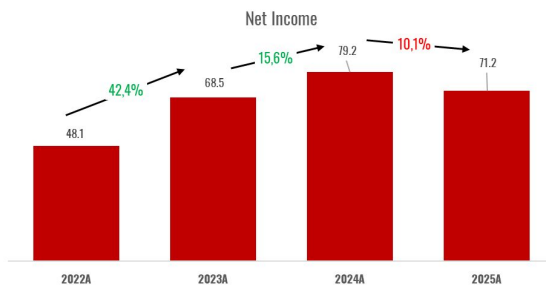
Pendapatan (dalam miliar Rupiah)



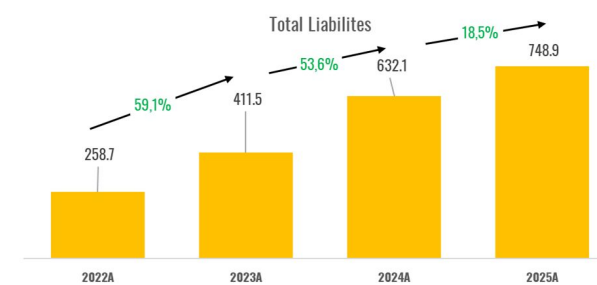
Total Aset (dalam miliar Rupiah)



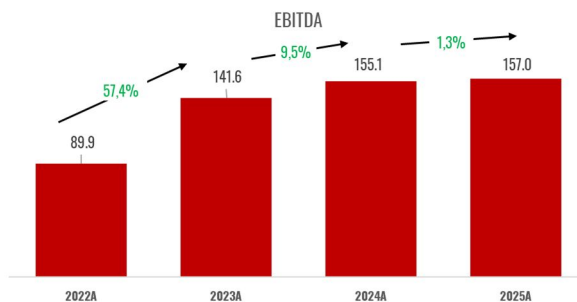
Laba Bersih (dalam miliar Rupiah)



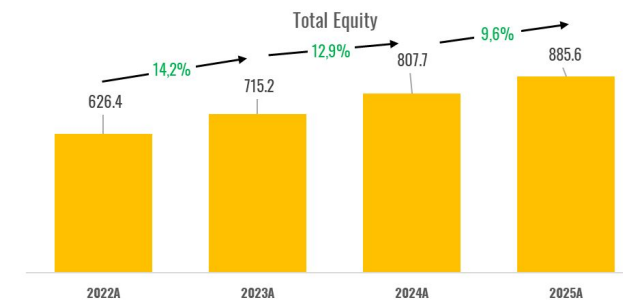
Total Liabilitas (dalam miliar Rupiah)



EBITDA (dalam miliar Rupiah)



Total Ekuitas (dalam miliar Rupiah)





WIR Ringkasan Keuangan Terbaru

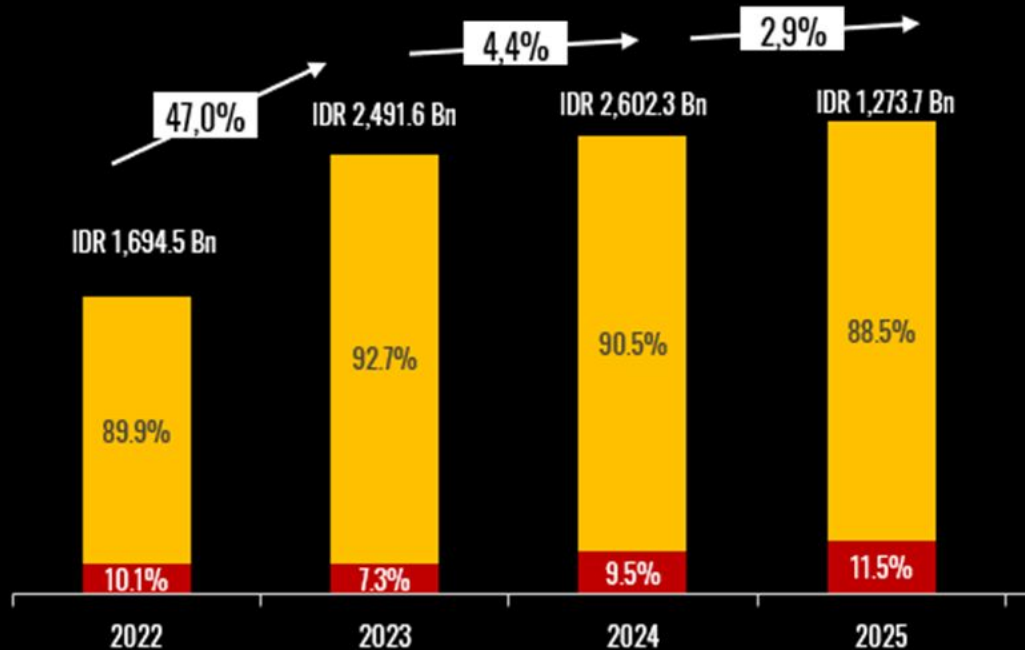
Laporan Posisi Keuangan	Per 31 Des 2024	Per 31 Des 2025	% Kenaikan
Total Aset	1,439,830,743,742	1,634,483,916,710	13.5%
Total Liabilitas	632,145,458,883	748,889,795,331	18.5%
Total Ekuitas	807,685,284,859	885,594,121,379	9.6%
Untuk Periode Tahun Penuh			
Laporan Laba Rugi	31 Des 2024	31 Des 2025	% Kenaikan
Pendapatan	2,602,278,328,490	2,677,371,476,665	2.9%
Laba Kotor	286,114,494,638	304,265,239,989	6.3%
<i>Marjin Laba Kotor</i>	<i>11.0%</i>	<i>11.4%</i>	
Laba Usaha	103,866,024,530	163,643,393,321	57.6%
<i>Marjin Laba Usaha</i>	<i>4.0%</i>	<i>6.1%</i>	
Laba Bersih	79,174,975,065	71,192,682,687	-10.1%
<i>Marjin Laba Bersih</i>	<i>3.0%</i>	<i>2.7%</i>	
EBITDA	155,063,073,089	157,038,875,044	1.3%
<i>Marjin EBITDA</i>	<i>6.0%</i>	<i>5.9%</i>	

(Dalam Rupiah)



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Rincian Historis Pendapatan



Pertumbuhan
Segmen
Pendapatan
tahun-ke-tahun

2021-22: 5.3%
2022-23: 35.9%
2023-24: 25.1%

Solusi *Bespoke*

2021 - 2022: 51.8%
2022 - 2023: 2.0%
2023 - 2024: 0.6%

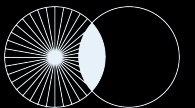
Solusi Platform Digital

Pertumbuhan yang sehat dari tahun-ke-tahun

WIR Group berhasil membukukan pendapatan sebesar Rp 2,6 triliun sepanjang tahun penuh 2025, yang tumbuh sebesar 2,9% jika dibandingkan dengan tahun lalu.

Kontributor terbesar pertumbuhan pendapatan adalah pendapatan yang dihasilkan dari segmen Solusi platform digital, yang terutama dikontribusikan oleh transaksi *commerce* dan periklanan serta sponsorship yang dilakukan via platform digital.

Perseroan juga mempertahankan pertumbuhan segmen Solusi *Bespoke* melalui penyelesaian proyek-proyek teknologi yang dijalankan secara spesifik untuk mitra bisnis Perseroan.



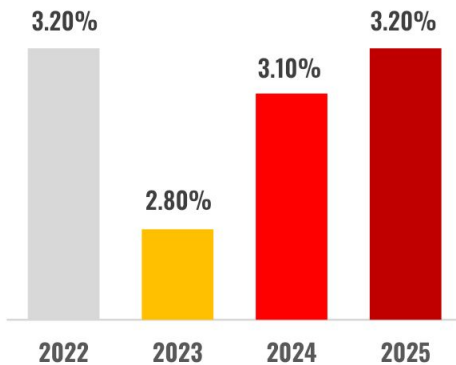
PROSPEK INDUSTRI



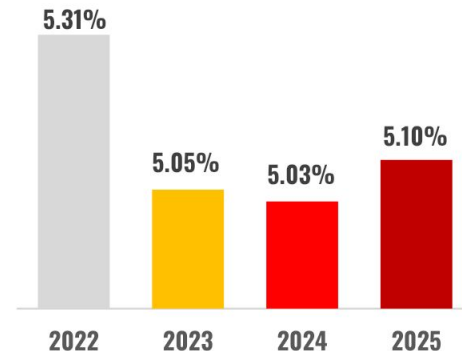


WIR Prospek Industri

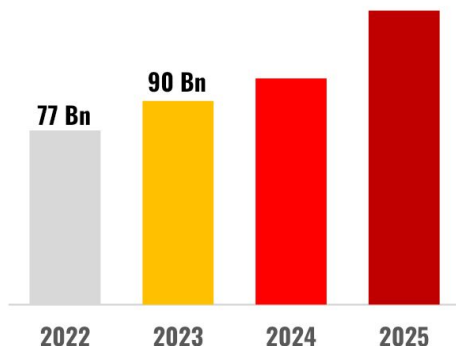
Pertumbuhan PDB Global



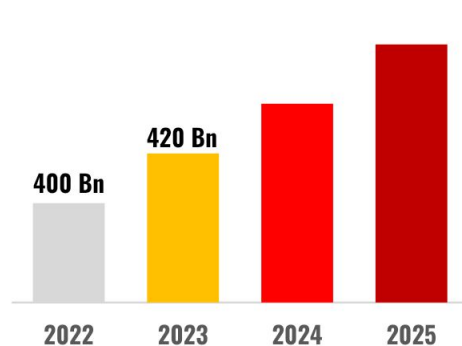
Pertumbuhan PDB Indonesia



Ekonomi Internet Indonesia (dalam USD)



Ukuran Pasar AR/VR Indonesia (dalam USD)



Resiliensi pada Ekonomi Indonesia

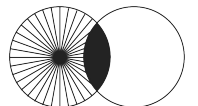
Meskipun pertumbuhan ekonomi global diperkirakan stagnan di 3,2% dengan tingkat inflasi yang cukup tinggi di 4,5% pada tahun 2025, ekonomi Indonesia masih diharapkan tumbuh dalam rentang 5,1% hingga 5,5% pada tahun tersebut.

