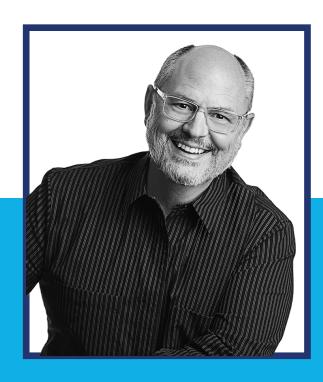




Today's Speakers



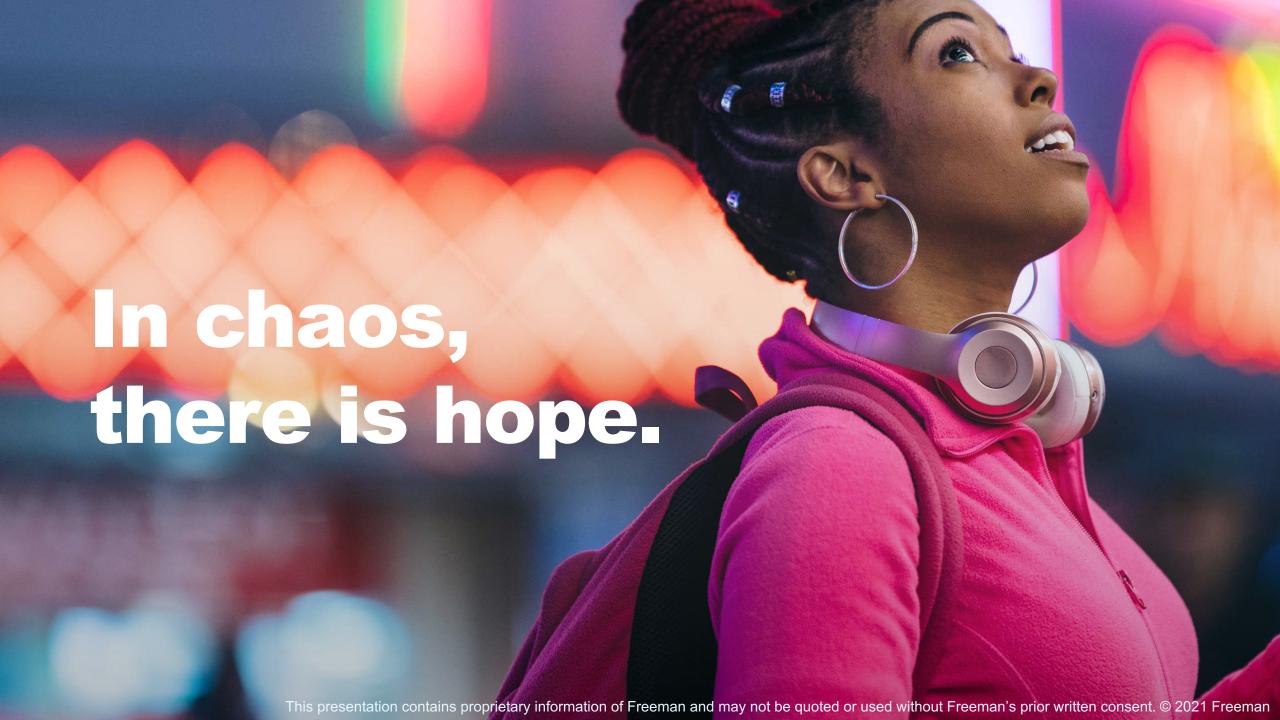
Bob Priest-HeckCEO



Janet Dell
President & COO



Ken Holsinger
SVP, Strategy
Digital & Data Solutions



There are 4 major catalysts that drive consumer behavioral change



Social Life

- Marriage
- Children
- Deaths
- Socio-political unrest



Technology

- The internet
- Social media
- Mobility
- Streaming services



Ad-hoc Events

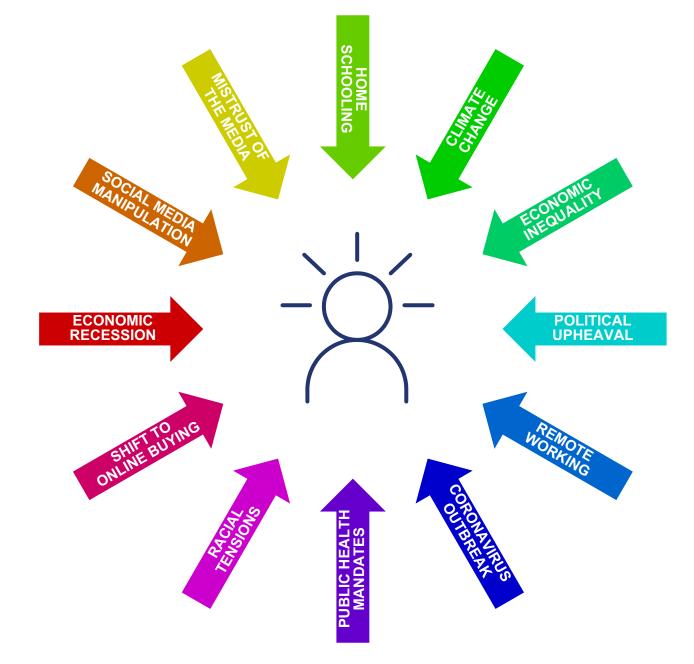
- Wildfires
- Hurricanes
- Earthquakes
- Pandemics



Regulations

- GDPR
- Data privacy
- Clean energy
- Public health mandates

2020's mix of change catalysts has caused some of the most impactful shifts in living memory



The acceleration of digital adoption in 2020 has been staggering and unprecedented

