# Full-Year FY04/22 <br> Financial Results Presentation 

## June 13, 2022

Macbee Planet, Inc.
(Stock code: 7095)

## Company Overview

| Company name | Macbee Planet, Inc. (7095) |
| :--- | :--- |
| Establishment date | August 25, 2015 |
| Capital | 403 million yen (as of end-April 2022) |
| Business description | Provision of data-driven marketing analytics services |
| Head office location | 3-11-11 Shibuya, Shibuya-ku, Tokyo |
| No. of employees | 70 (as of end-April 2022) |
| Aug. 2015 | Established Macbee Planet, Inc. |
| Aug. 2015 | Released data analytics platform "Honeycomb" |
| Nov. 2017 | Released web customer service tool "Robee" |
| Mar. 2020 | Listed on Mothers section of the Tokyo Stock Exchange |
| Mar. 2021 | Established Smash Co., Ltd. |
| Aug. 2021 | Made a, Inc. a wholly owned subsidiary |

## FY04/22 Performance Highlights

■ AC and MT business grew faster than planned, and both net sales and operating profit reached record highs.


# FY04/22 Growth Strategy Highlights <br> $■$ We made steady progress in each of the priority strategies and started development of a new product applicable to all strategies. 

## Product strategy

(1) Raise LTV improvement capability even further

(2) Implement AI for data analytics and consulting


Completed process definition of high performers through operational data analysis

Made progress on PMI with Alpha, and engineering team grew by $\mathbf{1 5 0 \%}$. Initiated new product development

Sales strategy
3 Accelerate expansion into other industries


Working on HR, personal gym, and subscription
Started offering 3D AD to non-gaming industry

## Compared to end-

Strengthen
hiring FY04/21, the number of personnel increased by 22 (+46\%)

## FY04/23 Financial Results Forecast

$■$ We expect net sales and operating profit to continue to grow to JPY17.0bn and JPY1.6bn, respectively.

Net sales
(Millions of yen)
FY04/22
FY04/23
14,425 17,000
1,600
$+29 \%$
Operating Margin
8.6\%
9.4\% $+0.8 \mathrm{pp}$

Plans to decrease revenues from the previous fiscal year


- New product to contribute to improved results and new revenues
- New client acquisition
- Operating income growth with sales increase
- SG\&A expenses are expected to remain at the same level as this fiscal year, except for an increase in personnel expenses due to an increase in the number of employees


## Growth of about 30\% for the full year on a

 normalized basis (excluding special demand).

## New Product Development

$\square$ We are developing our proprietary platform that realizes LTV marketing by linking it with existing products, integrating client data, and analyzing data with AI.


Our proprietary Al platform that integrates client data and analyzes it with AI to realize LTV marketing.

## Growth Image

■ Through new products and M\&A, we will further develop and deepen LTV marketing. We also plan to develop new businesses in the Web3 domain for business expansion after the end of the current medium-term management plan period.


Sales strategy

## Strengthen holistic group management(Planning)

■ Planning to introduce an executive officer system (delegated executive officer system) with authority and responsibility for business execution. By separating management and business execution, we establish a system that aims for rapid decision-making and discontinuous growth.


# Progress on Medium-Term Management Plan 

■ Making solid progress toward achieving the Medium-Term Management Plan announced in December 2021

Net Sales


Full-Year FY04/22 Financial Results

## FY04/22 Results Summary

- AC and MT business grew faster than planned, and both net sales and operating profit reached record highs.



## Breakdown of YoY

■ MT business grew significantly, achieving increases in both sales and profit. Invested in human resources with a view to post-medium-term business plan achievement.

|  | FY04/21 Actual | $\begin{aligned} & \text { FY04/22 } \\ & \text { Actual } \end{aligned}$ | YoY change | $\begin{gathered} \text { YoY } \\ \text { change (\%) } \end{gathered}$ |
| :---: | :---: | :---: | :---: | :---: |
| Net sales | 9,779 | 14,425 | +4,646 | +48\% |
| Gross profit | 1,597 | 2,649 | +1,052 | +66\% |
|  | 1,302 | 1,744 | +442 | +34\% |
|  | 295 | 905 | +609 | +206\% |
| $\begin{gathered} \text { SG\&A } \\ \text { expenses } \end{gathered}$ | 812 | 1,412 | +600 | +74\% |
| Pessomel | 429 | 565 | +136 | +32\% |
| $\underbrace{}_{\substack{\text { Recruitment } \\ \text { Eucation }}}$ | 48 | 63 | +14 | +30\% |
| мвA | - | 169 | +169 | - |
| other | 334 | 614 | +280 | +84\% |
| Operating | 785 | 1,237 | +452 | +58\% |
| Operating margin | 8.0\% | 8.6\% | +0.6pt | - |

In addition to the growth of existing customers, new customers acquired also grew, resulting in significant growth in both the AC and MT businesses.