Source: fiskal keuangan kemenkeu (2025)

Pasar Atraktif di Indonesia

Indonesia tetap menjadi pasar yang menarik bagi solusi online-to-offline (O2O) kami. Menurut laporan e-Conomy SEA 2023 oleh Google, ekonomi internet Indonesia diproyeksikan mencapai Gross Merchandise Value (GMV) sebesar USD 82 miliar pada tahun 2025. Selain itu, pasar Augmented Reality (AR) dan Virtual Reality (VR) di Indonesia diperkirakan akan mencapai pendapatan sebesar USD 463,8 juta pada tahun 2025, dengan tingkat pertumbuhan tahunan gabungan (CAGR) sebesar 8,14% selama periode 2025-2029, sehingga mencapai USD 634,2 juta pada tahun 2029.

Source: Country Spotlight Indonesia (2023) , Statista (2025)





WIR Prospek Industri

Kecerdasan Buatan (AI)

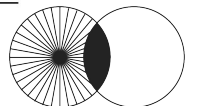
Laporan "APAC AI Outlook 2025" yang diinisiasi oleh IBM menunjukkan bahwa perusahaan-perusahaan di Asia-Pasifik, termasuk Indonesia, telah melampaui tahap eksperimen dan kini fokus pada cara memaksimalkan dampak investasi AI. Sekitar 54% perusahaan mengharapkan manfaat jangka panjang, seperti inovasi dan peningkatan pendapatan, melalui penerapan solusi AI yang hemat biaya dan fleksibel.

Source: telset.id (2025)

Augmented Reality & Virtual Reality

Teknologi AR dan VR diperkirakan akan semakin digunakan tidak hanya dalam gaming tetapi juga dalam e-commerce, pendidikan, pelatihan perusahaan, dan real estate. Penerapan AR dan VR akan menciptakan pengalaman yang lebih interaktif dan imersif bagi pengguna, sehingga membuka peluang bisnis baru di berbagai sektor.

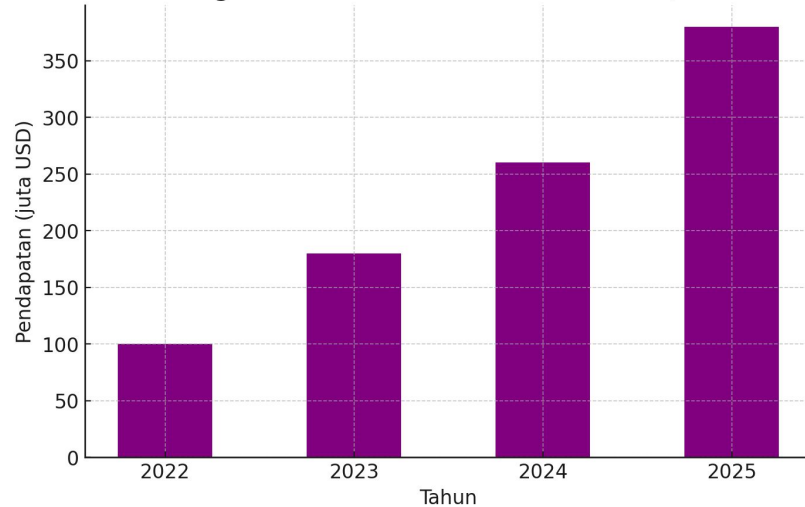
Source: litera.id (2025) news.ahmaddahlan.ac.id (2025)





WIR Prospek Industri

Perkembangan Bisnis Metaverse di Indonesia (2022-2025)



Metaverse

Perusahaan besar seperti Meta (sebelumnya Facebook) telah berinvestasi miliaran dolar untuk membangun dunia metaverse yang mencakup platform untuk kolaborasi virtual dan interaksi sosial. Di sektor game, platform seperti Roblox dan Fortnite menjadi pelopor dalam membangun metaverse yang sudah berfungsi. Di Indonesia, adopsi metaverse diperkirakan akan meningkat seiring dengan perkembangan infrastruktur digital dan minat masyarakat terhadap teknologi baru.

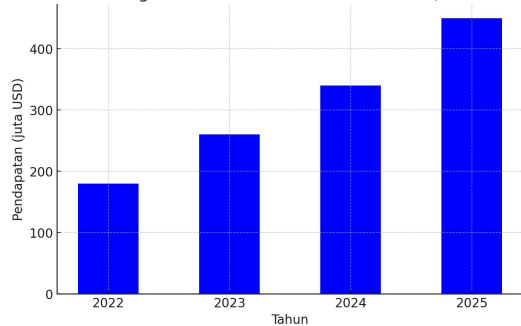
Source: kreatifparenting (2025)

Blockchain dan NFT

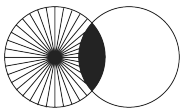
Teknologi blockchain diperkirakan akan melampaui penggunaan mata uang kripto dan merevolusi rantai pasokan, memastikan keamanan data, dan memungkinkan kontrak pintar. Pada tahun 2025, blockchain dapat digunakan untuk meningkatkan transparansi, mengurangi penipuan, dan merampingkan operasi bisnis. Sementara itu, NFT akan terus berkembang sebagai alat untuk kepemilikan digital, terutama di sektor seni, musik, dan game.

Source: news.ahmaddahlan.ac.id (2025)

Perkembangan Bisnis Blockchain di Indonesia (2022-2025)



Perkembangan Bisnis NFT di Indonesia (2022-2025)



PILAR STRATEGIS PERUSAHAAN





WIR Keunggulan Kompetitif

Pionir di Asia Tenggara

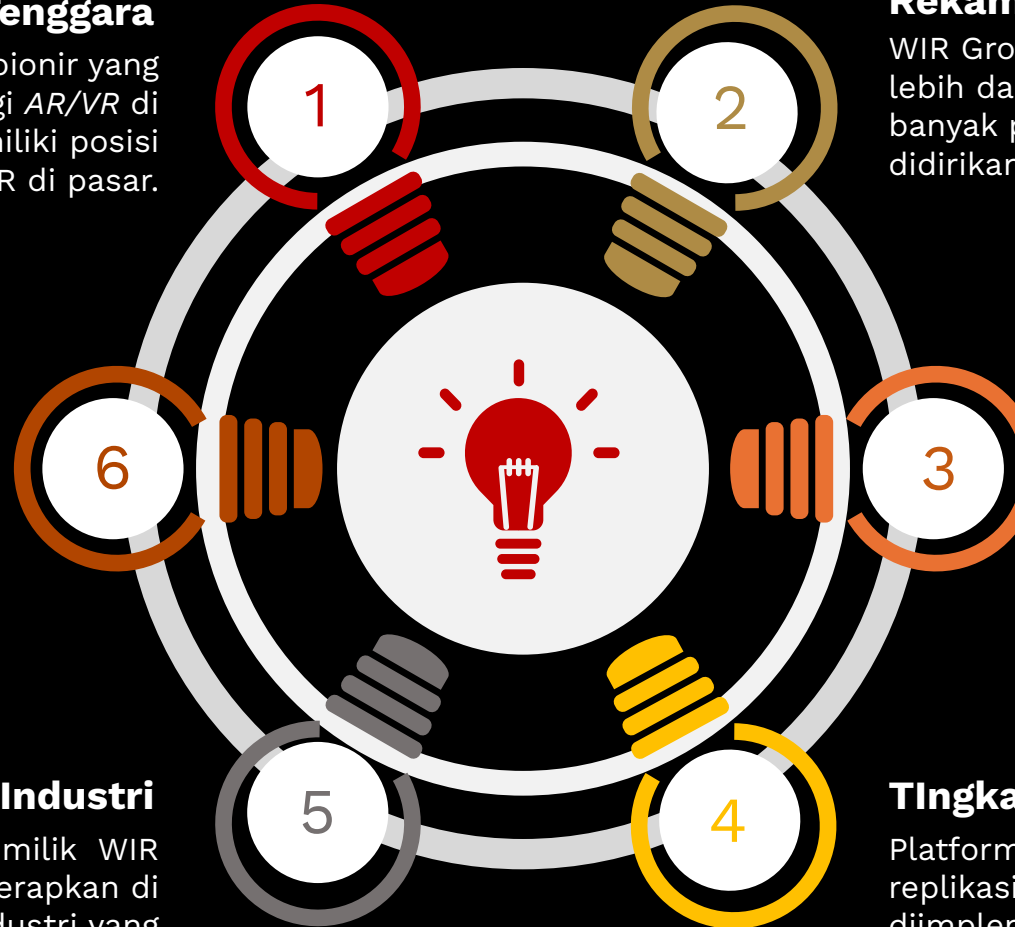
WIR Group merupakan salah satu pionir yang memperkenalkan aplikasi teknologi AR/VR di kawasan Asia Tenggara. WIR memiliki posisi yang baik sebagai pemain AR/VR di pasar.