Remote Learning

1.2 billion children

moved to hybrid learning in a matter of weeks

Online Entertainment

7 years in 5 months

In 5 months, Disney+ amassed a user-base equivalent to 7 years of Netflix growth

Telemedicine

10x in **15 days**

10x growth from pre-COVID participation in telemedicine in 15 days

Remote Working

20x in **90 days**

20x growth from pre-COVID participation in remote working in 90 days

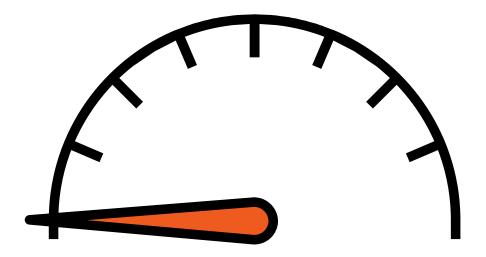
Online Delivery

20x in **90 days**

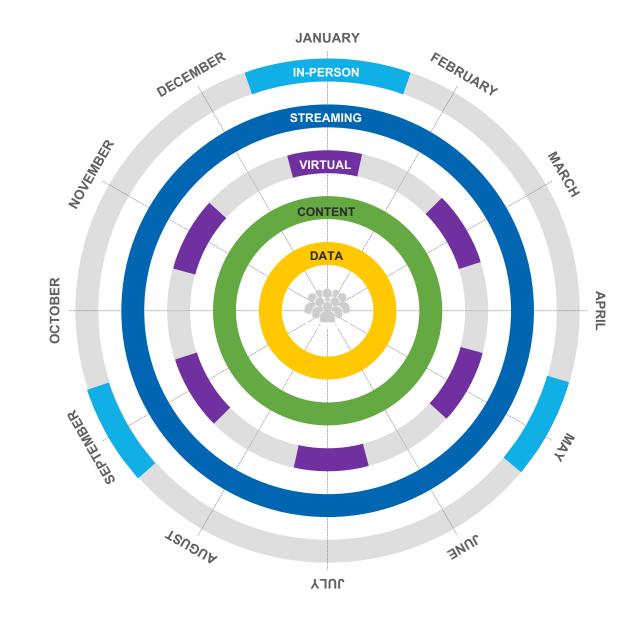
10 years of pre-COVID growth in online delivery was achieved in 8 weeks

75%

of companies in the US plan on accelerating their technology transformation as a result of the pandemic



