

SELL



Investment Thesis

We issue a **SELL** recommendation with a price target of **\$209** a share.

1

Duolingo's revenue will grow at a lower rate according to our proprietary research.

2

Duolingo will incur higher AI costs as they grow their Max userbase.

SELL

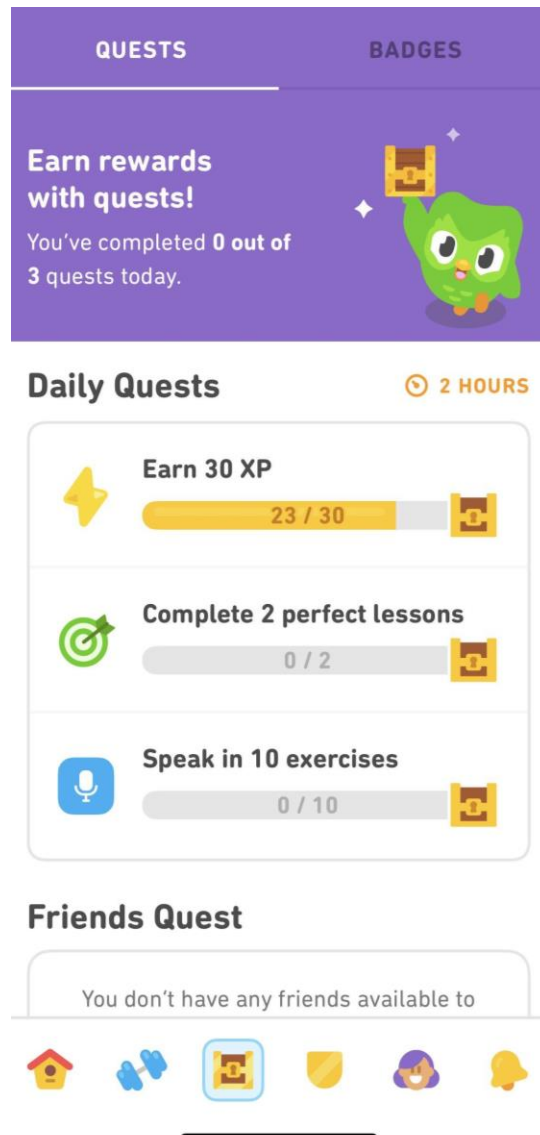
**29% downside from
last close of \$293**

\$209

12-Month Target Price

Duolingo's Value Proposition

Duolingo provides a language learning mobile app that you can download and use for free.



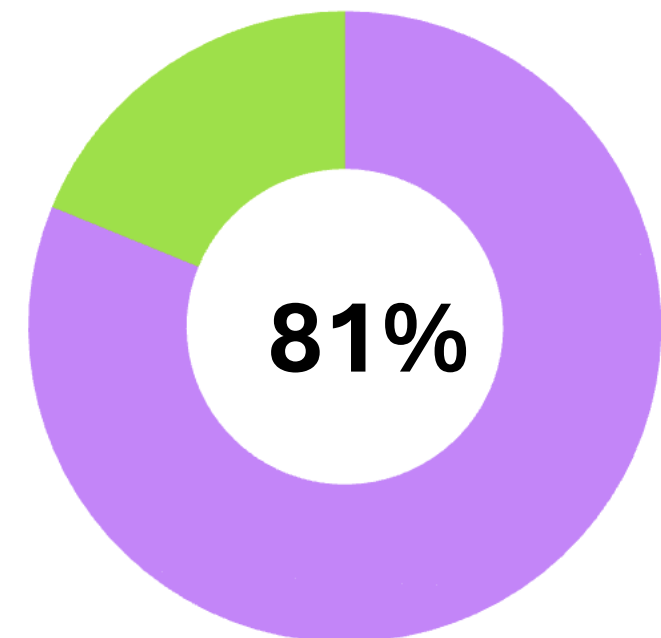
Duolingo's App

Language
Learning

+

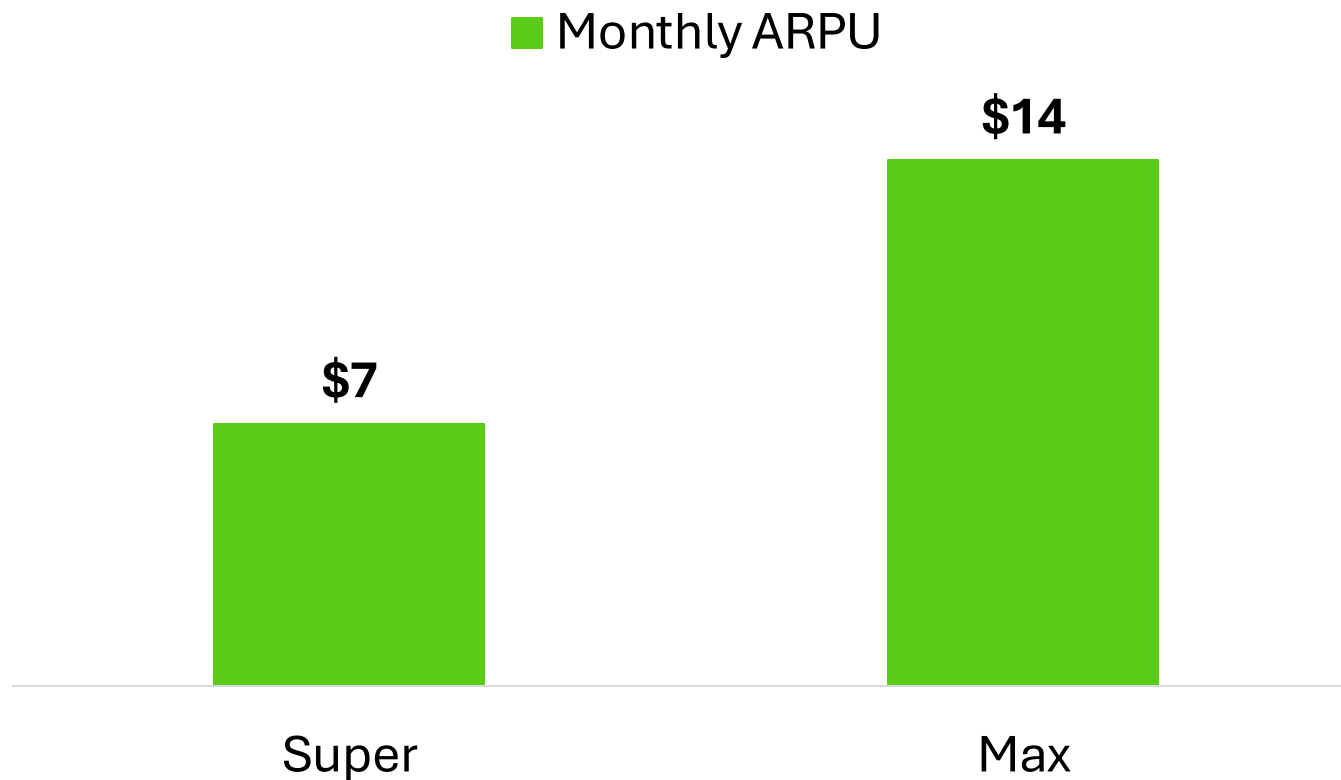
Gamification

Subscription Revenue



Why the Scaling of Max is Important

Max could revolutionize the language learning industry if expansion is successful.



5%

2024 Max Userbase as % of Total
Subscription Userbase

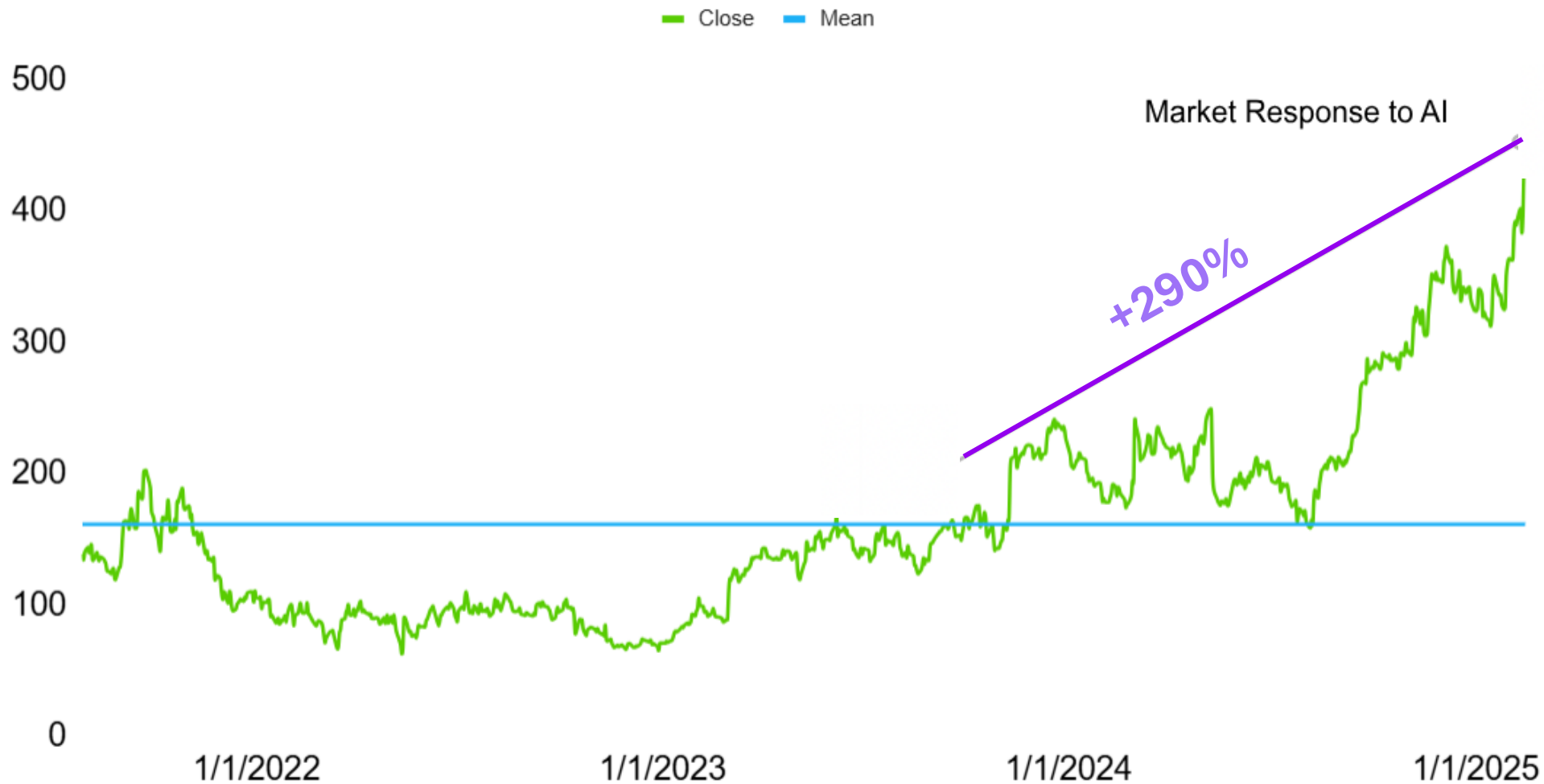
“We're still very early in driving Max monetization and believe there is a lot of room to grow.” – **Duolingo CEO**

Our proprietary research was conducted to answer a question related to Max.

How Will Max Perform?

Will Lily deliver substantial shareholder returns, or is she not worth the hype?

Stock Price History



Sources: Google Finance

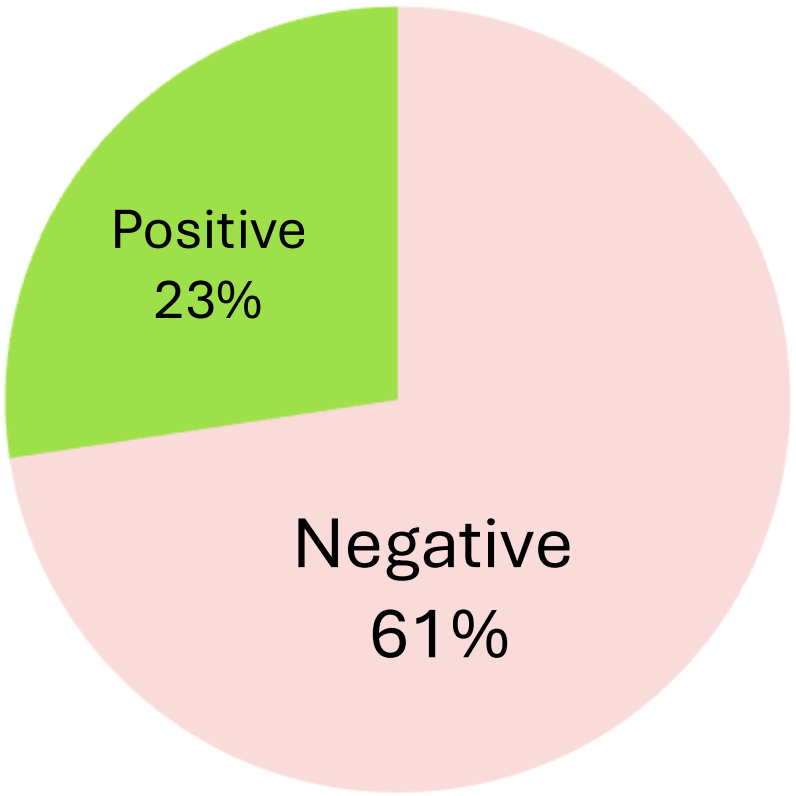
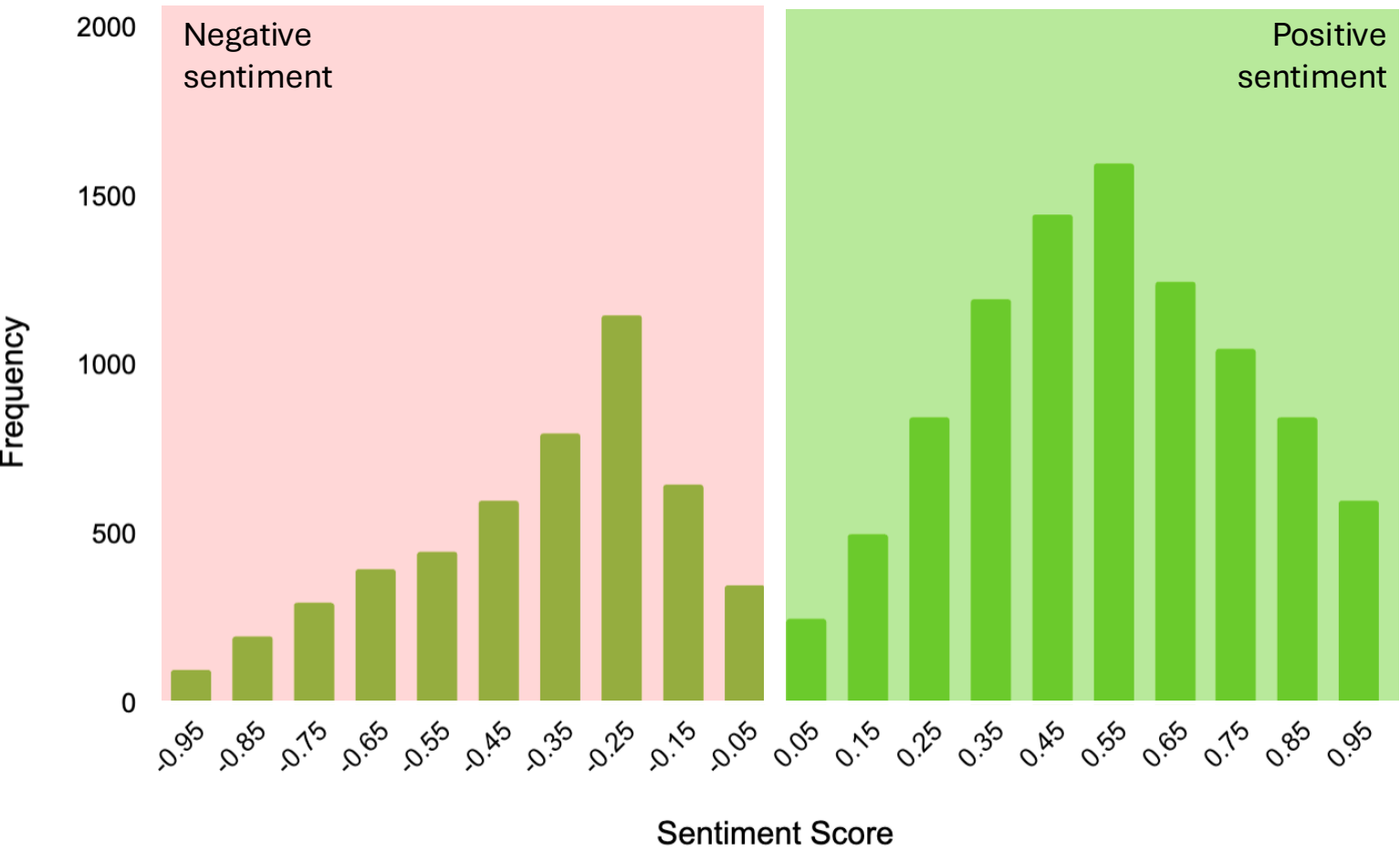


Video Call with Lily

Proprietary Research

Sentiment Analysis Results

Total #Posts: 40,392
Total #WTP: 7337



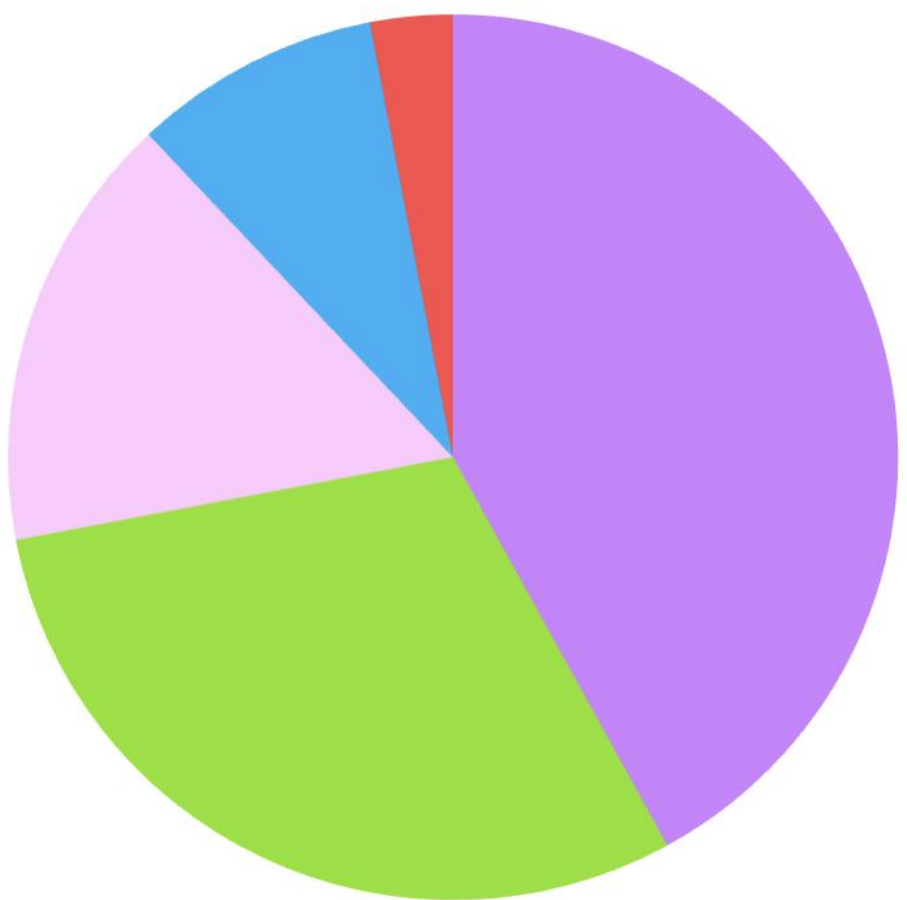
The sentiment surrounding DUOL’s AI integration is generally positive ...