## - AC Net sales grew +42\% YonY

- Synergies with Robee improved acquisition efficiency and gross margin (3Q 12.4\% $\rightarrow 4 \mathrm{Q}$ 13.3\%)
- Steady growth in YonY even excluding special demand in the securities industry
- Banking industry remained strong with new acquisitions
- Wellness industry has seen significant growth in new customers as well as existing customers
- Developing other human resource industries


## - MT Net sales grew +209\% YonY

- Robee : Change in structure to strengthen synergies with AC business
- 3 DAD : Expansion beyond the gaming industry
- Smash : Increasingly introduced in the telecommunications industry
$>$ Operating margin $+0.6 p p$
- Gross profit margin improvement
- Upfront investment in improvements
- Expansion and renewal of office space


## Quarterly Net Sales

$■$ Steady sales trend continues.


## Breakdown of QoQ Change in Operating Profit

$■$ Gross profit and operating profit both reached record highs due to business growth.


## Business Performance

## Full-Year Financial Results



## Performance Trends

|  | $\begin{gathered} \text { FY04/20 } \\ 4 \mathrm{Q} \end{gathered}$ |  | FY04/21 |  |  |  |  |  |  |  | FY04/22 |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  | 1Q |  | 2Q |  | 3Q |  | 4Q |  | 1Q |  | 2Q |  | 3Q |  | 4Q |  |
|  | (JPY mn) | Ratio | (JPY mn) | Ratio | (JPY mn) | Ratio | (JPY mn) | Ratio | (JPY mn) | Ratio | (JPY mn) | Ratio | (JPY mn) | Ratio | (JPY mn) | Ratio | (JPY mn) | Ratio |
| Net sales | 1,501 | - | 1,772 | - | 2,320 | - | 2,609 | - | 3,076 | - | 4,150 | - | 3,244 | - | 3,400 | - | 3,630 | - |
| Gross profit | 271 | 18.1\% | 305 | 17.2\% | 373 | 16.1\% | 404 | 15.5\% | 513 | 16.7\% | 575 | 13.9\% | 664 | 20.5\% | 652 | 19.2\% | 757 | 20.9\% |
| SG\&A expenses | 294 | 19.6\% | 168 | 9.5\% | 175 | 7.6\% | 206 | 7.9\% | 261 | 8.5\% | 241 | 5.8\% | 359 | 11.1\% | 399 | 11.7\% | 411 | 11.3\% |
| Personnel expenses | 130 | 8.7\% | 109 | 6.2\% | 108 | 4.7\% | 115 | 4.4\% | 95 | 3.1\% | 118 | 2.8\% | 131 | 4.0\% | 155 | 4.6\% | 160 | 4.4\% |
| Advertising expenses | 68 | 4.6\% | 6 | 0.3\% | 9 | 0.4\% | 14 | 0.6\% | 9 | 0.3\% | 12 | 0.3\% | 3 | 0.1\% | 7 | 0.2\% | 4 | 0.1\% |
| $\begin{gathered} \text { Recruiting } \\ \text { \& education } \\ \text { expenses } \end{gathered}$ | 21 | 1.5\% | 9 | 0.5\% | 11 | 0.5\% | 8 | 0.3\% | 18 | 0.6\% | 5 | 0.1\% | 11 | 0.4\% | 13 | 0.4\% | 21 | 0.6\% |
| $\begin{array}{r} \text { R\&D } \\ \text { expenses } \end{array}$ | - | - | - | - | - | - | - | - | - | - | 9 | 0.2\% | 5 | 0.2\% | 3 | 0.1\% | 3 | 0.1\% |
| $\begin{array}{r} \text { Depreciation } \\ \text { \& amortization } \end{array}$ | 2 | 0.2\% | 2 | 0.1\% | 3 | 0.1\% | 3 | 0.1\% | 4 | 0.1\% | 4 | 0.1\% | 5 | 0.2\% | 7 | 0.2\% | 9 | 0.3\% |
| Mearealed | - | - | - | - | - | - | - | - | - | - | - | - | 85 | 2.6\% | 41 | 1.2\% | 41 | 1.1\% |
| System $\begin{array}{r}\text { outsourcing } \\ \text { expenses }\end{array}$ | 3 | 0.2\% | 4 | 0.3\% | 10 | 0.4\% | 9 | 0.4\% | 7 | 0.2\% | 9 | 0.2\% | 12 | 0.4\% | 9 | 0.3\% | 8 | 0.2\% |
| $\begin{gathered} \text { Other } \\ \text { expenses } \end{gathered}$ | 68 | 4.5\% | 35 | 2.0\% | 32 | 1.4\% | 54 | 2.1\% | 126 | 4.1\% | 81 | 2.0\% | 104 | 3.2\% | 160 | 4.7\% | 162 | 4.5\% |
| Operatin g profit | -23 | -1.5\% | 137 | 7.7\% | 198 | 8.6\% | 197 | 7.6\% | 252 | 8.2\% | 333 | 8.0\% | 304 | 9.4\% | 253 | 7.4\% | 346 | 9.5\% |