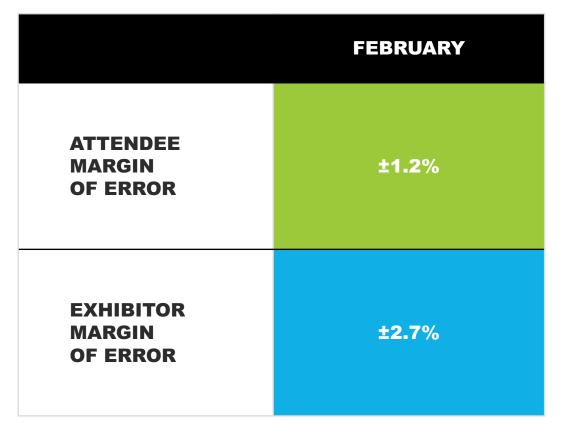
Just like the rest of the world, the business of LIVE will need to change

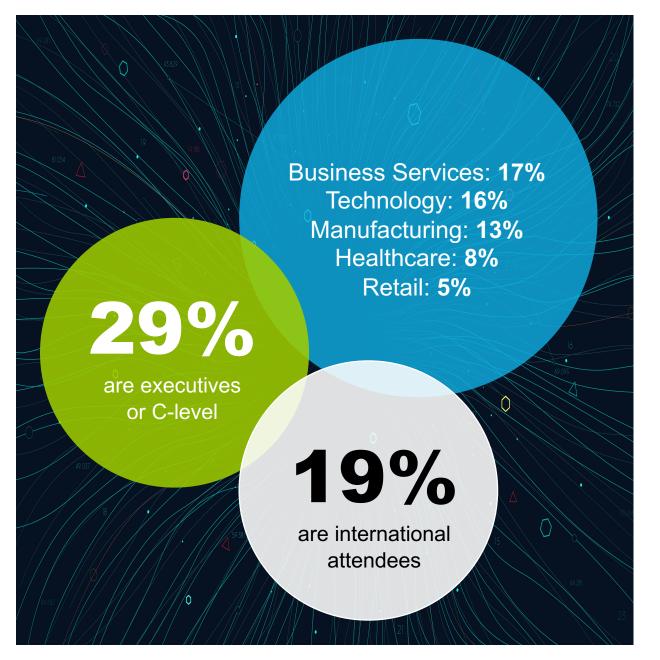


Profile Snapshot

WAVE 8

survey closed 02.20.21



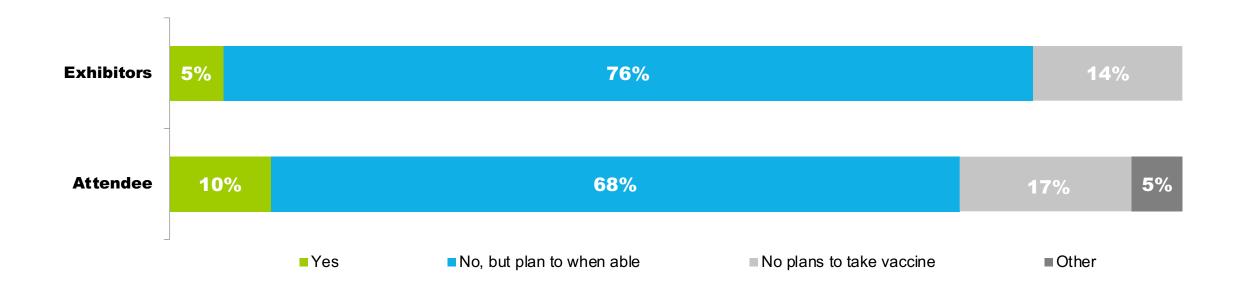


Vaccine / Timeframe Narrative

- Summary: Trade show attendees, suppliers and exhibitors are far more willing to immediately receive vaccines than the average person in the US
- Basis: We looked at secondary research from McKinsey, CDC, Axiom and others. We saw the potential based on demographic segments for a higher receptiveness on vaccines than the average population
- Result: We Surveyed our attendees and exhibitors and came back with a +80% willingness to take vaccine ASAP and a +20% bump in overall confidence in the 2021Fall times frame for return to events
- Why? The average age (48), Income (+ \$125k), and education (+ 5 years post high school) of event attendees, are major factors driving vaccine mindsets and timeframes

Most plan to get vaccinated when able (or already have)

