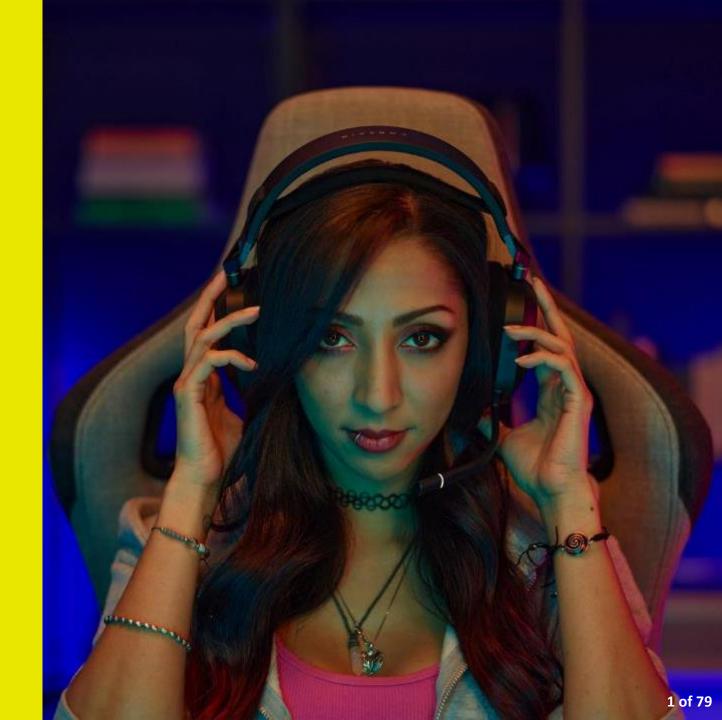


# 2022 VIRTUAL INVESTOR DAY

Thursday, January 20, 2022

10:00AM - 12:30PM ET

7:00AM - 9:30AM PT





### **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, Corsair Gaming, Inc.'s (the Company) 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 such as the Company's potential 2022 operating results and its estimated 2026 net revenue target, business plans and objectives, potential growth opportunities, potential pricing of products, potential market leadership, and debt refinancing plans, competitive position, technological, industry or market trends, including market growth trends, 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: the impact the COVID-19 pandemic, including the potential end of the pandemic and the cessation of pandemic-related restrictions, will have on demand for the Company's products as well as its impact on its operations and the operations of its manufacturers, retailers and other partners, and its impact on the economy overall, including capital markets; 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; delays or disruptions at manufacturing and distribution facilities of the Company or third parties; 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; the impact of the coronavirus on the Company's business; and general economic conditions that adversely effect, among other things, the financial markets and consumer confidence and spending. 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 Securities and Exchange Commission filings, including but not limited to its Annual Report on Form 10-K for the year ended December 31, 2021 (once available) as well as the Risk Factors contained therein. You may get these documents for free by visiting EDGAR on the SEC website at http://www.sec.gov.

#### **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.



## **AGENDA**

- Overview of Corsair
- Market Data on Gaming PC Components and Gaming Peripherals
- Product Line Strategy
- Go-to-Market
- Our Path to \$3.5B in Revenue in 2026
- Financials







#### **ENABLING GAMERS AND CREATORS TO PERFORM AT THEIR BEST**

Hardware Software Services





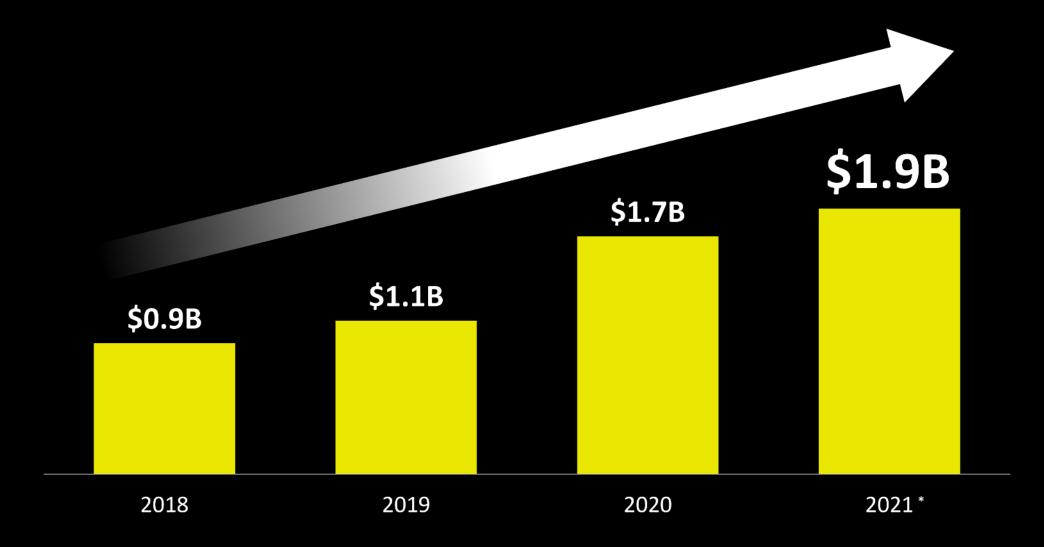


# **ESTABLISHED GLOBAL FOOTPRINT WITH OVER 2,000 EMPLOYEES**



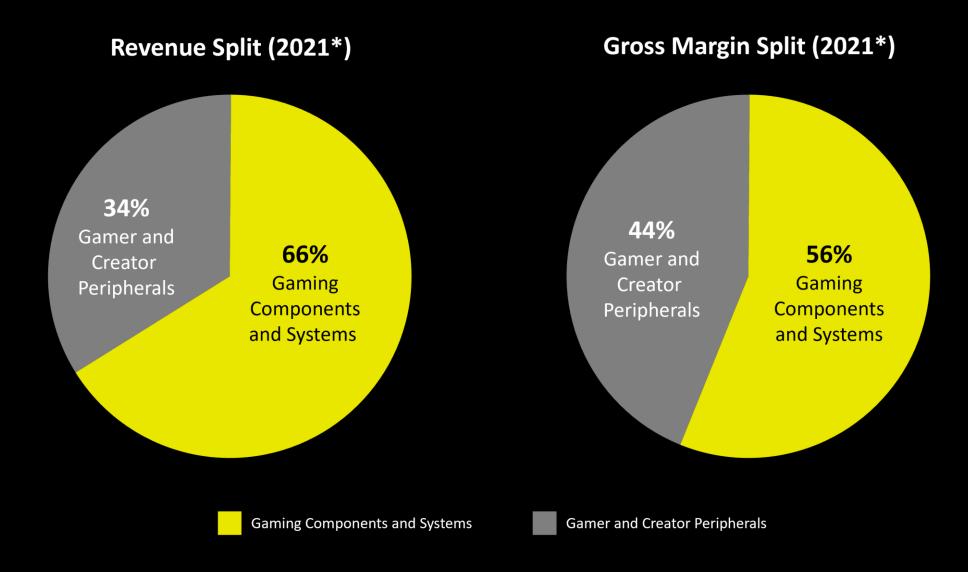


## **SOLID REVENUE GROWTH**





## **2 BUSINESS SEGMENTS AND 30 PRODUCT LINES**





## THREE MAIN PILLARS OF CORSAIR'S GROWTH

Robust growth in the markets where we participate



Continued gain in market share through years of experience, innovation and leading technology





Entry into new categories via organic growth or acquisition



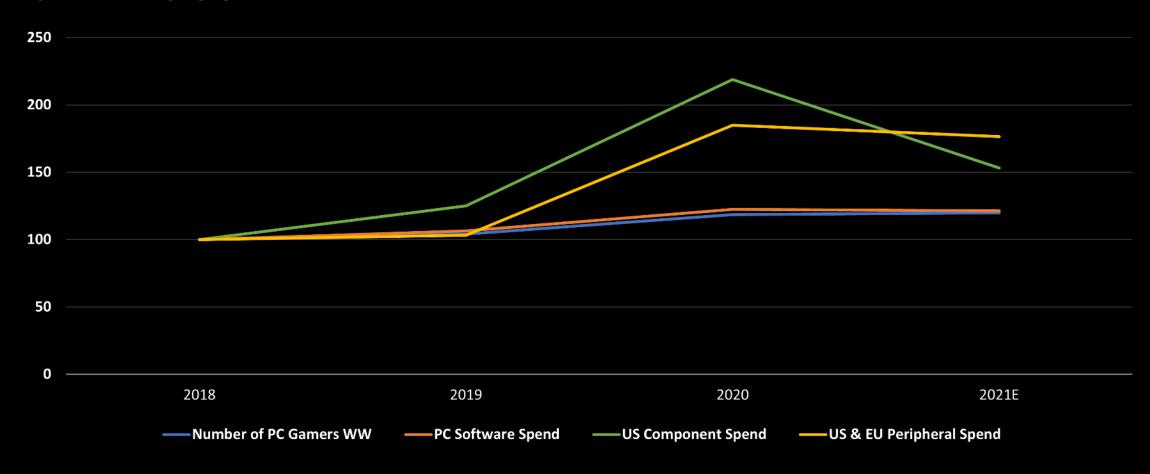


# MARKET DATA





# MARKET DATA SHOWS THAT GAMING HARDWARE IS GROWING FASTER THAN NUMBER OF GAMERS AND GAMING SOFTWARE





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 (Casual PC Gamers)



Regular PC Gamers
Pre-Built Gaming PC



PC Gaming Enthusiasts
Self Built Gaming PC

50%+
of overall TAM
spent in this fastgrowing core
segment



Source: DFC Intelligence (as of Q4 2021).