[^0]
## Sales Ratio by Industry

|  | FY04 | 4／20 | FY04／21 |  |  |  |  |  |  |  | FY04／22 |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | 4Q |  | 1Q |  | 2Q |  | 3Q |  | 4Q |  | 1Q |  | 2Q |  | 3Q |  | 4Q |  |
|  | （百万円） | 構成比 | （百万円） | 構成比 | （百万円） | 構成比 | （百万円） | 構成比 | （百万円） | 構成比 | （百万円） | 構成比 | （百万円） | 構成比 | （百万円） | 構成比 | （百万円） | 構成比 |
| ALL | 1，501 |  | 1，772 |  | 2，320 |  | 2，609 |  | 3，076 |  | 4，150 |  | 3，244 |  | 3，400 |  | 3，630 |  |
| Finance | 546 | 36．4\％ | 581 | 32．8\％ | 969 | 41．8\％ | 1，240 | 47．5\％ | 1，894 | 61．6\％ | 2，935 | 70．7\％ | 1，713 | 52．8\％ | 1，540 | 45．3\％ | 1，798 | 49．5\％ |
| Banks | 280 | 18．7\％ | 197 | 11．2\％ | 256 | 11．1\％ | 244 | 9．4\％ | 382 | 12．4\％ | 312 | 7．5\％ | 461 | 14．2\％ | 398 | 11．8\％ | 606 | 16．7\％ |
| Securities | 148 | 9．9\％ | 352 | 19．9\％ | 627 | 27．0\％ | 910 | 34．9\％ | 1，418 | 46．1\％ | 2，567 | 61．9\％ | 1，208 | 37．3\％ | 1，094 | 32．4\％ | 1，142 | 31．5\％ |
| Other financia | 117 | 7．8\％ | 31 | 1．8\％ | 85 | 3．7\％ | 86 | 3．3\％ | 94 | 3．1\％ | 54 | 1．3\％ | 43 | 1．4\％ | 46 | 1．4\％ | 50 | 1．4\％ |
| Wellness | 479 | 31．9\％ | 779 | 44．0\％ | 1，083 | 46．7\％ | 907 | 34．8\％ | 685 | 22．3\％ | 606 | 14．6\％ | 519 | 16．0\％ | 1，111 | 32．9\％ | 1，049 | 28．9\％ |
| Brick \＆ Mortar | 182 | 12．1\％ | 169 | 9．6\％ | 181 | 7．8\％ | 111 | 4．3\％ | 144 | 4．7\％ | 160 | 3．9\％ | 199 | 6．1\％ | 928 | 27．4\％ | 819 | 22．6\％ |
| Cosmetics EC | 172 | 11．5\％ | 376 | 21．3\％ | 591 | 25．5\％ | 543 | 20．8\％ | 379 | 12．3\％ | 327 | 10．7\％ | 220 | 6．8\％ | 119 | 3．5\％ | 178 | 4．9\％ |
| Healthy food EC | 124 | 8．3\％ | 233 | 13．2\％ | 311 | 13．4\％ | 251 | 9．6\％ | 160 | 5．2\％ | 119 | 2．9\％ | 98 | 3．0\％ | 62 | 1．9\％ | 50 | 1．4\％ |
| Others | 475 | 31．7\％ | 410 | 23．1\％ | 267 | 11．5\％ | 461 | 17．7\％ | 496 | 16．2\％ | 607 | 14．6\％ | 1，011 | 31．2\％ | 749 | 22．0\％ | 781 | 21．5\％ |