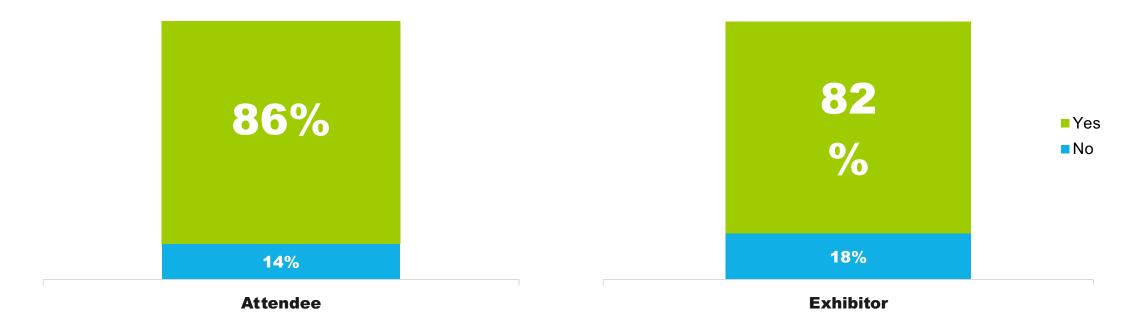
HAVE YOU BEEN VACCINATED FOR COVID-19?



Vaccination will substantially boost confidence in attending in-person

WILL VACCINATION INCREASE CONFIDENCE ATTENDING IN-PERSON EVENTS?

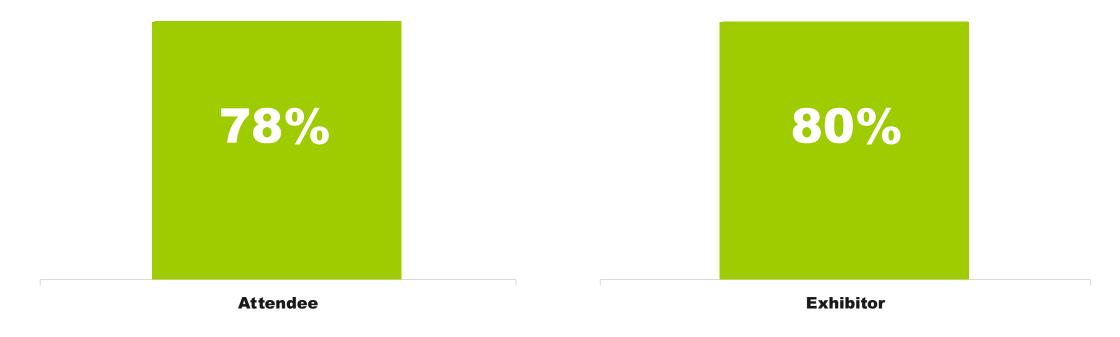
Base: Those who have been vaccinated or plan to be



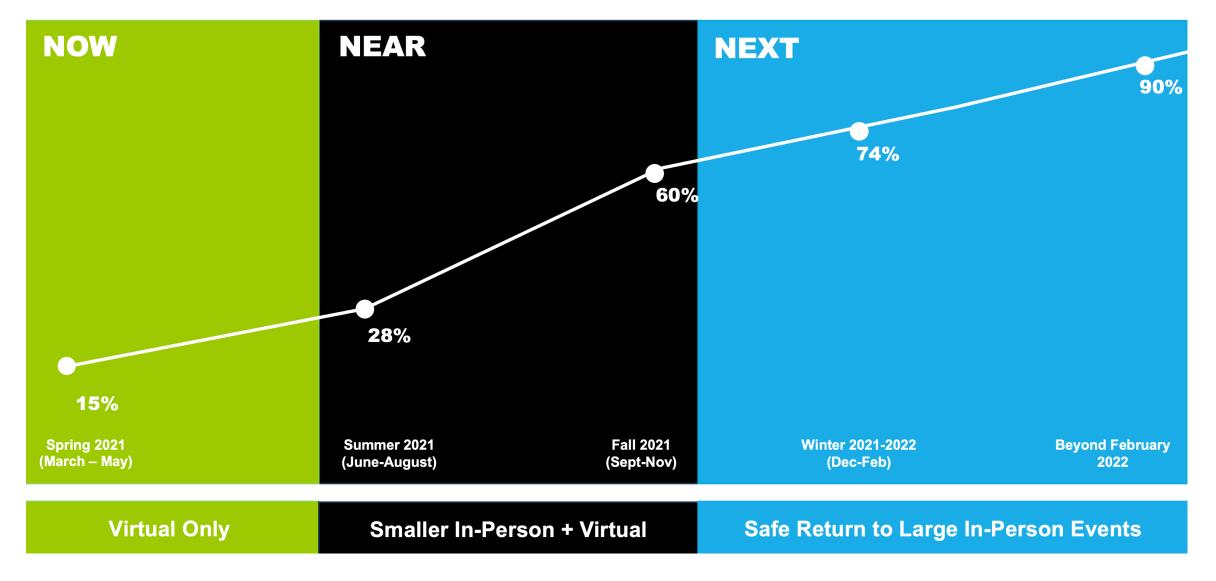
If vaccinated, most will attend in the fall.