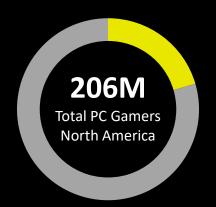


# HUGE WHITE SPACE, MOST GAMERS HAVE NOT YET UPGRADED TO DEDICATED GAMING PERIPHERALS

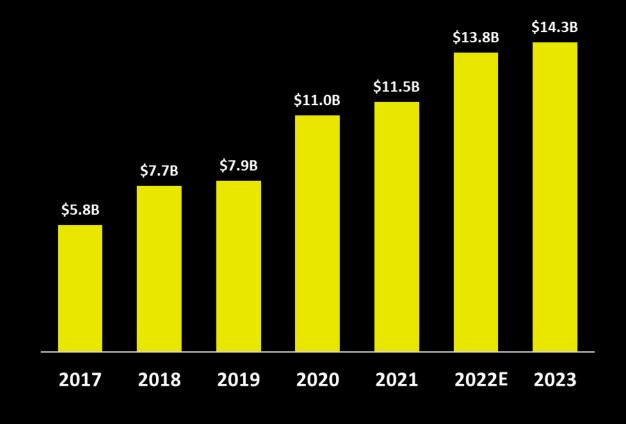
#### Last 3 years U.S. market sales

- 7.5M Keyboards
- 15.5M PC headsets

With refresh rates at approximately three years, the data suggests a huge opportunity for market growth as gamers get better and demand better equipment



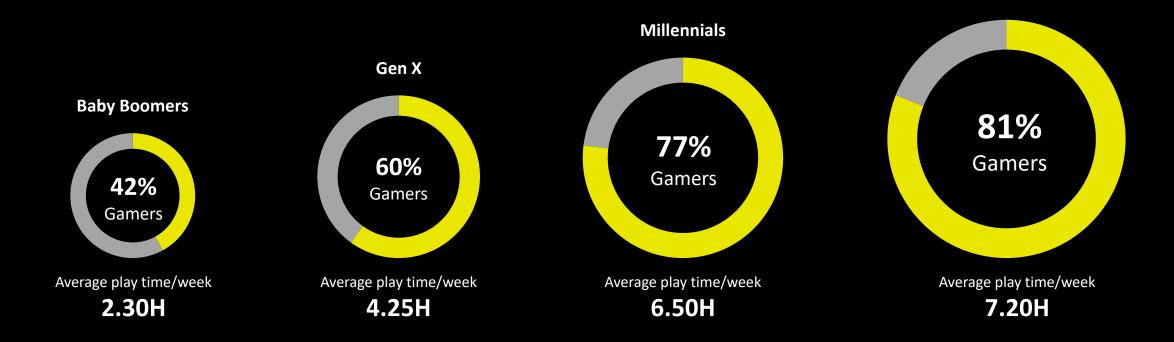
#### **Worldwide Gamer Peripherals TAM**





### NUMBER OF GAMING HOURS INCREASING

As gaming hours increase, the installed base for gaming hardware can grow significantly



Gen Z

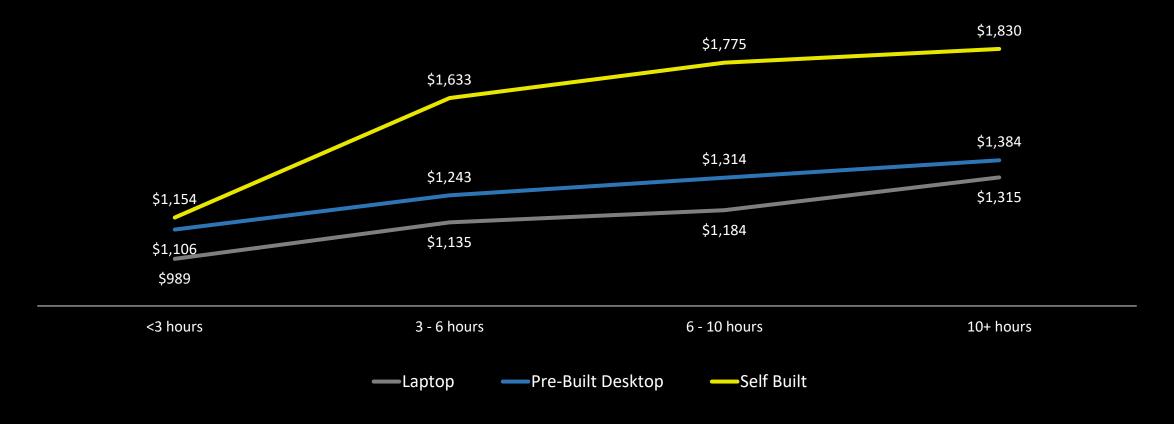


## PC BUDGET HIGHLY CORRELATES WITH TIME SPENT PLAYING

THE MORE TIME SPENT PLAYING, THE HIGHER THE INVESTMENT IN THE PC USED FOR GAMING (REGARDLESS OF PC TYPE)

#### **Average Amount Spent on PC by Time Spent Playing**

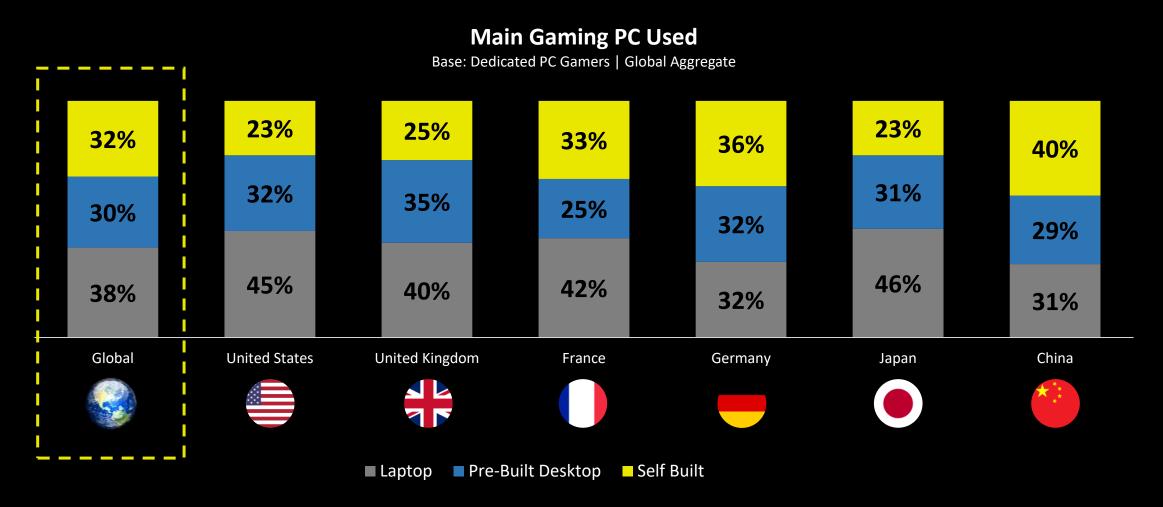
Base: Dedicated PC Gamers | Global Aggregate