However, willingness to pay for premium feature is **negative 61%**

Sources: Sentiment Analysis (Reddit Data Scraping), Team Consensus

Survey Results

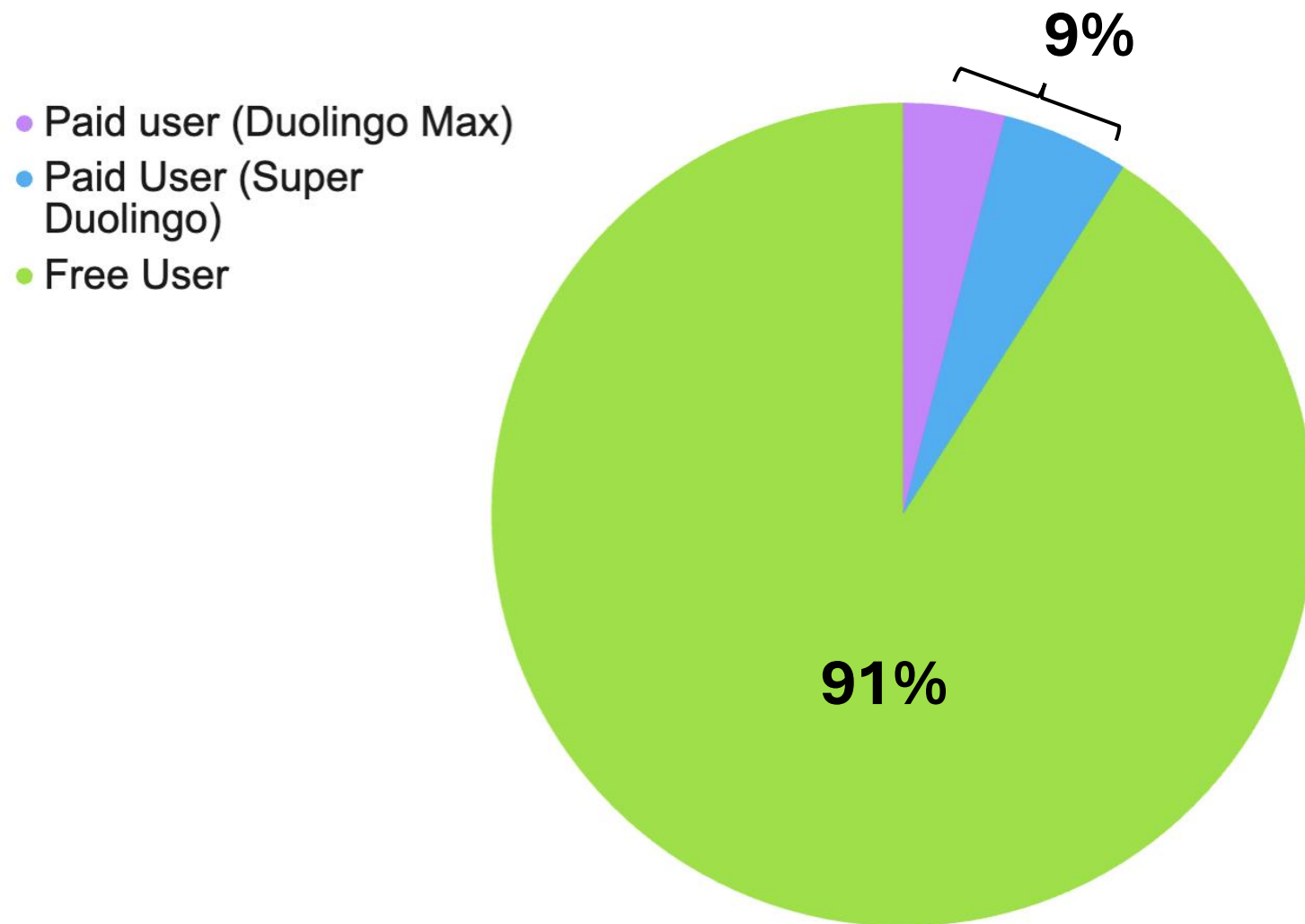
- More than \$150,000
- Less than \$40,000
- \$70,000 to \$100,000
- \$100,000 to \$150,000
- \$40,000 to \$70,000



51% of respondents had a household income of \$100,000+

Sources: Survey Responses, Team Consensus

Survey Results



Even with this level of financial flexibility, 91% of respondents don't pay for their premium subscription tiers

Sources: Survey Responses, Team Consensus

Investment Thesis

1. Max Will Grow at a Lower Rate

Our proprietary research supports an average revenue growth rate of 27.1% in our base case DCF.

27.1%

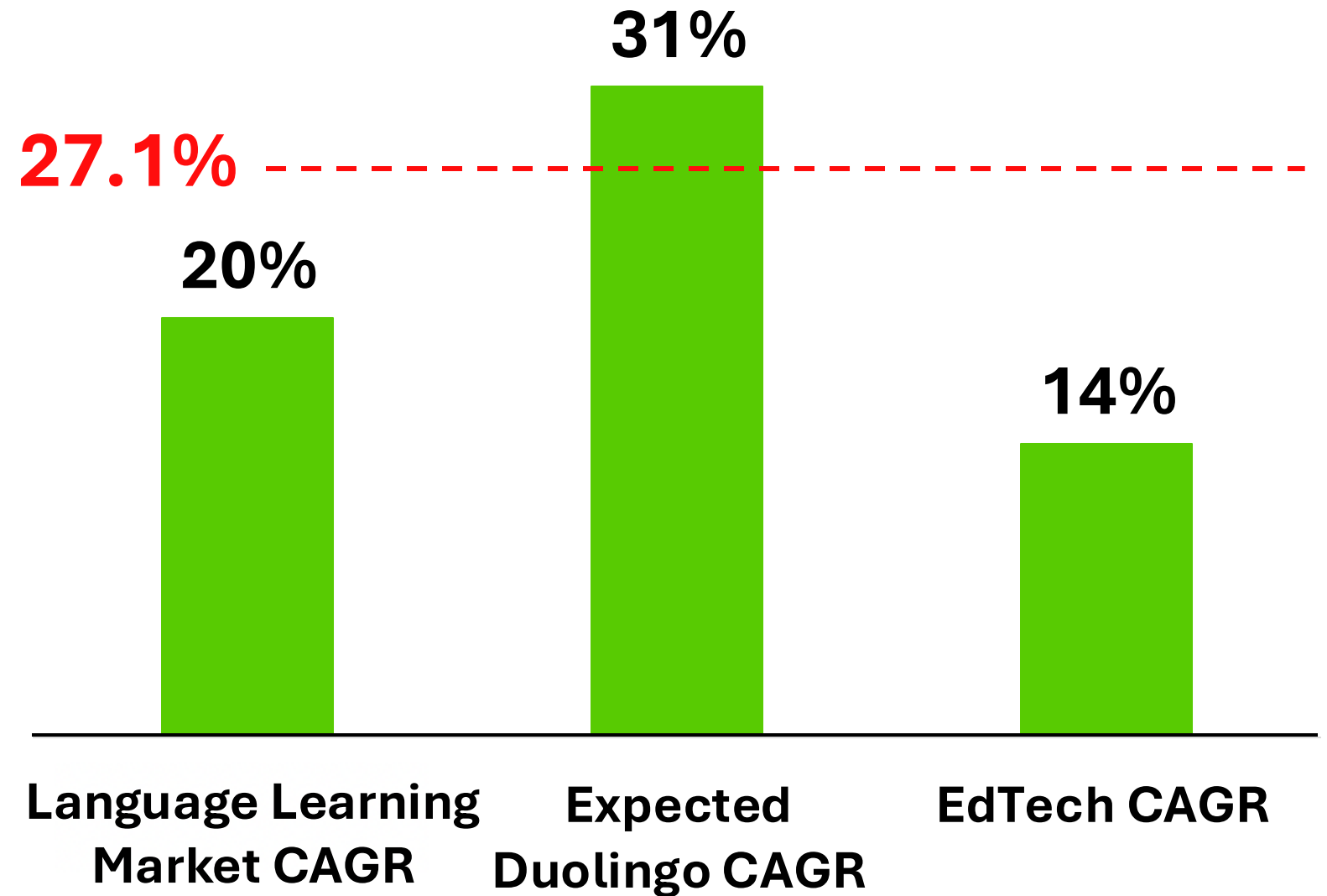
Base case DCF average revenue growth rate

22.4mm

FY2034 Max userbase

+100bps

Annualized base case PUGF

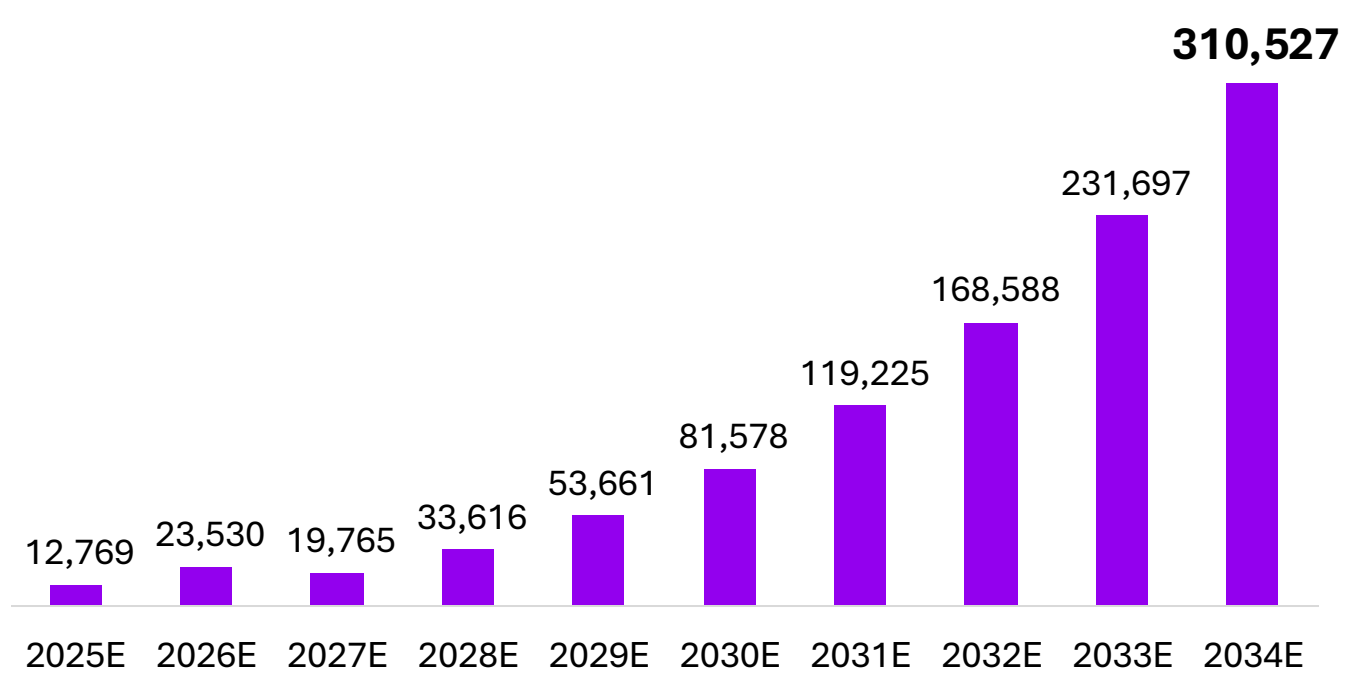


Sources: Sentiment Analysis, Survey Data, Team Consensus

2. AI Costs Will Grow As Max Scales

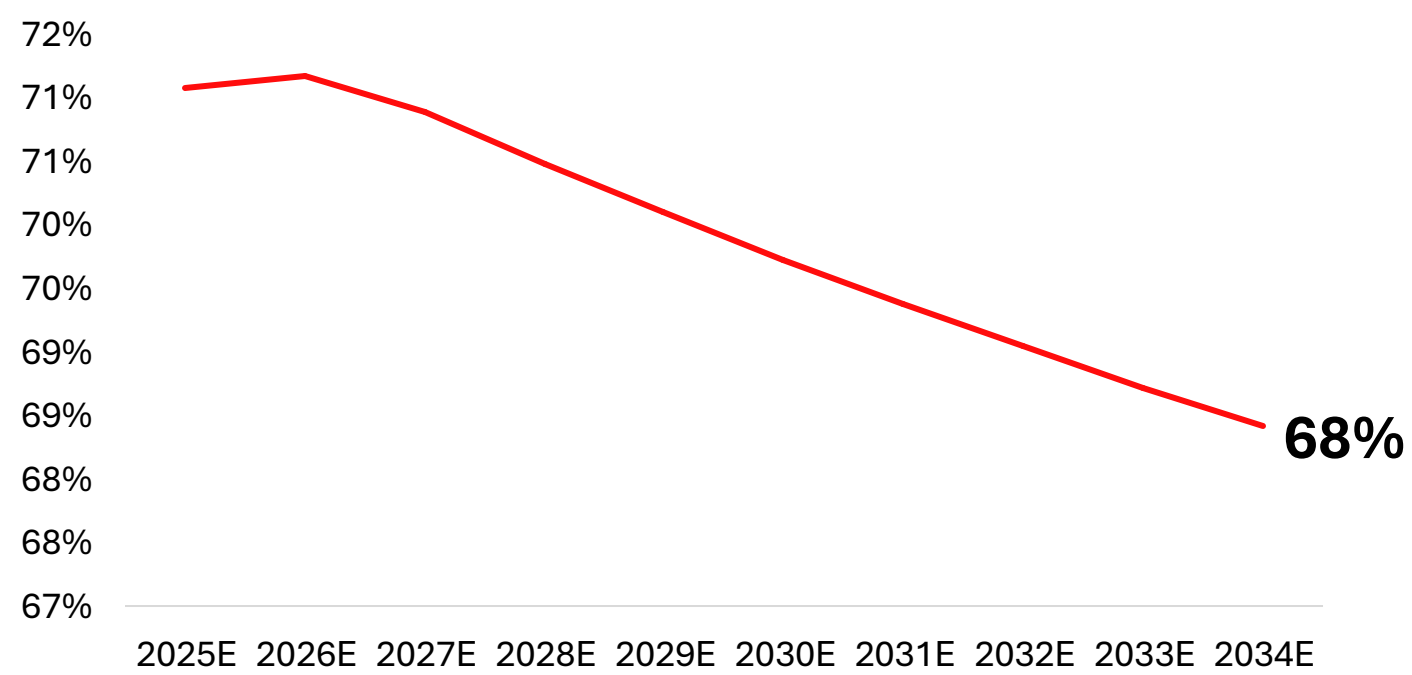
We project higher AI costs will narrow gross margins to 68%, using DUOL's latest earnings report as guidance.

Increasing COGS



All values are in thousands

Gross Margin Contraction

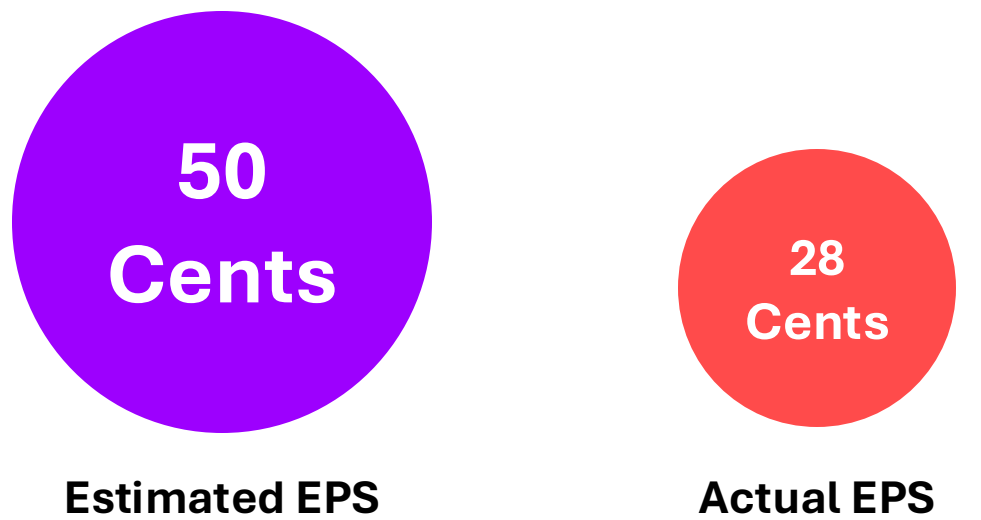


We factor these higher AI costs into the COGS line item in our base case DCF.

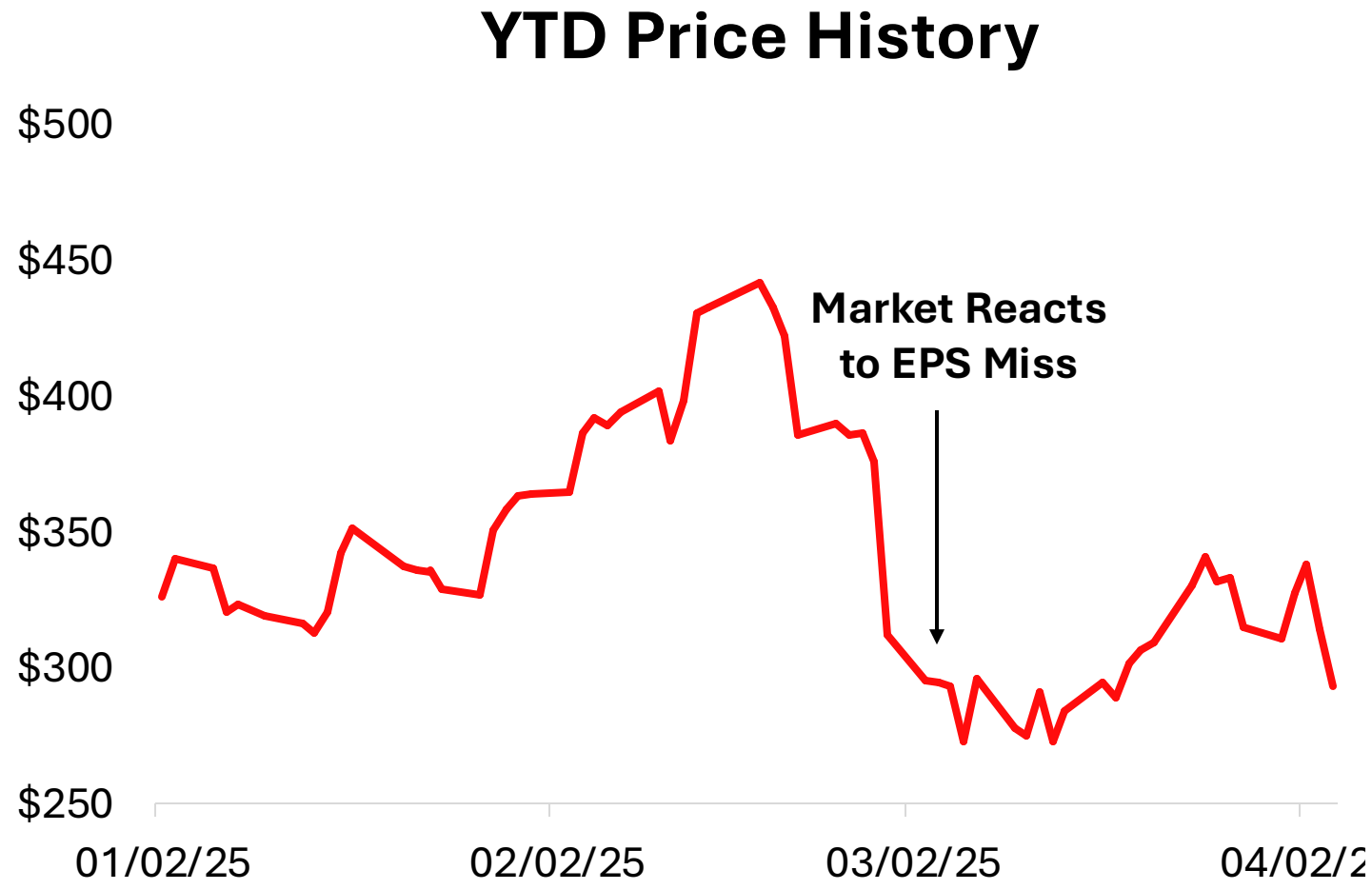
Sources: Team Consensus, Duolingo Max Q4 Earnings Call, Chat GPT 4.0, Various YouTube Channels

2. AI Costs Will Grow As Max Scales

AI costs used to power calls with Lily were a key driver in DUOL's big EPS miss.