TIMEFRAME FOR ATTENDING AS A RESULT OF THE VACCINATION

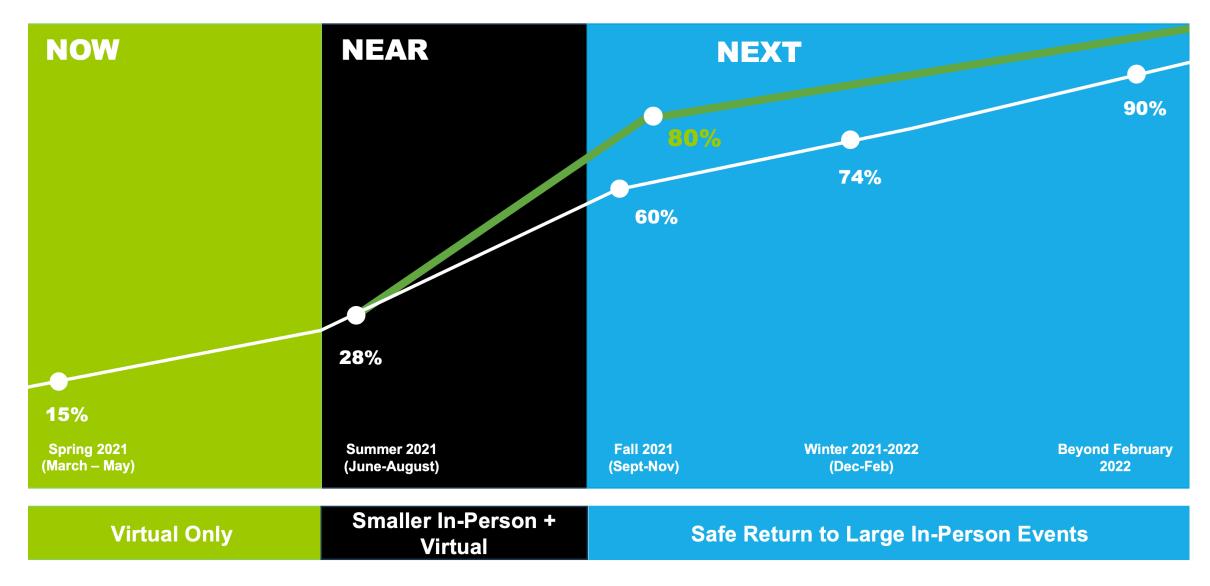
Base: Those who feel more confident because of the vaccine