Financial Results by Segment

|  | FY04/20 | FY04/21 |  |  |  | FY04/22 |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | 4 Q | 1Q | 2 Q | 3Q | 4 Q | 19 | 2 Q | 3Q | 4Q |
| Net sales | 1,501 | 1,772 | 2,320 | 2,609 | 3,076 | 4,150 | 3,244 | 3,400 | 3,630 |
| AC Business | 1,468 | 1,702 | 2,237 | 2,535 | 3,003 | 4,044 | 2,992 | 3,132 | 3,329 |
| $\begin{gathered} \hline \text { MT } \\ \text { Business } \end{gathered}$ | 32 | 69 | 83 | 73 | 72 | 105 | 251 | 267 | 300 |
| Gross profit | 271 | 305 | 373 | 404 | 513 | 575 | 664 | 652 | 757 |
| AC Business | 239 | 238 | 290 | 331 | 440 | 472 | 425 | 388 | 458 |
| $\begin{gathered} \hline \text { MT } \\ \text { Business } \end{gathered}$ | 32 | 66 | 82 | 72 | 72 | 102 | 238 | 263 | 299 |
| $\begin{aligned} & \hline \begin{array}{l} \text { Operating } \\ \text { profit } \\ \text { (Segment profit) } \end{array} \\ & \hline \end{aligned}$ | -23 | 137 | 198 | 197 | 252 | 333 | 304 | 253 | 346 |
| $\begin{gathered} \hline \mathrm{AC} \\ \text { Business } \end{gathered}$ | 195 | 192 | 232 | 283 | 364 | 388 | 338 | 310 | 348 |
| $\begin{gathered} \hline \text { MT } \\ \text { Business } \end{gathered}$ | 8 | 45 | 51 | 21 | 6 | 67 | 74 | 157 | 189 |
| Adjustments | -118 | -100 | -86 | -106 | -118 | -122 | -107 | -215 | -191 |

## Balance Sheet

|  | (millions of yen) |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
|  | FY04/21 | FY04/22 | change (amount) | Current ratio |
| Assets | 3,348 | 5,894 | +2,545 | 162\% |
| Current assets | 3,101 | 4,119 | +1,018 |  |
| (Cash and deposits) | $(1,923)$ | $(2,097)$ | +174 | Equity ratio |
| Non-current assets | 247 | 1,774 | +1,527 | 46\% |
| Liabilities | 1,457 | 3,091 | +1,634 |  |
| Current liabilities | 1,414 | 2,547 | +1,132 |  |
| Non-current liabilities | 42 | 545 | +503 |  |
| Net assets | 1,891 | 2,801 | +910 |  |
| Shareholders' equity | 1,886 | 2,670 | +783 |  |

## Business description

## What we want to achieve

*What is Lifetime Value (LTV)?
LTV refers to the profit that a user (consumer) brings to a company throughout their lifetime, and is a measure used in calculating the cost that can be spent to acquire one user.

* What is Return On Investment (ROI)?

A measure of how much profit can been made on an investment.

## What is LTV marketing ?

$\square$ LTV marketing is a data-driven digital marketing strategy for maximizing the spending and retention period of users.

| Analytics Consulting business | <Consumer behavior> | Marketing Technology business |  |
| :---: | :---: | :---: | :---: |
| Acquisition of new high-LTV users | Awareness <br> User attraction | 3D AD | Ad delivery using proprietary AI and 3D creatives |
|  | Application Contract | Robee | Improve LTV by using Web hospitality tools |
|  |  | mash | Reduce cancellation with a chatbot |
| LTV marketing |  |  |  |

## Business process diagram



## Positioning

We focus on gathering and cultivating ongoing (high LTV) users in order to secure a unique positioning to achieve high growth.