Duolingo Max is a lower gross margin business then Super Duolingo.



Sources: Q4 Earnings Call, FactSet

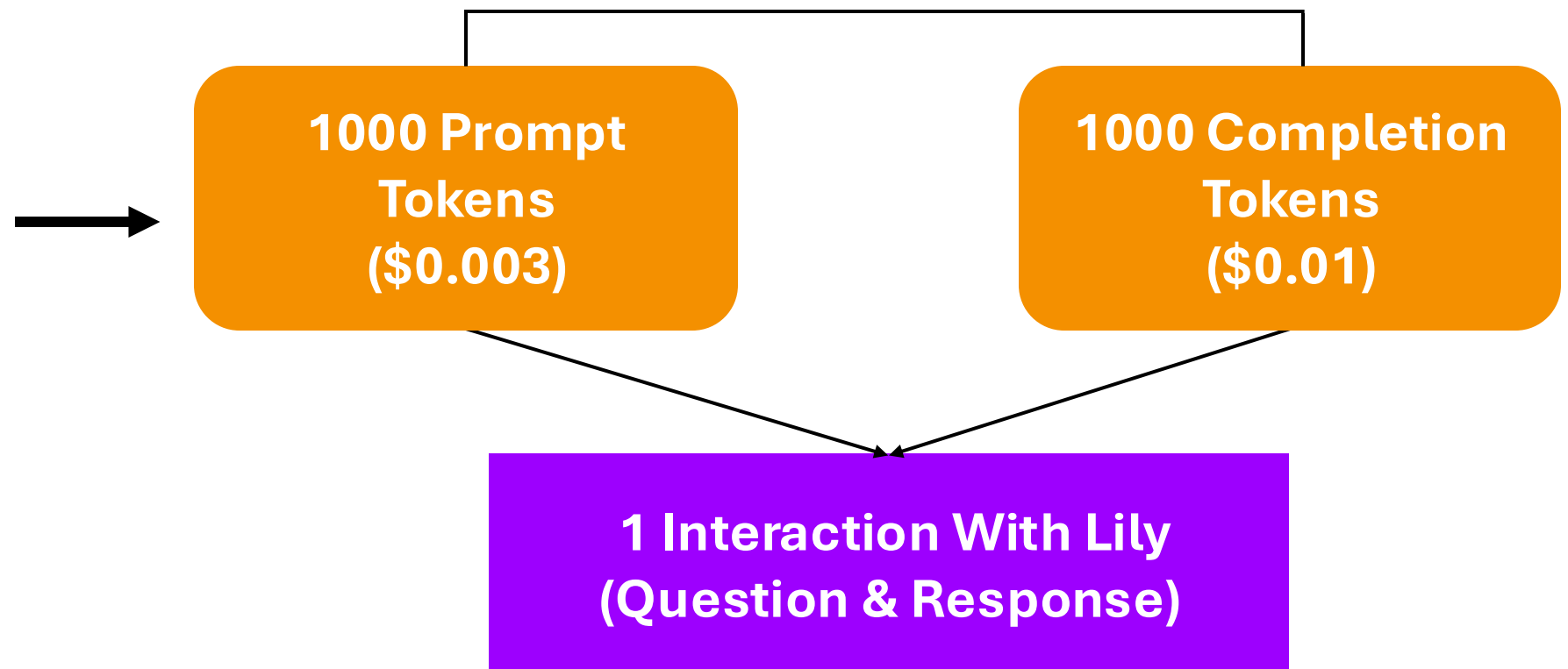
2. AI Costs Will Grow As Max Scales

We believe the AI costs are variable, increasing in line with Max userbase growth.

“Video Call feature...that adds expenses because we have to query the large language model kind of in real time.”

-CEO in Q4 Earnings Call

Chat GPT 4.0 API Tokens



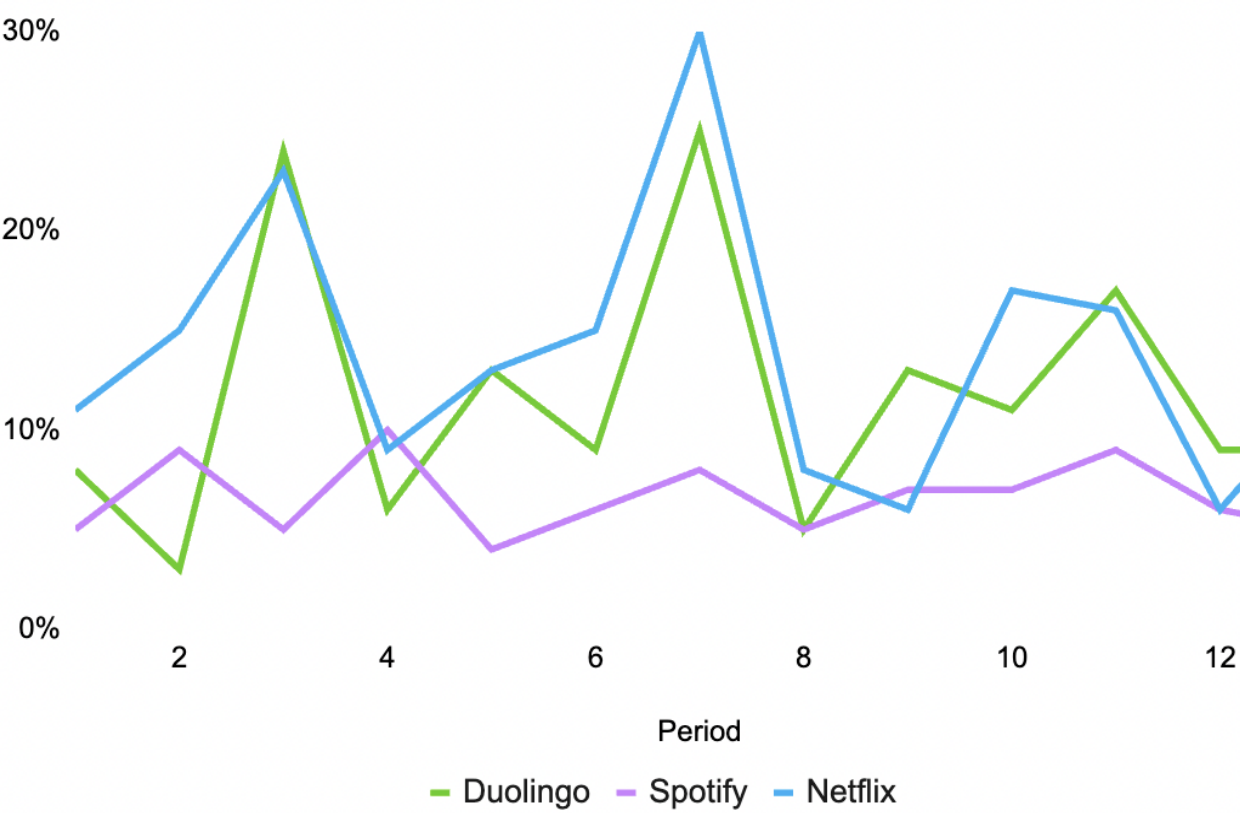
Sources: Team Consensus, Duolingo Q4 Earnings Call

Overvaluation

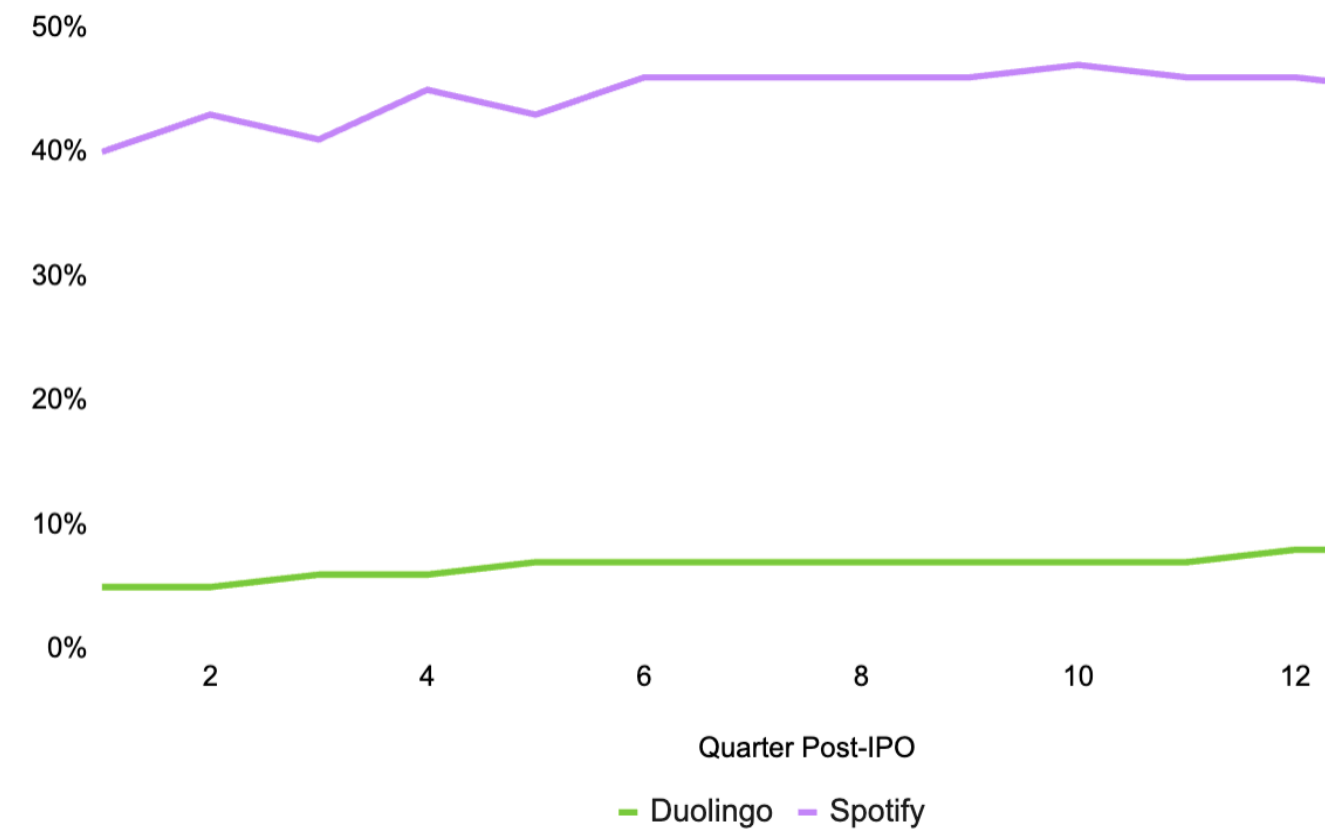
Relative Valuation

Duolingo’s paid user growth is not out of the ordinary.

Typical Paid User Growth



Low Paying Userbase %



Sources: FactSet, Team Consensus

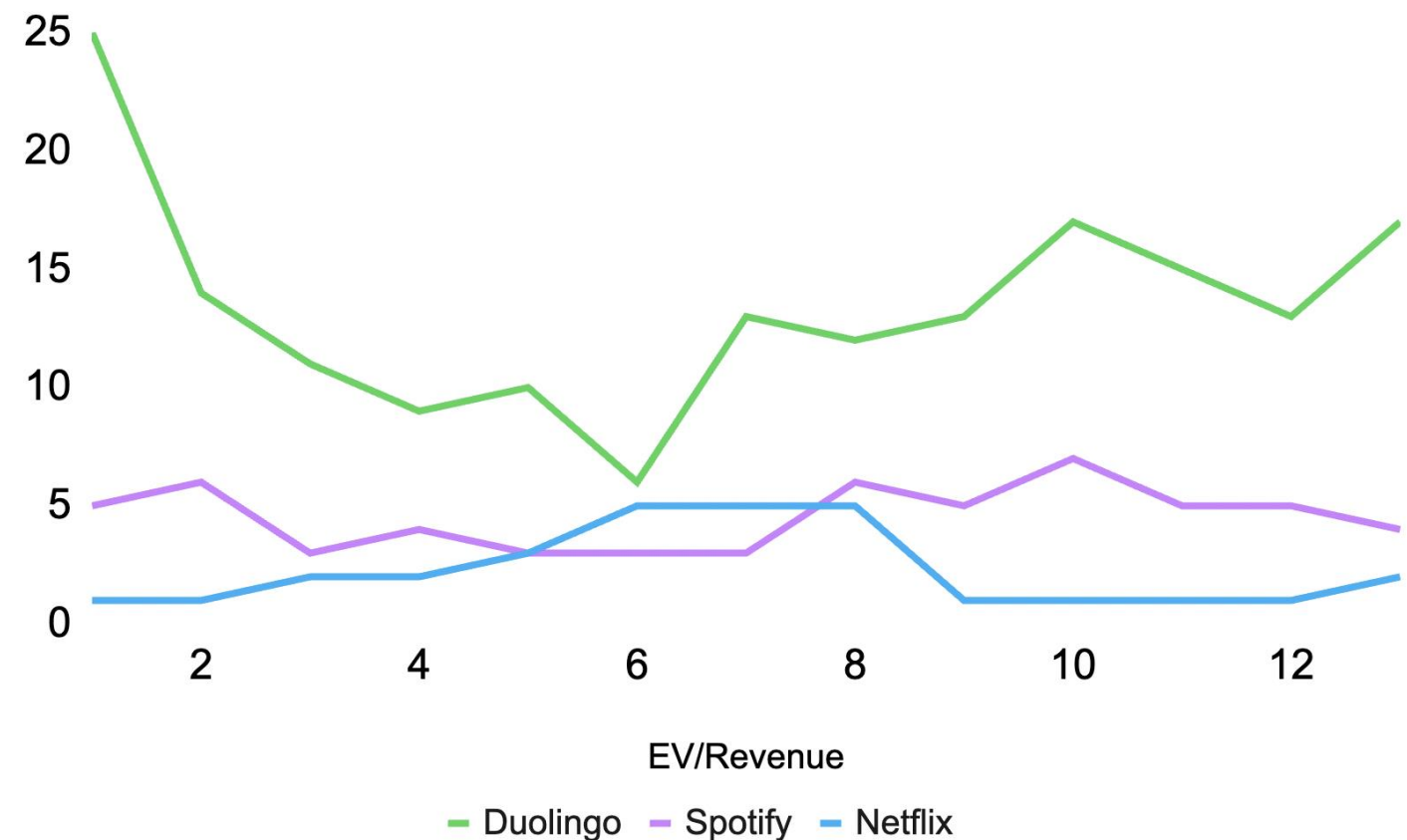
Relative Valuation

Relative valuation recommendation: **SELL**

Company	EV/Revenue
Duolingo	16.1
Spotify (Q3 2021)	3.8
Netflix (Q4 2006)	1.8

Price Target Calculation	
75th Percentile EV/Revenue	9.95
Current Share Price	\$292.88
Price Target	\$187.84
Implied Downside	35.9%

Post IPO EV/Revenue Multiple



Sources: FactSet, Team Consensus

Intrinsic Valuation

Base Case Scenario DCF Recommendation: **SELL**

Inputs	
Average Revenue Growth Rate	27%
WACC (11yr forecasted period)	11%
WACC (Terminal Value)	9%
Constant growth Rate	3%
Average Gross Margin Contraction	30 bps
Revenue Decline in 2027	-29%

Outputs	
Current Stock Price	293
Price Target	220
Downside	-25%
Recommendation	Sell

Sensitivity Analysis

		Constant Growth Rate				
		2.4%	2.7%	3.0%	3.3%	3.6%
WACC	219.5					
	8.6%	239.3	246.5	255.1	264.7	276.4
	9.5%	222.9	229.4	237.4	246.2	256.9
	10.6%	206.3	212.3	219.5	227.5	237.2
	11.6%	191.4	196.8	203.3	210.6	219.5
	12.8%	176.5	181.4	187.3	193.9	201.9

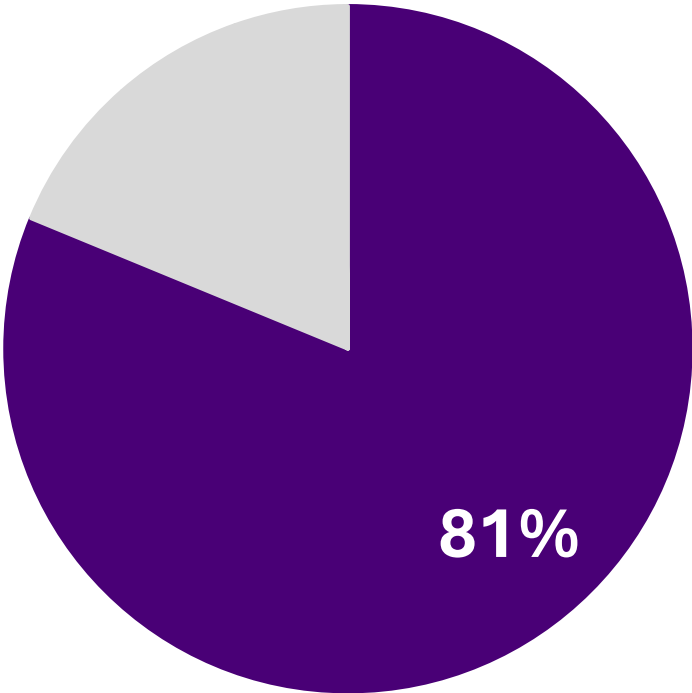
Source: Team Consensus

Financial Analysis

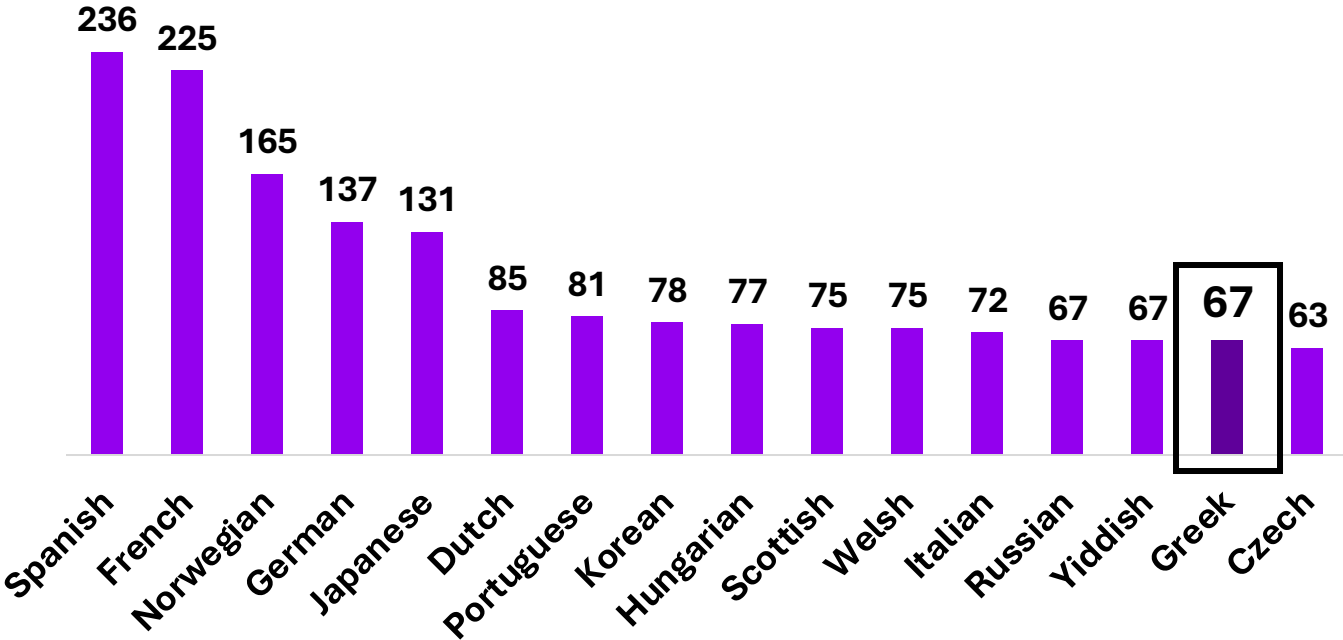
High Churn Risk

Duolingo is highly dependent on one revenue stream with a finite life cycle.

