

GAMING

UJESH DESAI

GM, Gaming



FORWARD-LOOKING STATEMENTS & CONSTANT CURRENCY

This presentation includes **forward-looking statements** within the meaning of the U.S. federal securities laws, including, without limitation, statements regarding: product category growth and growth drivers, market segments and size, market segment opportunities, esports and other product category trends, product portfolio, partners, product features and capabilities, technology, strategy, and growth opportunities. These statements are subject to risks and uncertainties that may cause actual results and events to differ materially, including without limitation: if our product offerings, marketing activities and investment prioritization decisions do not result in the sales, profitability or profitability growth we expect, or when we expect it; if we fail to innovate and develop new products in a timely and cost-effective manner for our new and existing product categories; if we do not successfully execute on our growth opportunities or our growth opportunities are more limited than we expect; the effect of pricing, product, marketing and other initiatives by our competitors, and our reaction to them, on our sales, gross margins and profitability; if our products and marketing strategies fail to separate our products from competitors' products; if we are not able to maintain and enhance our brands; if there is a deterioration of business and economic conditions in one or more of our sales regions or product categories, or significant fluctuations in exchange rates; changes in trade policies and agreements and the imposition of tariffs that affect our products or operations and our ability to mitigate; risks associated with acquisitions. These and other risks and uncertainties are detailed in Logitech's filings with the Securities and Exchange Commission, including our Annual Report on Form 10-K for the fiscal year ended March 31, 2018 and our Quarterly Report on Form 10-Q for the fiscal quarter ended December 31, 2018, available at www.sec.gov, under the caption Risk Factors and elsewhere. Logitech does not undertake any obligation to update any forward-looking statements to reflect new information or events or circumstances occurring after the date of this presentation.

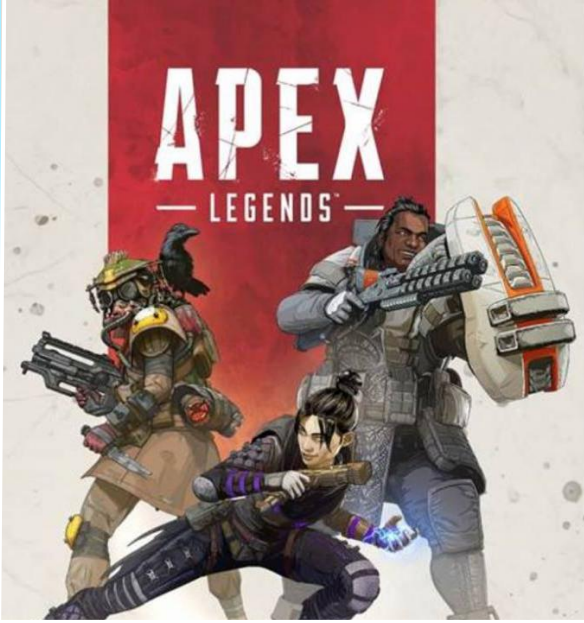
To facilitate comparisons to Logitech's historical results, we present percentage sales growth in constant currency ("CC") to show performance unaffected by fluctuations in currency exchange rates. Percentage sales growth in constant currency is calculated by translating prior period sales in each local currency at the current period's average exchange rate for that currency and comparing that to current period sales. Logitech believes this information will help investors to evaluate its current period performance, outlook and trends in its business.



PC GAMING

~$3.0B Market







Source: Newzoo, NPD, GfK, and Logitech

SIMULATION

~$300M+ Market









Simulation numbers based on WW wheel market. Source: NPD, GFK, internal Logitech.