# 62% OF DEDICATED PC GAMERS USE A DESKTOP AS THEIR MAIN GAMING PC VS USING A LAPTOP

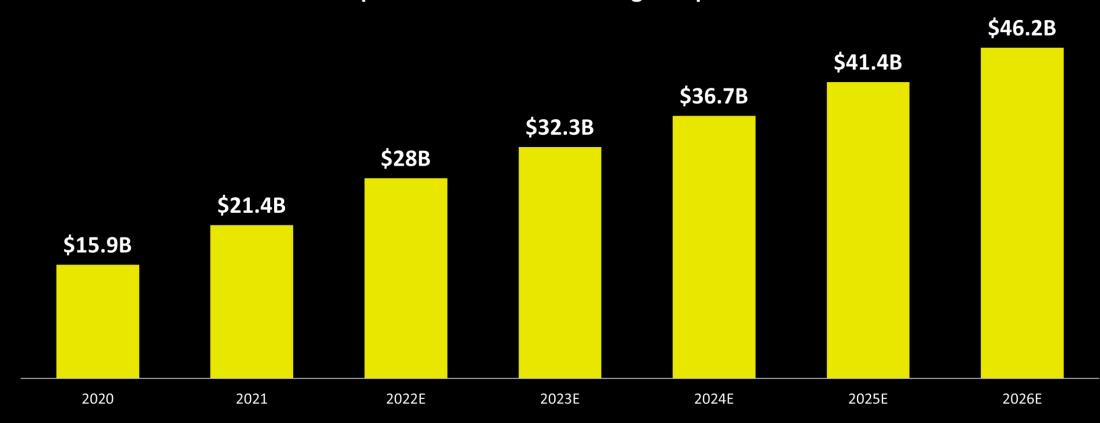
**APPROXIMATELY 1/3 USING SELF BUILT PC** 





# SELF-BUILT PC TAM IS FORECASTED TO SHOW STRONG GROWTH

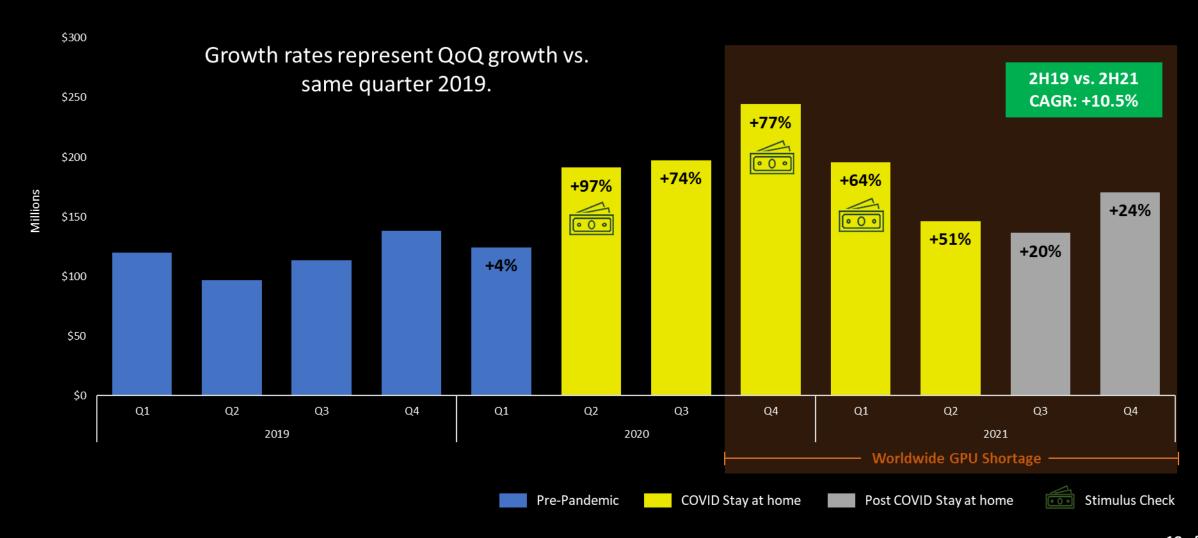
#### **Spend on Enthusiast Gaming Components**





# FOR COMPONENTS: WW GPU SHORTAGE HAS HELD BACK NEW BUILDS BUT EVEN SO TAM IS STILL GROWING (2H21 VS 2H19)

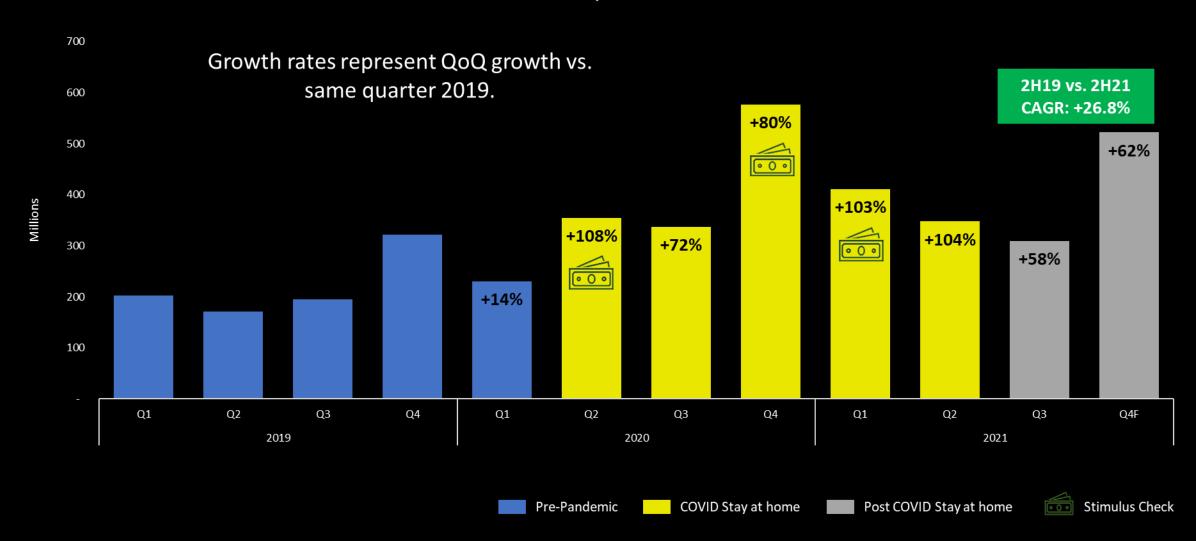
WE EXPECT A POTENTIAL SURGE OF ACTIVITY IN 2022 IF GPUS BECOME MORE AVAILABLE





# FOR GAMER PERIPHERALS: TAM IS GROWING MUCH FASTER, APPROXIMATELY 27%

A SURGE OF FIRST TIME BUYERS ENTERED THE MARKET IN 2020, WHO HAVE THE POTENTIAL TO UPGRADE IN LATER YEARS





# **PRODUCT STRATEGY**

### **Gaming Components**



#### **Creator Product Suite**



### **Gaming Peripherals**



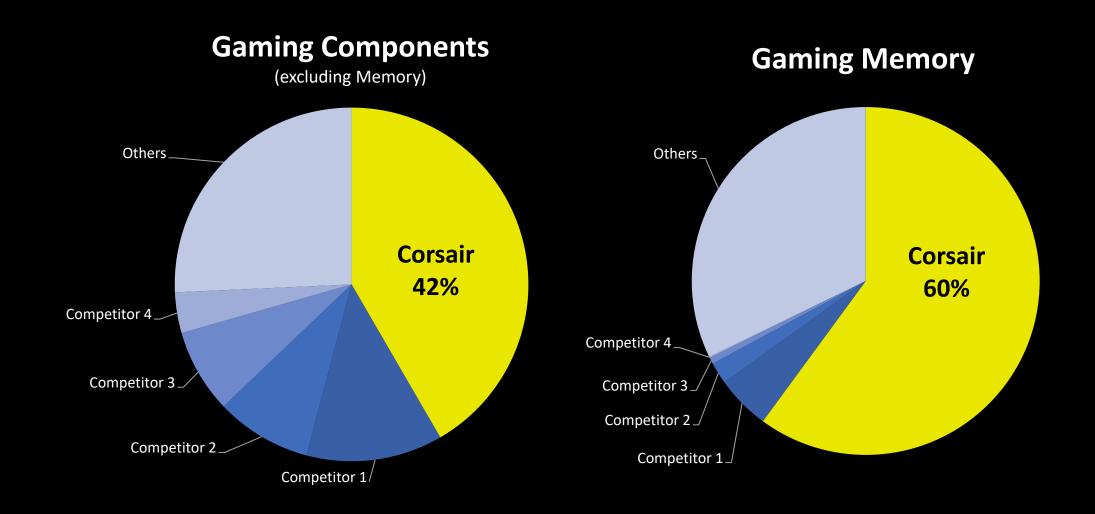


# GAMING COMPONENTS





## **CORSAIR HAS GROWN INTO A LEADERSHIP MARKET POSITION**





# **GEOFF LYON**SVP and GM of Gaming Components

Degree in Aerospace Engineering from Carleton University

Veteran tech leader specializing in growth through innovation

• Harmony Remote, Logitech, CoolIT Systems

Joined Corsair in 2020 to lead the Gaming Components business

- Guiding product strategy
- Sponsoring innovation
- Identifying new business opportunities