Short-term and long-term outlook

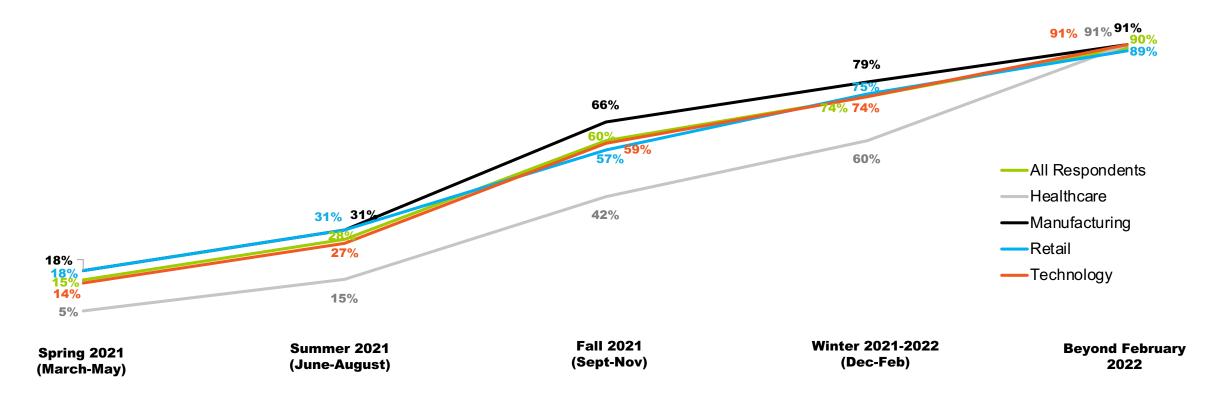


Outlook with effective vaccine distribution



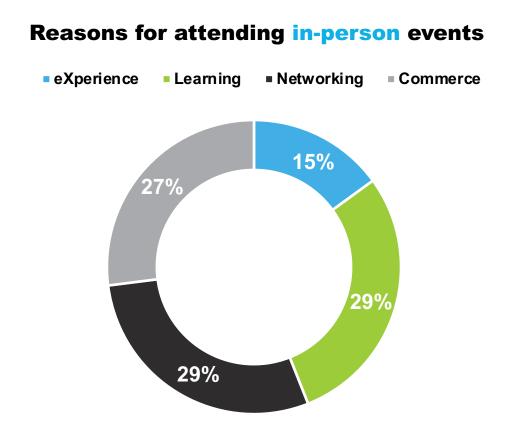
As expected, healthcare least optimistic and manufacturing most eager to return

WILL VACCINATION INCREASE CONFIDENCE ATTENDING IN-PERSON EVENTS?

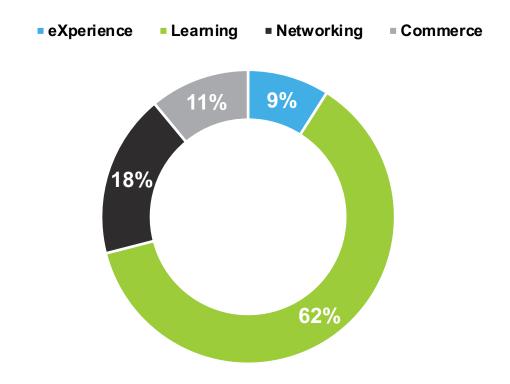


Motivators for attending events

MID-PANDEMIC



Reasons for attending digital/online events



Commerce and networking more important for in-person events

IMPORTANCE OF EVENT ELEMENTS CURRENTLY

IN-PERSON

Base: plan to attend in-person only in 2021

- 1. Exhibits (commerce)
- 2. Networking
- 3. Special events
- 4. Education sessions
- 5. Keynotes / general sessions
- 6. Gamification

VIRTUAL

Base: plan to attend virtual only in 2021

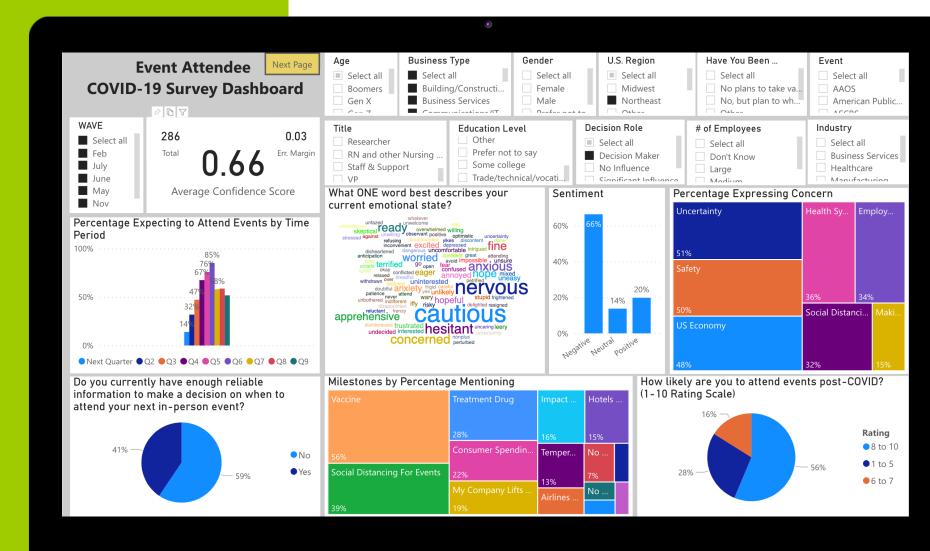
- 1. Education sessions
- 2. Keynotes / general sessions
- 3. Networking
- 4. Exhibits (commerce)
- 5. Special events
- 6. Gamification