CONSOLE

~$2.5B Market







Source: Newzoo, NPD, GfK, and Logitech


Biofrost
T··Mobile
htc
logitech
twitch
TEAMSOLOMID



DESIGNED WITH AND FOR PROS

2+ YEARS OF COLLABORATION

50+ ESPORTS PROS

12+ DESIGN PROTOTYPES

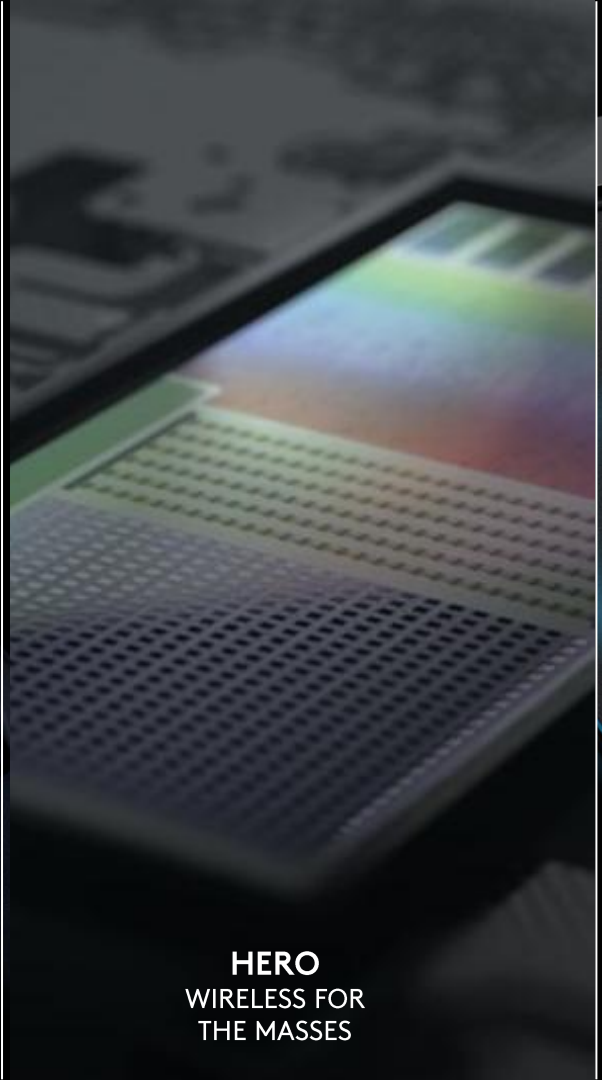
ALWAYS THE MOST ADVANCED LOGITECH G TECHNOLOGIES



WIRELESS



LIGHTSPEED
> WIRED



HERO
WIRELESS FOR
THE MASSES