Model Bisnis Berkelanjutan

Pendekatan WIR Group terhadap pasar adalah dengan bermitra dan menyediakan solusi bisnis berbasis AR, VR, dan AI kepada para pemain utama dan pemimpin industri untuk memastikan teknologi tersebut menghasilkan pendapatan berkelanjutan yang menghasilkan keuntungan positif yang konsisten.

Adopsi Lintas Industri

Solusi dan platform milik WIR Group dapat diterapkan di berbagai industri yang memberikan peluang pasar yang besar.



Rekam Jejak yang Panjang dan Terbukti

WIR Group telah menyelesaikan ribuan proyek di lebih dari 20 negara dan telah memenangkan banyak penghargaan lokal dan global sejak didirikan pada tahun 2009.

Proposisi Nilai yang Unik

WIR Group menyediakan teknologi imersif dan solusi berbasis web 3.0 yang memanfaatkan teknologi AR/VR/AI melalui Layanan Solusi *Bespoke* dan Platform Digital.

Tingkat Skalabilitas yang Tinggi

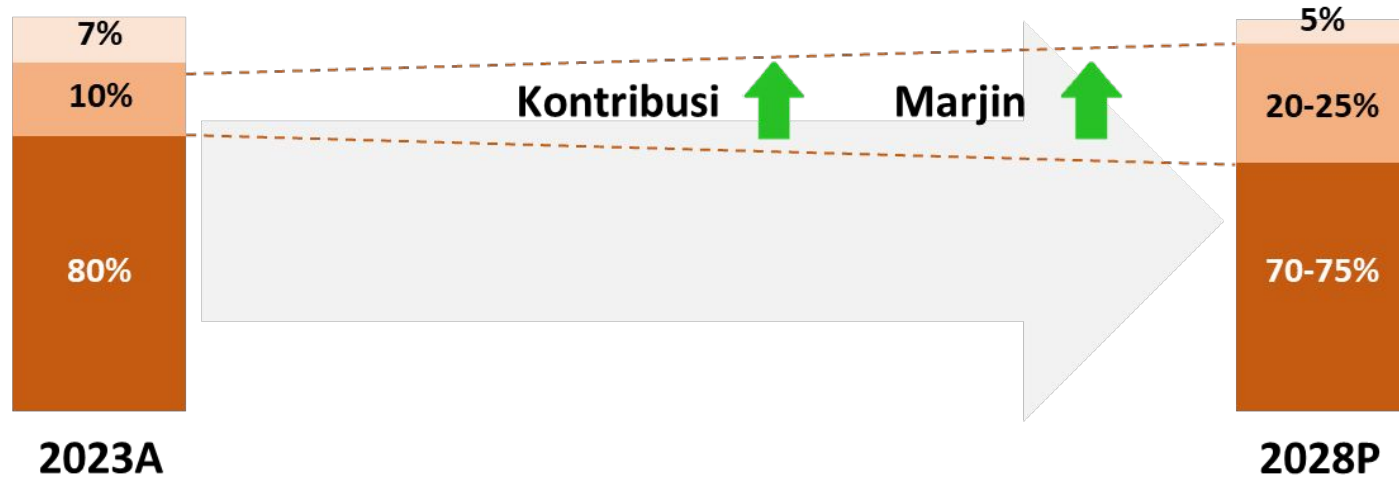
Platform WIR Group memiliki tingkat replikasi yang tinggi dan dapat diimplementasikan oleh klien yang berbeda dengan kustomisasi yang minimal.



WIR

Transformasi Segmen Pendapatan

Transformasi Segmen Pendapatan*



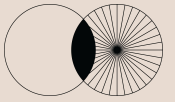
- Penjualan barang-barang melalui digital platform
- Komisi transaksi, biaya periklanan, dan penjualan barang dan jasa virtual yang dilakukan dalam platform**
- Proyek *bespoke*

*Berdasarkan kondisi bisnis saat ini, asumsi tersebut dapat berubah berdasarkan kebijaksanaan manajemen

** Barang dan jasa virtual adalah produk dan layanan dalam platform digital yang akan datang

- **Pertumbuhan** dari seluruh segmen pendapatan diperkirakan akan terus **berlanjut** di tahun-tahun mendatang.
- **Penjualan barang-barang** melalui digital platform masih akan menjadi kontributor utama dan akan terus menarik serta mendorong utilisasi platform oleh penggunaanya.
- Segmen pendapatan yang berasal dari **komisi transaksi, periklanan, dan barang/jasa virtual**** akan meningkat seiring dengan peningkatan utilisasi platform yang akan turut meningkatkan margin keuntungan.
- **Proyek Bespoke** akan terus **tumbuh secara berkelanjutan** dan berkontribusi terhadap **bisnis and aplikasi teknologi** atas ekosistem kami.

5-YEAR ROADMAP



Masuk ke Pasar yang Ditargetkan: Meluncurkan produk dan layanan komersial di pasar yang dipilih. Berfokus pada pengguna awal dan membangun kesadaran merek.

Pengembangan Platform: Mengembangkan platform yang kuat yang memungkinkan pengembang pihak ketiga untuk menciptakan dan mengintegrasikan pengalaman mereka sendiri.

2025

Perluasan Ekosistem:

Berfokus pada menarik lebih banyak pengembang, pembuat konten, dan pengguna ke platform kami. Membangun komunitas yang berkembang.

2027

2024

Peningkatan Teknologi Inti:

Memperkuat platform inti AR/VR, AI, blockchain, dan Web3 kami. Berfokus pada skalabilitas, keamanan, dan interoperabilitas.

2026

Ekspansi Geografis:

Memperluas operasional ke pasar geografis baru.

Diversifikasi Produk:

Memperkenalkan produk dan layanan baru yang memanfaatkan teknologi inti kami. Menjelajahi pasar terkait.

2028

Pengalaman yang Terhubung:

Berfokus pada integrasi platform kami dengan teknologi dan platform lain secara mulus. Memungkinkan interoperabilitas yang sebenarnya.



WIR

TERIMA KASIH





PUBLIC EXPOSE 2026

PT WIR ASIA TBK

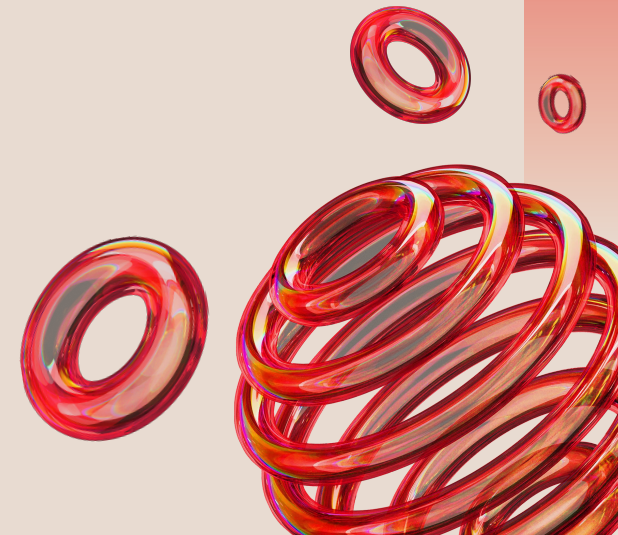


DISCLAIMER

The following information contains statements about future events and expectations that are forward-looking statement by the management of PT WIR Asia Tbk (“WIR Group) (the “Company”), relating to financial trends for future periods, compared to the results for previous periods, characterized by the use of words and phrases such as “might”, “forecast”, “anticipated”, “projected”, “may”, “believe”, “predict”, “expect”, “continue”, “will”, “estimate”, “target”, and other similar expressions.

Forward looking information is based on management’s current views and assumptions including, but not limited to, prevailing economic and market conditions. Our business operates in an ever-changing macro environment. As such, any statement in this information that is not a statement of historical fact is forward-looking statement that involves known and unknown risks, uncertainties, and other factors which may cause WIR Group’s actual results, performance and achievements to be materially different from any future results, performance or achievements expressed or implied by such forward-looking statements.