## **GAMING PCS HAVE CHANGED OVER THE PAST 20 YEARS...**







## WHY PC ENTHUSIASTS BUILD THEIR OWN PCs

PERFORMANCE
IS NOW DELIVERED
HAND-IN-HAND
WITH PERSONALIZATION





# **NEW GAMES CONSTANTLY REQUIRE HIGHER PERFORMANCE COMPONENTS**

#### **Gamers want:**

- 100+ frames per second
- 4K, 8K resolution
- Low latency

#### Which drives:

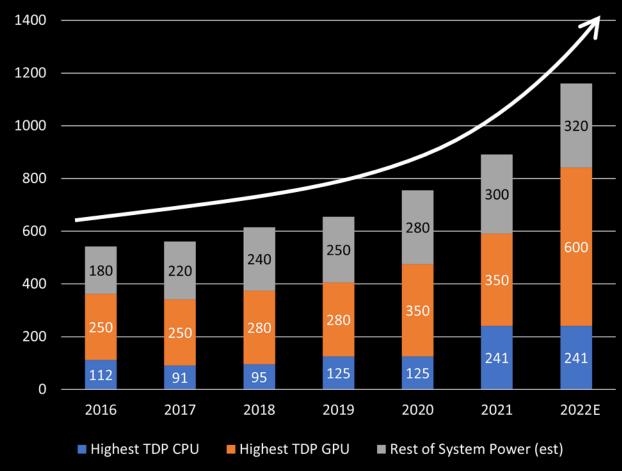
- More memory
- Higher power GPU
- Higher power CPU

#### Which requires:

- Improved cooling
- Increased airflow
- PSU capacity and efficiency



Desktop System Power Draw Over Time (Watts)



27 of 79 Source: Corsair Engineering.



# WHAT DOES CORSAIR BRING TO THIS MARKET? COMBINATION OF HARDWARE AND SOFTWARE TECHNOLOGY

#### Cases

Designed for enthusiast builders by our team of enthusiasts. Unique solutions for airflow, cable routing and aesthetics

#### **CPU Coolers**

Designed to extract heat from AMD and Intel CPUs. Corsair has been a leader here for 10 years

#### **Power Supplies**

Since 2005, Corsair has used the latest power technology to supply high efficiency PSUs to the enthusiast market



#### **High-Performance DRAM**

25 years experience in designing high performance memory that can be reliably overclocked

#### **RGB Case Fans**

Proprietary designs allow vivid lighting and high airflow performance, powered by iCUE software

#### SSD/Storage

15 years experience in designing high density and high performance solid state drives

#### **Amazon Reviews**

#### 5000D Airflow Case\*

"Best case I've ever had"
"Beautiful case, lots of room, mega airflow"
"What a fantastic Corsair product!

#### Elite Capellix AIO CPU cooler\*

"This is \*the\* cooler to get for hot CPU's"

"Amazing cooler, easy install, great RGB/looks"

"Very quiet compared to traditional CPU coolers"

#### Super speed Storage/SSD solutions\*

"Must have M.2 for any new build!"
"Fast product from a trustworthy company"
"Small...Wicked fast...A great drive!"



# CONSISTENT INVESTMENT IN PERFORMANCE AND INNOVATION

25 years of experience in PC Gaming Components

Close partnership with CPU and GPU manufacturers ensures compatibility to enable new technology adoption

Continued innovation allows easier builds and upgrades and better system level performance

Comprehensive software and hardware ecosystem

 iCUE System management application controlling both hardware and software and extending to peripherals





## **iCUE ECOSYSTEM – CENTRAL CONTROL FOR THE ENTIRE SYSTEM**

Controls all iCUE enabled Components and Peripherals

- Monitors performance and controls cooling
- Synchronising of RGB across all components and devices

Creates a Corsair ecosystem – across components and peripherals and in-game interaction







# **HOW DOES ICUE HELP US WIN?**

iCUE amplifies the value of our product. Hardware alone is not enough – both performance and personalization are the hallmark of a winning product family

We believe that when enthusiasts and gamers use our iCUE ecosystem it encourages them to purchase more of our products

Our internal data shows that 35% of iCUE gaming component users later purchase one or more Corsair peripheral





# CUSTOMERS ARE WILLING TO PAY MORE FOR CORSAIR COMPONENTS AND ICUE FEATURES

Corsair ASP premium compared to other manufacturers

Memory +43%

Cooling Products +23%

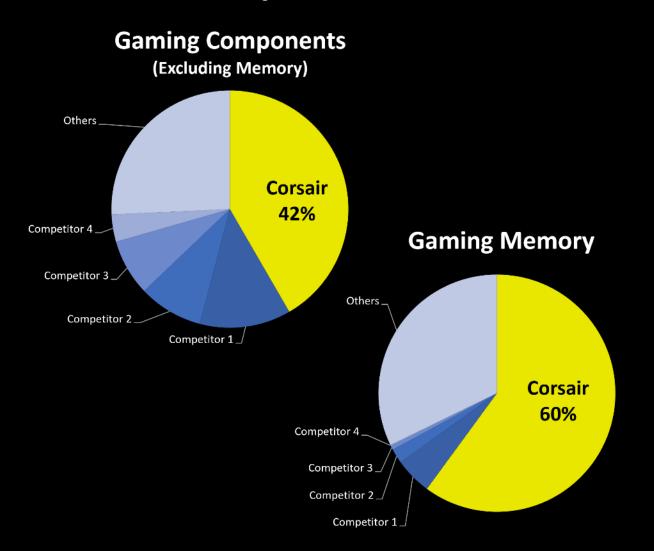
**Cases** +25%

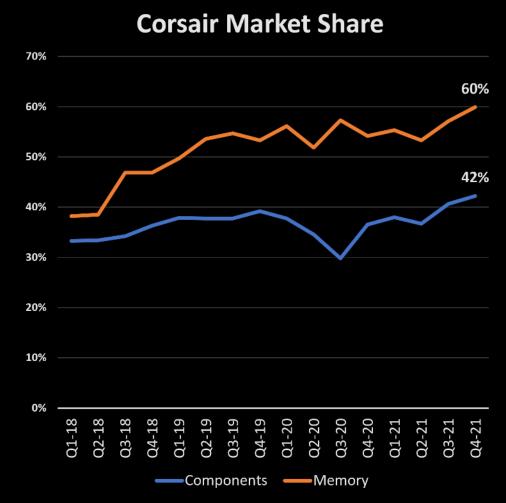
PSU +29%





# GIVING US #1 POSITION IN COMPONENTS FOR SELF BUILT GAMING PCs (MEMORY, PSU, CASES, COOLING, AND FANS)







# LATEST ICUE SOLUTIONS EXTEND PERSONALIZATION WITH LCD DISPLAY INTEGRATION



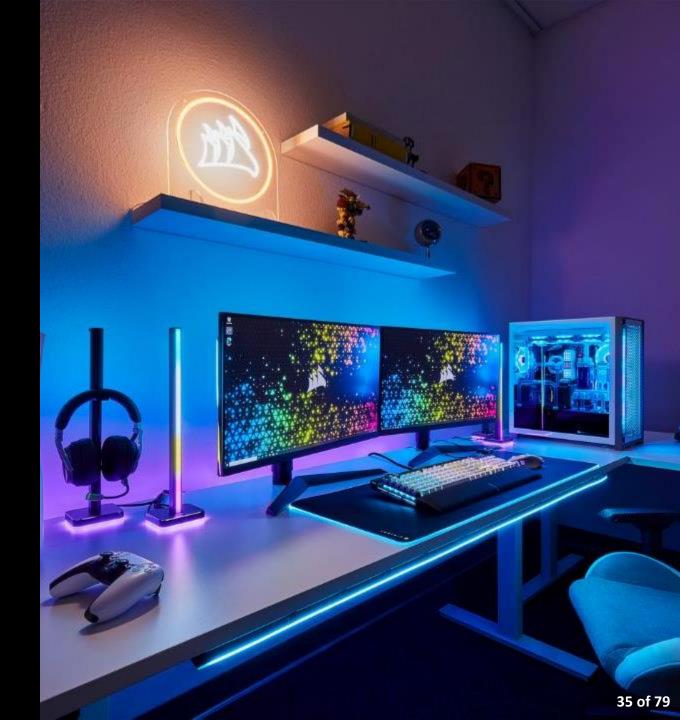




# GAMING COMPONENTS 2022 AND BEYOND

Strong growing market fueled by demanding games and consumer performance needs

Corsair expects to continue to hold an ASP premium and grow market share with our ecosystem and innovation