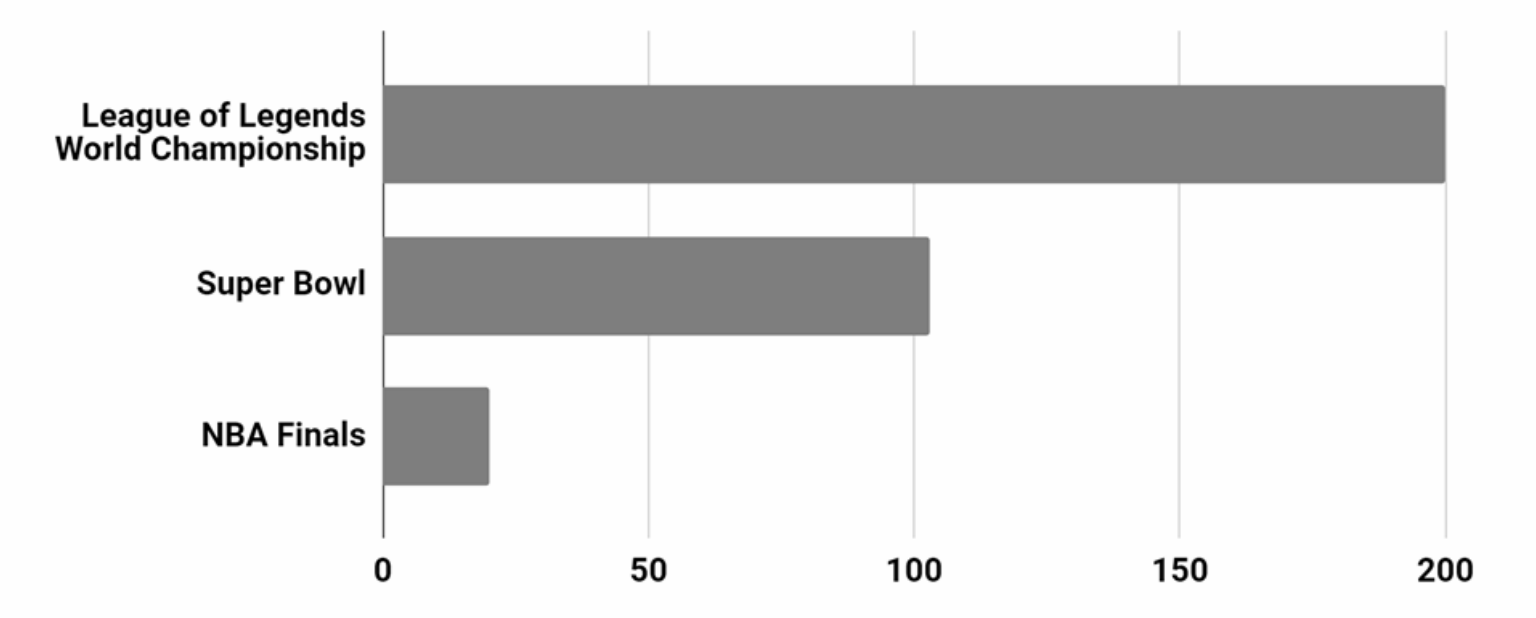


POWERPLAY™
INFINITE LIFE


LONDON SPITFIRE
HISTORY

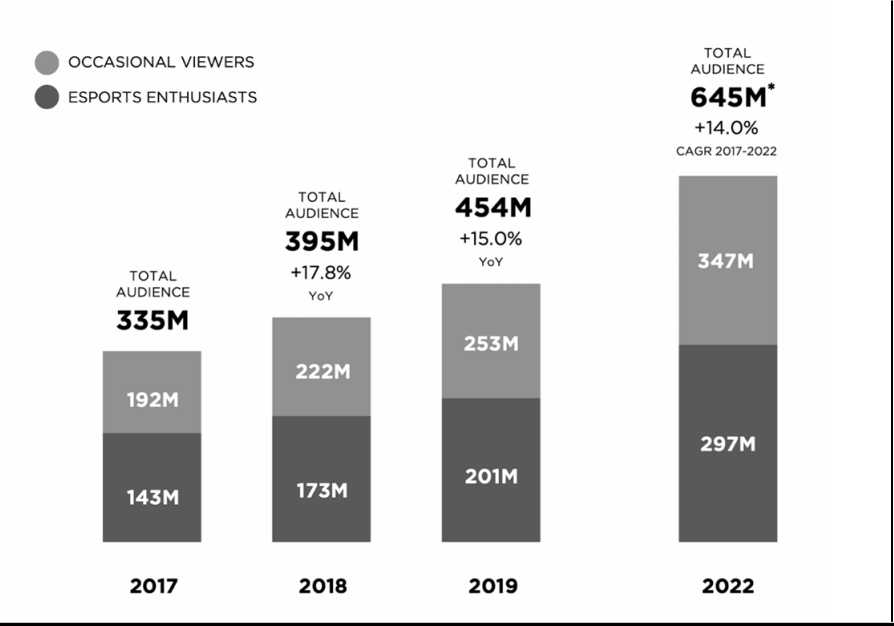
2018 Viewership

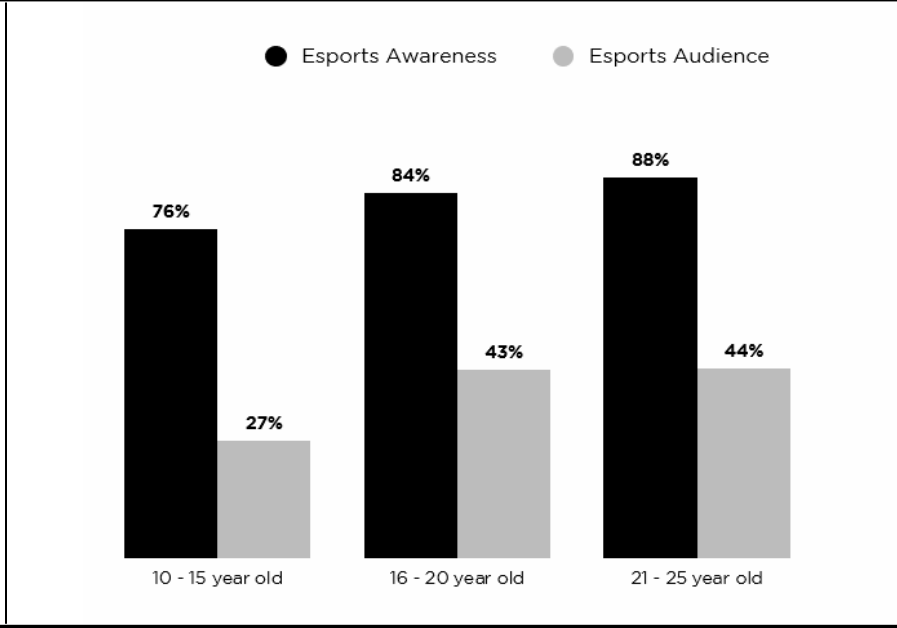
(in millions)



2018 League of Legends Finals (200 million viewers) Source: ESCWatch.com
2018 Super Bowl LII (103.4 million viewers) Source: Variety.com
2018 NBA Finals Game 4 (12.9 million viewers) Source: TVline.com

