



Barclays Global Technology Conference
December, 2024



DISCLAIMER

Forward Looking Statements

This presentation contains forward looking statements that involve risks, uncertainties and assumptions. If the risks or uncertainties ever materialize or the assumptions prove incorrect, the Company's results may differ materially from those expressed or implied by such forward-looking statements. All statements other than statements of historical fact could be deemed forward-looking statements, including, but not limited to: information or predictions concerning the Company's future financial performance (including its FY2024 guidance and long-term goals), business plans and objectives, potential growth opportunities, potential market leadership, technological, industry or market trends (including assumptions regarding the market in late 2024 and 2025 market) and potential market opportunities. These statements are based on estimates and information available to the Company at the time of this presentation and are not guarantees of future performance. Actual results could differ materially from the Company's current expectations as a result of many factors, including, but not limited to: current macroeconomic conditions, including but not limited to the impacts of high inflation and the risk of a recession on demand for our products, consumer confidence and financial markets generally; the Company's ability to build and maintain the strength of its brand among gaming and streaming enthusiasts and its ability to continuously develop and successfully market new gear and improvements to existing gear; the introduction and success of new third-party high-performance computer hardware, particularly graphics processing units and central processing units, as well as sophisticated new video games; fluctuations in operating results; the risk that the Company is not able to compete with competitors and/or that the gaming industry, including streaming and eSports, does not grow as expected or declines; the loss or inability to attract and retain key management; the impact of global instability, such as the war between Russia and Ukraine or any conflict between China and Taiwan, and any sanctions or other geopolitical tensions that may result therefrom; the impacts from any pandemic, including any lingering impacts from the COVID-19 pandemic; delays or disruptions at manufacturing and distribution facilities of the Company or third parties; the Company's ability to successfully integrate any companies or assets it may acquire; currency exchange rate fluctuations or international trade disputes resulting in the Company's gear becoming relatively more expensive to its overseas customers or resulting in an increase in the Company's manufacturing costs; and the other factors described under the heading "Risk Factors" in the Company's Annual Report on Form 10-K for the year ended December 31, 2023 filed with the Securities and Exchange Commission ("SEC") and its subsequent filings with the SEC. The Company assumes no obligation, and does not intend, to update these forward-looking statements, except as required by law. Investors are urged to review in detail the risks and uncertainties outlined in Corsair's SEC filings. You may get these SEC documents for free by visiting EDGAR on the SEC website at <http://www.sec.gov>.

Non-GAAP Financial Measures

Included in this presentation are certain non-GAAP financial measures, including Adjusted Operating Income (Loss), Adjusted EBITDA, Adjusted EBITDA Margin, Adjusted Net Income (Loss) and Adjusted Net Earnings (Loss) Per Share, which are not recognized under the generally accepted accounting principles ("GAAP") in the United States and designed to complement the financial information presented in accordance with GAAP in the United States because management believes such measures are useful to investors. The non-GAAP measures have limitations as analytical tools and you should not consider them in isolation of, or as an alternative to, measures prepared in accordance with U.S. GAAP. The non-GAAP measures used by the Company may differ from the non-GAAP measures used by other companies. The Company urges you to review the reconciliation of its non-GAAP financial measures to the most directly comparable U.S. GAAP financial measures set forth in the Appendix to this presentation, and not to rely on any single financial measure to evaluate the Company's business.

Market & Industry Data

This presentation also contains estimates and other statistical data made by independent parties and by the Company relating to the Company's industry, the Company's business and the market for the Company's products and its future growth. This data involves a number of assumptions and limitations, and you are cautioned not to give undue weight to such estimates. In addition, projections, assumptions, and estimates of the Company's future performance and the future performance of the market for its products are necessarily subject to a high degree of uncertainty and risk.