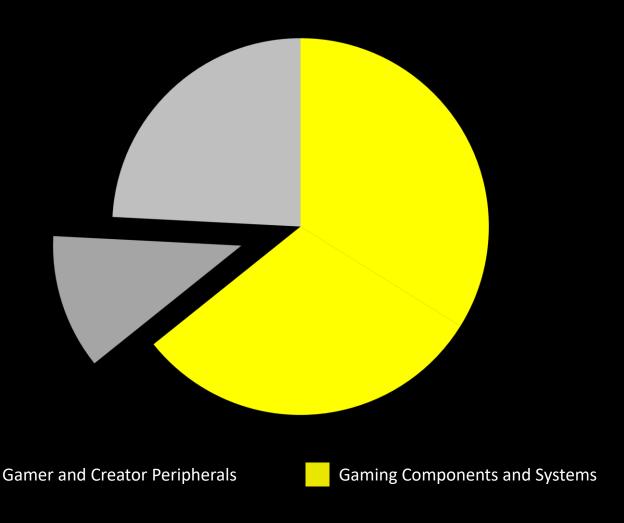
# STREAMING AND CONTENT CREATION





# CONTENT CREATOR PRODUCTS UNDER THE ELGATO BRAND ARE THE FASTEST GROWING CATEGORY IN OUR BUSINESS

Elgato products accounted for approximately 1/3 of the Gamer and Creator Peripherals revenue in 2021





# JULIAN FEST SVP & GM ELGATO

Masters Degree, Munich University of Management

Joined Elgato in 2011 to spearhead a new product initiative geared towards content creators

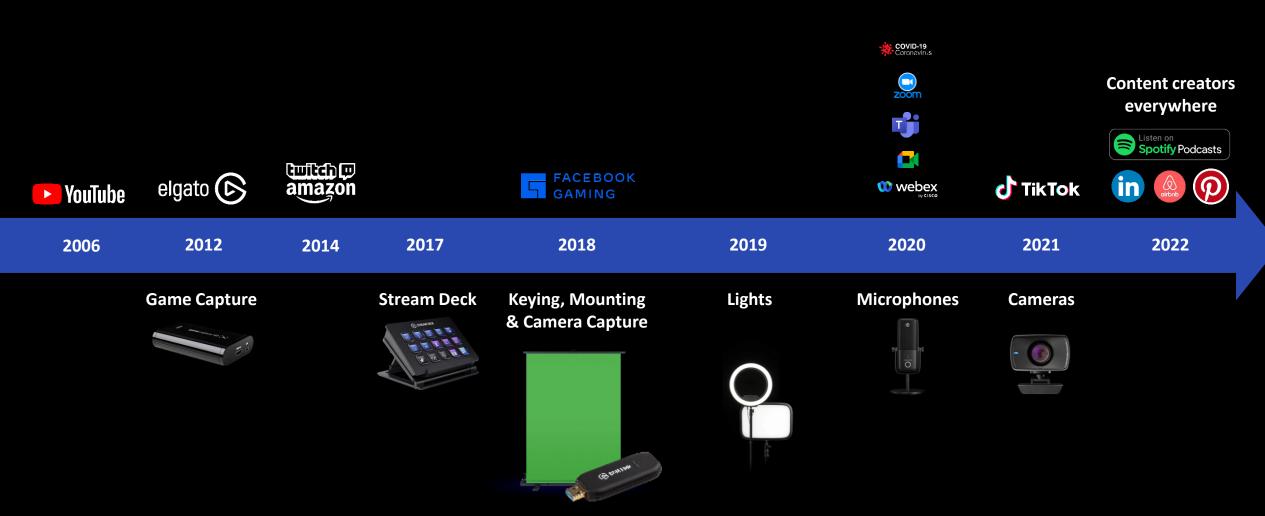
Elgato acquired by Corsair in 2018

Rapid growth since the successful integration into Corsair





### **USER GENERATED CONTENT IS EVERYWHERE**





### **USER GENERATED CONTENT IS EVERYWHERE**



仚

**VIEWERS** 

**CREATORS** 

**250 Million viewers** of gaming content every day

**40 Million channels** uploading gaming content

**800 Billion views** of gaming related content in H1 2021

**250 Million videos** uploaded in H1 2021

**90 Million hours** livestreamed in H1 2021







# STREAM DECK – THE CORE OF YOUR CREATIVE WORKFLOW

Stream Deck ties together the Elgato product ecosystem, enabling powerful control of audio, video, lighting and more

Software Development Kit released in 2019 allows third party developers to integrate their products and services natively with Stream Deck

New communities and companies continue to discover Stream Deck organically





# ELGATO: THE STREAM DECK PLATFORM OVER 1M UNITS SHIPPED SINCE LAUNCH







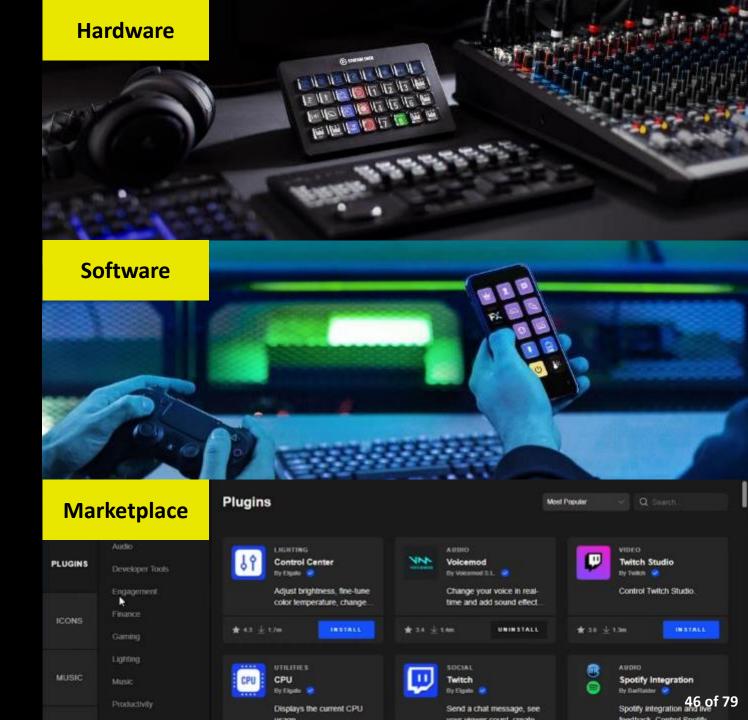
### THE OPPORTUNITY

Content creation has expanded beyond social media and into all corners of our personal and professional lives.

Elgato has a full production ecosystem across hardware and software in place, with Stream Deck at the core.

This year, a new Elgato Marketplace experience will provide a further pillar of significant value to our customers.

Our goal over the next four years is to ship over 5M Stream Decks.