Viewership Trends

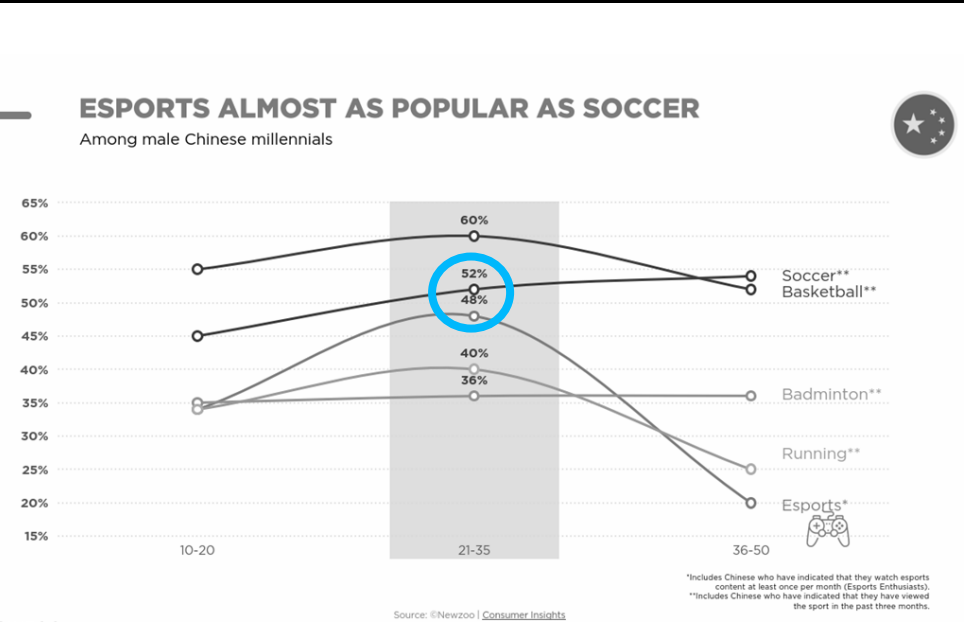


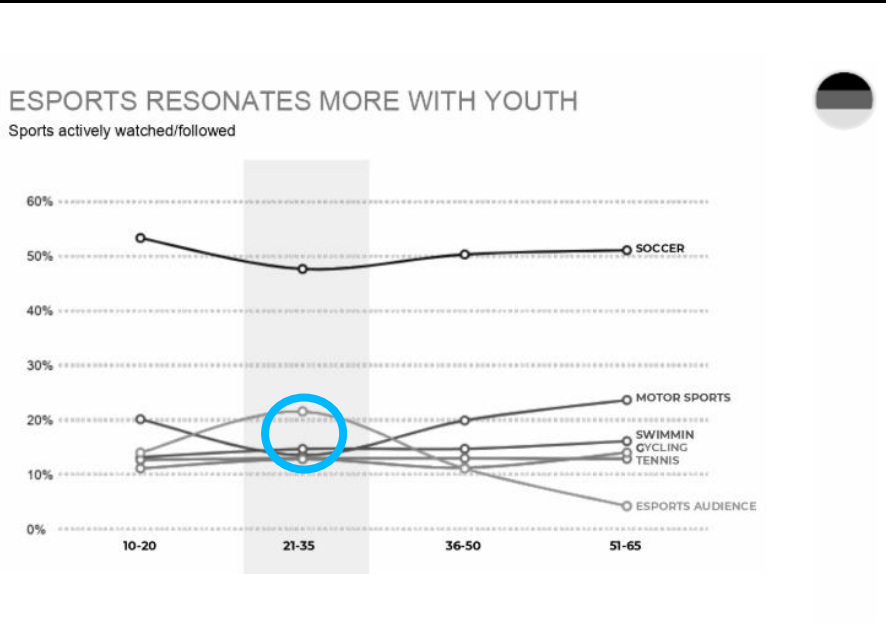


- Total esports audience over 395M in 2018
- Esports awareness is extremely high across a younger demographic

Source: Newzoo

Viewership Trends



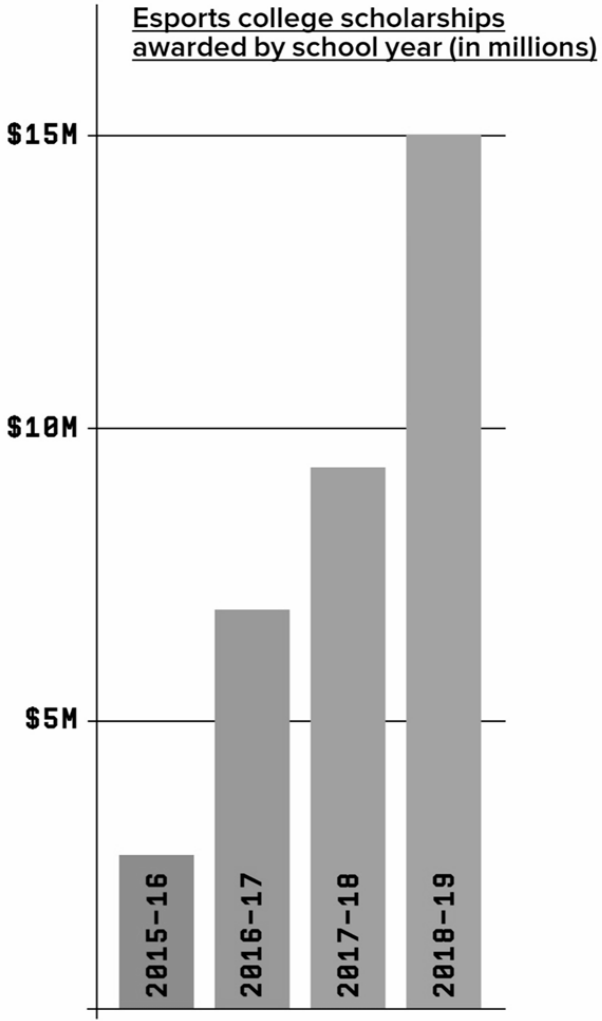


Source: Newzoo


PARIS
SAINT-GERMAIN
eSports
AGGE
19
YELLOWSTAR
15
DAXE
12


WELCOME TO ESPORTS
ALONSO!
FA RACING
G2
logitech
FAracing-G2.com
kimoa





Source: Wired Magazine February 2019


DALLAS TEAM C
VS.
CHICAGO TEAM C
Did you know
Super League Gaming is located in Santa Monica.
As soon as all 10 players are logged into your game, please go ahead and start!
CURRENT SCORE
0 0
SUPER LEAGUE GAMING


14
SAP
PIRELLI
HONDA









logitech
CHALLENGE
GLOBAL


iGor
logitech
VIVE
huami
VIVE
ONEPLUS
sparco
ALIENWARE



Farming Simulator

LEAGUE

GIANTS SOFTWARE

logitech

intel

NITRADO

noblechairs





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Keep Playing







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