

## Second Quarter 2017

July 25, 2017

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# Welcome to our presentation of the Q2 2017 interim report



Henrik Eskilsson, CEO



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## The Tobii Group and its business units

- Continued large investments to drive long-term growth in all three business units, including organization expansion
- Strong sales in Tobii Pro, stable sales in Tobii Tech and flat in Tobii Dynavox
- SMI (Tobii's largest competitor) was acquired by Vineyard Capital Corporation, with reported connections to Apple

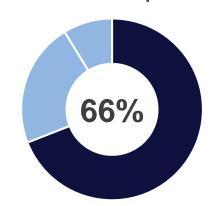




## **Tobii Dynavox**

- Global leader in assistive technology for communication
- Market share over 40%
- Provides products that enable tens of thousands of users with special needs to speak and communicate effectively

Share of the Group's sales







# Strategically important product launches during the quarter



**Indi**, the world's first speech tablet



**EyeMobile Plus**, eye control of Windows tablets



**PCEye Plus**, hardware for eye-controlled computer access



**Snap + Core First**, new symbol-based communication software for Windows and iOS



Windows Control 2, software for eye control of Windows-based devices



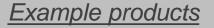


## A revamped portfolio

#### **Medical grade**









#### Mid-range





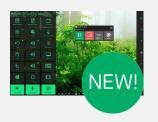


Indi EyeMobile Plus PCEye Mini

#### **Software**







Snap
Communicator
Windows Control

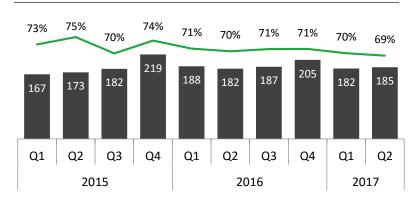




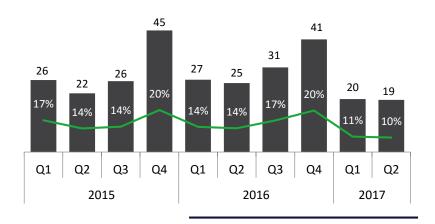
## **Tobii Dynavox Q2 financials**

- Revenue increased 2%
  - -4% adjusted for currency
  - Flat adjusted for currency and backlog effects
  - Strong sales of eye-controlled communication devices
  - Slow sales of older touch products
- Gross margin at 69% (70%)
- EBIT margin at 10%
- Increased investments in R&D

#### Revenue (SEK million) and Gross Margin



#### EBIT (SEK million) and EBIT Margin

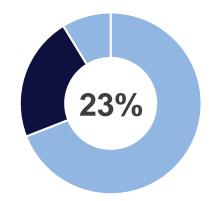




### **Tobii Pro**

- World leader in eye-tracking solutions for understanding human behavior
- Market share close to 50%
- Provides eye tracker hardware and analysis software, plus market research consulting
- 2,000 academic and 3,000 commercial customers

**Share of the Group's sales** 





**tobii** pro

## Acquisition of Sticky important step towards more differentiated product offering

- A cloud-based solution enabling large-scale market research studies using webcam eye tracking
- Complementary product
- Synergies in sales organization, product portfolio, research services, customers and brand







## Driving growth in both established and new customer areas





Video explaining the field of skills transfer <a href="https://tobii.23video.com/voices-of-tobii-ken-hachisu-general-manager-tobii">https://tobii.23video.com/voices-of-tobii-ken-hachisu-general-manager-tobii</a>

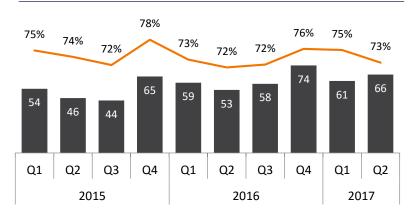




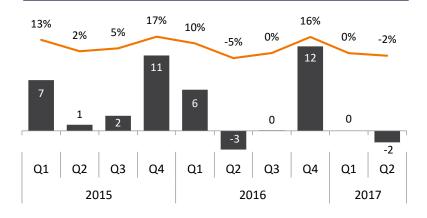
### **Tobii Pro Q2 financials**

- Revenue increased 24 %, or 19% adjusted for currency effects
  - Strong sales of flagship products such as Glasses 2 and Spectrum
- Gross margin at 73% (72%)
- EBIT margin at -2% (-5%)
  - Increased operating costs
  - Acquisition and integration costs related to Sticky

