

BlueStar E-Games Index

The BlueStar E-Games Index (BEGAMNTR) 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 533.31/98.12 533.31/393.82

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		FUNDAMENTALS*		ANNUALISED PERFORMANCE*			
Launch Date	05 Oct 2018	Components	65	Price/Earnings Trailing	19.63	1 Month	3.60%
Type	Sector	Volatility (1 year)	20.30	Price/Book	3.67	1 Year	12.35%
Currency	USD	Full MCap bn USD	4,467.54	Price/Sales	3.41	3 Years	23.38%
Base Date	29 Dec 2014	Float MCap bn USD	3,475.00	Price/Cash Flow	15.27	5 Years	20.73%
Base Value	100.00	Correlation* (1 year)	0.95	Dividend Yield	0.71	Since Inception	24.66%

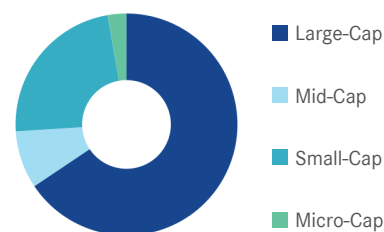
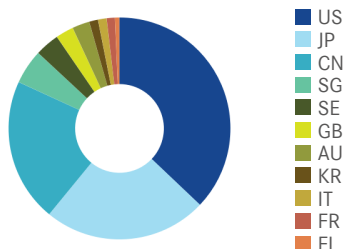
* MVIS Global Video Gaming & eSports Index

* as of 30 Sep 2021

* Total Return Net Index

Country and Size Weightings

Country	Count	Weight
United States	13	37.10%
Japan	20	23.82%
China	15	20.94%
Singapore	2	5.06%
Sweden	6	3.55%
United Kingdom	3	2.61%
Australia	1	2.52%
South Korea	1	1.29%
Italy	1	1.26%
France	2	1.21%
Finland	1	0.65%

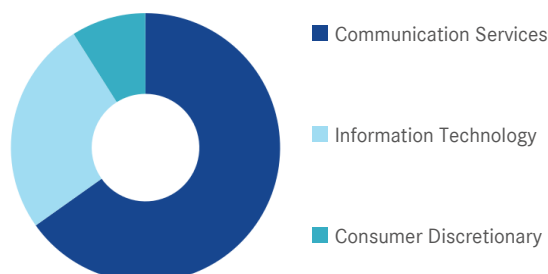


Size	Count	Weight
Large-Cap (> 6 bn)	25	65.62%
Mid-Cap (1.5 bn - 6 bn)	10	8.39%
Small-Cap (0.2 bn - 1.5 bn)	27	23.28%
Micro-Cap (0.0 bn - 0.2 bn)	3	2.71%

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Sector Weightings

Sector	Count	Weight
Communication Services	53	65.19%
Information Technology	8	25.84%
Consumer Discretionary	4	8.97%



Index Components

Top Components by Weight	Country	Weight	Best Performing Components	YTD	1 Day
NVIDIA CORP	US	9.74%	The9 Ltd ADR	224.86%	8.90%
TENCENT HOLDINGS LTD	KY	5.84%	RAZER INC	-23.31%	3.37%
ADVANCED MICRO DEVICES	US	5.20%	Koei Tecmo Holdings Co Ltd	1.37%	2.67%
SEA LTD	KY	4.52%	Enad Global 7 AB	-75.73%	2.60%
MICROSOFT CORP	US	3.84%	ACTIVISION BLIZZARD INC	-12.13%	2.42%
NINTENDO CO LTD	JP	3.68%			
SONY GROUP CORP	JP	3.57%			
UNITY SOFTWARE INC	US	3.01%			
ARISTOCRAT LEISURE LTD	AU	2.52%			
ACTIVISION BLIZZARD INC	US	2.39%			
NETEASE INC-ADR	KY	2.38%			
ELECTRONIC ARTS INC	US	2.34%			
Subtotal		49.05%			

Worst Performing Components	YTD	1 Day
Homeland Interactive Technology Ltd	-68.33%	-6.72%
Rovio Entertainment Oyj	-6.97%	-5.65%
DouYu International Holdings Limited	-68.44%	-5.16%
MTG-Modern Times Group B	-21.94%	-3.82%
STILLFRONT GROUP AB	-62.74%	-3.73%

Symbols

	Symbol	ISIN	WKN	Sedol	Bloomberg	Reuters	Telekurs
Price Index	-	-	-	-	-	-	-
Total Return Net	BEGAMNTR	DE000A3CLJ54	A3CLJ5	BLNPNK9	BEGAMNTR	.BEGAMNTR	57061615
Total Return Gross	-	-	-	-	-	-	-

For further information visit www.mvis-indices.com

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