2024A Subscription Revenue Stream %



Unit Length for 15 Longest Languages



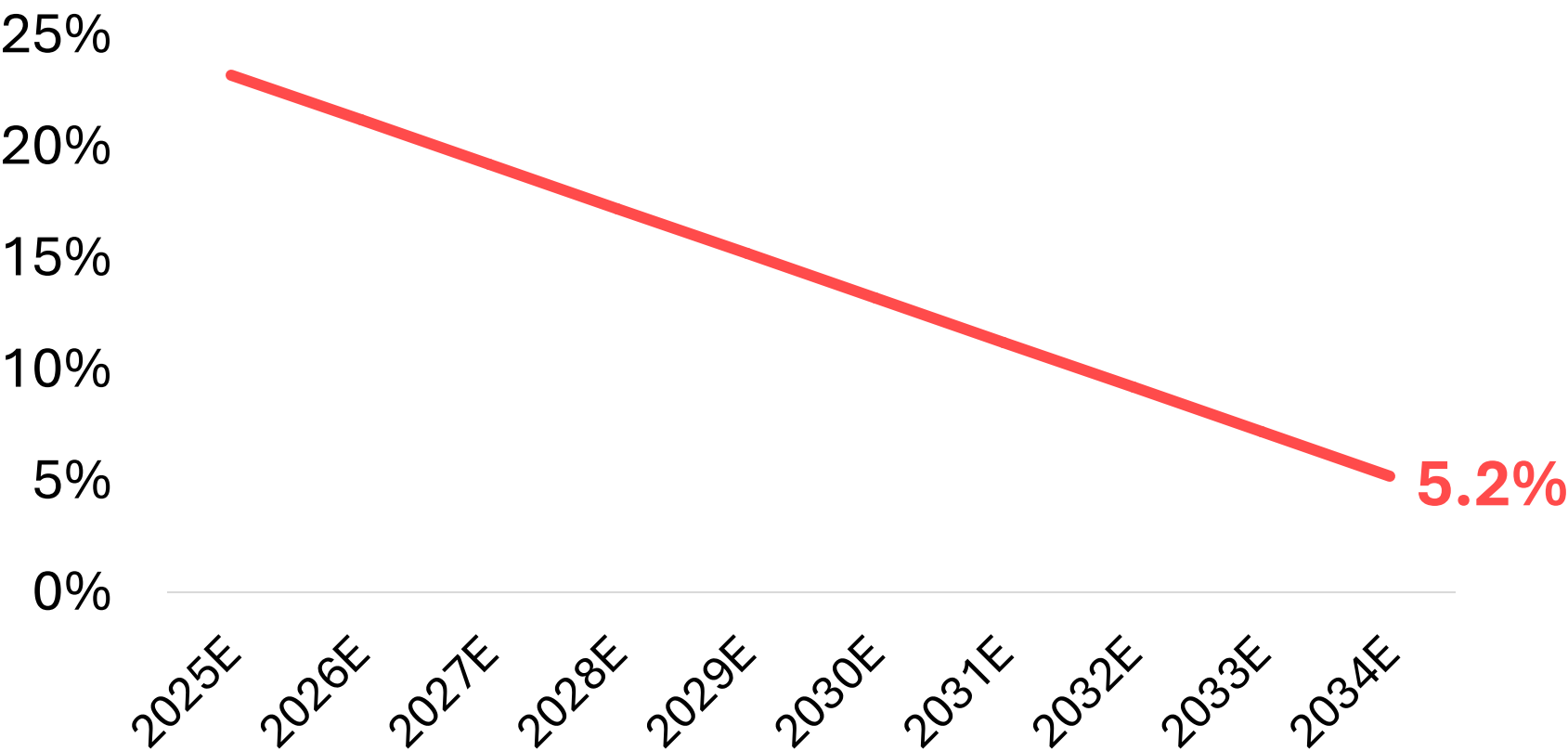
The consumer life cycle can be short depending on the language chosen to learn.

Sources: Lingoly.io, FactSet, Team Consensus

High Churn Risk

Churn risk puts pressure on Duolingo to invest in R&D to expand language unit length.

Churn Rate Forecast



23.2%

Our estimated initial churn for DUOL

20-30%

Historical churn range for B2C SaaS

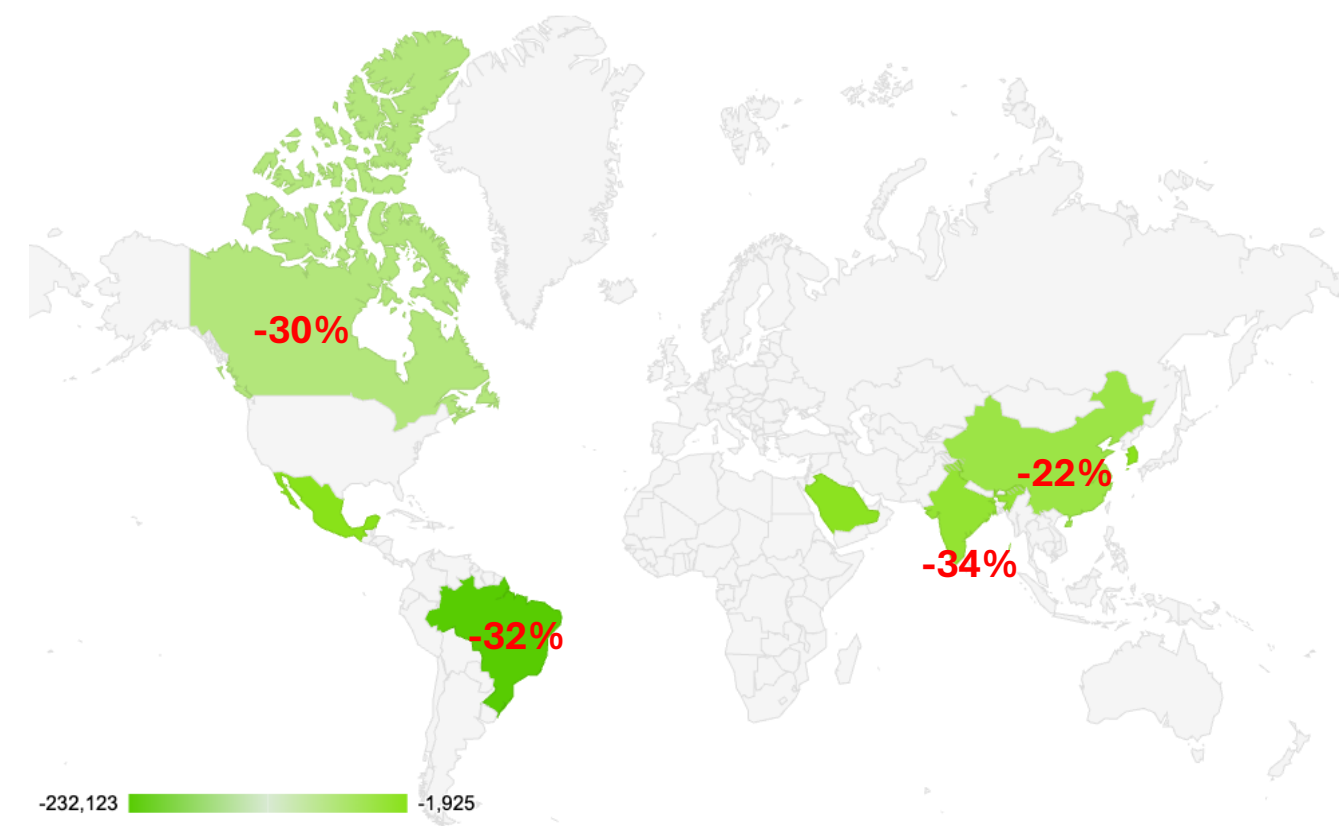
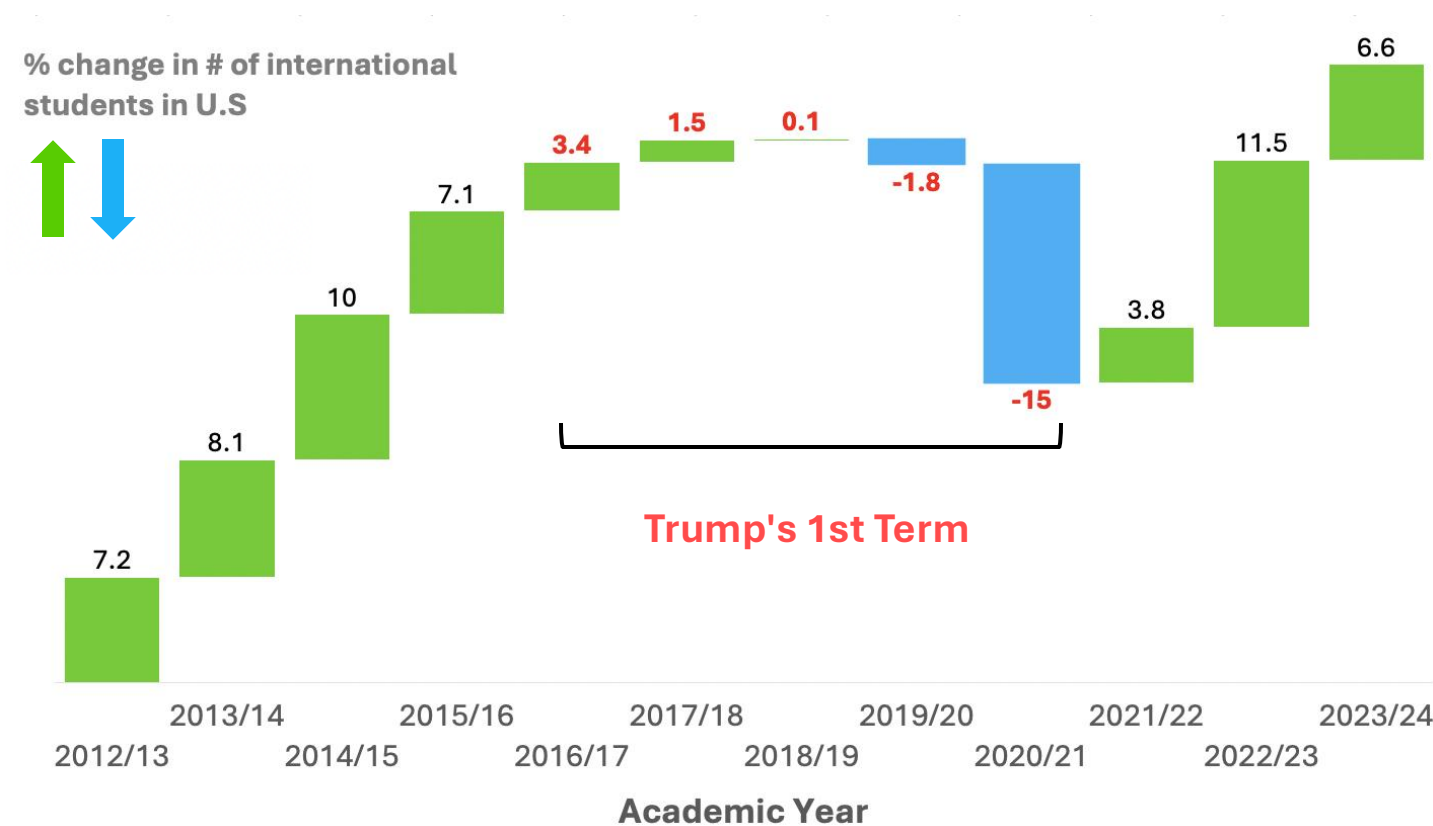
3.5 years

Average customer life cycle

Sources: Team Consensus, Lingoly.io, Reddit, Whop.com, Survey Data

DET Revenue Stream Decline

Declining immigration due to Trump-era policies poses a risk to Duolingo’s DET revenue.



Source: Team Consensus

Competitive Industry

Duolingo’s value proposition checks less boxes for serious learners than competitors.

	Duolingo	Babbel	Rosetta Stone
Cost	Free or \$14/month	\$8-\$15/month	\$10-\$15/month
Lesson Length	5-10 minutes	10-15 minutes	30 minutes
Verbal Practice	Light	Moderate	Heavy
Grammar Instruction	Minimal	Strong	Limited
Best For	Casual	Learners	Visual

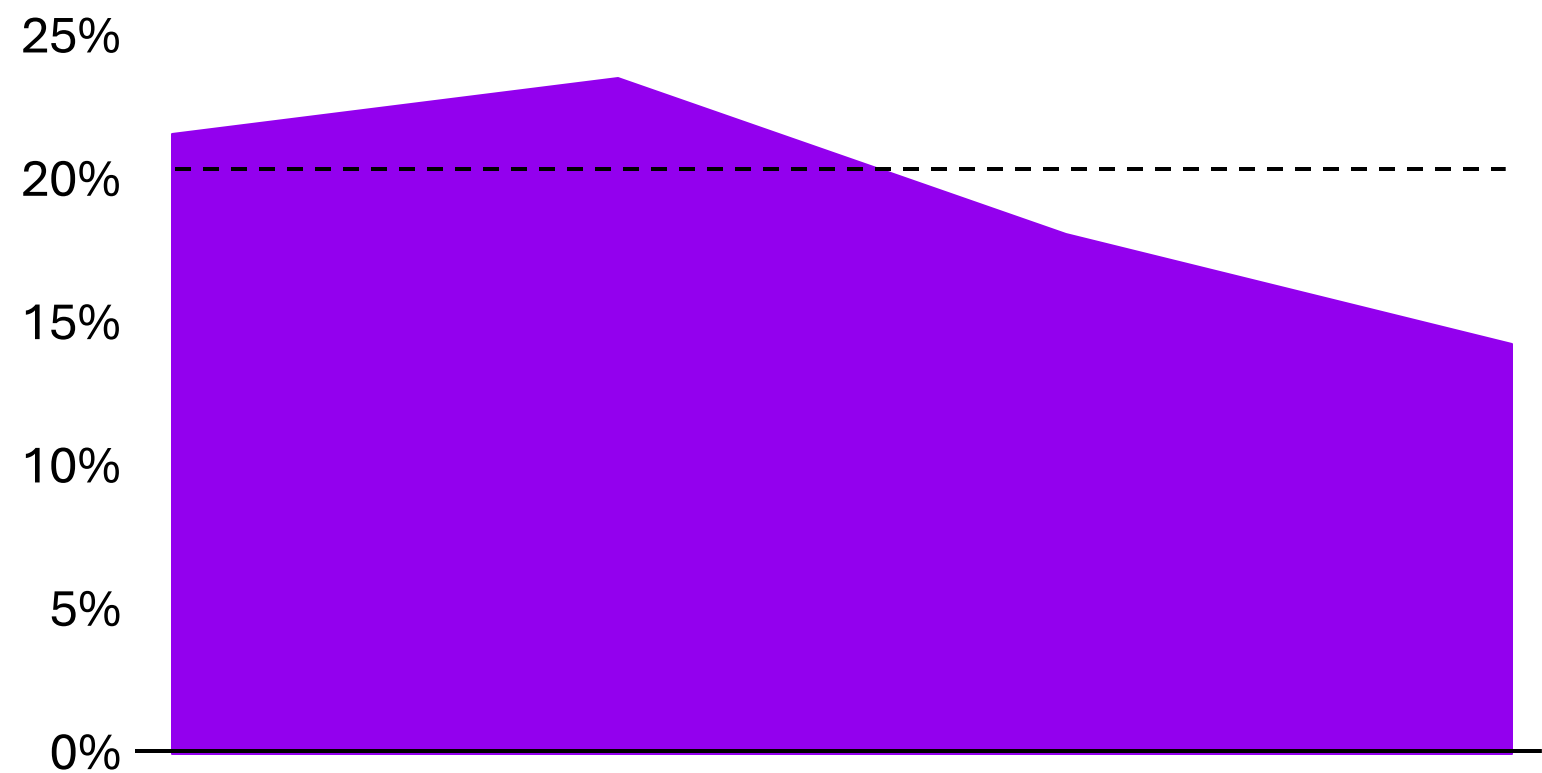
Duolingo is not the best choice for serious learners.

Sources: Rigorous Themes, Test Prep Insight, Team Consensus

Sticky Marketing Expenses

We don't believe marketing expenses will continue to decline for Duolingo.

