



# NERD Video Games ETF

Investment Case June 2024



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**\*Effective upon the closing of trading on September 26th, 2022, the Fund's name has changed from the Roundhill BITKRAFT Esports & Digital Entertainment ETF to the Roundhill Video Games ETF.**

**Investors should consider the investment objectives, risk, charges and expenses carefully before investing. For a prospectus or summary prospectus with this and other information about the NERD ETF please call 1-877-220-7649 or visit the website at [roundhillinvestments.com/etf/nerd](https://roundhillinvestments.com/etf/nerd). Read the prospectus or summary prospectus carefully before investing.**



# Table of Contents

Video Game Software Overview

Market Opportunity

- Revenue Growth
- M&A Activity
- Active Gamers

Introducing NERD

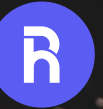
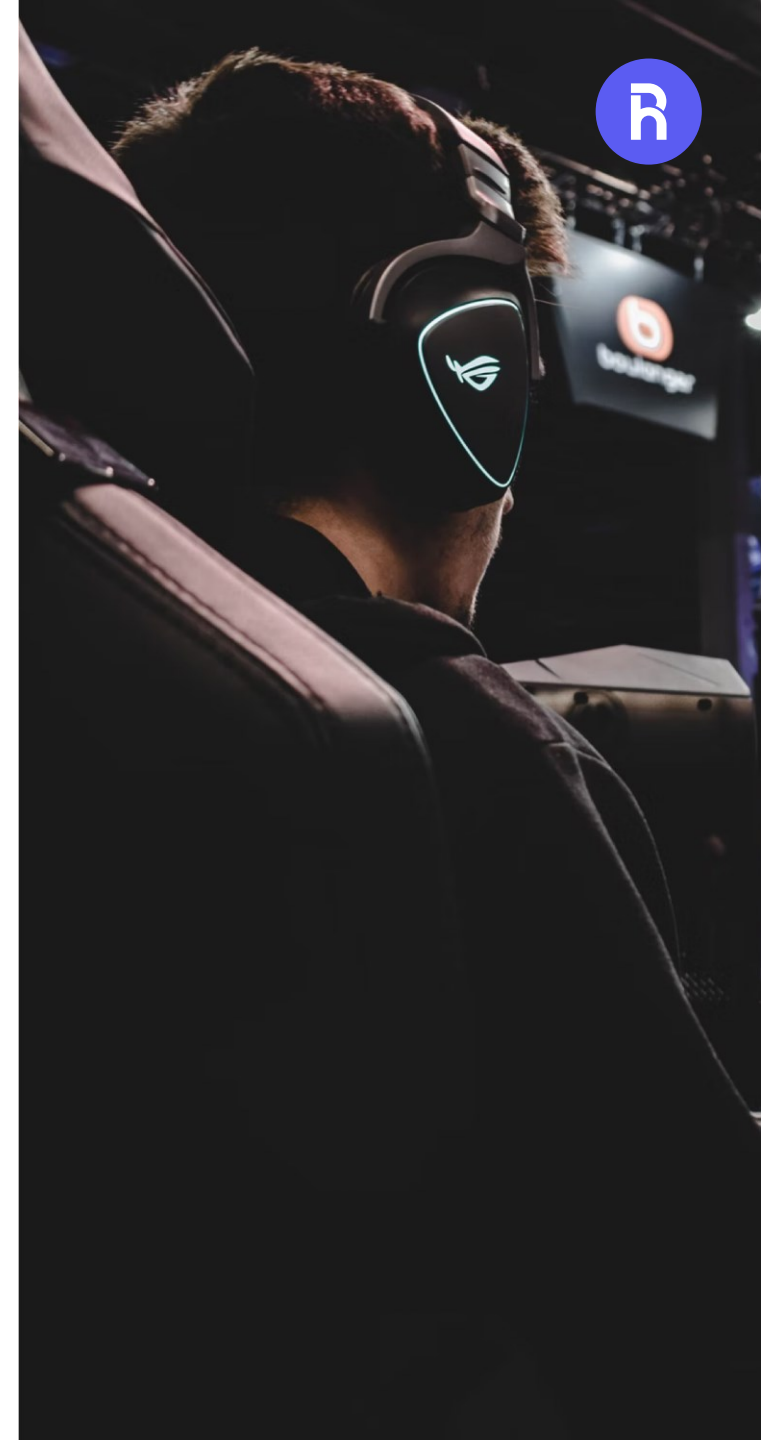
# Video Game Software Overview

The video games industry is composed of **publishers, developers, and technology companies** creating interactive media for a variety of devices.

The Video Game Software categorization includes:

- Mobile
- Console
- PC
- VR/AR

According to Newzoo, **gaming is already the largest entertainment sector in the world** and is anticipated to continue to grow over the coming decades.





