

## BlueStar<sup>®</sup> E-Games Index

The BlueStar<sup>®</sup> E-Games Index (BEGAM) tracks the performance the largest and most liquid companies in the global Electronic Games Industry. This is a modified market cap-weighted index, and only includes companies that generate at least 50% of their revenue from the development or commercialization of video games, electronic board games, video game consoles, or hardware used to play video or electronic games.

### Key Features



**All Time High/Low**      **52-Week High/Low**

**Total Return Net Index**    508.71/98.12                      458.72/291.04

#### Size and Liquidity Requirements

Float-adjusted market capitalization of at least 100 mIn USD. Six-month average-daily-value-traded of at least 500000 USD.

#### Universe

Companies must derive at least 50% of revenue from video gaming or e-sports services, or offer video game consoles.

#### Diversification

Companies are weighted by float-adjusted market capitalization with a maximum component weight of 7%.

#### Review

Semi-annual in June and December.

### Index Data

#### INDEX PARAMETERS

<b>Launch Date</b>	31 May 2022	<b>Components</b>	60
<b>Type</b>	Sector	<b>Volatility (250 days)</b>	24.92
<b>Currency</b>	USD	<b>Full MCap</b> bn USD	3,719.88
<b>Base Date</b>	29 Dec 2014	<b>Float MCap</b> bn USD	2,949.42
<b>Base Value</b>	100.00	<b>Correlation*</b> (250 days)	0.97

\* MVIS Global Video Gaming & eSports Index

#### FUNDAMENTALS\*

<b>Price/Earnings Trailing</b>	20.06
<b>Price/Book</b>	2.09
<b>Price/Sales</b>	2.06
<b>Price/Cash Flow</b>	11.16
<b>Dividend Yield</b>	1.13

\* as of 31 Jul 2022

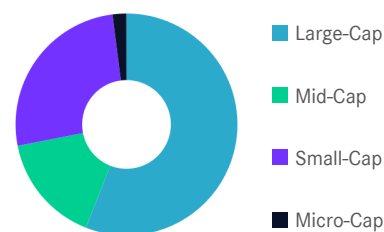
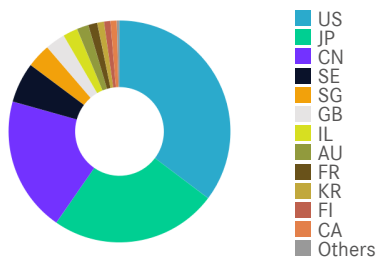
#### ANNUALISED PERFORMANCE\*

<b>1 Month</b>	4.12%
<b>1 Year</b>	-21.71%
<b>3 Years</b>	7.30%
<b>5 Years</b>	6.68%
<b>7 Years</b>	16.33%

\* Total Return Net Index

### Country and Size Weightings

Country	Count	Weight
United States	14	35.28%
Japan	17	24.36%
China	12	19.71%
Sweden	5	5.88%
Singapore	2	3.48%
United Kingdom	2	2.91%
Israel	1	2.14%
Australia	1	1.71%
France	1	1.31%
South Korea	2	1.00%
Finland	1	0.93%
Canada	1	0.91%
Others	1	0.39%

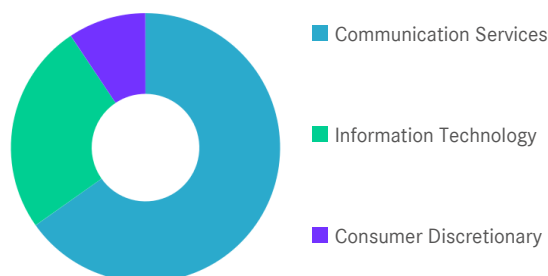


Size	Count	Weight
Large-Cap (> 6 bn)	21	55.97%
Mid-Cap (1.5 bn - 6 bn)	12	15.93%
Small-Cap (0.2 bn - 1.5 bn)	25	26.08%
Micro-Cap (0.0 bn - 0.2 bn)	2	2.02%

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### Sector Weightings

Sector	Count	Weight
Communication Services	46	65.20%
Information Technology	9	25.43%
Consumer Discretionary	5	9.37%



### Index Components

Top Components by Weight	Country	Weight	Best Performing Components	YTD	1 Day
NVIDIA CORP	US	6.93%	GameStop Corp A	17.12%	8.57%
ADVANCED MICRO DEVICES	US	6.31%	BANDAI NAMCO HOLDINGS INC	-2.89%	4.54%
TENCENT HOLDINGS LTD	KY	6.00%	UNITY SOFTWARE INC	-65.20%	3.54%
MICROSOFT CORP	US	3.21%	Sohu.com Inc ADR	6.08%	3.41%
ACTIVISION BLIZZARD INC	US	2.97%	PLAYTIKA HOLDING CORP	-29.73%	3.23%
Sony Group Corp ADR	JP	2.81%			
ROBLOX CORP	US	2.65%			
NINTENDO CO LTD	JP	2.61%			
NETEASE INC-ADR	KY	2.29%			
SEA LTD	KY	2.19%			
ELECTRONIC ARTS INC	US	2.15%			
IRONSOURCE LTD-A	IL	2.14%			
<b>Subtotal</b>		42.27%			

Worst Performing Components	YTD	1 Day
Paradox Interactive AB	-13.85%	-9.04%
NVIDIA CORP	-39.48%	-6.30%
Archosaur Games Inc	-47.38%	-5.12%
KONAMI GROUP CORP	7.70%	-4.00%
NEXON CO. LTD	15.69%	-3.71%

### Symbols

	Symbol	ISIN	WKN	Sedol	Bloomberg	Reuters	Telekurs
<b>Price Index</b>	BEGAM	DE000A30A046	A30A04	BL54G83	BEGAM	.BEGAM	118227300
<b>Total Return Net</b>	BEGAMNTR	DE000A3CLJ54	A3CLJ5	BLNPNK9	BEGAMNTR	.BEGAMNTR	57061615
<b>Total Return Gross</b>	-	-	-	-	-	-	-

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