Duolingo's Marketing as % of Sales



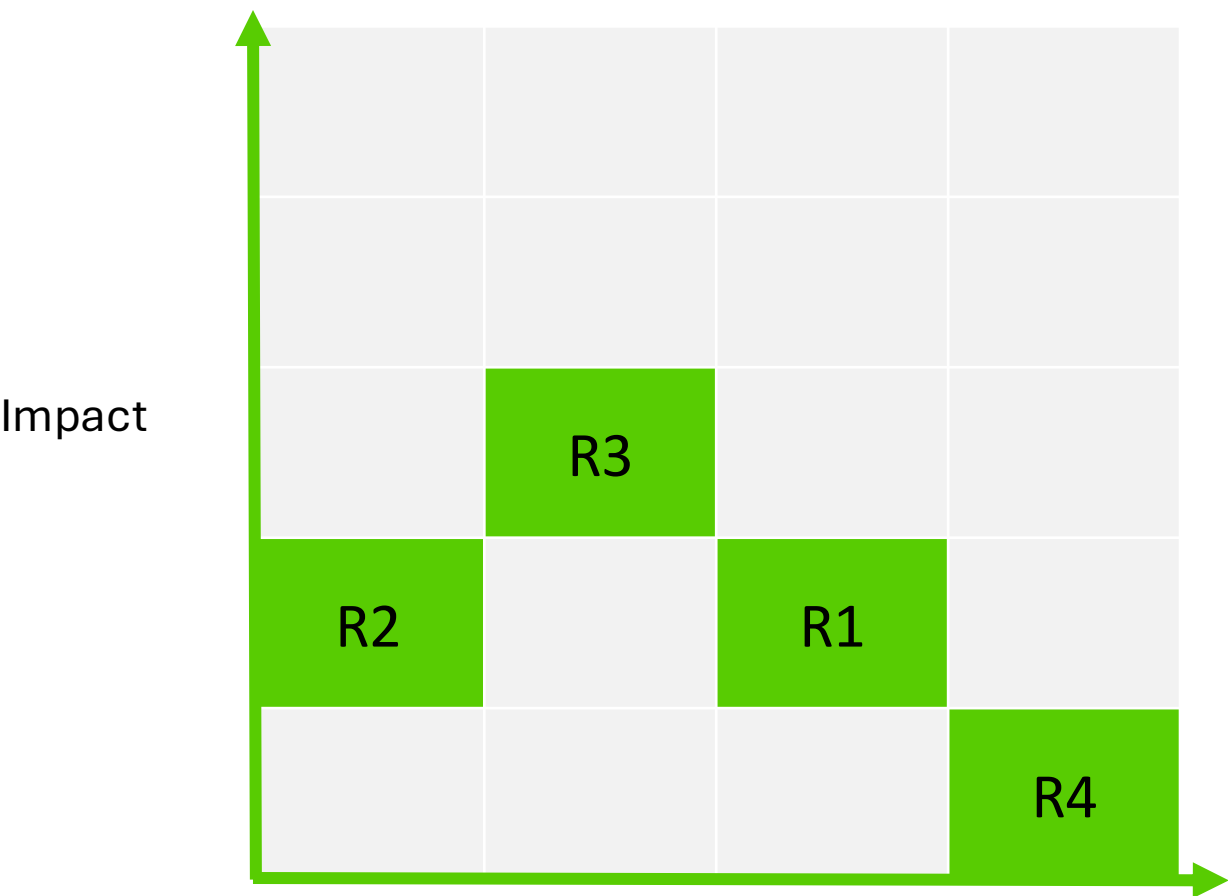
20%

Typical floor for SaaS marketing expenses as percent of total revenue.

Sources: McKinsey, DATADAB, FactSet, Team Consensus

Risk Analysis

These upside risks pose a threat to our thesis if they materialize.



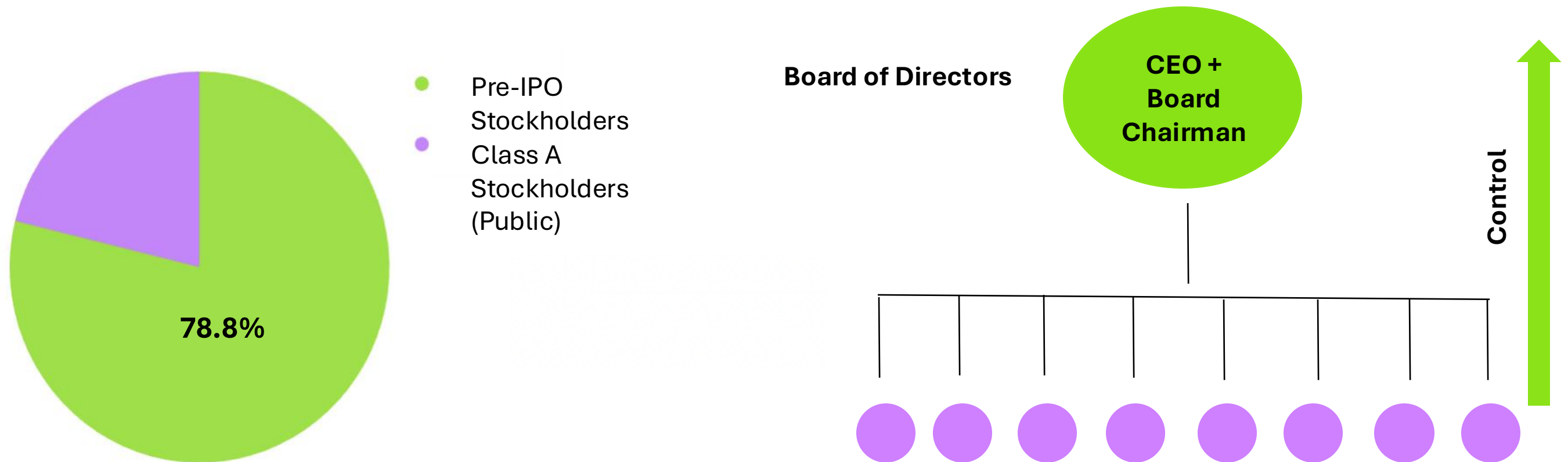
Risk 1	Higher Than Expected Growth of Paying Users
Risk 2	Open Source AI Model Strategy & Margin Expansion
Risk 3	Gaining Market share through M&A
Risk 4	Broader Market Rally

Source: Team Consensus

ESG

ESG

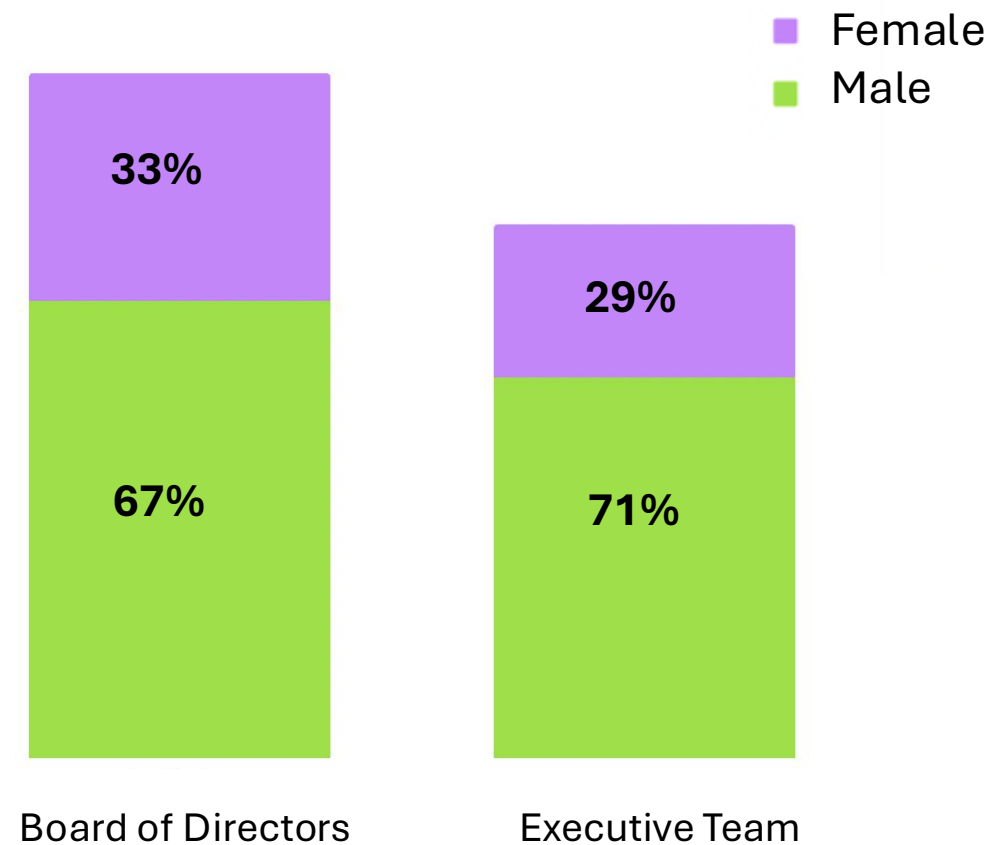
Duolingo is exposed to excessive voting power concentration and high governance risks.



Sources: FactSet, MorningStar, Glassdoor

ESG

There is also a lack of diversity at Duolingo's leadership level.



Medium ESG Risk:

23.8

1. Environmental

Lack of environmental focus

2. Social

Lack of diversity in leadership

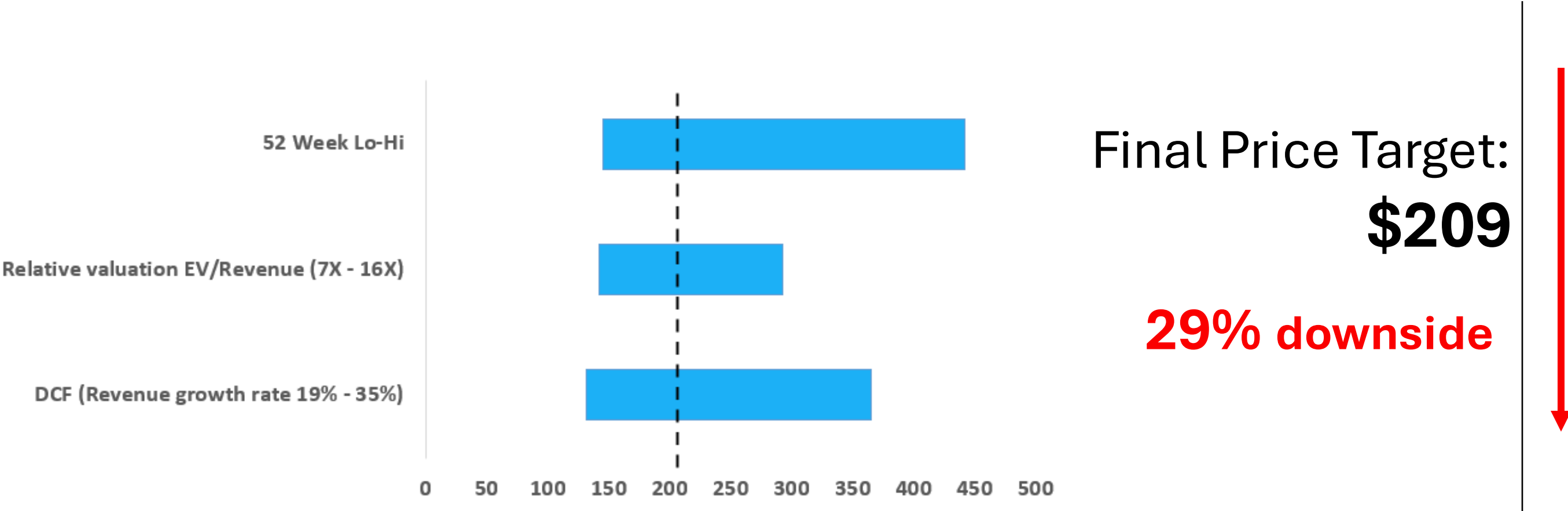
3. Governance

Lack of investor influence

Sources: FactSet, Sustainalytics

Price Target/Summary

Our relative valuation gets 50% weight and our intrinsic gets 50% weight, arriving us at our final price target.



Source: Team Consensus

Thank You!

Appendix Map

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5. [2024 Subscription Industry Trends](#)
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Presentation Map

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4. How Will Max Perform
5. Sentiment Analysis Results
6. Survey Results
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8. AI Costs Will Grow as Max Scales
9. Relative Valuation
10. Intrinsic Valuation
11. High Churn Risk
12. DET Revenue Stream Decline
13. Competitive Industry
14. Sticky Marketing Expenses
15. Risk Analysis
16. ESG
17. Price Target/Summary

Sentiment Analysis Overview

Objective: Analyze Reddit user sentiments about willingness to pay (WTP) for a specific feature using sentiment analysis.

Data Extraction: Extracted comments from relevant subreddits (r/duolingo) using the Reddit API via the Praw library.

Platform: The entire process was implemented in Python and executed on Google Colab for scalability and convenience.

Filtering Relevant Data: Out of the extracted data, Y posts/comments were filtered based on keywords like "worth it," "too expensive," and "pricey."

Sentiment Analysis: Used Hugging Face's DistilBERT and FinBERT models for higher accuracy.

Classification: Sentiments were categorized into positive (willing to pay), negative (unwilling to pay), and neutral (indecisive).

Output: Created an updated dataset with a new column for opinion sentiment and markers for WTP classification.

Findings: Sentiment about free, paid and duo - max feature is positive, however, willingness to pay is negative. (Appendix)

Source: Team Consensus

Sentiment Analysis Code

```
# Install required libraries
!pip install transformers pandas torch

from transformers import AutoTokenizer, AutoModelForSequenceClassification, pipeline
import pandas as pd
import numpy as np

# Load the dataset
file_path = "/content/drive/MyDrive/Colab Notebooks/Duolingo/duolingo_sentiment_individual_opinions.csv"
opinions_df = pd.read_csv(file_path)

# Load the pretrained sentiment model and tokenizer
model_name = "cardiffnlp/twitter-roberta-base-sentiment" # Or "yiyanghkust/finbert-tone" for financial sentiment
tokenizer = AutoTokenizer.from_pretrained(model_name)
model = AutoModelForSequenceClassification.from_pretrained(model_name)

# Initialize sentiment analysis pipeline
sentiment_pipeline = pipeline("sentiment-analysis", model=model, tokenizer=tokenizer, return_all_scores=True)

# Function to split long text into chunks
def split_text_into_chunks(text, max_tokens=512):
    words = text.split()
    chunks = [" ".join(words[i:i + max_tokens]) for i in range(0, len(words), max_tokens)]
    return chunks

# Perform sentiment analysis with aggregation
def analyze_sentiment(text):
    try:
        # Split text into manageable chunks
        chunks = split_text_into_chunks(text, max_tokens=512)

        # Analyze each chunk and aggregate probabilities
        all_scores = []
        for chunk in chunks:
            scores = sentiment_pipeline(chunk)
            all_scores.append(scores[0]) # Collect probabilities for 'positive', 'negative', 'neutral'

        # Aggregate probabilities
        aggregated_scores = {
            'positive': np.mean([score[1]['score'] for score in all_scores]),
            'negative': np.mean([score[0]['score'] for score in all_scores]),
            'neutral': np.mean([score[2]['score'] for score in all_scores]),
        }

        # Determine final sentiment based on highest aggregated score
        final_sentiment = max(aggregated_scores, key=aggregated_scores.get)
        return final_sentiment
    except Exception as e:
        print(f"Error processing text: {e}")
        return "neutral" # Fallback in case of an error

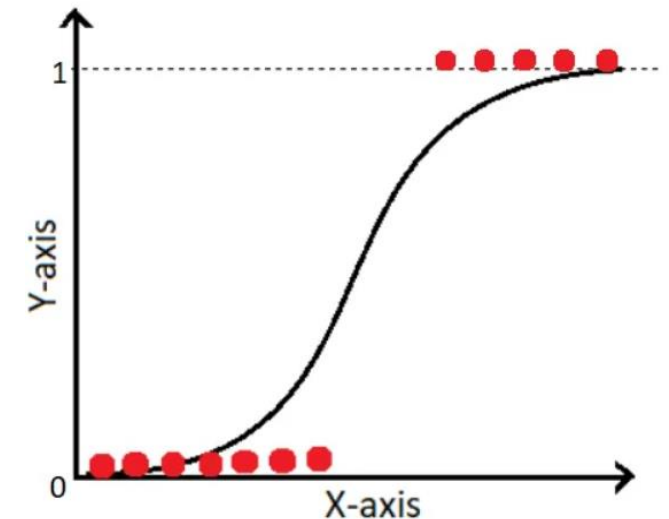
# Apply sentiment analysis to the 'text' column
opinions_df['sentiment'] = opinions_df['text'].apply(analyze_sentiment)

# Save the dataset with the sentiment results
output_file_path = "duolingo_high_accuracy_sentiment_analysis.csv"
opinions_df.to_csv(output_file_path, index=False)

print(f"Sentiment analysis complete! Results saved to: {output_file_path}")
```

Sentiment Analysis Word Dictionary

- Positive_keywords = "yes", "love", "worth", "amazing", "value", "great", "good", "affordable", "reasonable", "awesome", "buying", "helpful", "convenient", "improve", "effective"
- Negative_keywords = "no", "not", "expensive", "waste", "hate", "bad", "overpriced", "unaffordable", "useless", "too much", "irrelevant", "pointless", "ridiculous", "unnecessary", "dislike"
- **Hugging Face** is a popular open-source platform that provides **pretrained machine learning models**, especially for **natural language processing (NLP)**.
- We used **cardiffnlp/twitter-roberta-base-sentiment**, which is a **fine-tuned RoBERTa model** for sentiment classification. - trained on 158M posts, accuracy 98%
- **Logistic regression** is a **statistical model** used for **binary classification**
- **Tokenization** is the process of **splitting text into smaller parts**, called **tokens**.



Source: Team Consensus

List of Questions From Survey

Section 1 – Intro Questions

1. What is your age group?
2. What is your gender?
3. What is your annual household income?
4. Which of the following language(s) **do you speak**?
5. What language(s) would you be **most interested in learning**?
6. How long have you been using Duolingo?

Section 2 – Duolingo App User Questions

1. What would be your primary motivation for learning a language?
2. How often do you use Duolingo?
3. How many hours do you spend learning a language on Duolingo each week?
4. What features do you use most frequently? (Select all that apply)
5. Rate your overall satisfaction with Duolingo on a scale of 1-5
6. How likely are you to recommend Duolingo to others?
7. What challenges or frustrations have you experienced with Duolingo? (Select all that apply)
8. Are you a free or paid user of Duolingo?
9. If you are a paid user, what motivates you to pay for Duolingo? How do you perceive Duolingo's pricing for its premium subscription (Super Duolingo)? \$12.99 per month or \$59.99 per year
10. Which other language-learning platforms have you used or considered? (Select all that apply)
11. Why did you choose Duolingo over other platforms?
12. What do you think Duolingo could do better compared to its competitors?
13. How many languages do you think you will want to learn over the course of your life?
14. Would you be interested in Duolingo expanding into related areas? (e.g., coding, math, or other skills)
15. Do you think learning a new language is useful in today's world? Why or why not?
16. What additional feedback or suggestions do you have for improving Duolingo?

Source: Survey

List of Questions From Survey

Section 3 – Language Learning Perspectives

1. Have you ever considered learning a new language?

Section 4 – Potential Language Learners

1. How do you prefer to learn a new skill or subject?
2. What would be your primary motivation for learning a language?
3. Which of the following language(s) **do you speak**?
4. What language(s) would you be **most interested in learning**?
5. Are you aware of Duolingo as a language-learning platform?
6. What would make you try a language-learning app like Duolingo?
7. How many languages do you think you will want to learn over the course of your life?
8. Do you think learning a new language is useful in today's world? Why or why not?

Section 5 – Exploring Language Learning

1. Do you think learning a new language is useful in today's world? Why or why not?

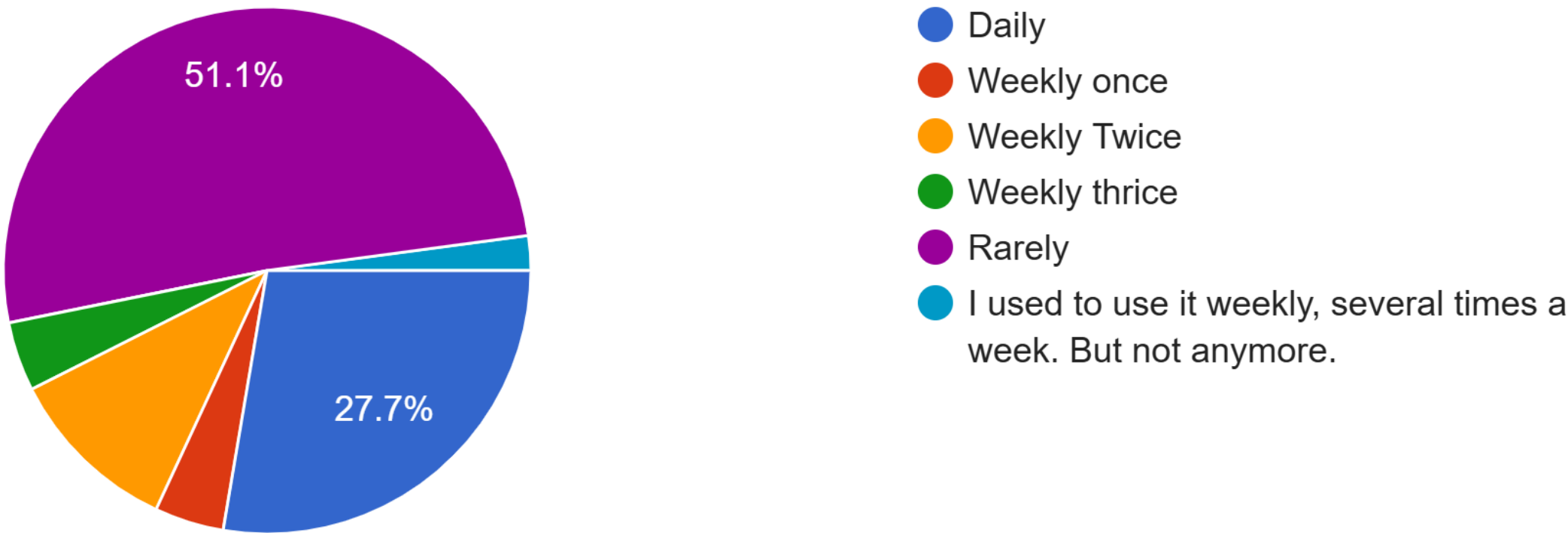
Source: Survey

Survey Charts

51.1% of users rarely use Duolingo.

