Barbie











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Company Overview

- Mattel globally is the top toy production and entertainment company
- Mattel's mission is to provide quality toys and entertainment to engage children and aid in their development through play.
- While their portfolio of iconic brands include Barbie, Hot Wheels, American Girl, and Thomas & Friends. The company also has partner brands with Disney, Nickelodeon, NBCUniversal, Warner Bros, and more!

Financial Overview

	Yr1	Yr2	Yr3	Yr4	Current Yr	5-year Avg	Industry Avg (2023)
Revenue	4,504,	4,583,7	5,457,7	5,434,7	5,222,42	5,040,624	\$422.7 bn
	600	00	00	00	0		
YoY Growth (%)		1.756%	19.07%	-0.421%	-3.906%	4.125%	
Revenue for Hot	834,05	925,854	954,200	1,068,3	1,251,40	3,258,760	
Wheels	8			00	0		
YoY Growth (%)		11.006%	3.062%	11.958%	17.139%	10.791%	
Revenue for	1,088,9	1,159,76	1,350,1	1,679,3	1,490,60	1,353,744	
Barbie	53	8	00	00	0		
YoY Growth (%)		6.50%	16.41%	24.38%	-11.24%	9.01%	
Operating Margin	0.87%	8.31%	13.37%	12.43%	9.59%	8.91%	8.32%
YoY Growth (%)		85.5%	60.89%	-7.03%	-22.85%	29.12%	
Free Cash Flow	181,00 0	289,000	485,000	443,000	578,434	395,286.8	222
YoY Growth (%)		59. 67%	67.82 %	-8.67%	30.57%	37.34%	577

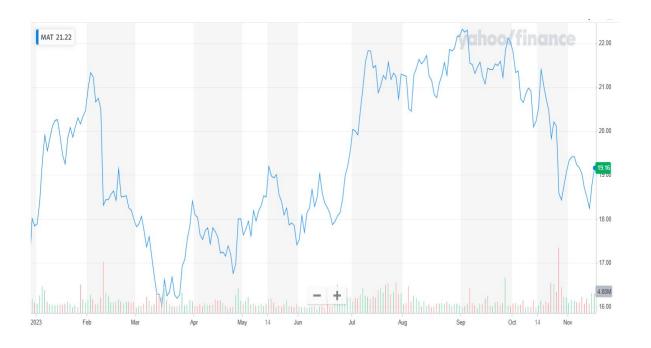
Trading Information	
Last Closing Price	18.79
52-week Range	15.36 - 22.64
Market Capitalization	6.77B
Beta	1.04
Dividend Yield	5.17

Return on Investment Company Industry Avg ROE 4.16% 18.29% ROIC 4.71% 17.89% ROA 5.25% -4.08%

Market Valuation	Company	Industry Avg	
EV/EBITDA	13.39	9.66	
P/E	13.44	17.93	
PEG (5yr normalized)	1.44	1.07	
Price/Book	3.33	2.85	

	Company	Industry Avg 51.18	
Debt/Equity	129.68		
Interest Coverage	3.5	6.9	
Current Ratio	2.33	1.5	
Quick Ratio	1.54	0.25	

Performance



9% increase in net sales in Q3 2023

Dolls and vehicles gross billing grew double digits with Dolls earning \$884M (Q3 2023) and Hot Wheels earning \$518M (Q3 2023)

On track to exceed savings goal of \$300M

Business Overview

- * Mattel has **customer segments** targeting children and parents with strong customer relationships driven through positive experiences through the company.
- **Key partnerships** come through retailers, content creators, and film studios.
- * Mattel has **manufacturers** in the United States, Asia, Latin America, China, and Mexico.
- The demand comes from Mattel's efforts to reach consumers through seasonal toys, digital gaming, and even making profits through the film industry.
- * Mattel's competitive landscape stays stable due to their regulations of supply.
- * Mattel's sufficient manufacturing techniques and aid from third-party manufacturers will make the company able to handle more volume of products in the future.

Top Line Growth

- 9% increase in net sales in Q3 2023
- ❖ 2022 net product sales
 - ➤ Flat compared to 2021
 - increased by \$846.3M compared to 2020
- Dolls and vehicles gross billing grew double digits
 - > Dolls: \$884M (Q3 2023)
 - > The "Barbie Phenomenon"
 - > Hot Wheels: \$518M (Q3 2023)
- ❖ Partnerships with: Universal Studio, SpaceX, Warner Bros
- On track to exceed savings goal of \$300M

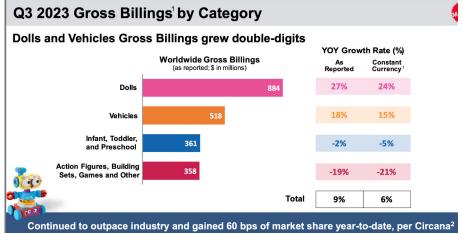


Photo credit: Mattel website

MOAT

- ❖ Mattel has competition with toy manufacturers internationally and nationally.
- North American brands include Hasbro, LEGO, MGA Entertainment, and JAKKS Pacific.
- Profitable international brands include Famosa, Giochi, and Preziosi.
- Since children outgrow the products that Mattel produces, this intensifies production.
- * However, Mattel remain competitive with the growing consumer population by having partnerships with DC Comics, Disney, Nickelodeon, and NBCUniversal.

Long Term Expectations

Transform the Intellectual Property into film and television to expand the audience and create growth

On September 6, 2018, Mattel announced the launch of a film division, Mattel Films, that will make films based on the company's toy brands.

- Barbie released in theaters worldwide by Warner Bros. Pictures and to date has made over \$1.4 billion at the global box office and became the #1 highest-grossing movie in Warner Bros. Pictures' 100-year history.
- * Kreiz said Mattel has 13 more films and TV projects in the pipeline, and will adapt Mattel's toy brands into 45 films in the future.



Short Term Catalysts

- * Mattel and Hasbro enter into licensing agreements to launch monopoly: Barbie edition, transformers Hot Wheels, and transformers UNO
- ♦ Mattel Adventure Park set for 2024 opening featuring first-of-its-kind Hot Wheels Bone Shaker Rollercoaster classical Toy Brands Thomas & Friends: World of Sodor™ and Barbie Dream Closet Experience™.
- Expand revenue to industries outside the toy industry, and co-branding with major brands, expanding influence and physical sales.
- Mattel is actively doing video game development in both domestic and overseas markets

Management's Performance

- * Mattel's current CEO has focused on cutting costs since taking charge of the company
- His current focuses include creating new revenue streams using Mattel's intellectual property
 - Most notably negotiating movie deals for Barbie and Hot Wheels as well as movie and TV deals for Mattel's other franchises
- ❖ His vision for the company is one of long term growth



Photo credit: Mattel website

Mattel's CEO Ynon Kreiz

Risks

- Supply chain disruptions
 - ➤ Bankruptcy of Toys R'Us in 2017
- ❖ Incorrectly identifying consumer trends/market sentiment
- Competition in the Industry
- Intellectual property and licensing
 - Counterfeit products
- Inefficient regulatory environment
 - ➤ Lead to expanded product recall (ig. Lead paint Recall in 07)
- Seasonality of the industry
- Economic Downturns
 - > Stock plummeted in 2020
- Shift in consumer behavior towards screen or technology based entertainment

HOLD!



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