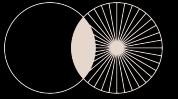
This information does not constitute an offer or invitation to sell, or any solicitation of any offer to subscribe for or purchase any securities and nothing contained herein shall from the basis of any contract or commitment whatsoever no reliance may be placed for any purposes whatsoever on the information contained in the information or on its completeness, accuracy or fairness. None of the Company nor any of its shareholders, directors, officers or employees not any other person accepts any liability whatsoever for any loss howsoever arising from any use of this information or its contents or otherwise arising in connection therewith.





WIR GROUP OVERVIEW





WIR Group is a technology company specializing in AR, VR, AI, quick commerce APIs, blockchain, and Web3 gaming, creating innovative digital experiences for businesses and consumers.

2009
Establishment

1000+
Projects

Indonesia
Focus

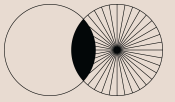
23+
Countries where
projects delivered

Global Award
Winning Company

2022
Listed at IDX

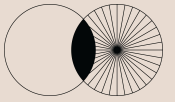
5 Patents Registered under PCT
10+ Patents Pending

256 total employees as of December 2025



VISION:

To be the leading global ecosystem of interconnected digital experiences, seamlessly integrating the physical and virtual worlds through innovative technologies, ultimately shaping the future of human interaction and engagement.



MISSION:

To empower businesses and individuals through cutting-edge AR, VR, AI, blockchain, and Web3 technologies, delivering transformative digital experiences that enhance how we live, work, and play.


WIR

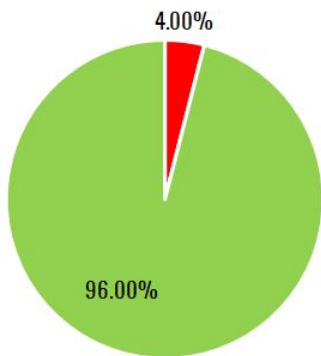
About the Company

General Overview

Company Name	PT WIR Asia Tbk ("WIRG.IDX")
Main business	Offering immersive technology and web 3.0 based solutions featuring AR/VR/AI technology through Bespoke Solution and Digital Platform Solution.
Establishment date	2009
No. of Employees	256 as of 31 December 2025
Paten	5 Patents have been Registered under PCT and more than 10+ Patents are Pending
IPO Date	4 April 2022

Ownership Structure

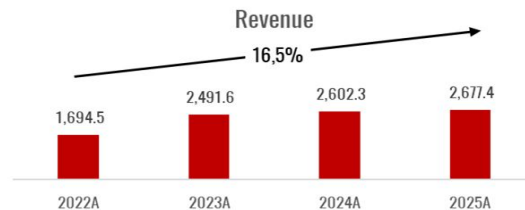
(March 2026)



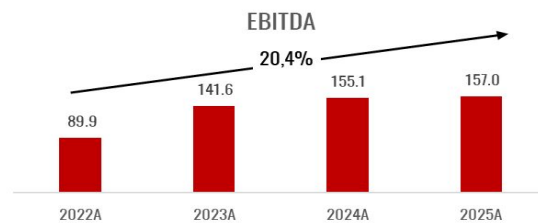
■ PT WIR Global Kreatif
■ Masyarakat

Key Performances

Revenue (In IDR Bn)



EBITDA (In IDR Bn)



→ CAGR

Milestones

2009	WIR Group was established to provide AR, VR, and AI solutions
2014	Listed as Innovation 40 companies by a UK media awarded at the London Stock Exchange Studios
2015-2016	Winner of Auggie Awards as part of Augmented World Expo in Silicon Valley, USA
2018	Launching of Alfamind in partnership with Alfamart
2019	Launching of MINAR
2020	Winner of German Design Award
2021	Featured in Forbes.com Georgia as one of Metaverse Companies to Watch 2022
2022	WIR Group Initial Public Offering (IDX: WIRG); Establishment of JV company with Salim Group for Metaverse Platform
2023	Awarded The Best Transformation & Digital Innovation 2023 by Digitech Awards
2024	Awarded Indonesia Best Digital Innovation 2024 & The Best Investortrust Companies 2024 Category of Best Asset Turn Over

Main Businesses

Bespoke
Solution

AR/VR/AI Solution Provider



Branding and Web 3.0 Consultant



Interactive IoT Device Platform



3D Virtual Stores Network Platform



Geo-location AR Based App (Lifestyle App)

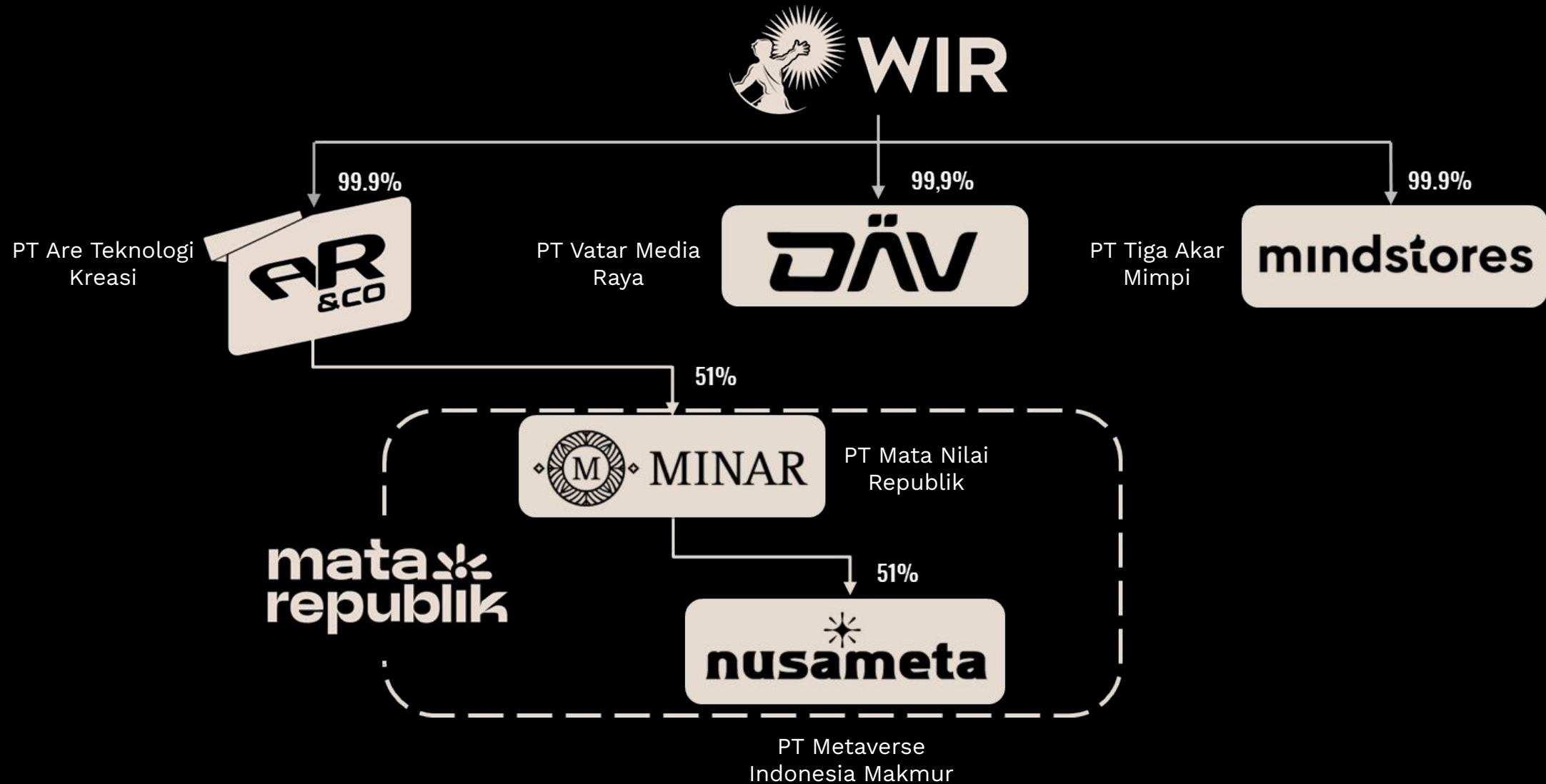


Metaverse Platform

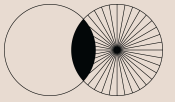


&
Digital
Platform
Solution

WIR Group Company Structure



AWARDS



Indonesia Best Digital
Innovation Award **2024**



'The Best Investortrust Companies
2024' event for the category of
Best Asset Turn Over, **2024**



Representing Indonesia
WEF DAVOS
2019-2023



Digitech Award
2023



The 8th Public Relations
Indonesia Awards **2023**



Best Corporate Secretary
Award **2023**



Best Data & AI Technology by
DataGov AI Summit & Award
November **2022**



Frontier Award Alibaba
Cloud's Asiastar 10 x 10
November **2022**



WIR Solutions won an award
hosted by the Asian Business
Review October **2022**



Indonesia Technology Excellence
Awards for AR and VR Technology
October **2022**



Indonesia Top Digital PR
Award September **2022**



Awarded Best Public Company
by Warta Ekonomi with
Prominent Trading Frequency
August **2022**



Best IPO at the Investor
Awards 2022 by Investor
Magazine
& Berita Satu Holdings
July **2022**



Coverage by Forbes
2021



Germany Design
Award winner
2020



Silicon Valley, USA
2016



Silicon Valley, USA
2015



Listed at Innovation 40 Companies
by The New Economy awarded at
the London Stock Exchange Studios
2014

SOLUTIONS & SERVICES





Ekosistem Solusi

Pioneering Immersive Technology & Web3 Solutions featuring AR-VR-AI to a variety of business needs through B2B & B2B2C model

● B2B

● B2B2C

● B2C

Virtual Reality (VR)

Bespoke Solutions

Customized solutions of immersive and web 3.0 technologies implementation through bespoke software and application outcome-based projects across industries for more interactive and engaging users experience.