# GAMER PERIPHERALS



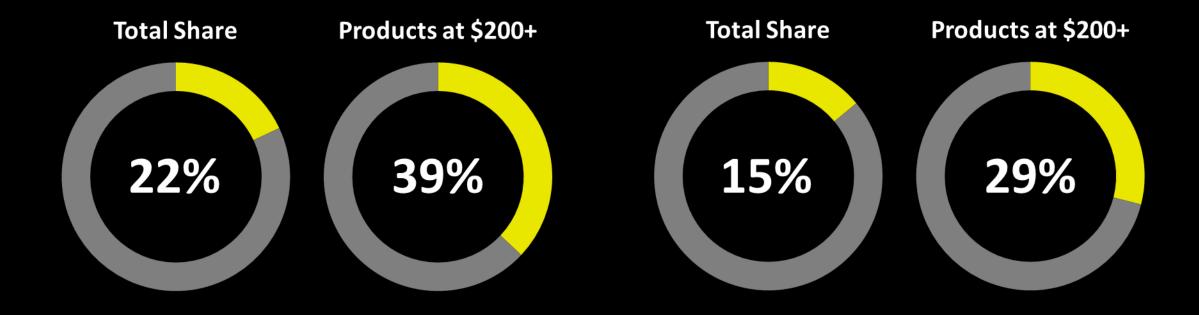




### CORSAIR EXCELS AT FULL FEATURE HIGH ASP PERIPHERALS

# Keyboards

# **PC Headsets**





### **LEADING THE WAY**



SLIPSTREAM Wireless Technology

Industry leading wireless low latency on a single unifying receiver

Over 20 SLIPSTREAM products now shipping



Hyper-Processing Technology

Up to 8,000Hz polling and 4,000Hz key-scanning on keyboards

Supports complex 20layer lighting effects



Key partnership with leading keyswitch supplier

1st to market with individually addressable RGB mechanical keyboard, cherry MX speed, low profile, viola & more



Revolutionary new lighting technology

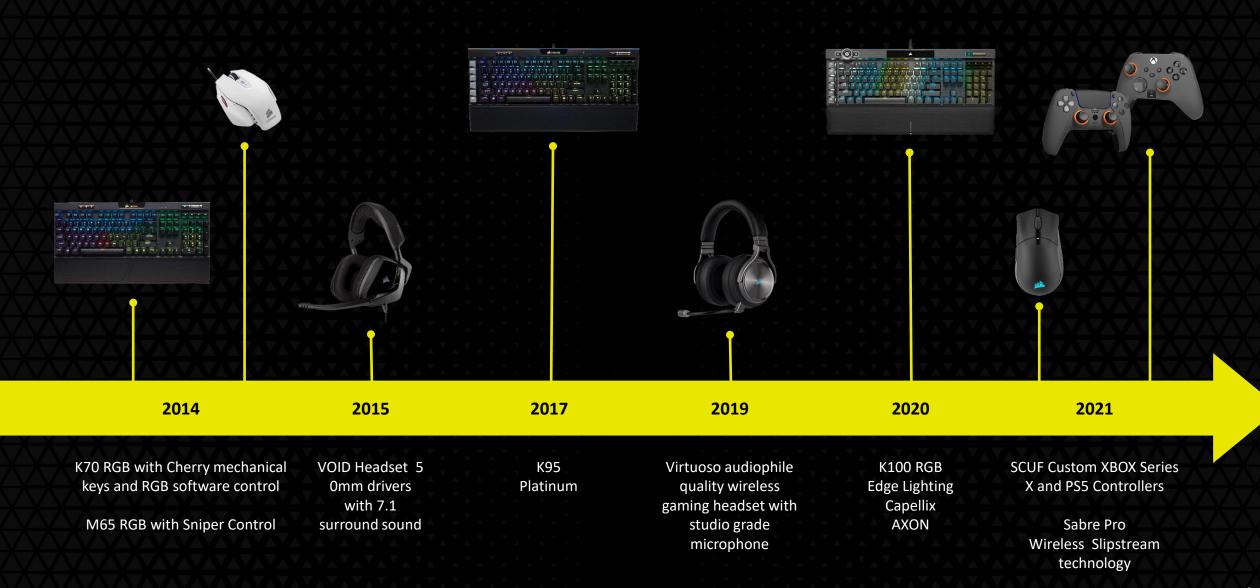
14x Typical LED Density

60% Brighter

60% More Efficient



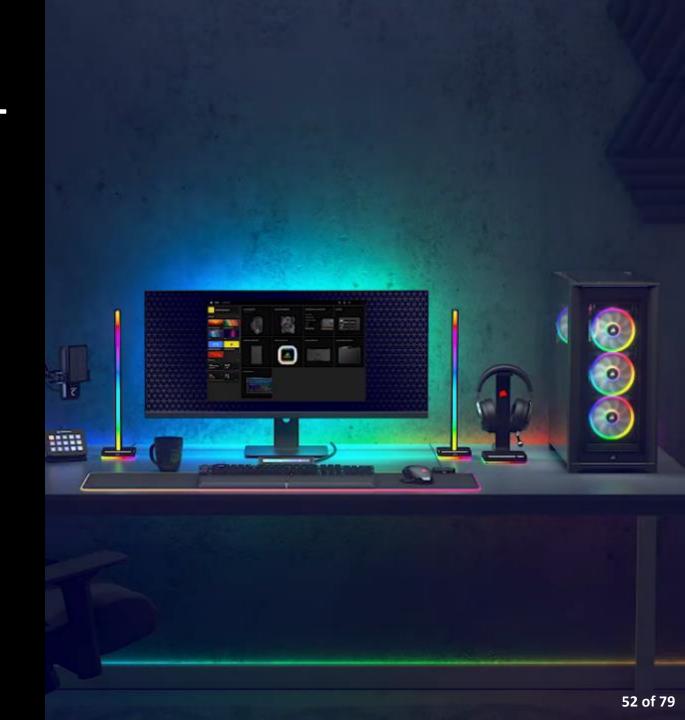
# **TIMELINE**





# CORSAIR WILL CONTINUE TO DEVELOP TECHNOLOGY THAT ALLOWS GAMERS TO BE AT THEIR BEST

- Our focus is on PC enthusiasts and competitive gamers
- As people spend more time gaming, we believe that creating a competitive advantage will be increasingly important





# **GROWTH IN NEW CATEGORIES**











### **PRE-BUILT GAMING PCs**

#### **PRICED BETWEEN \$2,000 AND \$5,000**

Corsair entered the Systems business in 2017, launching the **Corsair ONE** high performance PC, for both gamers and creators

In 2018 we launched the **Vengeance PC** range of prebuilt systems for enthusiasts

**Corsair acquired Origin PC in 2019**, a custom PC builder, with ASPs at approximately \$3,500, which sells in a direct-to-consumer model

Worldwide TAM

\$20B+





### **MICROPHONES**

WAVE SERIES LAUNCHED BY ELGATO IN 2020

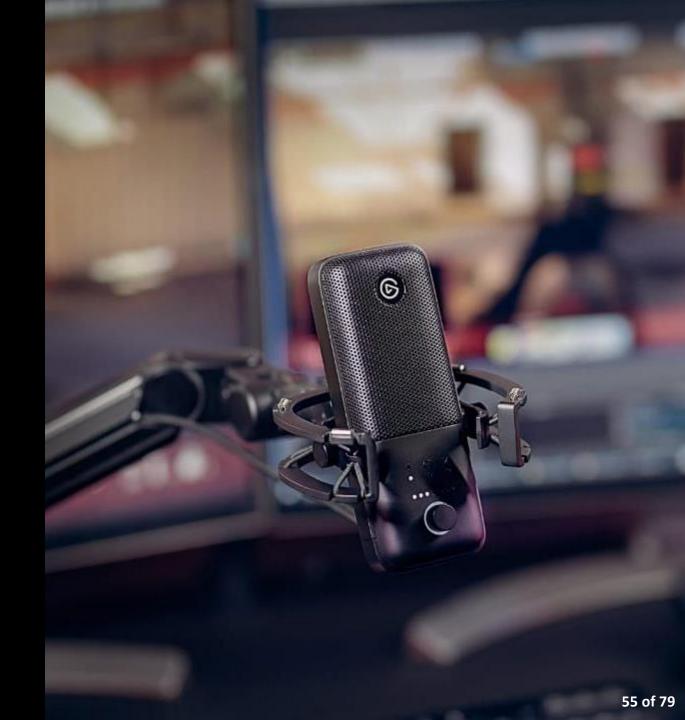
#### PRICED AT \$149

#### **TAILORED FOR CREATORS**

- Wave is a broadcast-grade microphone
- Highly acclaimed WAVE LINK software allows control over many audio channels
- Market share growing quickly, **5.0% share** on \$60+ microphones in the U.S. and E.U. markets within the first 18 months of launch

Worldwide TAM

\$500M+





### **STREAMING CAMERAS**

FACECAM LAUNCHED BY ELGATO IN 2021

#### PRICED AT \$199

- High-quality 1080p 60fps streaming camera
- Camera hub software allows DLSR quality set up
- During the first six months post-launch it achieved a 4.0% market share for USB Cameras over \$60 across Amazon in U.S. and E.U.