How often do you use Duolingo?

47 responses



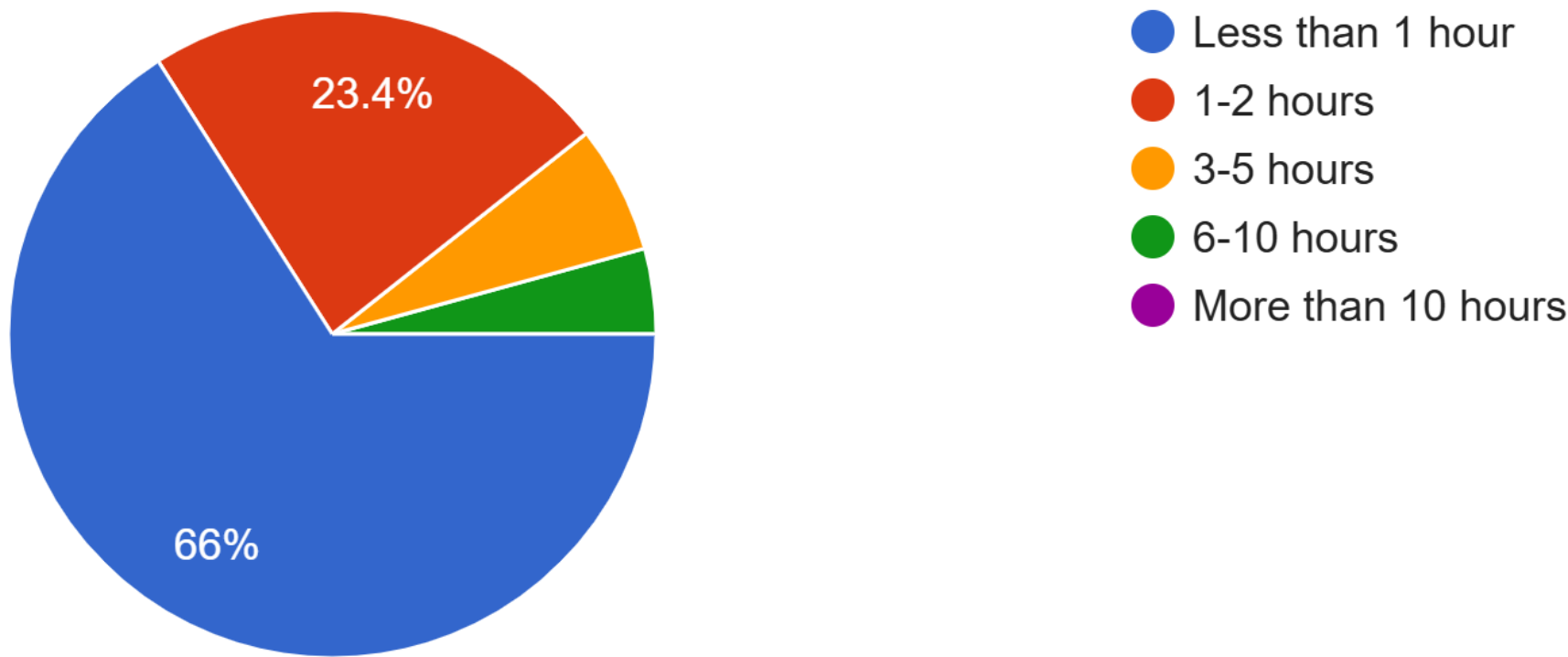
Source: Survey Responses

Survey Charts

66% of users use Duolingo for less then 1 hour a week, supporting our 17 minutes assumption.

How many hours do you spend learning a language on Duolingo each week?

47 responses



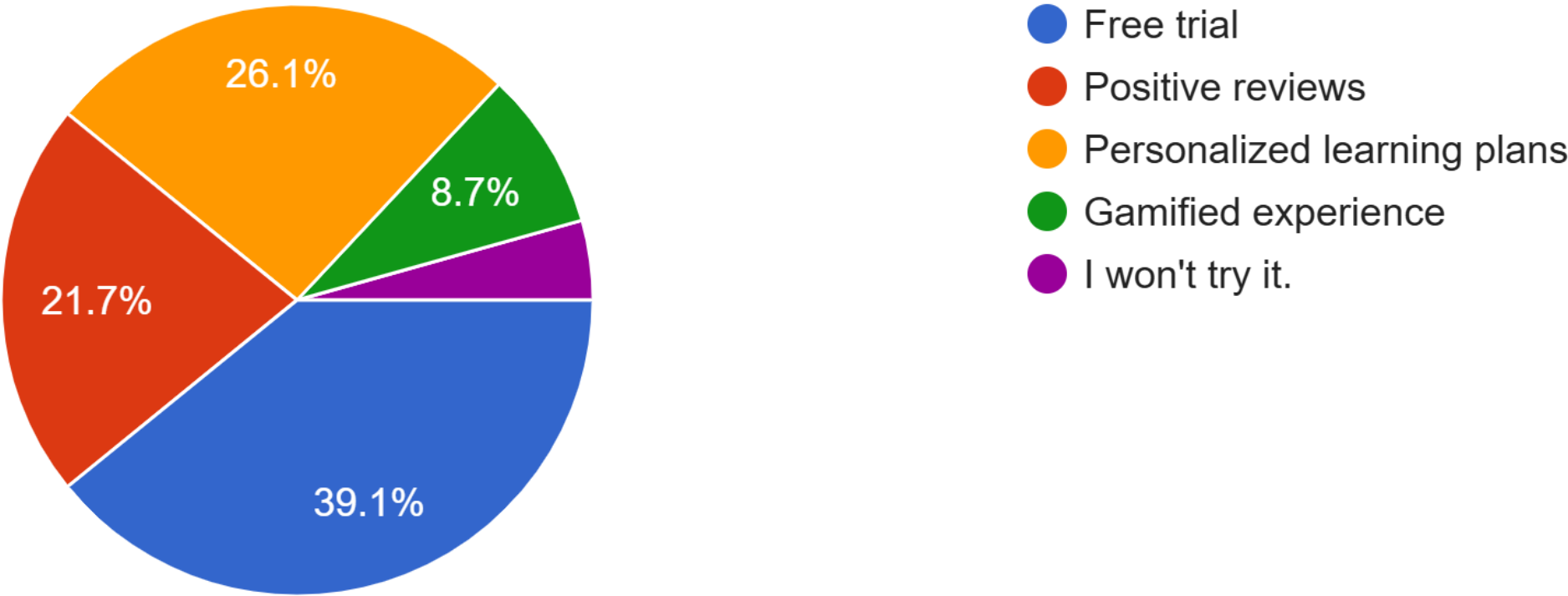
Source: Survey Responses

Survey Charts

39.1% of users would prefer a free trial.

What would make you try a language-learning app like Duolingo?

23 responses



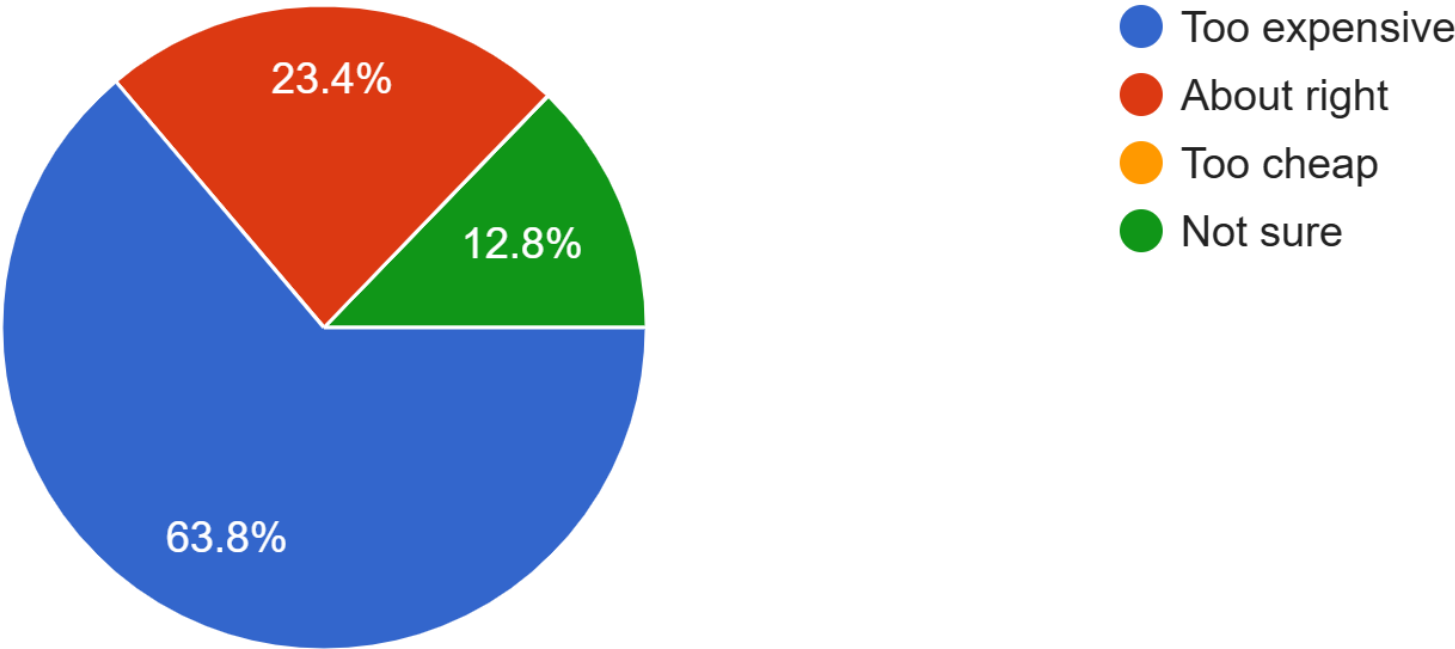
Source: Survey Responses

Survey Charts

63.8% of users think Duolingo is too expensive.

How do you perceive Duolingo's pricing for its premium subscription (Super Duolingo)? \$12.99 per month or \$59.99 per year

47 responses



Source: Survey Responses

Survey Responses

There is room for improvement with Duolingo's premium tiers.

- ☐ "Reduce basic premium to \$8.99 a month and I would get it."
- ☐ "The ability to teach languages like Japanese, Chinese, Korean is not efficient, its studying method would different from latin alphabet languages."
- ☐ "Stop with the weird sentences to learn because they make no sense and they'll never actually be used in the real world."
- ☐ "Tasks are repetitive at times or borderline basic. Focus on making content that is used daily"
- ☐ "Provide some aspect of 'explain my answer' even for free users."
- ☐ "I think more advanced content, and grammatical explanations would be of great help when using the platform."
- ☐ "I think more advanced content, and grammatical explanations would be of great help when using the platform."
- ☐ "Reduce the fees."
- ☐ "Actually make a plan instead of doing repetitive exercises."
- ☐ "Better explanations of mistakes on free version. Maybe some pronunciation exercises for speaking. More advanced listening exercises that you can repeat."
- ☐ "More real life application/conversations."

Source: Survey Responses

YouTube Quotes

What some customers say on the ground differs from how Duolingo describes themselves.

- ☐ “With sentence structure, you do have some problems.”
- ☐ “Most of these users will never achieve even simple competency in the languages they study.”
- ☐ “I am still far with native level fluency.”
- ☐ “Duolingo is starting to cut corners, laying off a cool 10% of their translations staff just this year.”
- ☐ “I don’t like the fact that they sound very robotic.”
- ☐ “Duolingo can’t compete with professional instruction.”
- ☐ “For the majority of the people that say I want to tackle language learning, 90% of these people mean that they want to be able to speak it in order to communicate it.”
- ☐ “If you are talking to someone and they tell you they are learning a language but they just use Duolingo, just end the conversation right there. They are never going to learn that language just using Duolingo.”
- ☐ “What Duolingo is lacking is native interaction.”

Sources: Test Prep Insight, Robert Tolppi, Metatron’s Academy

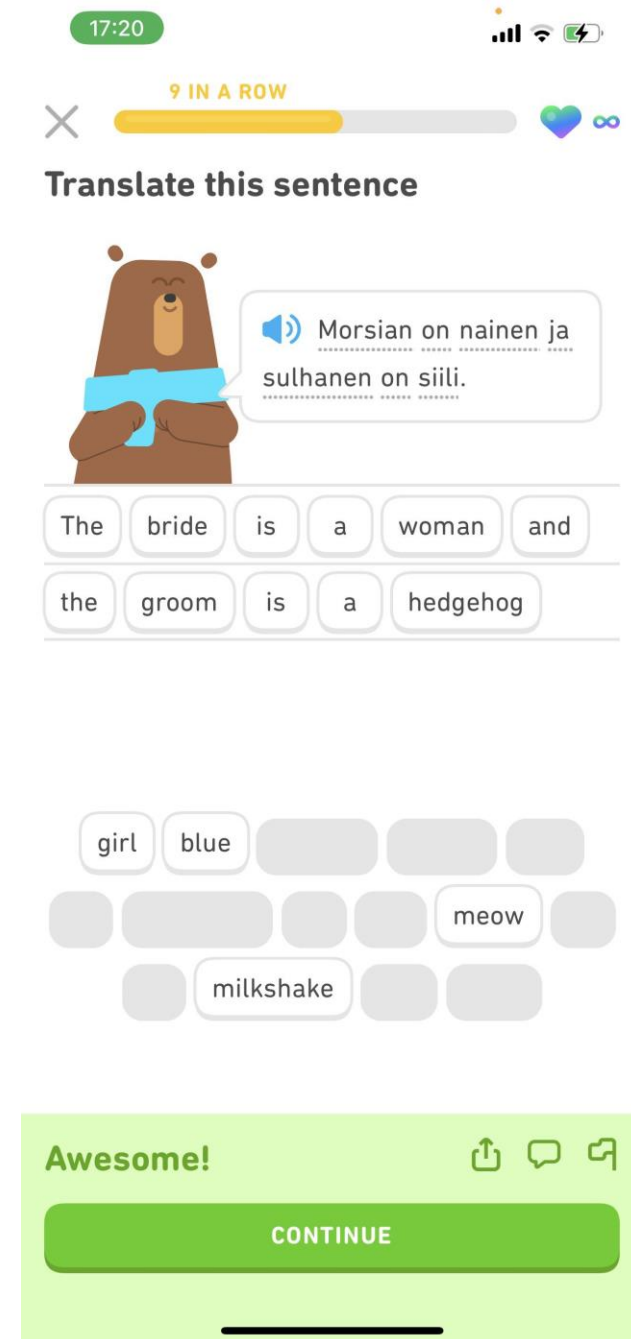
Too Much Gamification

A lot of Duolingo sentences are not used in real life.

- ☐ Yes, I want to live, I want to die in the North
- ☐ I do not hear you since I have cinnamon rolls in my ears
- ☐ Owen is eating parsnips in the rain
- ☐ Excuse me, I am an apple
- ☐ Whose robot ate my cake?
- ☐ Does a toothbrush have feelings?
- ☐ I am crying and the onion is laughing

“Stop with the weird sentences to learn because they make no sense and they’ll never actually be used in the real world.”
-Survey Respondent

Sources: duoplanet, Team Consensus



Front Loaded Revenue Model

Duolingo operates as an EdTech SaaS B2C company.



Land: Heavy investments into marketing & R&D (cash outflows) to attract customers.



Expand: Make back that investment through consistent recurring revenue streams and upsells.

Source: Company Filings

B2C Risks

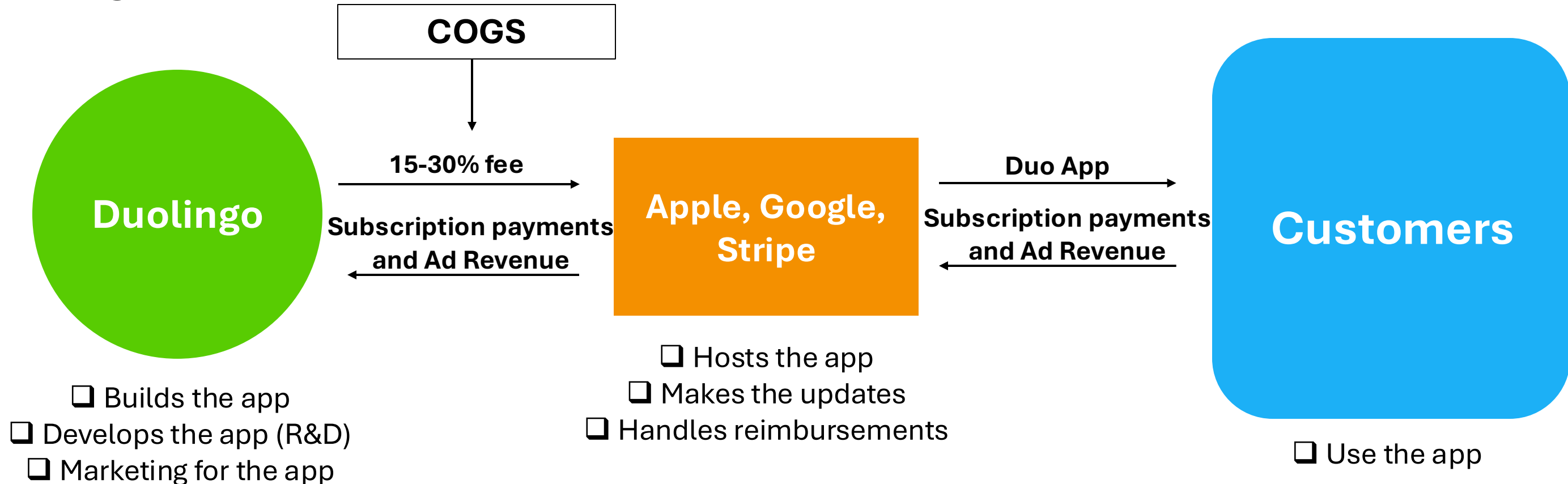
Duolingo's B2C model translates into less stable/predictable revenue.



Source: Company Filings

Distribution Margin Impacts

Distribution through third parties leads to higher operating margins, but lower gross margins.