AR&Co



Develops AR / VR-enabled software to enhance product experiences



DMID



Brand consultancy for immersive tech and Web 3.0 implementation



Platform Solutions

Platform based digital solutions featuring immersive technologies that enable business to utilize virtual stores platform, kiosks as virtual storefronts through various revenue sharing scheme based on utilizations.

Mindstores



Immersive virtual store solutions and one-stop digital payments solutions



DAV



Interactive IoT device powered by AR and AI technologies



Gaming & Web3 Platforms

Platform based digital solutions featuring immersive gamification and web 3.0 technologies such as metaverse ecosystem and blockchain based services

mata
republik

MinarAce



Geo-location mobile gaming application, implemented with AR & GPS features



Nusameta



Indonesia Metaverse Ecosystem - One of the local pioneers in the business



Web 3.0 and Metaverse

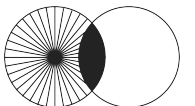


Revenue Segment Overview

Services Offered	Bespoke Solutions	Digital Platform Solutions																				
Descriptions	- AR/VR/AI powered software development - Branding strategy and web 3.0 implementation consultancy - Platform adjustments and customization. - AR/VR based theme park and entertainment enabler	- 3D Virtual Store platform - IoT Device platform - Geolocation with Augmented Reality based App - Metaverse platform - Blockchain Application																				
Revenue Streams	1. Software development 2. Brand and IT Consultancy	1. Transactions and Commission on transactions done through the platform 2. Fees for Promotion and advertising done within the platform 3. Virtual goods and services offered within the platform*																				
Revenue Trends (in IDR billion)	<table><tr><th>Year</th><th>Revenue (IDR billion)</th></tr><tr><td>2022</td><td>172</td></tr><tr><td>2023</td><td>181</td></tr><tr><td>2024</td><td>246</td></tr><tr><td>2025</td><td>308</td></tr></table>	Year	Revenue (IDR billion)	2022	172	2023	181	2024	246	2025	308	<table><tr><th>Year</th><th>Revenue (IDR billion)</th></tr><tr><td>2022</td><td>1,523</td></tr><tr><td>2023</td><td>2,311</td></tr><tr><td>2024</td><td>2,356</td></tr><tr><td>2025</td><td>2,369</td></tr></table>	Year	Revenue (IDR billion)	2022	1,523	2023	2,311	2024	2,356	2025	2,369
Year	Revenue (IDR billion)																					
2022	172																					
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Year	Revenue (IDR billion)																					
2022	1,523																					
2023	2,311																					
2024	2,356																					
2025	2,369																					

*Upcoming products and services

CAGR →



Business Updates

The following are some of the updates of the Company and its subsidiaries throughout 2025

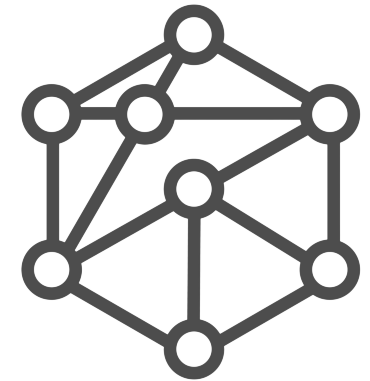
StoresHub has now been deployed - Quick Commerce Platform for Livin app

StoresHub is a quick-commerce platform that enables businesses to deploy integrated digital storefronts with logistics and payment connectivity, supporting fast, flexible, and scalable transactions.



Introducing Blockchain as a service

Starting to Blockchain-as-a-Service provides secure, scalable blockchain adoption for various use cases such as digital identity, secure transactions, and tokenized assets through seamless system integration.



Secure and Permissioned



Integration of Trusted Execution Environment (TEE) to attest data existence, enabling secure, permissioned content delivery

Flexible

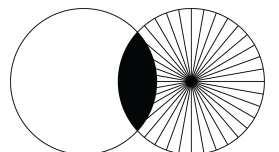


Stores multimedia - word documents, images, videos - supporting various use cases

Accessible



Runs on low-powered remote devices, such as IoT devices



Business Updates

The following are some of the updates of the Company and its subsidiaries throughout 2025

Mobile VR Classroom service

Sekolah VR Keliling, a mobile VR education program delivering immersive learning experiences to schools and underserved communities, supporting STEM education and digital literacy.



Special event with the marginalised children

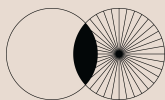
Special event with disabled children



COMPANY FINANCIALS



FINANCIAL SUMMARY IN IDR



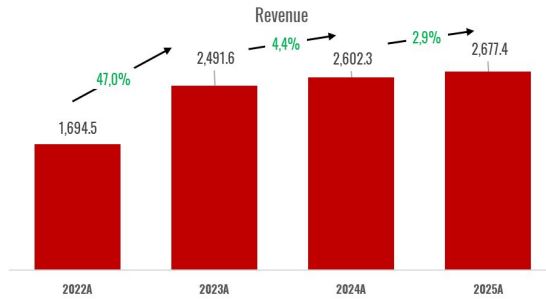
(In Billion IDR)

Descriptions	2022A	2023A	2024A	2025A
Revenue	1.694	2.492	2.602	2.677
Gross Profit	205	300	286	304
Operating Profit	73	107	103	164
Net Profit	48	69	79	72
<i>Net Profit Margin</i>	<i>2.80%</i>	<i>2.70%</i>	<i>3.0%</i>	<i>2.70%</i>
EBITDA	90	142	155	157
<i>EBITDA Margin</i>	<i>5.30%</i>	<i>5.70%</i>	<i>6.00%</i>	<i>5.87%</i>
Total Assets	885	1.127	1.440	1.630
Total Liabilities	259	411	632	748
Total Equity	626	715	808	885

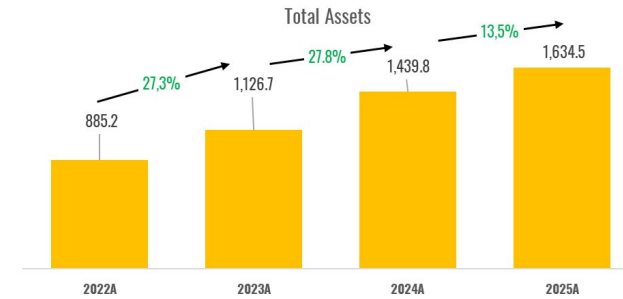

WIR

Key Financial Performance

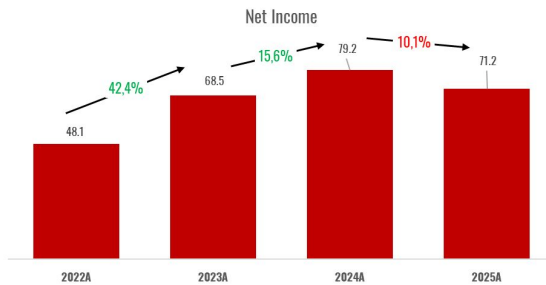
Revenue (in IDR Billions)



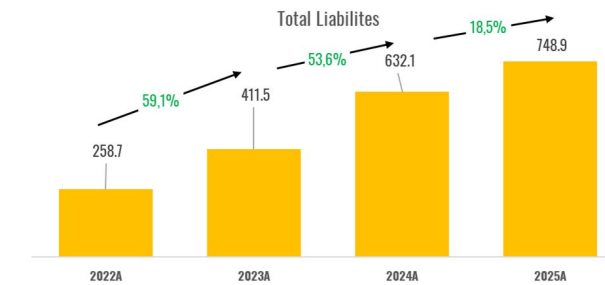
Total Assets (in IDR Billions)



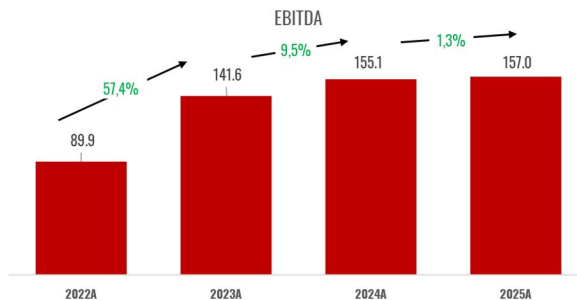
Net Income (in IDR Billions)