Worldwide TAM

\$1B+





### **GAMING MONITORS**

#### **XENEON MONITOR LAUNCHED IN 2021**

#### PRICED AT \$799

#### 32" QHD 165Hz GAMING MONITOR

Fast IPS panel with quantum dot technology provides coverage for more vivid, natural colors and astonishing realism

#### **FEATURE PACKED**

HDR-ready and NVIDIA G-Sync / AMD FreeSync compatible

Corsair's unique features allow the display to be controlled by our iCUE ecosystem and Stream Deck devices

Worldwide TAM

\$5B+





# HIGH PERFORMANCE GAMING CONTROLLERS

CORSAIR ACQUIRED SCUF GAMING IN 2019

#### **PRICED AT \$150+**

Leader in performance console controllers

Full customizable controllers shipping for XBOX Series X, S and PlayStation 5

Extensive patent portfolio around rear paddles and trigger technology

Majority of sales are direct-to-consumer





# **SERVICE REVENUE**

With our vast installed base, we are adding a digital services layer to enhance the customer experience

- Esports Coaching (Gamer Sensei)
- Stream Deck Marketplace
- Customer Care
- Extended Warranty





# **ADRIAN BEDGGOOD**VP CORPORATE MARKETING

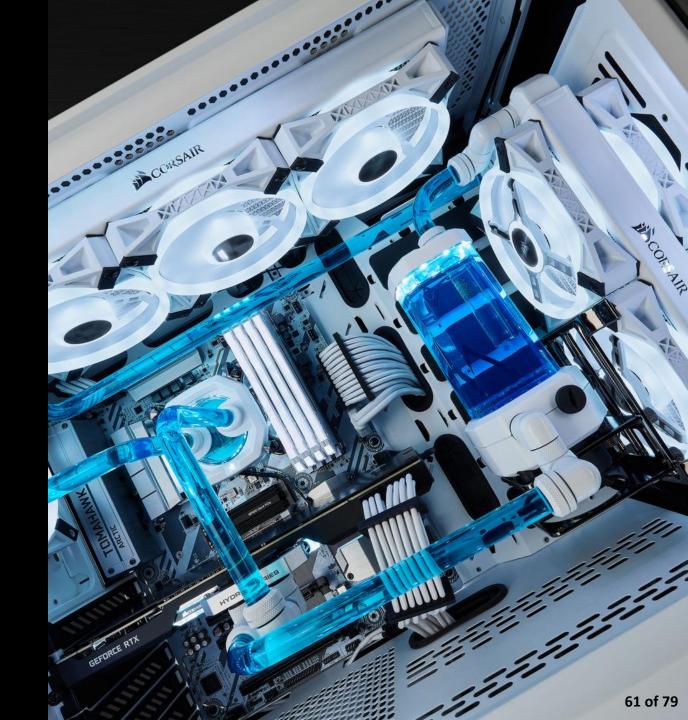
Masters Degree, Marketing and Business Management, Leeds Metropolitan University, UK

Various sales and marketing positions in consumer tech

Joined Corsair in 2012

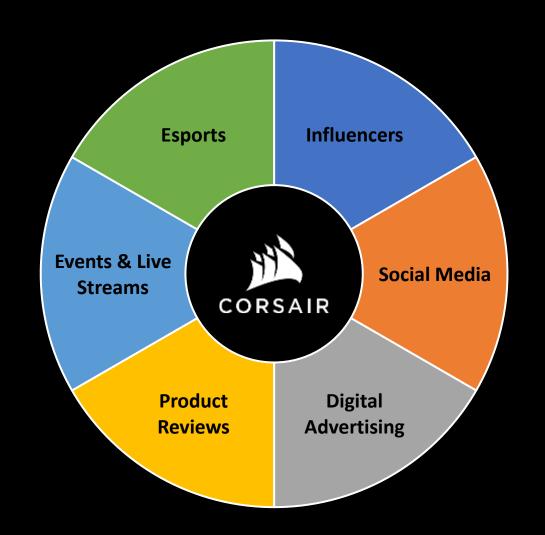


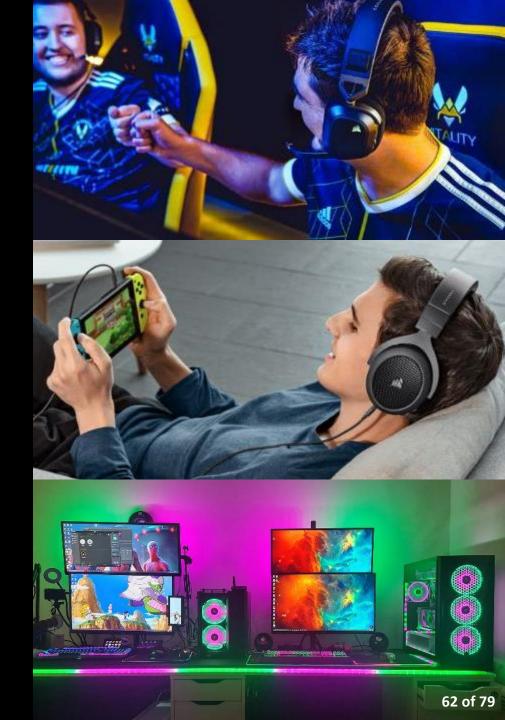
# HOW WE GO TO MARKET





# MULTIPLE TOUCHPOINTS TO COMMUNICATE WITH OUR CUSTOMERS







# **OUR FANS LOVE US!**



Sal Fricano 2 months ago

Corsair, I love you. Best PC hardware company out there.

凸 6 97 REPLY



Sensasianone\_Battlestation 1 week ago Absolutely love mine!! Great product

571

REPLY





WhippyWhip 1 month ago

that's a seriously impressive bit of kit from corsair there

REPLY















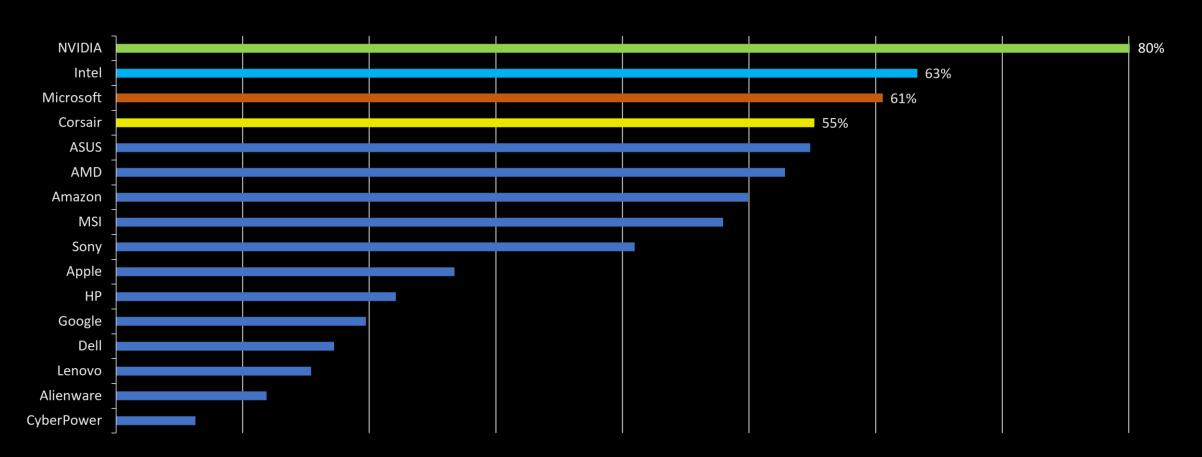






# SURVEY OF PC ENTHUSIASTS SHOW OUR BRAND LOYALTY IS AT A SIMILAR LEVEL TO INTEL, NVIDIA AND MICROSOFT

"I own this brand and plan to buy again in the future"



Source: DFC Intelligence survey of 5,000 PC Gamers.