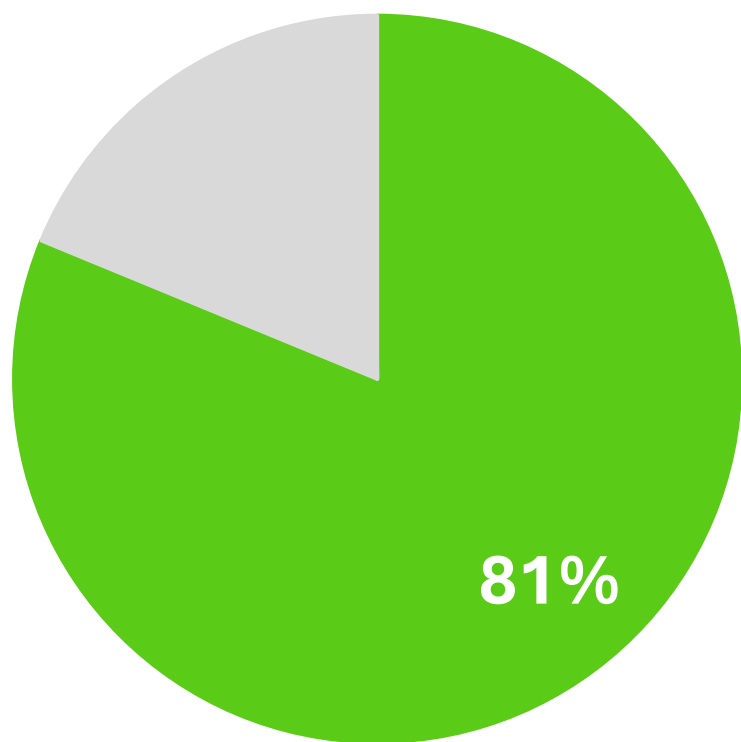


Source: Company Filings

Revenue Dependency

Duolingo’s growth potential is highly dependent on their subscription revenue stream.

2024A Revenue Breakdown



1. Subscription Tiers

Super

- ✓ Ad-free
- ✓ Unlimited Lives
- ✓ Faster Progression

Monthly
ARPU:
\$7

Max

- ✓ All of Super’s Features
- ✓ Role Play (Conversations)
- ✓ Explain my Answer

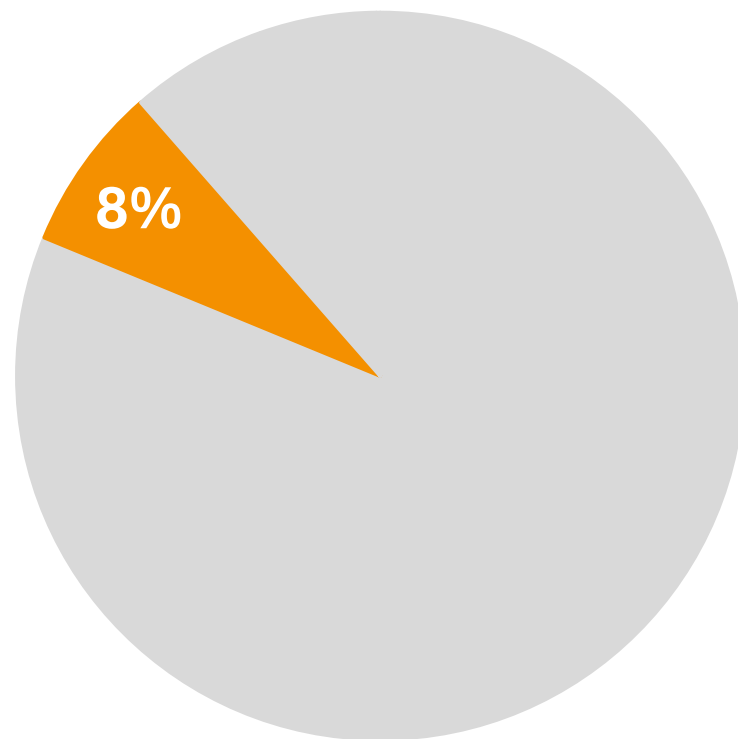
Monthly
ARPU:
\$14

Sources: FactSet, Team Consensus

Revenue Dependency

Duolingo's growth potential is highly dependent on their subscription revenue stream.

2024A Revenue Breakdown



***Not a growth driver**

2. Advertisements

Currently 2 ads per lesson

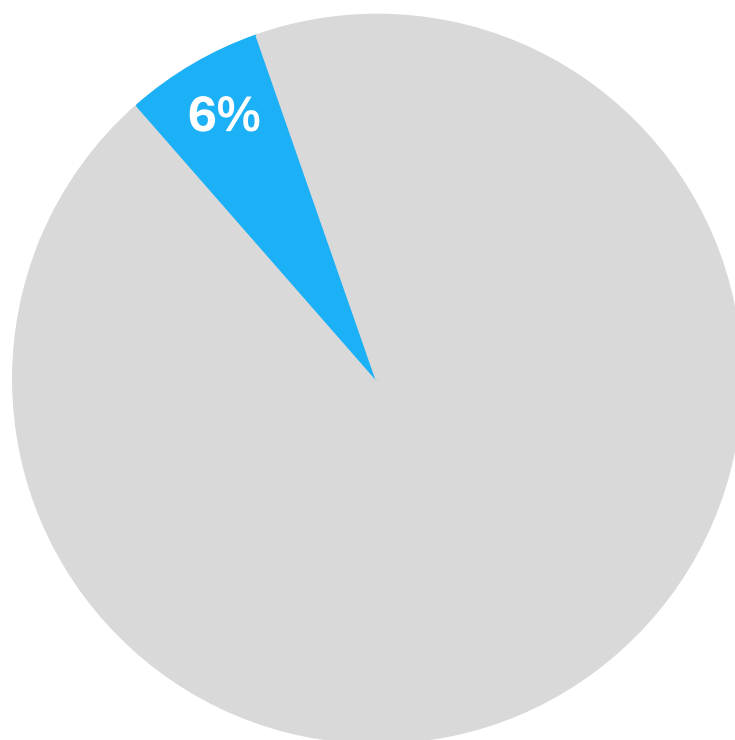
- Low ARPU
- Seasonality could lead to a potential reduction
- Dependency on advertisers

Sources: FactSet, Team Consensus

Revenue Dependency

Duolingo’s growth potential is highly dependent on their subscription revenue stream.

2024A Revenue Breakdown



***Not a growth driver**

3. Duolingo English Test

\$118	\$70
For two tests (\$59 each)	For one test

Macro Risk Exposure

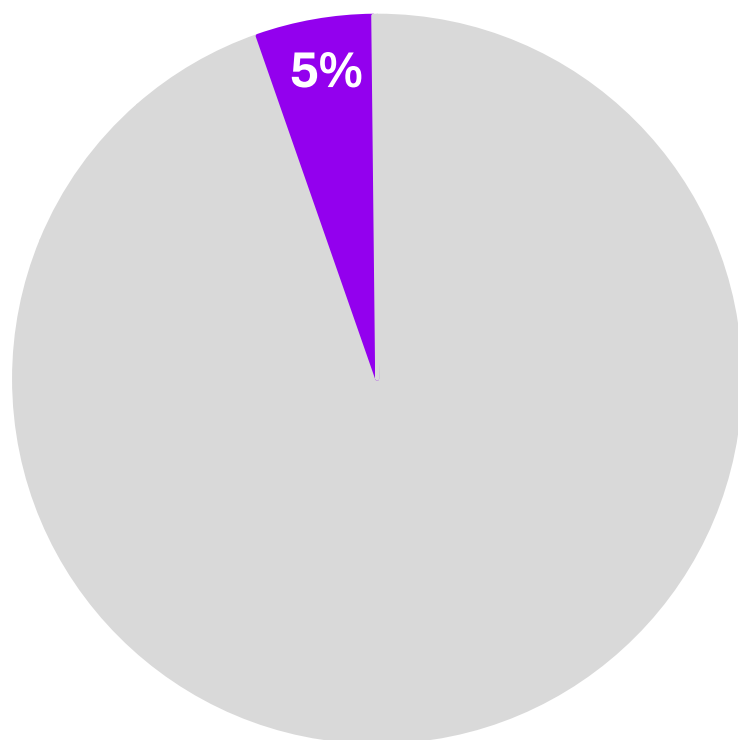
Government Policies
Geopolitical Tensions
Decline in Travel Demand

Sources: FactSet, Team Consensus

Revenue Dependency

Duolingo’s growth potential is highly dependent on their subscription revenue stream.

2024A Revenue Breakdown



***Not a growth driver**

4. In App Purchases

Gems

- ❖ Small Chest: \$4.99
- ❖ Medium Chest: \$9.99
- ❖ Large Chest: \$19.99

Merch

- ❖ Plushie: \$29.95
- ❖ Duolingo Piano: \$249
- ❖ Merch Store

- Immaterial revenue stream
 - Discretionary nature

Sources: FactSet, Team Consensus

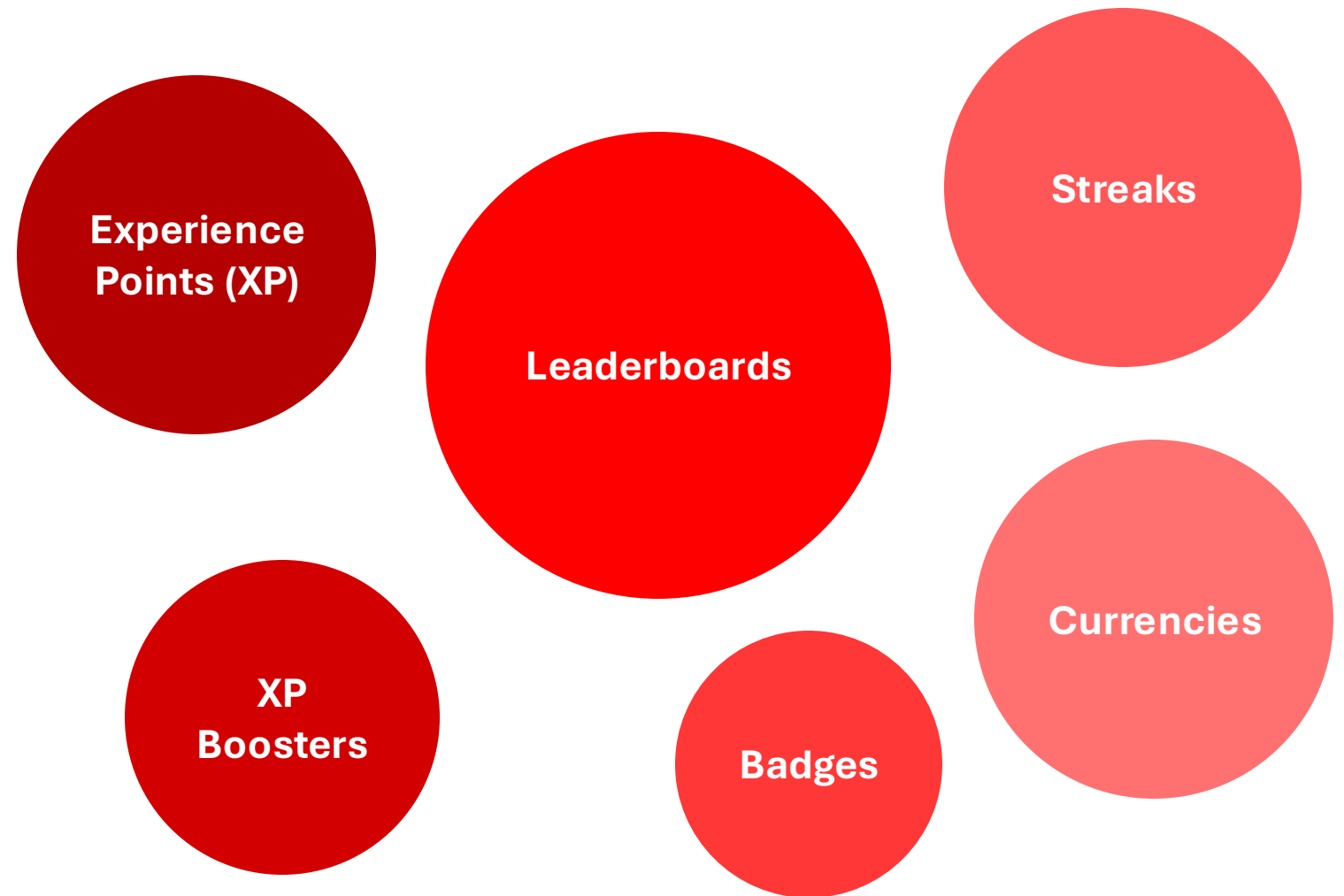
Arxiv Study Background

Arxiv conducted a study on Duolingo to analyze the potential consequences of gamification.

Gamification Misuse

Occurs when users fixate too much on gamification and get distracted from learning.

Duolingo Examples of Gamification



Sources: Arxiv, Company Filings

Study Dataset/Results

Conclusion: Gamification does not always have the best results on learning.

Large Array of Data

- ❖ **30,000** pieces of texts from Duolingo's forum data
- ❖ **357** posts and **30,618** comments on discussion forums
- ❖ **15** semi structured interviews with international Duolingo users

Negative Results

“The misuse of gamification can negatively impact users' learning aptitude and capacity by weakening their confidence in learning.”

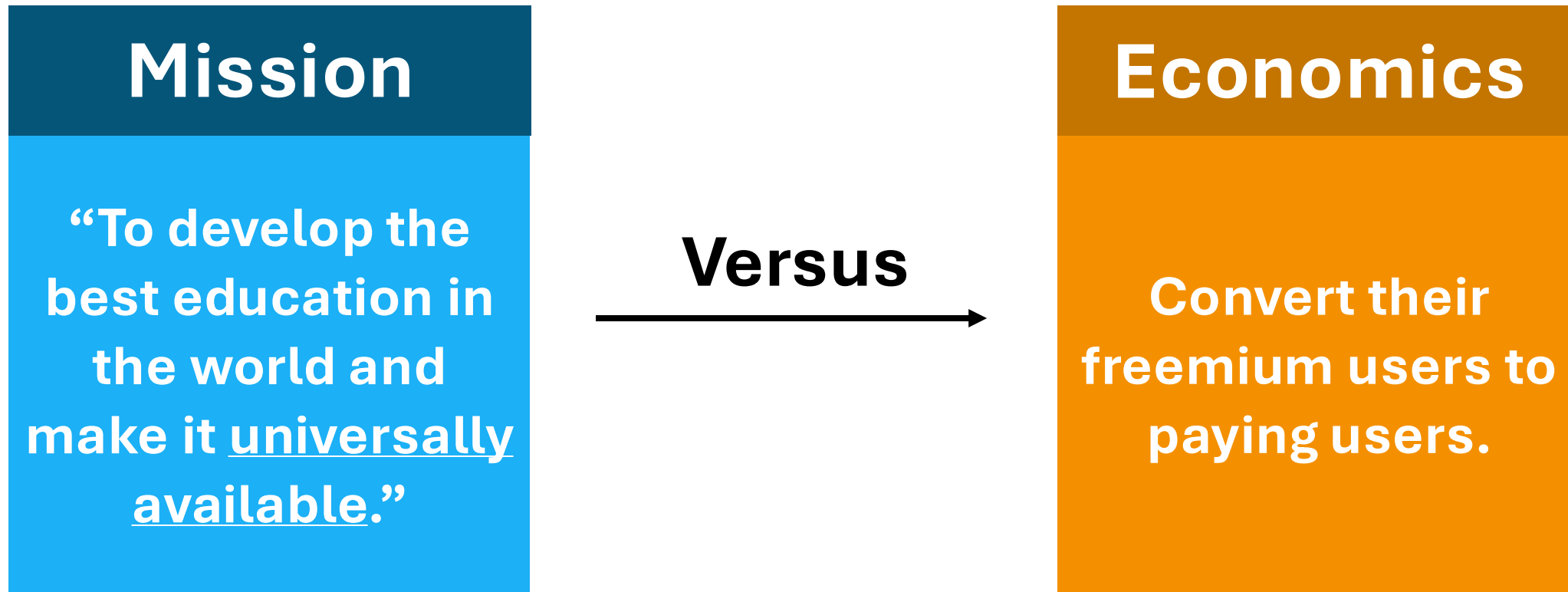
“The gamification misuse can lead to well-being complications such as disappointment, apprehension, self-recrimination, physical health problems, and disruption of daily life routines.”

“Users believe that the misuse of gamification (if not addressed) can set a bad example for how success is defined in learning communities, allowing this unproductive behavior to become widespread among more users.”

Sources: Arxiv, Survey Data, Team Consensus

Mission vs Economics

Duolingo's mission statement is a direct contradiction to how they grow their revenue.



“Their belief that true equality is when spending more can’t buy you a better education is in contrast with how apps like Duolingo turn a profit. They need to sell you in app purchases.”

-YouTube Channel

Sources: Duolingo 2023 10K Filing, Team Consensus

Recent Decision Making

Duolingo fired a portion of translations staff and replaced them with artificial intelligence.

10%

% of translation staff fired and replaced with AI.

“I am all for AI supporting humans but i’m not going to pay for my subscription to help them put more people out of a job,” wrote Reddit user Rlokan.

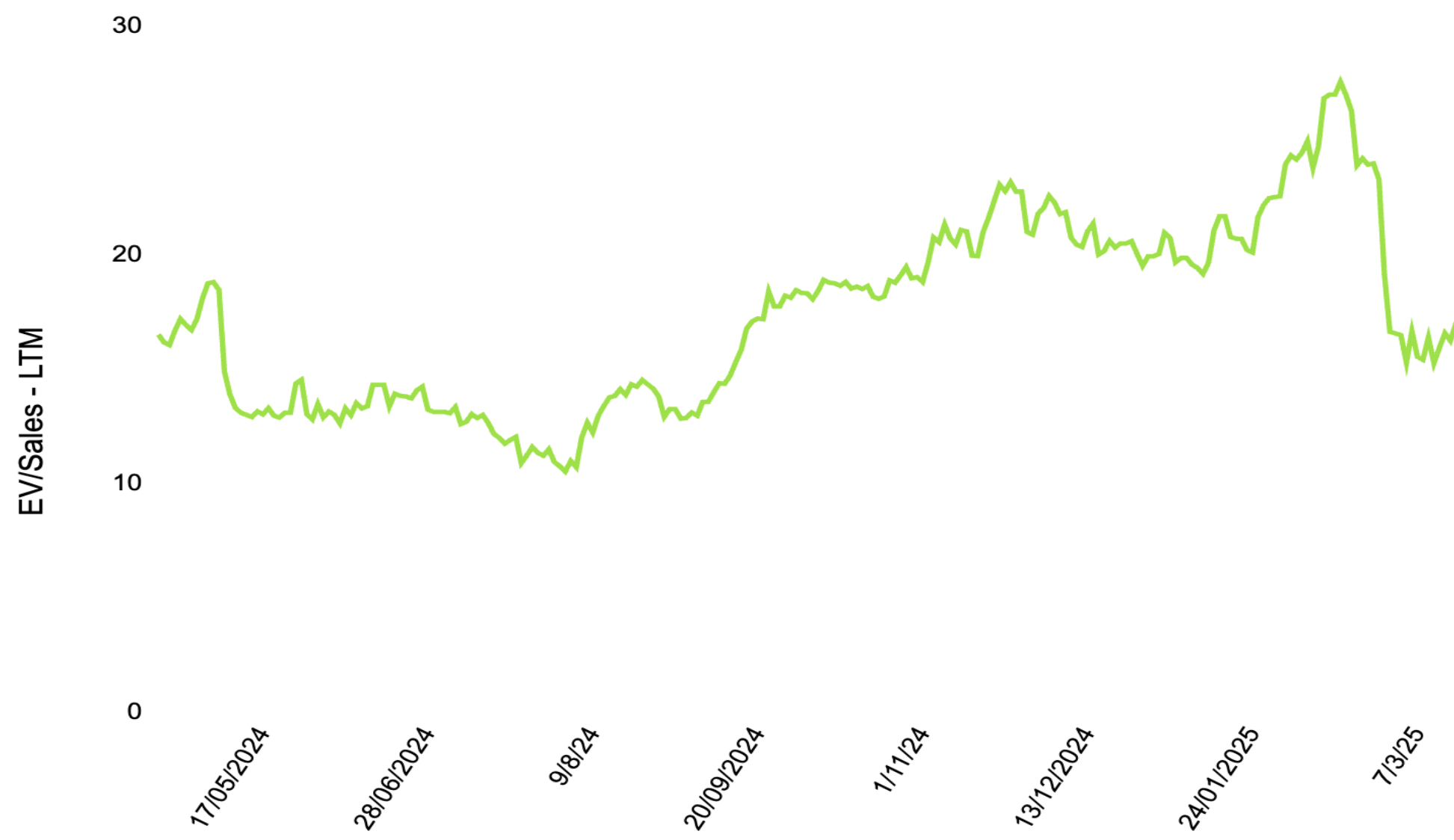
“We just no longer need as many people to do the type of work some of these contractors were doing,” a spokesperson told Bloomberg. “Part of that could be attributed to AI.”