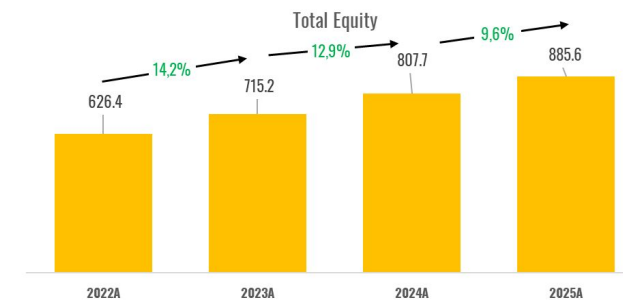
Total Liabilities (in IDR Billions)



EBITDA (in IDR Billions)



Total Equity (in IDR Billions)





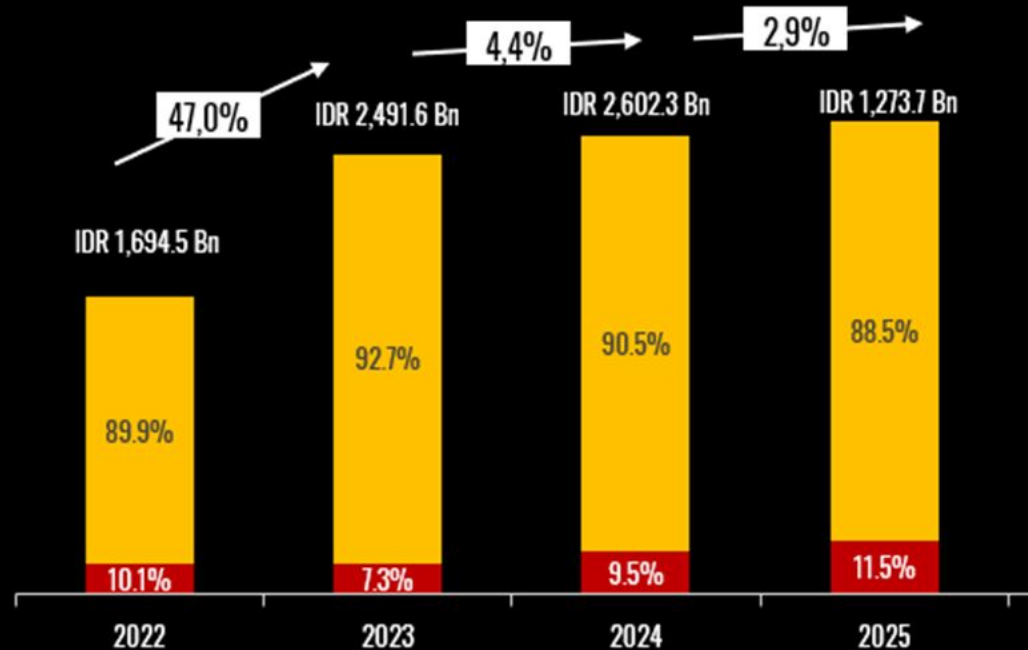
WIR Latest Financial Summary

Statement of Financial Position	As of 31 Dec 2024	As of 31 Dec 2025	Increments	(in IDR)
Total Assets	1,439,830,743,742	1,634,483,916,710	13.5%	
Total Liabilities	632,145,458,883	748,889,795,331	18.5%	
Total Equity	807,685,284,859	885,594,121,379	9.6%	
For the Full Year Period				
Statement of Profit or Loss	31 Dec 2024	31 Dec 2025	Increments	
Revenues	2,602,278,328,490	2,677,371,476,665	2.9%	
Gross Profit	286,114,494,638	304,265,239,989	6.3%	
<i>Gross Profit Margin</i>	<i>11.0%</i>	<i>11.4%</i>		
Operating Profit	103,866,024,530	163,643,393,321	57.6%	
<i>Operating Profit Margin</i>	<i>4.0%</i>	<i>6.1%</i>		
Net Income	79,174,975,065	71,192,682,687	-10.1%	
<i>Net Income Margin</i>	<i>3.0%</i>	<i>2.7%</i>		
EBITDA	155,063,073,089	157,038,875,044	1.3%	
<i>EBITDA Margin</i>	<i>6.0%</i>	<i>5.9%</i>		



WIR

Historical Revenue Breakdown



Segment
Revenue
Growth
y-o-y

2021-22: 5.3%
2022-23: 35.9%
2023-24: 25.1%

Bespoke Solution

2021 - 2022: 51.8%
2022 - 2023: 2.0%
2023 - 2024: 0.6%

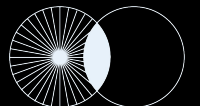
Digital Platform
Solution

Healthy Year-on-Year Growth

WIR Group has successfully recorded a revenue of IDR 2.6 trillion throughout the full year period of 2025, a growth of 2.9% when compared to last year's performance.

The largest contributor of the revenue growth was the revenue generated from Digital platform Solution segment, which was mainly contributed from commerce transaction and advertising & sponsorship done through the digital platform.

The Company is also maintaining its Bespoke Solution segment growth through completion of bespoke technology related projects for its business partners.



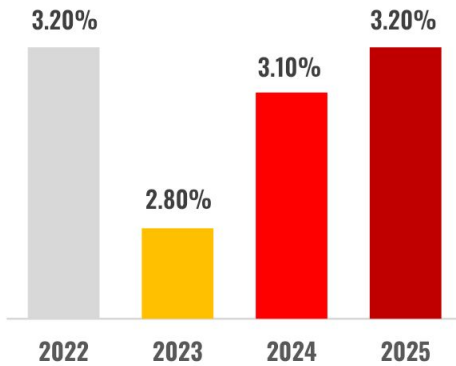
INDUSTRY OUTLOOK



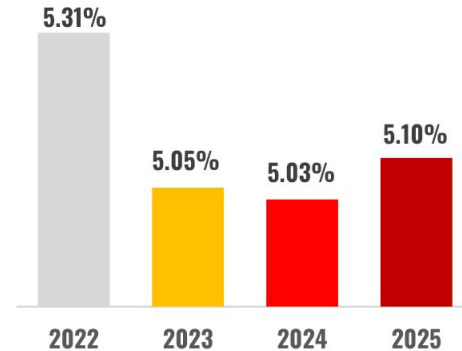


WIR Industry Outlook

Global GDP Growth



Indonesia GDP Growth

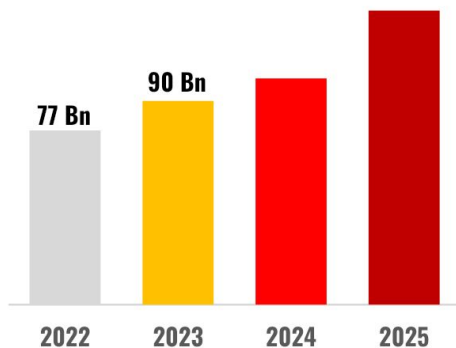


Resilience in the Indonesian Economy

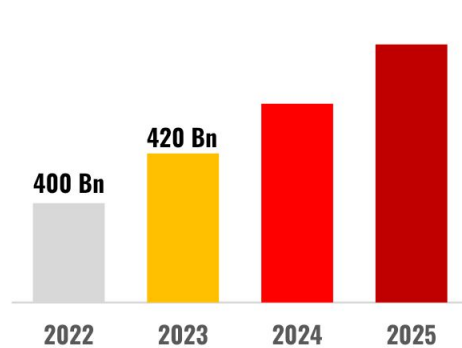
Despite global economic growth being projected to stagnate at 3.2% with a relatively high inflation rate of 4.5% in 2025, Indonesia's economy is still expected to grow within the range of 5.1% to 5.5% during that year.

Source: fiskal keuangan kemenkeu (2025)

Indonesia Internet Economy (in USD)



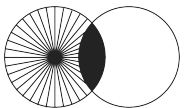
Indonesia AR/VR Market Size (in USD)



Pasar Atraktif di Indonesia

Indonesia remains an appealing market for our online-to-offline (O2O) solutions. According to the e-Conomy SEA 2023 report by Google, Indonesia's internet economy is projected to reach a Gross Merchandise Value (GMV) of USD 82 billion by 2025. Additionally, the Augmented Reality (AR) and Virtual Reality (VR) market in Indonesia is expected to generate revenue of USD 463.8 million in 2025, with a compound annual growth rate (CAGR) of 8.14% during the 2025-2029 period, reaching USD 634.2 million by 2029.

Source: Country Spotlight Indonesia (2023) , Statista (2025)



WIR Industry Outlook

Artificial Intelligence (AI)

The APAC AI Outlook 2025 report, initiated by IBM, indicates that companies in the Asia-Pacific region, including Indonesia, have moved beyond the experimental stage and are now focusing on maximizing the impact of their AI investments. Around 54% of companies expect long-term benefits, such as innovation and revenue growth, through the implementation of cost-effective and flexible AI solutions.