HYBRID

Base: plan to attend in-person & virtual in 2021

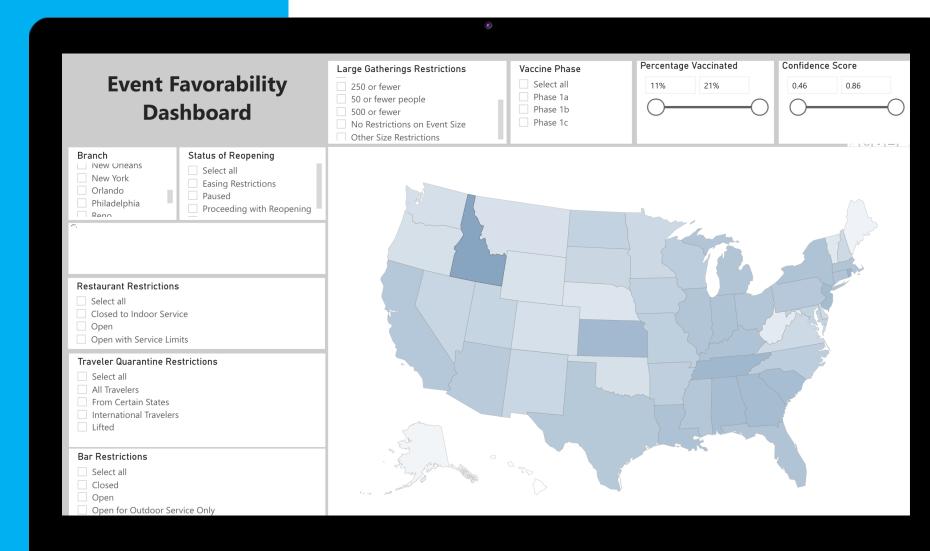
- 1. Networking
- 2. Exhibits (commerce)
- 3. Education sessions
- 4. Keynotes/general sessions
- 5. Special events
- 6. Gamification