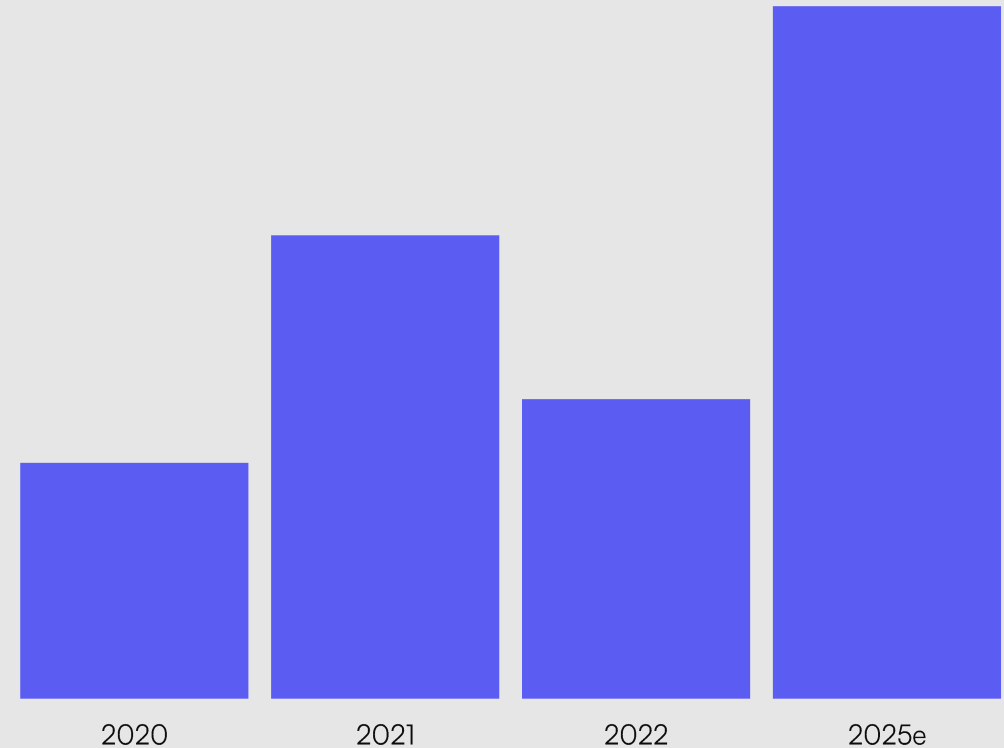
## Market Opportunity: Revenue Growth

The global games market is expected to grow to **\$206.4 billion** by 2025, representing a CAGR of 2.9% since 2020.

By region, Asia-Pacific is still the largest, making up 48% of the global games market in 2022 while the Middle East & Africa will grow the most year-over-year at 6.6%.

Additionally, **49% of all consumer spending on games in 2022 came from China and the U.S.**

Global Games Market Forecast



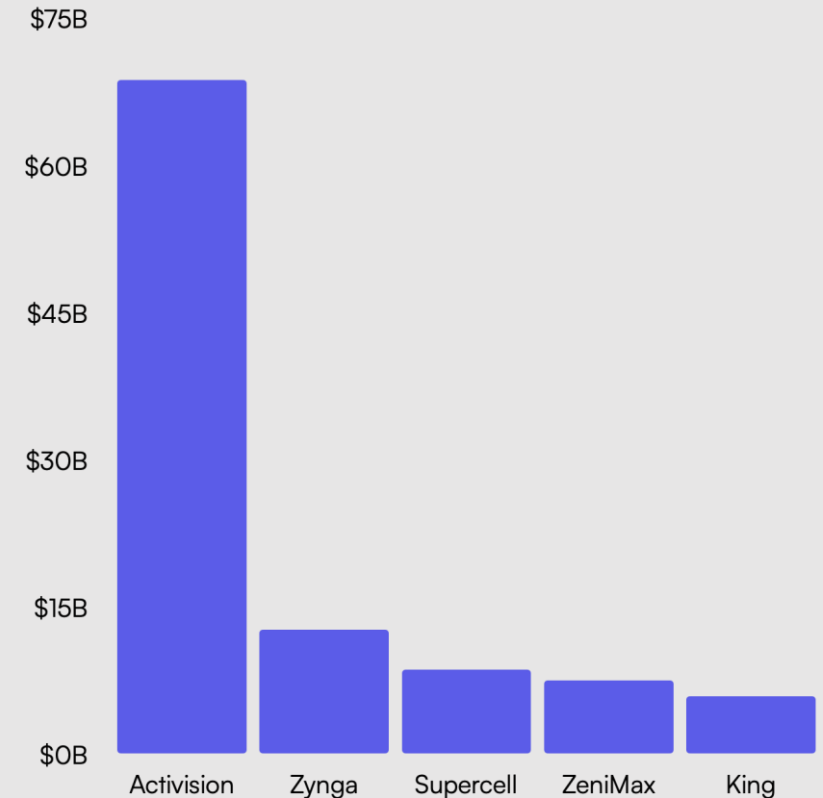


## Market Opportunity: M&A Activity

Twelve of the 17 deals valued above \$1 billion in gaming have occurred since 2020, as valuations for video game companies have attracted potential acquirers.