# SOCIAL FOOTPRINT – HUGE REACH AND HIGH ENGAGEMENT

















17.4M+

**Followers** 

1000+

**Media Partners** 

1500+

**Influencers** 





# LATEST INTEGRATION: FARCRY 6 WITH UBISOFT





















# OUR GLOBAL SALES FORCE ENGAGES WITH ETAILERS AND RETAILERS IN OVER 90 COUNTRIES

90

Countries

110

Sales Team

23K+

**Store Fronts** 









Media & Markt



Walmart >





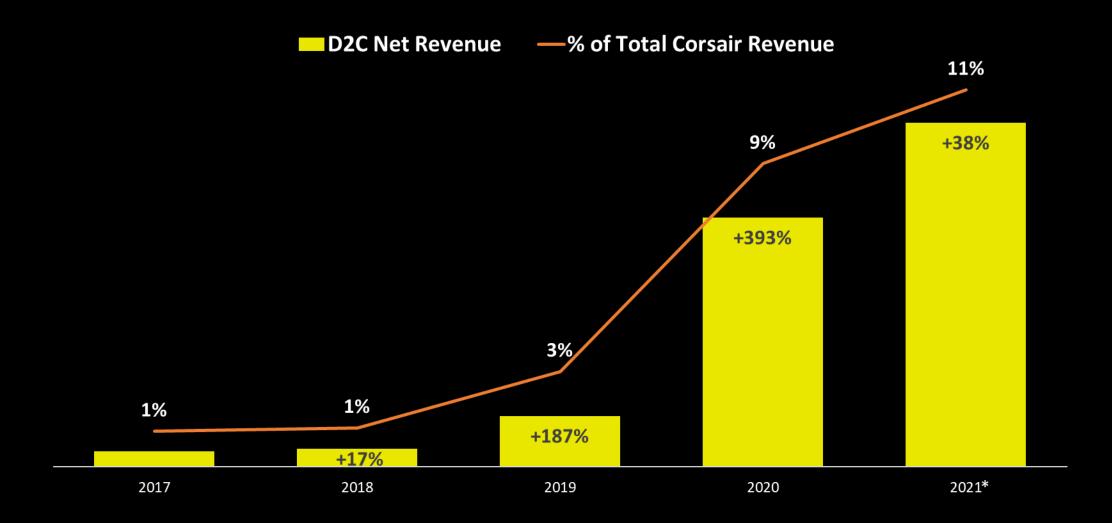
# CORSAIR AND ITS BRANDS ARE PRESENT IN MOST MAJOR RETAILERS WORLDWIDE...







### ...AND OUR DIRECT-TO-CONSUMER SALES ARE ACCELERATING







# OUR PLAN IS TO HAVE AN ESTIMATED \$3.5B NET REVENUE BY 2026

#### **Gaming Components and Systems**

We expect the market for **peripherals**, **components** and **creator** products to continue **to grow** at historical rates.

We model the gaming components market to grow by an expected 6-8% per year and we expect to continue to take market share on average of 1% per year because of iCUE and brand 'stickiness'.

We expect the high-end **pre-built systems** market to continue to **grow** and we expect to take significant market share, resulting in a potential **20-25% growth**.

#### **Gamer and Creator Peripherals**

We expect our gamer peripherals products to continue to grow at approximately 20% per year.

We expect our **creator products** to **grow** by **20 – 25% per year** and begin to offer more software and service products, centred around Stream Deck starting in 2022. We have **substantial B2B interest** here also.

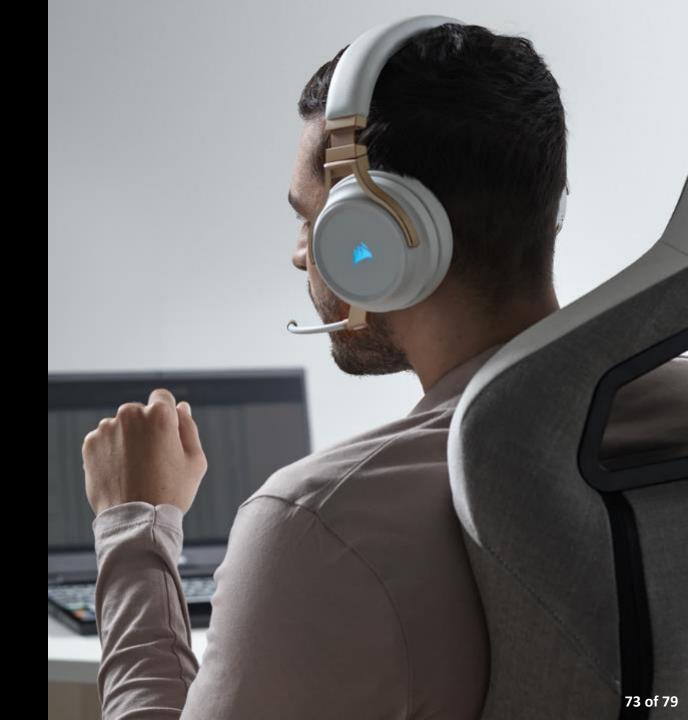
While we believe service offerings such as **Gamer Sensei** and **Corsair Customer Care have the potential to grow rapidly** over the next few years but will not be a significant driver of revenue growth.

We have closed 8 acquisitions since 2018 and intend to selectively pursue complementary acquisitions





# **FINANCIALS**





# MICHAEL POTTER CFO

Graduate Diploma of Accountancy from McGill University, and a Bachelor of Commerce – Accounting from Concordia University.

Vast experience in technology based public companies for 25 years, including Lattice Semiconductor and Canadian Solar.

Joined Corsair in 2019.

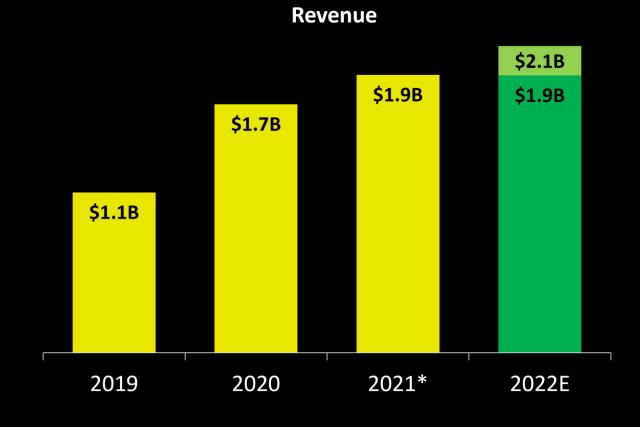


### **GUIDANCE FOR 2021 AND 2022**



We expect 2022 Revenue to be between \$1.9B and \$2.1B

The majority of our year over year growth will be in 2H 2022



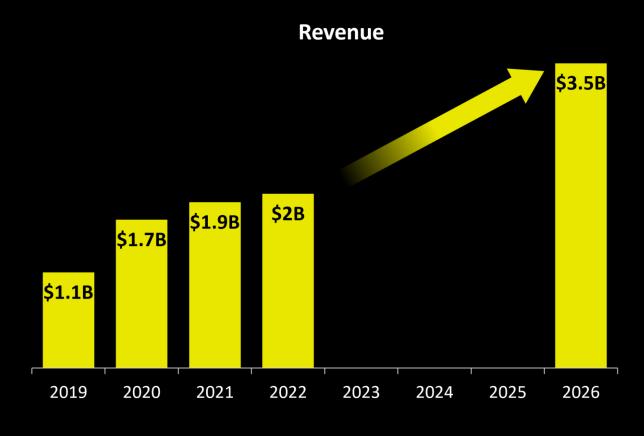


# THE PATH TO \$3.5B BY 2026

Our growth strategy should yield an estimated revenue growth of approximately 12-13% per annum resulting in a 2026 Revenue of approximately \$3.5B

We expect gross margins to increase from 25-30% to over 30%, coming from increased technology in our products, product mix and from increased D2C activity

While we will continue to invest in R&D and Marketing we expect that our growth plans can yield an EBITDA margin of 13%+





### **CAPITAL STRUCTURE**

In two years, debt reduced by over 50% and indicative annual interest by over 85%

Future priority is to invest in growth (M&A) over further deleveraging

Term loan paydown does not impact revolver capacity, with flexibility for incremental revolver capacity as the term loan gets paid down

| Date       | Debt    | Annual Interest |
|------------|---------|-----------------|
| 12/31/2019 | \$517.3 | \$28.4          |
| 6/30/2020  | \$503.5 | \$27.2          |
| 9/30/2020  | \$376.9 | \$18.9          |
| 6/30/2021  | \$273.9 | \$13.7          |
| 9/30/2021  | \$250.0 | \$3.8           |

Value - Millions