## Scale of related markets

## $\square$ The target market for LTV marketing is vast and growing.

## JPY6tn

Advertising expenses ${ }^{* 2}$

## Over JPY 27 tn

Advertising expenses + Sales promotion
costs ${ }^{* 3}+$
DX solutions services ${ }^{*} 4$
*2 Total advertising expenses in Japan were JPY6.2tn as per "2020 Advertising Expenditures in Japan" (Dentsu)
*3 JPY15tn as per 3Q FY03/19 business results presentation of Yahoo Japan Corporation

## Source of competitive strength

LTV marketing is achieved through data, technology, and consulting.

## LTV marketing components

## Data

0 party data

- Reasons for cancellations
- VOC gathering
- Loyalty as data


## 0 to 3rd party data links

- Behavioral data
- Psychological data
- Purchase data
- Attribute data


## Data platform

- Integrate data for the same ID
- Visualize user
touchpoints/psychology


## Technology

Analysis

- Machine learning
- Audio analysis
- Emotion analysis
- Cancellation analysis


## AI

- Withdrawal prediction
- LTV prediction
- Cancellation prediction
- Delivery algorithm


## Digital communications

- Hospitality
- Chatbots
- Popup
-3D creative


## 육NN $C o n s u l t i n g$

Use of data technology

- Data-driven
- Use of own products
- Leverage promptly using templates


## Pay-for-performance basis

- Attract users who would continue to use the services
- Expertise in increasing LTV

Use of cancellation data

[^1]
## Data used in LTV marketing

■We integrate Zero/1st/3rd party data on the Honeycomb data analysis platform, and build an original LTV prediction model.


## Analytics Consulting business

## We attract users on a pay-for-performance basis using LTV predictions built with data analytics.

1. LTV data analytics

Data obtained from media and in-house tools are analyzed in order to identify the attributes of high-LTV users.


Use data to attract users on a pay-for-performance basis

Based on the data, our consultants plan and implement ways to attract new users on a fully pay-for-performance basis.


Unit price of performance compensation $\times$ No. of results generated

Gross profit margin: Approx. 15\%

## Marketing Technology business

Improve LTV by raising the LTV of new customers and lowering the cancellation rate of existing customers. Optimize ad delivery by using AI and 3D technology.

1 Convert attracted users into customers

Robee provides customer service to attracted users and converts them into high LTV customers.


Fixed monthly rate or
Performance compensation

2 Prevent existing customers
from churning
A chatbot is used to encourage existing users considering canceling to continue, thereby reducing the churn rate and improving LTV.


Fixed monthly rate or
Monthly fee + Performance compensation

3 AI-powered ad delivery

Ad delivery using proprietary AI-powered delivery
algorithms and 3D creatives


Depends on ad delivery volume

Gross profit margin: Over 90\%

## Unique features of our service

## Achieve a positive cycle by using data and improving LTV

## Improving LTV further allows you to spend more on user acquisition.

Macbee Planet Group

1 Use data to improve LTV
Increase LTV of users (consumers) by raising ability of Robee / Smash to improve LTV

2 Increase cost per acquisition (CPA)
Improve LTV to increase cost per action

3 generated results
Increase CPA to strengthen ads, thereby increasing the number of generated results
Increase sales while
maintaining ROI
Because LTV is high, ROI is also high even if CPA increases

Competitors


## Business characteristics

We accelerate growth by increasing new customers and raising per-customer spending.


## Results generation phases

$\square$ The Macbee productivity curve is the locus of our customers' success.


## Disclaimer

This document contains forward-looking statements based on information available to the Company at the time it was prepared and involves risks and uncertainties. As such, these statements do not guarantee future business results or outcomes.
Actual results may differ materially from the forward-looking statements in this document due to changes in the business environment or other factors. The above risks and uncertainties include, but are not limited to, factors such as economic conditions in Japan and overseas, and trends in the industries in which the Company operates.
The Company shall assume no obligation to update or revise any forwardlooking statements contained in this document, even if new information or events occur in the future. The information contained herein, other than about the Company, is quoted from publicly available information, and the Company does not guarantee the accuracy or appropriateness of such information.


[^0]:    *Consolidated financial statements were introduced at the end of $\mathrm{FY} 04 / 21$. Thus, figures before Q3 $\mathrm{FY} 04 / 21$ are non-consolidated.

[^1]:    - Lower churn rate by preventing cancellations
    - Identify issues in marketing