#### Revenue (SEK million) and Gross Margin



#### EBIT (SEK million) and EBIT Margin

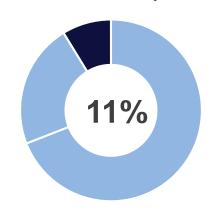


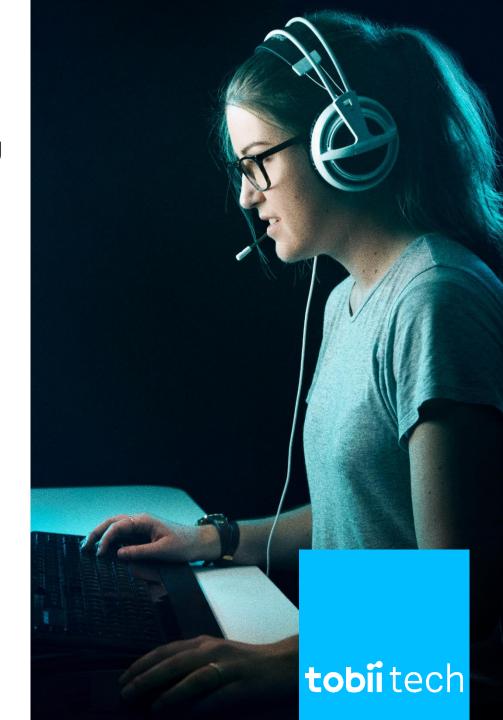


### **Tobii Tech**

- Leading supplier of eye tracking technology to integration customers
- Targets high volume markets such as PC gaming, mainstream computers, virtual reality, smartphones, and specialized markets

**Share of the Group's sales** 





## **tobii** tech

## Stable progress in PC gaming

- Continued good progress in growing available game titles – added >15 games, now some 80 games with eye tracking
- Positive feedback from endcustomers, asking for more games
- Ongoing deliveries to integration customers































tobii tech

# Very strong interest in eyetracking in Virtual Reality

- Launched VR development kit
- Intensified dialogues with several potential customers and partners
- Continued to grow the organization to have capacity for multiple parallel projects and customers in VR







## New customers in specialized markets

- Robotic surgery
- Diagnostics
- Casino machines





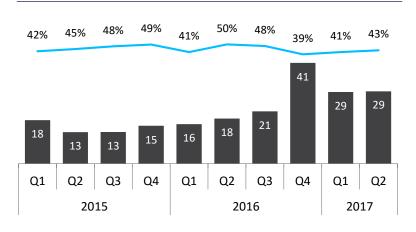




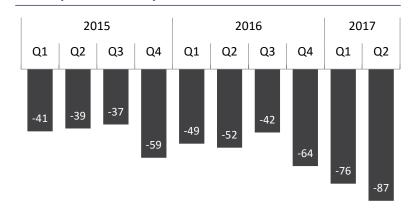
## **Tobii Tech Q2 financials**

- Revenue increased 60% yearover-year
  - External sales increased 152%
- Gross margin was 43% (50%)
- Operating loss amounted to -87 MSEK (-52)
  - Increased investments in R&D and marketing
  - Extraordinary external R&D expenses for next-generation integration platform

#### Revenue (SEK million) and Gross Margin



#### **EBIT (SEK million)**

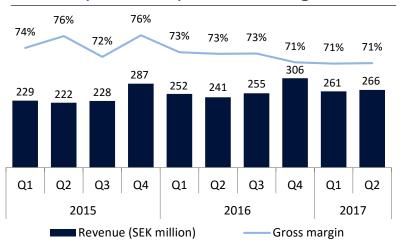




## **Tobii Group Q2 financials**

- Revenue increased 10% yearover-year
  - 4% adjusted for currency effects
- Gross margin was 71% (73%)
  - Increased sales from Tobii Tech
  - Changes in product mix
- Group EBIT was -70 MSEK (-29)
  - Tobii Dynavox contributed 20 MSEK
  - Tobii Pro was slightly negative
  - Tobii Tech impacted the Group earnings by -87 MSEK
- Impacted by increased investments in R&D, sales and marketing, some of them nonrecurring

#### Revenue (SEK million) and Gross Margin



#### EBIT for the Group (SEK million)





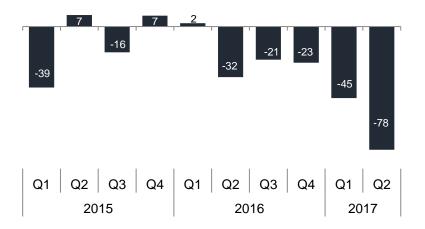
### Balance sheet and cash flow

- Cash flow continued to be impacted by substantial investments within mainly R&D and by non-recurring items
- Sticky acquisition impacted cash flow with -24 MSEK
- Strong cash position, 631 MSEK

#### **Group balance and cash flow summary**

Tobii Group (MSEK)	Q2 2017	Q2 2016	Q4 2016
Total Assets	1 388	1 004	1 487
Equity	1 109	763	1 215
<b>Equity Ratio</b>	80	76	82
Net Cash (+)/Net Debt(-)	631	348	772
Cash flow after continuous investments	-78	-32	-23

#### **Group cash flow after continuous investments (MSEK)**





tobii

Q&A