CORSAIR AT A GLANCE

Founded in
1994

2,100+
Employees

\$1.3B
2024 Revenue
Midpoint Guidance

GAMER AND CREATOR PERIPHERALS

GAMING COMPONENTS AND SYSTEMS

KEYBOARDS



PERFORMANCE
CONTROLLERS



GAMING
HEADSETS



GAMING
FURNITURE



STREAMING GEAR



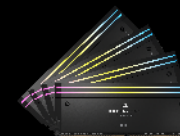
SIM RACING



COMPUTER CASES



HIGH
PERFORMANCE
MEMORY



POWER SUPPLY
UNITS



COOLING
SOLUTIONS

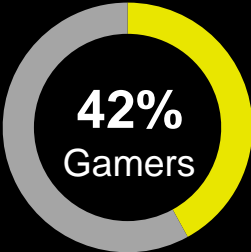


COMPLETE SYSTEMS



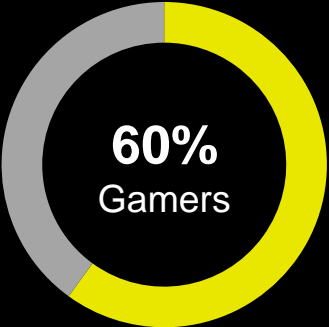
EACH GENERATION IS PLAYING MORE GAMES

Baby Boomers



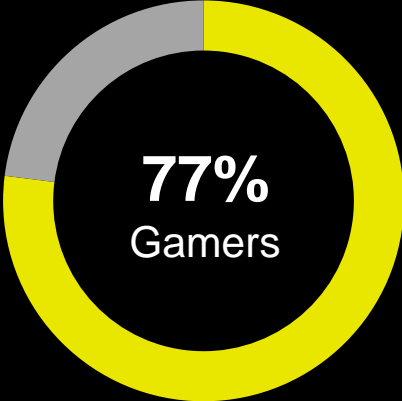
Average play time/week
2.30H

Gen X



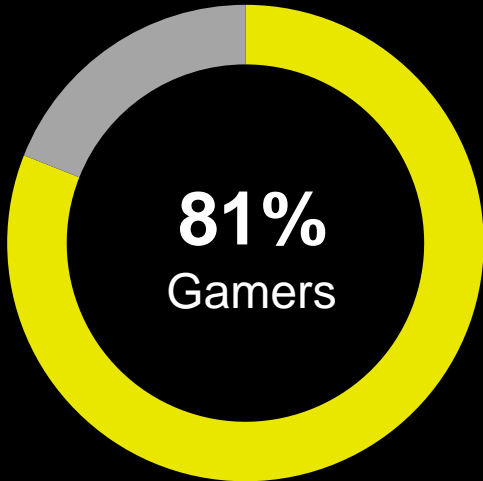
Average play time/week
4.25H

Millennials



Average play time/week
6.50H

Gen Z



Average play time/week
7.20H



Source: Newzoo. 80% of Gen Z and Millennial Consumers Play Games. August 2021.

SIGNIFICANT WHITE SPACE OPPORTUNITY; THE MAJORITY OF GAMING HARDWARE TAM IS STILL CONSUMED BY A SMALL PERCENTAGE OF GAMERS