Recent acquisitions in the sector include **Microsoft's deal to purchase Activision Blizzard for \$68.7 billion** and Take-Two's \$12.7 billion deal for Zynga.

### Most Valuable Video Game Company Acquisitions

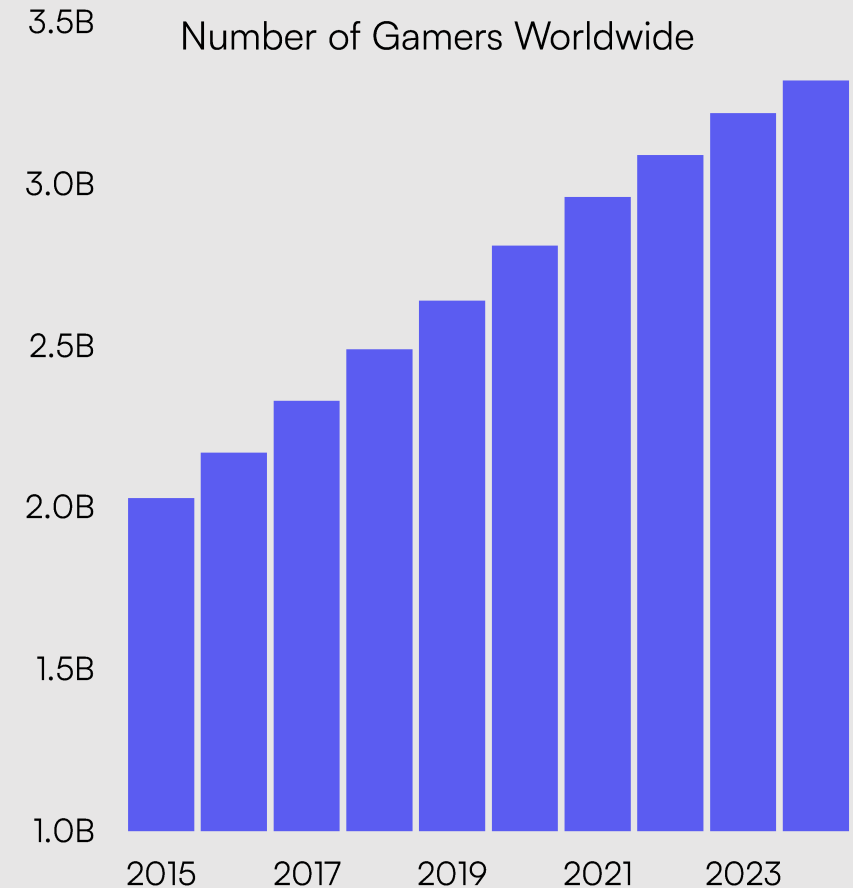




## Market Opportunity: Active Gamers

The video game sector is set to experience significant growth, with a predicted addition of **400 million new users (+14.9%)** between 2023 and 2027. This trend illustrates the widening global appeal of video games.

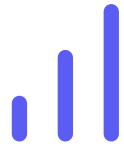
By 2027, the global user base of video games is projected to hit **3.1 billion, representing ~40% of the global population.**





# Introducing **NERD**: The Video Games ETF

## 3 Reasons to consider NERD ETF:



### Market Growth

The global games market is projected to grow to an impressive size of approximately \$211 billion by 2025.



### M&A Activity

Since 2020, there has been a surge in large-scale M&A activity within the gaming industry, with 12 out of 17 deals valued above \$1 billion.



### User Engagement

The total number of active gamers worldwide is expected to reach a staggering 3.3 billion by 2024.

Ticker	Primary Exchange	Inception Date	Expense Ratio	CUSIP	Index Ticker (TR)
NERD	Nasdaq	06/04/2019	0.50%	53656F706	PLAYR2T





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## NERD — Roundhill Video Games ETF

For more information:

Website: [roundhillinvestments.com](http://roundhillinvestments.com)

Twitter: @roundhill

LinkedIn: Roundhill Investments

### Risk Disclosure:

Investing involves risk, including possible loss of principal. Video game companies face intense competition, both domestically and internationally, may have products that face rapid obsolescence, and are heavily dependent on the protection of patent and intellectual property rights. Such factors may adversely affect the profitability and value of video gaming companies. Investments made in small and mid-capitalization companies may be more volatile and less liquid due to limited resources or product lines and more sensitive to economic factors.

Fund investments will be concentrated in an industry or group of industries, and the value of Fund shares may risk and fall more than diversified funds. Foreign investing involves social and political instability, market illiquidity, exchange rate fluctuation, high volatility and limited regulation risks. Emerging markets involve different and greater risks, as they are smaller, less liquid and more volatile than more developed countries.

Depository Receipts involve risks similar to those associated investments in foreign securities, but may not provide a return that corresponds precisely with that of the underlying shares. Please see the prospectus for details of these and other risks. Roundhill Financial Inc. serves as the investment advisor.

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