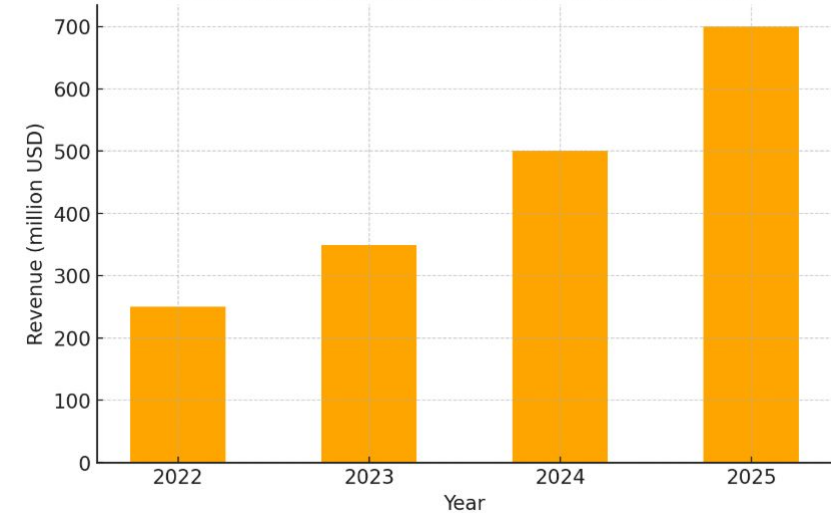
Source: telset.id (2025)

Augmented Reality & Virtual Reality

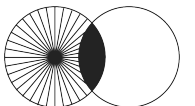
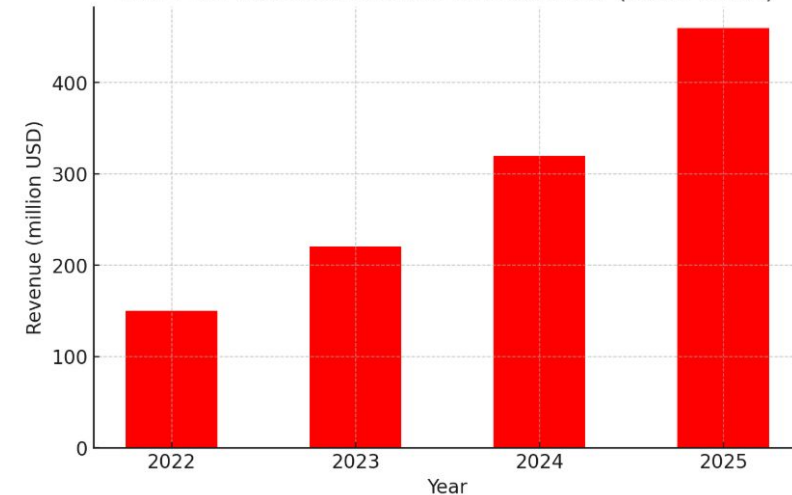
AR and VR technologies are expected to be increasingly utilized not only in gaming but also in e-commerce, education, corporate training, and real estate. The implementation of AR and VR will create more interactive and immersive experiences for users, opening up new business opportunities across various sectors.

Source: litera.id (2025) news.ahmaddahlan.ac.id (2025)

AI Business Growth in Indonesia (2022-2025)



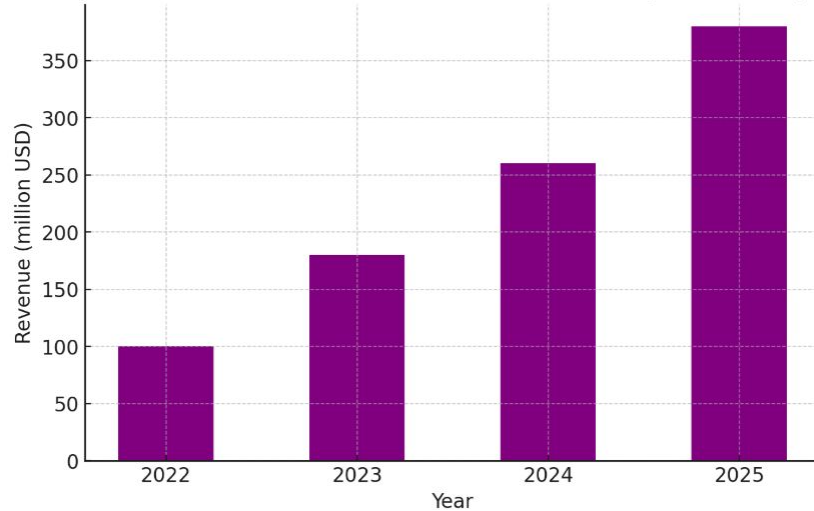
AR & VR Business Growth in Indonesia (2022-2025)





WIR Industry Outlook

Metaverse Business Growth in Indonesia (2022-2025)

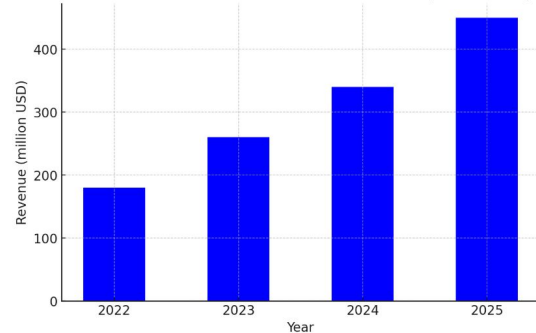


Metaverse

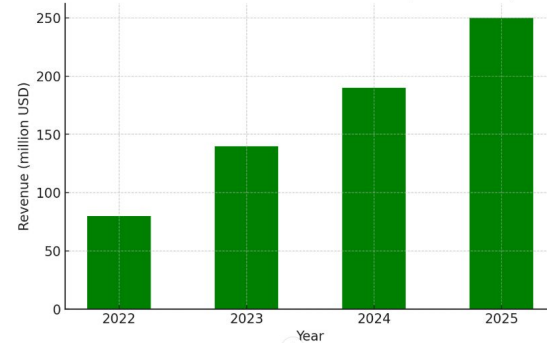
Large companies like Meta (formerly Facebook) have invested billions of dollars to build the metaverse, including platforms for virtual collaboration and social interaction. In the gaming sector, platforms like Roblox and Fortnite have been pioneers in creating a functional metaverse. In Indonesia, metaverse adoption is expected to increase along with the development of digital infrastructure and the growing public interest in new technologies.

Source: kreatifparenting (2025)

Blockchain Business Growth in Indonesia (2022-2025)



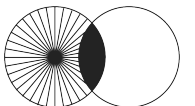
NFT Business Growth in Indonesia (2022-2025)



Blockchain dan NFT

Blockchain technology is expected to go beyond cryptocurrency usage and revolutionize supply chains, ensure data security, and enable smart contracts. By 2025, blockchain could be used to enhance transparency, reduce fraud, and streamline business operations. Meanwhile, NFTs will continue to evolve as a tool for digital ownership, particularly in the art, music, and gaming sectors.

Source: news.ahmaddahlan.ac.id (2025)



COMPANY STRATEGIC PILLARS





WIR Competitive Advantages

Pioneer in SEA Region

WIR Group is one the pioneers who introduced AR/VR technology application in the SEA region. Providing good positioning as AR/VR player in the market.

Sustainable Business Model

WIR Group approach to market is by partnering and providing AR, VR, and AI based business solutions to key players and industry leaders to ensure sustainable revenue generation that resulted in consistent positive bottom line.

Cross Industries Adoption

The solution and platform made by WIR Group that are applicable across industries providing huge market opportunities.

Extensive and Proven Track Record

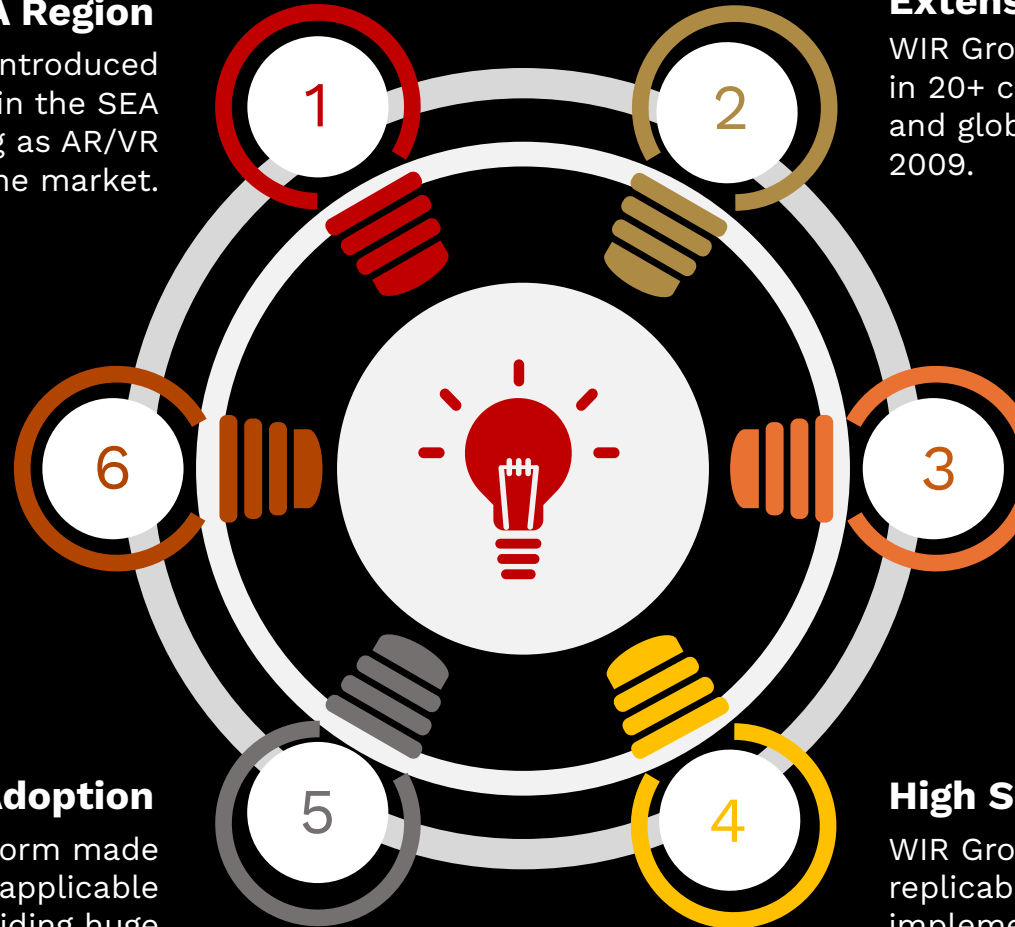
WIR Group has done thousands of projects in 20+ countries which has won many local and global accolades since its inception in 2009.