Confidence Index Dashboard



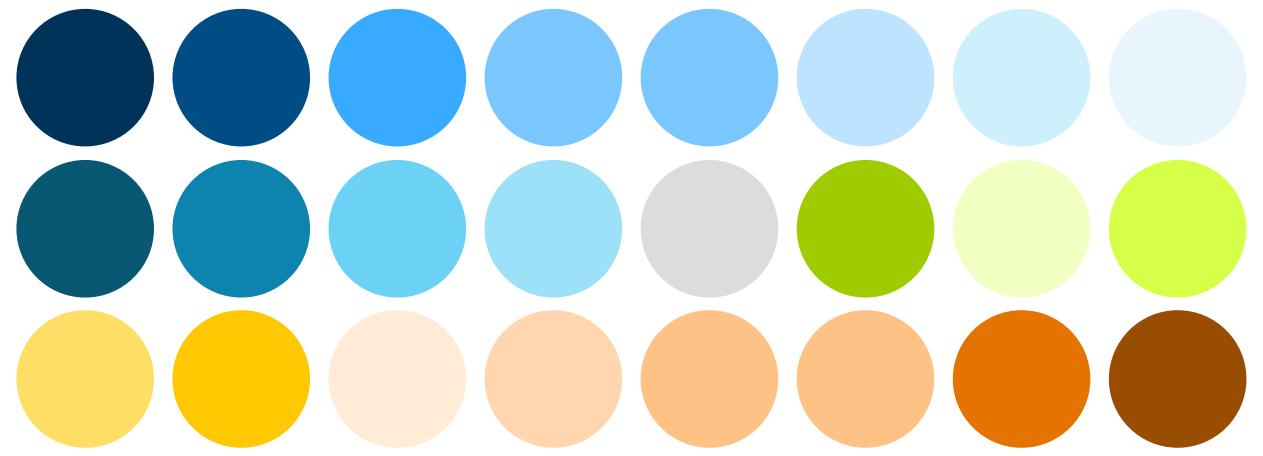


Event Favorability Dashboard

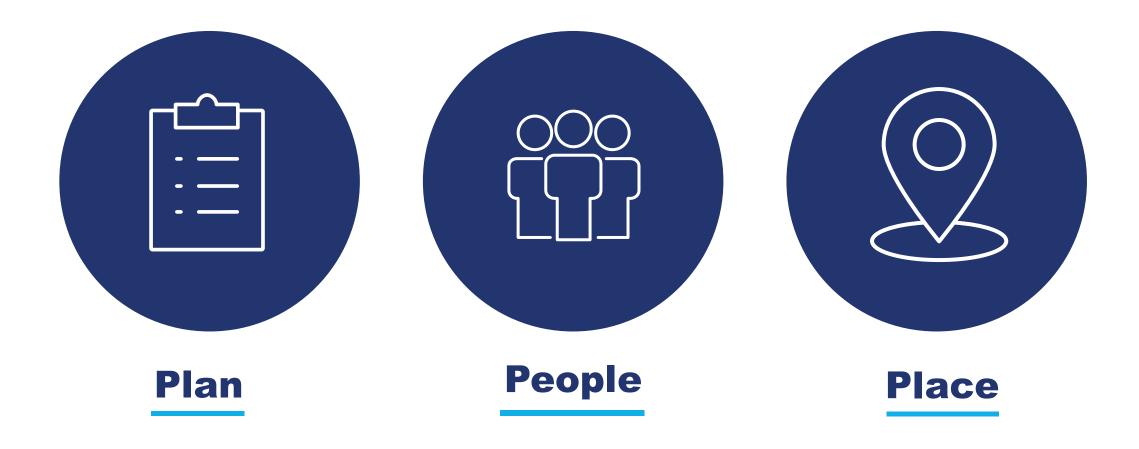




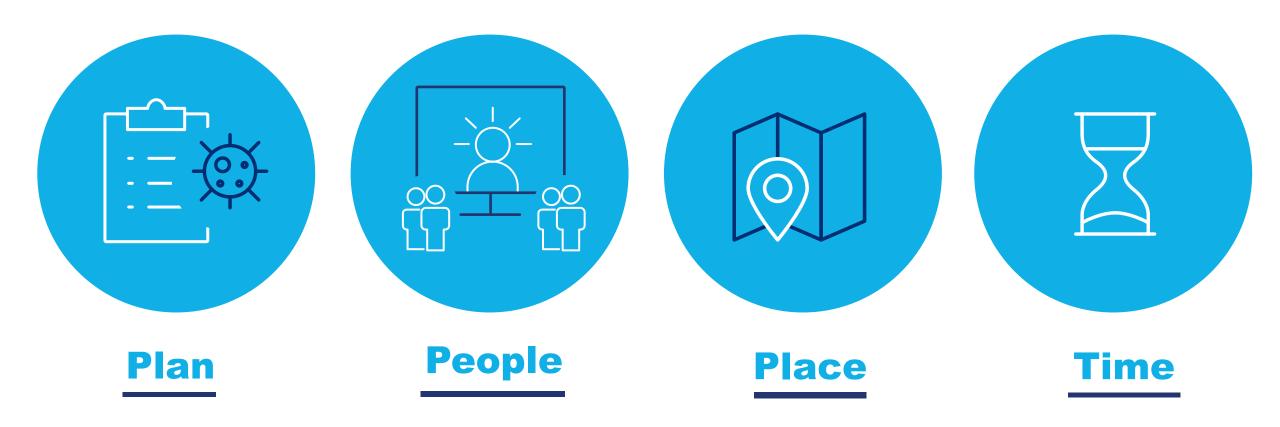
Everything is the same and everything is different



Everything is the same...



... Everything is different



Focusing on what's top of mind & most useful now

- Health & safety
- Scenario planning
- **Quality audience vs quantity**
- Digital amplification & extensions
- Modular solutions for faster builds





