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INDXX US EGAMING & VIRTUAL REALITY INDEX METHODOLOGY

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1. INDXX US EGAMING & VIRTUAL REALITY INDEX

1.1 INDEX DESCRIPTION

The Indxx US eGaming & Virtual Reality Index is designed to track the performance of companies listed in the United States that are associated with the Virtual Reality, Augmented Reality and Online Gaming industry.

The index has a base date of April 30, 2014 with an initial value of 1,000.

The index is currently available in the following versions:

- Net Total Return (Bloomberg Ticker: IUSEGVR)

1.2 CREATION OF MASTER LIST

1.2.1 Initial Universe

To be eligible for inclusion in the Initial Universe, securities must have:

- Their listing on US Stock Exchanges.
- A minimum total market capitalization of \$500 million.
- A 6-month average daily turnover greater than or equal to \$2 million.
- The security must have traded on 90% of the eligible trading days in the last 6 months. In case a security does not have a trading history of 6 months (only IPOs), such a security must have started trading at least 3 months before the start of the Reconstitution/Rebalancing Process and should have traded on 90% of the eligible trading days for the past 3 months.

1.2.2 Free Float

All securities must have a minimum free float equivalent to 10% of shares outstanding.

1.2.3 Maximum Price

Securities trading at a price of \$10,000 or above are ineligible for inclusion in the index. This rule is not applicable for existing constituents. Existing constituents shall remain in the initial universe irrespective of their stock price.

1.2.4 Security Type

The following security types are eligible for inclusion:

- Common Stock
- ADR

1.2.5 Share Classes

- The existing share class /listing in the portfolio is retained if it satisfies all the eligibility criteria of the index
- The most liquid share class/ listing is considered for inclusion.

1.3 SECURITY SELECTION PROCESS

Based on extensive research, Indxx has defined eGaming and virtual reality as being comprised of the following sub-themes:

Online Gaming	Companies that are primarily engaged in the development of video games, app games, electronic games or providing platform / hardware associated with online gaming. However, companies operating in the gambling and casino business are not a part of the theme.
Virtual Reality	Companies developing hardware that support VR or providing VR applications for both consumer and enterprise interactions.
Augmented Reality	Companies developing hardware that support AR or providing AR applications for both consumer and enterprise interactions.

These sub-themes are comprised of companies in the following FactSet Industries:

Recreational Products	Semiconductors	Internet Software/Services
Packaged Software	Computer Peripherals	Electronics/Appliances
Advertising/Marketing Services	Computer Processing Hardware	Telecommunications Equipment
Industrial Machinery	Movies/Entertainment	Electronic Equipment/Instruments
Electronic Production Equipment	Engineering & Construction	Electrical Products
Information Technology Services	Electronic Components	Internet Retail

The industries and sub-themes identified through this research-based approach are subject to change at every annual reconstitution.

Companies are classified into one of the following two types based on revenue:

- Pure Play:

Companies from the Master List that derive revenue greater than or equal to 50% from the above sub-themes are considered as 'pure-play' eGaming and virtual reality companies. These companies are included in the 'Selection List' for the index.

- Quasi Play:

Companies that generate revenue less than 50% or companies that have either products or services related to eGaming and virtual reality are considered as 'quasi-play' eGaming and virtual reality companies. These companies are also included in the 'Selection List' for the index.

1.4 FINAL COMPOSITION

From the Selection List:

- Both the 'pure-play' and 'quasi-play' will form the final index.

1.5 WEIGHTING

The index is equally weighted at the time of reconstitution.

1.6 BUFFER RULES

Buffer Rules are employed to reduce Portfolio Turnover. The following buffer rules apply:

1.6.1 Market Capitalization

A constituent shall continue to be included in the Initial Universe if its market capitalization is greater than or equal to 80% of the previously defined market capitalization limit. To illustrate, if an existing index member qualifies all other selection criteria but doesn't qualify the market capitalization criteria to the extent of 20% deviation then it will be retained in the investible universe.

1.6.2 Liquidity

A constituent shall continue to be included in the Initial Universe if its 6-month ADTV is greater than or equal to 70% of the previously defined liquidity limit. To illustrate, if an existing index member qualifies all other selection criteria but doesn't qualify liquidity criteria to the extent of 30% deviation then it will be retained in the investible universe.

1.7 INDEX CALCULATOR

The calculator of this index is Solactive AG.

1.8 INDEX PUBLISHER

The index is published by Indxx.

1.9 INDEX EDITOR

The index is edited by Indxx.

1.10 RECONSTITUTION AND REBALANCING RULES

- The index follows an annual reconstitution and rebalancing schedule. The new portfolio becomes effective at the close of last trading day of April each year. This day is called the 'Effective Day'.
- The security selection and portfolio creation process start on the close of the nearest Friday falling at least one month before the effective day, called the 'Selection Day'. The selection list is created based on the data as of the Selection Day.
- Weights are calculated at the close of the seventh trading day prior (six trading days prior) to the Effective Day. Index Shares are frozen using weights as of this day.

1.11 CORPORATE ACTIONS

The corporate action guidebook is present in the Announcements section of our website, under 'Index Documents'.

2. APPENDIX

2.1 METHODOLOGY CHANGES

Methodology changes since July 2020 are as follows:

Section	Previous Value	New Value	Effective Date (close)
1.8		The 'Index Publisher' section has been added to the methodology.	July 10, 2020
1.9		The 'Index Editor' section has been added to the methodology.	July 10, 2020
1.3		FactSet Industry 'Internet Retail' has been added to the methodology.	April 08, 2022

3. DISCLAIMER

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