Unique Value Proposition

WIR Group is offering immersive technology and web 3.0 based solutions featuring AR/VR/AI technology through Bespoke Solution and Digital Platform Solution.

High Scalability

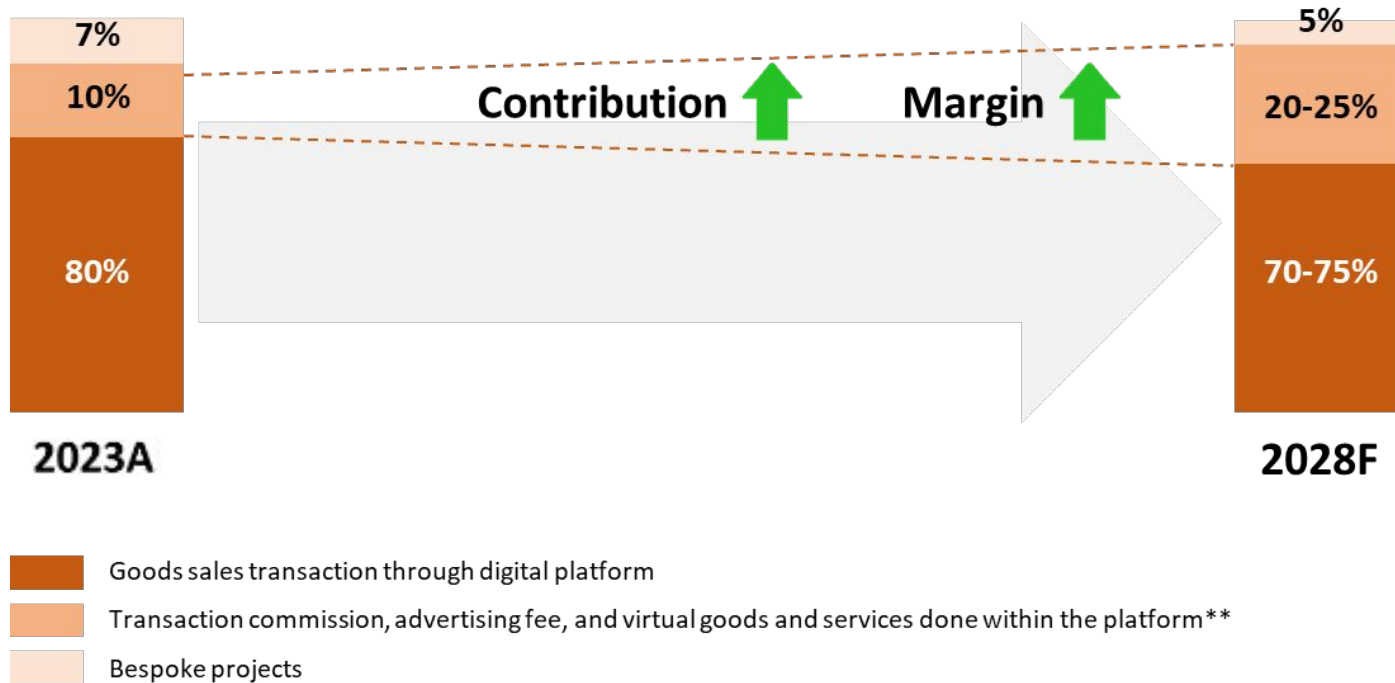
WIR Group platforms are highly replicable and can be implemented by different clients with minimum customization.




WIR

Revenue Stream Transformation

Revenue Stream Transformation*

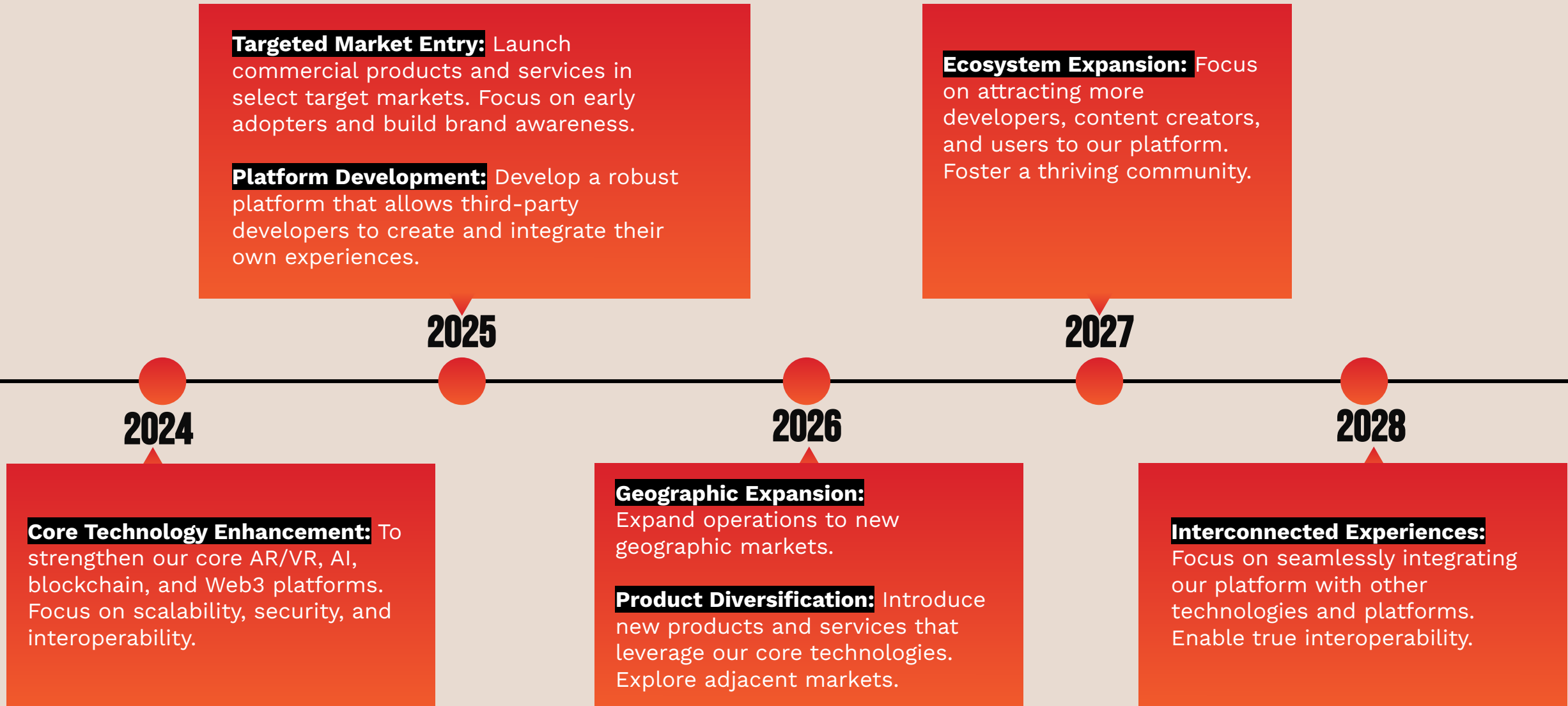
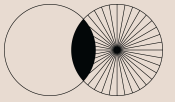


- **Growth** throughout all revenue streams expected to **continue** in the upcoming years
- **Goods sales** through platform will still become the **major contributor** as well as continue to **attract** and **drive** platform **utilization** by users
- Revenue streams from **commission, advertising, and virtual goods/services**** will increase along with platform utilization which will **improve** profitability **margin**
- **Bespoke Projects** will continue to **grow sustainably** and contributing both **business** and **technology application** to our ecosystem.

*Based on the current business condition, the assumptions may change based on management's discretion

**virtual goods and services are upcoming products and services within the Digital Platform

5-YEAR ROADMAP





WIR

THANK YOU