Casual PC Gamers

Little Hardware Ownership, Younger Gamer



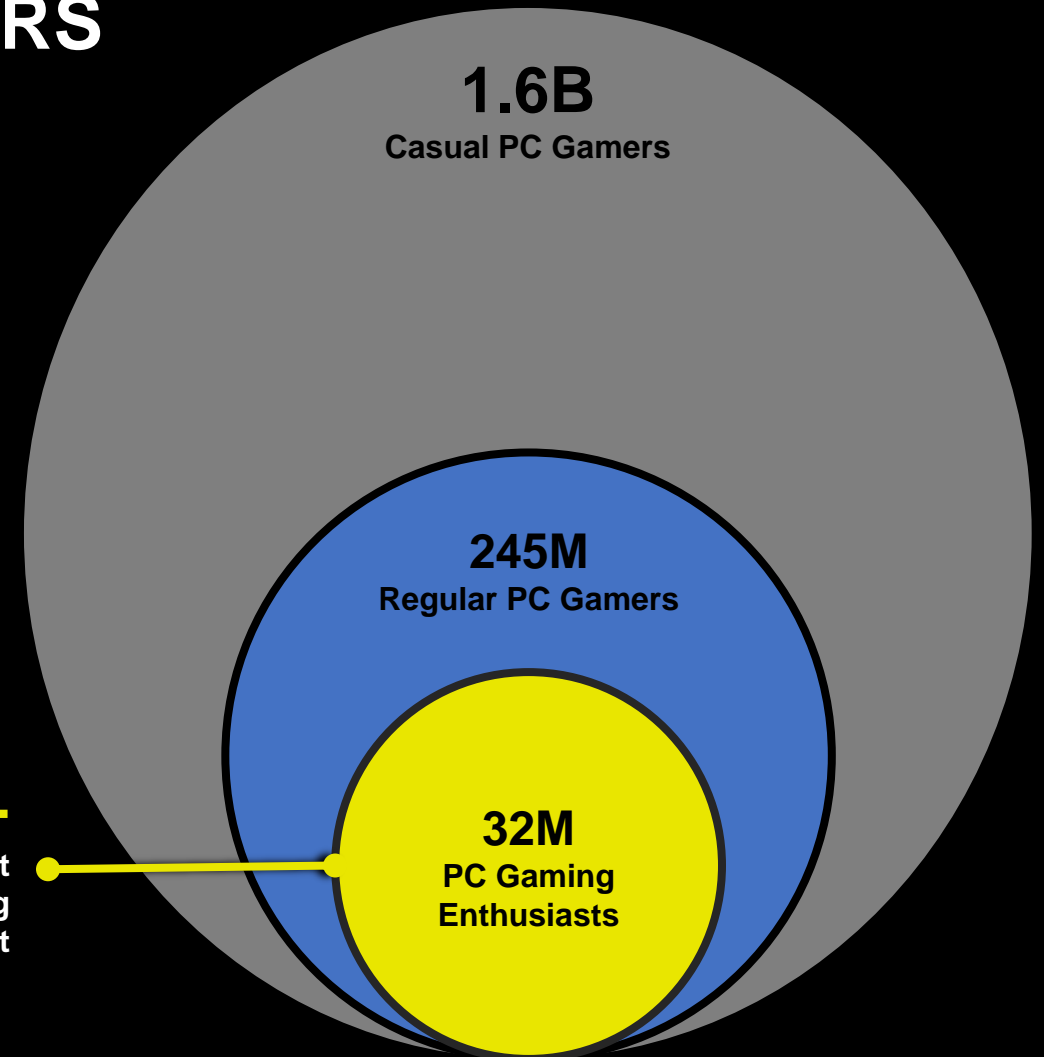
Regular PC Gamers

Pre-Built Gaming PC



PC Gaming Enthusiasts

Self-Built Gaming PC



50%+
of overall TAM spent
in this fast-growing
core segment

Source: DFC Intelligence (as of Q4'23).

Note: Total gamer counts eliminate double counting for gamers playing on multiple platforms.





EXPECT A SURGE IN GAMING PC BUILDS IN 2025

Industry wide speculation is that NVIDIA will be launching their full series next-gen GPUs in Q1'25.

2025 will be 5 years from the start of COVID and lockdowns, so we are ready for a big upgrade cycle in both self-build and pre-built PCs.

Our expectation is that 2025 should be a rebound year for our Components and Memory business





GAMING PERIPHERALS MARKET SHOWING GROWTH AGAIN

Market in U.S. and Europe is starting to show single digit growth YoY.

3rd party data is showing headset sales in the U.S. at 1.8 x Pre-pandemic levels, indicating that the number of active PC gamers is continuing to rise.

CORSAIR peripherals segment has shown consistent growth for the last few quarters and realized 17.5% growth YTD compared to same period in 2023.





CALL OF DUTY® PARTNERSHIP

CORSAIR has signed an exclusive multi-year, cross-brand partnership with the critically acclaimed Call of Duty® franchise.

This deal sees two of world's best known gaming brands come together for the first time, and covers several Call of Duty titles, starting with Call of Duty: Black Ops 6 released on October 25.

The collaboration extends across multiple product categories.

Branded hardware includes:

- Top-tier controllers from SCUF Gaming
- Corsair headsets and keyboards
- Streaming equipment from Elgato
- Artisan keycaps from Drop
- High-end gaming PCs from the ORIGIN and VENGEANCE PC lines.





APPLE® PARTNERSHIP

CORSAIR has partnered with Apple to bring Award-Winning K65 Plus Wireless Keyboard and M75 Gaming Mouse to Mac with Exclusive Colorways.

Glacier Blue keyboard and mouse will be available in Apple Stores across the U.S. in mid-November, with the Frost White products available on [Apple.com](https://www.apple.com).

We expect this to be a long-term partnership and involve more gaming and streaming products.





OUR BRANDS

CRSR



DROP



FANATEC



M&A HAS BEEN A KEY DRIVER FOR REVENUE AND MARGIN GROWTH IN GAMER AND CREATOR PERIPHERALS SEGMENT



Leading provider of hardware and software for content creators that pioneered concept of control panel designed for streamers and content creators; allowed Corsair to enter streaming market



Created market category of performance controllers by adding innovative features to a standard console controller; allowed Corsair to enter the console gaming market



Leader in keyboard customization and enthusiast setup accessories; allowed Corsair to expand customization capability





FANATEC ACQUISITION

In September, CORSAIR signed an agreement to acquire the celebrated Fanatec Sim Racing brand and its extensive product lines.

Fanatec is renowned for bringing Sim Racing to a wider audience with its high-quality, high-end hardware.

Fanatec products including force-feedback steering wheels, pedals, shifter, and complete cockpits for PlayStation, Xbox, and PC-based racing simulators.

This acquisition enables CORSAIR to expand its product offerings into a new, lucrative segment and allows the total solution to be delivered including Elgato, CORSAIR-based Gaming PC's and monitors.





CORSAIR
THANK YOU!



OUR FULL SUITE OF PRODUCTS



Gaming Chairs



Headsets

Gaming Controllers

Cameras

Ambient Lighting

Monitors

iCUE Murals

Thunderbolt Docks

Stream Deck

Microphones

Mice

Keyboards

Mouse Pads

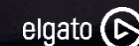
Gaming Desk

Greenscreen

Lighting

- Cases
- Power Supplies
- Custom Cooling
- CPU Coolers
- Fans
- Memory
- Storage

- Gaming PCs
- Acoustic Panels
- Capture Cards





OUR PRODUCTS