In February 2023
Duolingo announced
the closure of its
discussions boards,
which were shuttered
in March 2023.

Sources: The Standard, Team Consensus

Relative Valuation

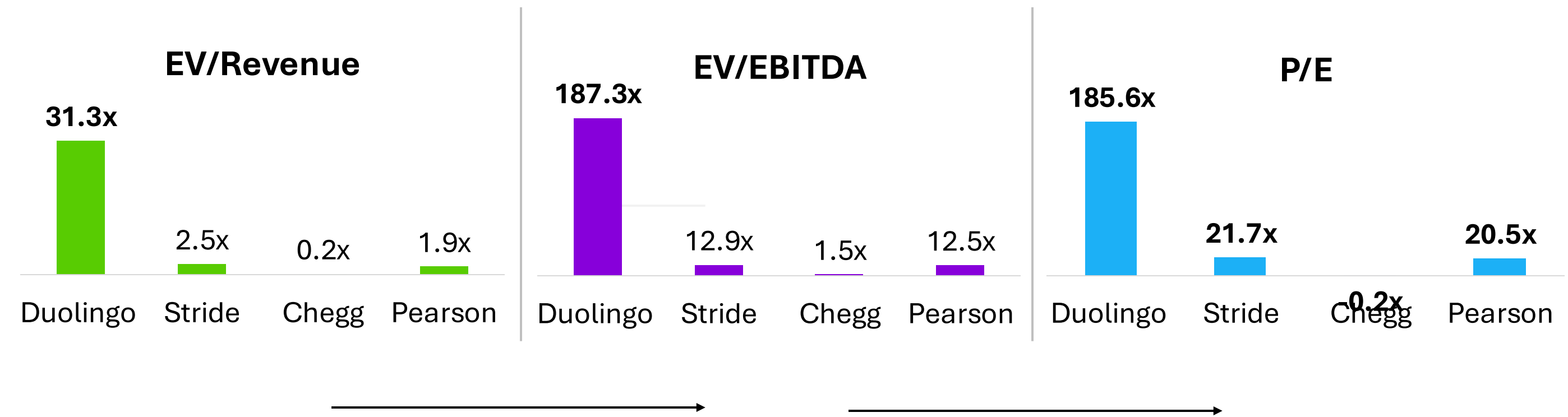
LTM Multiples indicated overvalued conditions.



Sources: FactSet, Team Consensus

EV/Revenue: EdTech Benchmark

DUOL trades at a high EV/Revenue, EV/EBITDA, and P/E multiple compared with the EdTech firms listed.



Consistent Overvaluation

Sources: FactSet, Team Consensus

CCA Model: Rule of 40 Benchmark

DUOL trades at an EV/Revenue multiple almost 3x higher than Microsoft's, despite Microsoft having a better Rule of 40 Score.

Rule of 40 Score:

- ❖ Revenue Growth + Operating Margins

Choice of Revenue:

- ❖ 2024 LTM

Chosen Multiple to Assign:

- ❖ 75% percentile EV/Revenue

Rationale Behind Chosen Multiple:

- ❖ Award DUOL with a premium for high growth and dominant share within their market

Company Name	Ticker	2023 Revenue	2023 Operating Margin %	Rule of 40 Score	EV/Revenue Multiple
Duolingo	DUOL	43.7%	-2.4%	41.3%	27.0x
Microsoft	MSFT	15.0%	44.6%	59.7%	11.6x
Nutanix	NTNX	17.9%	-10.2%	7.6%	9.1x
Dropbox	DBX	7.6%	15.3%	22.9%	4.6x
Klaviyo	KVYO	47.7%	-46.2%	1.4%	16.2x
Cloudfare	NET	33.0%	-19.4%	13.6%	36.8x
Zoom	ZM	3.1%	5.6%	8.7%	4.5x
Netflix	NFLX	6.7%	20.6%	27.3%	12.1x
Nvidia	NVDA	0.2%	20.7%	20.9%	30.1x
Docusign	DOCU	19.4%	-2.1%	17.3%	6.6x
Box	BOX	13.3%	3.7%	17.1%	5.9x
Informatica	INFA	6.0%	5.8%	11.8%	4.2x
HubSpot	HUBS	25.4%	-4.8%	20.6%	16.3x
Solar Winds	SWI	5.0%	25.0%	30.0%	5.3x
SAP SE	SAP	8.8%	21.1%	29.9%	9.9x
Blackline	BKH	-8.6%	20.6%	12.0%	4.1x
High					36.8x
75th percentile					16.2x
Average					12.8x
Median					9.5x
25th Percentile					5.1x
Low					4.1x

Sources: FactSet, Team Consensus

CCA Model: Rule of 40 Benchmark

Recommendation: **SELL**

Valuation	EV/Revenue	
DUOL Revenue	689.5	
EV/Revenue Multiple	16.2x	Price Target:
Implied Enterprise Value	11,199.1	\$254.6
Net Debt	0.0	
Equity Value	11,199.1	60.6%
Shares Outstanding	44.0	downside
Share Price	254.6	

Sources: FactSet, Team Consensus

CCA Model: Video Game/Habit Benchmark

DUOL trades at a premium compared to video game/habit forming companies as well.

Choice of Revenue:

- ❖ 2024 LTM

Chosen Multiple to Assign:

- ❖ 75% percentile EV/Revenue

Rationale Behind Chosen Multiple:

- ❖ Award DUOL with a premium for high growth and dominant share within their market

Company Name	Ticker	EV/Revenue Multiple
Duolingo	DUOL	27.0x
Peloton	PTON	2.1x
Planet Fitness	PLNT	9.1x
Xponential Fitness	XPOF	4.1x
Roblox	RBLX	13.1x
Electronic Arts	EA	4.6x
Take Two	TTWO	7.7x
High		27.0x
75th percentile		11.1x
Average		9.7x
Median		7.7x
25th Percentile		4.3x
Low		2.1x

Sources: FactSet, Team Consensus

CCA Model: Video Game/Habit Benchmark

Recommendation: **SELL**

Valuation	EV/Revenue
-----------	------------

DUOL Revenue	689.5
--------------	-------

EV/Revenue Multiple	11.1x
---------------------	--------------

Implied Enterprise Value	7,652.7
--------------------------	---------

Net Debt	0.0
----------	-----

Equity Value	7,652.7
--------------	---------

Shares Outstanding	44.0
--------------------	------

Share Price	174.0
--------------------	--------------

Price Target:

\$174.0

**42.3%
downside**



Sources: FactSet, Team Consensus

Relative Valuation

Relative Strength, NTM Multiples indicated overvalued/overbought conditions.



Language Unit Length Data

We aggregated this data from third party sources.

Language	# of Lessons	(1m20s per Lesson)	(2m per Lesson)	(2m30s per Lesson)	(3m20s per Lesson)	(4m per Lesson)
Spanish	1068	23:44:00	35:36:00	44:30:00	59:20:00	71:12:00
French	1096	24:21:20	36:32:00	45:40:00	60:53:20	73:04:00
Japanese	597	13:16:00	19:54:00	24:52:30	33:10:00	39:48:00
German	429	9:32:00	14:18:00	17:52:30	23:52:00	28:36:00
Korean	258	5:44:00	8:36:00	10:45:00	14:22:00	17:12:00
Italian	405	9:00:00	13:30:00	16:52:30	22:30:00	27:00:00
Chinese	284	6:18:40	9:28:00	11:50:00	15:46:40	18:56:00
Hindi	133	2:56:40	4:26:40	5:32:30	7:23:20	8:52:00
Russian	510	11:20:00	17:00:00	21:15:00	28:20:00	34:00:00
Arabic	210	4:40:00	7:00:00	8:45:00	11:40:00	14:00:00
Turkish	250	5:33:20	8:20:00	10:25:00	13:53:20	16:40:00
Portuguese	494	10:57:20	16:28:00	20:35:00	27:32:00	32:56:00
Dutch	121	2:41:20	4:02:00	5:02:30	6:42:40	8:04:00
Latin	40	0:53:20	1:20:00	1:40:00	2:13:20	2:40:00
Swedish	113	2:30:40	3:46:40	4:43:30	6:18:40	7:33:20
Irish	96	2:08:00	3:12:00	4:00:00	5:20:00	6:24:00
Greek	298	6:37:20	9:56:00	12:25:00	16:28:00	19:52:00

Language	Units Per Language	Lessons Per Language	Minutes it takes to Complete Language	Hours It takes to Complete Language
Spanish	236	1180	4720	79
French	225	1125	4500	75
Norwegian	165	825	3300	55
German	137	685	2740	46
Japanese	131	655	2620	44
Dutch	85	425	1700	28
Portuguese	81	405	1620	27
Korean	78	390	1560	26
Hungarian	77	385	1540	26
Scottish	75	375	1500	25
Welsh	75	375	1500	25
Italian	72	360	1440	24
Russian	67	335	1340	22
Yiddish	67	335	1340	22
Greek	67	335	1340	22
Czech	63	315	1260	21
Chinese	63	315	1260	21
Swedish	61	305	1220	20
Hebrew	60	300	1200	20
Vietnamese	55	275	1100	18
Swahili	53	265	1060	18
Indonesian	50	250	1000	17
Turkish	49	245	980	16
Polish	49	245	980	16
Klingon	48	240	960	16
Irish	48	240	960	16
Romanian	46	230	920	15
Danish	46	230	920	15
Esperanto	45	225	900	15
Ukrainian	39	195	780	13
Arabic	36	180	720	12
High Valerian	34	170	680	11
Finnish	29	145	580	10
Haitian	29	145	580	10
Hindi	27	135	540	9
Latin	20	100	400	7
Zulu	19	95	380	6

Source: Reddit, Team Consensus

Churn Rate Steps/Math

This calculate gives us our initial churn rate for the DCF forecasted period, which we then reduce each year.

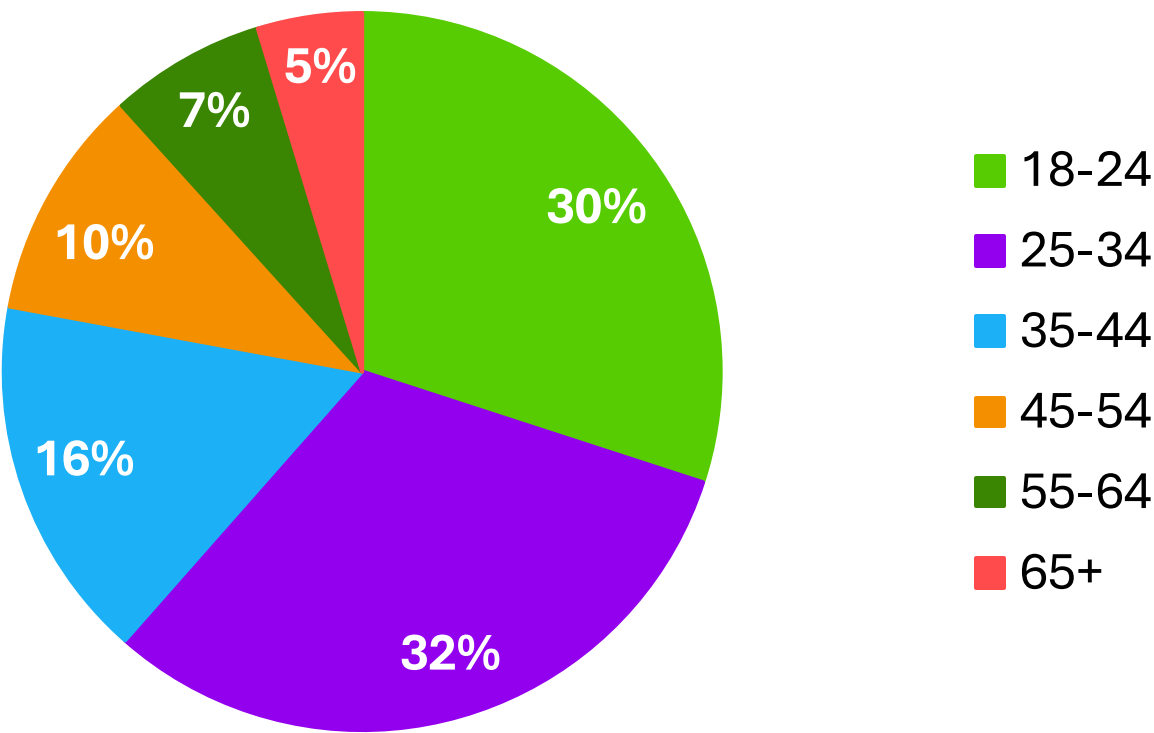
1. We estimate churn rate based on the assumption that once users complete all the language units they intend to learn, they will stop using the platform, similar to finishing a game.
2. Estimate Lesson Completion Time – We assumed an average lesson takes 4 minutes to complete and that each unit consists of 5 lessons.
3. Total Time to Learn a Language – Using data from the 15 most popular languages, we calculated the total number of lessons required and thus how much time it would take to complete a language in total. We then adjusted for the average user's weekly usage (17 minutes per week).
4. Conversion to Months – This allowed us to estimate the average time required to complete a single language. At this point, we have the # of months it takes to complete the 15 most popular languages on average.
5. Multiple Language Learners – We adjusted this figure for each age group, assuming younger users tend to learn more languages over time.
6. Age-Adjusted Factor (AAF) – We further refined the estimate using an age-adjusted factor that accounts for how much time different age groups spend learning (younger people have more time to spend).
7. Weighted Demographics – We weighted these calculations by the percentage of each age group within Duolingo's total user base.
8. From this, we determined the average customer lifecycle is approximately 42 months (3.5 years). Using this figure, we derived a monthly churn rate, which led to an annual churn rate of 25.2%.
9. This result is lower than Duolingo's publicly reported churn rate (which ranges from 37% to 47%), though we also found sources suggesting it could be closer to 20%. Given our methodology, we believe our computed churn rate is a reasonable estimate.

Source: Team Consensus

Age Adjustment Factor (AAF)

The younger the are, the more time you will spend on Duolingo’s app per week.

Consumer Age Demographics



18-24 AAF – 2
25-34 AAF – 1.25
35-44 AAF – 1
45-54 AAF – 1
55-64 AAF – 1
65+ AAF – 1

Source: Team Consensus

Churn Rate Steps/Math

This gives us an initial churn rate of 25.2%.

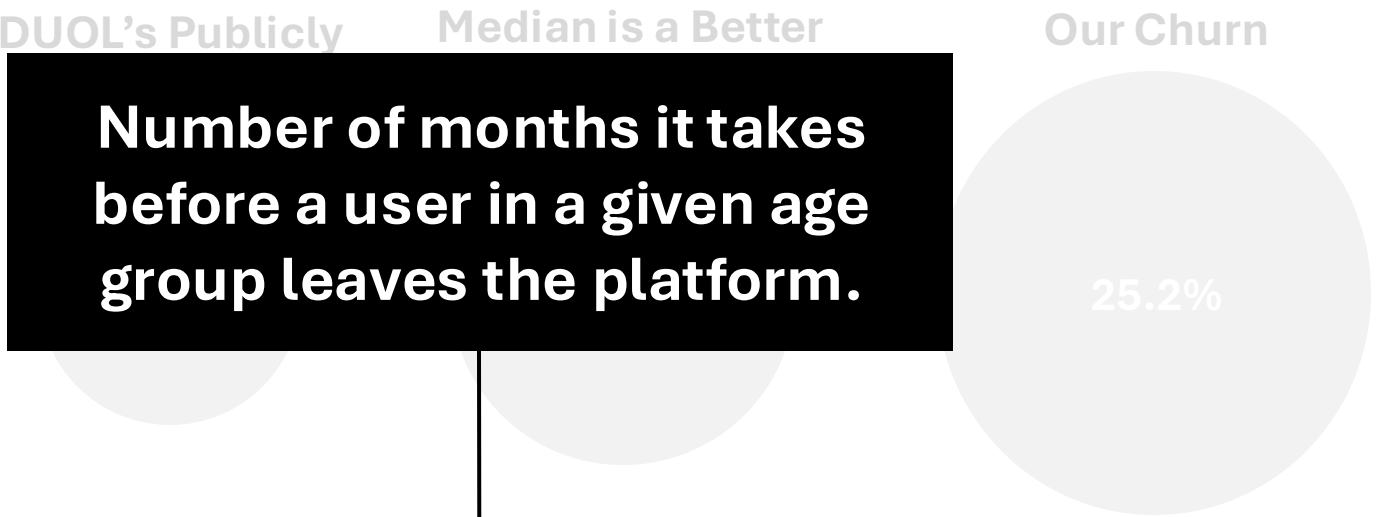
Assumptions	Inputs	Formulas
<ul style="list-style-type: none">❖ People spend a certain amount of minutes per week using Duolingo❖ There are the same amount of lessons in each unit❖ Each lesson will take the same amount of time to complete on average❖ Age affects the amount of time spent on the app❖ The age demographics will remain unchanged overtime❖ It makes more sense to use the languages that are more popular and the longest <p><u>*All of these factors will remain unchanged overtime</u></p>	<ul style="list-style-type: none">❖ Average lessons per unit: 5 lessons❖ Time it takes to complete a lesson: 4 minutes❖ Amount of minutes spent per week on Duolingo: 17	<ul style="list-style-type: none">❖ Total Lessons Per Language = (# of units for specific language) * (average lessons per unit)❖ # of Minutes it takes to complete a language = (# of lessons per language) * (minutes it takes to complete a lesson)❖ Hours it takes to complete a language = (minutes it takes to complete a language)/60❖ Average hours per language (AHpL)= (average time it takes for top 15 languages)❖ Average months per language (AMpL) = ((AHpL*60)/17)/4❖ Average Consumer Life Cycle (ACLC) =Sum { ((AMpL)/age group specific AAF) age group % of user base) }❖ Monthly Churn Rate (MCR) = 1/ACLC❖ Annual Churn Rate (ACR) = 1-(1-MCR)^12

Sources: Team Consensus, Lingoly.io, Reddit, Whop.com, Proprietary Research

Final Churn Rate

Duolingo’s churn rate applied is between our calculations and their publicly stated churn.

ACLC (months)	41.8
Monthly churn rate	2.4%
Annual Churn Rate	25.2%



Age Group	Languages to Learn	CLC without AAF	CLC with AAF	% of Userbase	CLC * % of userbase
18-24	3	93.8	46.9	31%	14.5
25-34	2	62.5	50.0	31%	15.3
35-44	1	31.3	31.3	16%	5.1
45-54	1	31.3	31.3	10%	3.3
55-64	1	31.3	31.3	7%	2.2
65+	1	31.3	31.3	5%	1.5

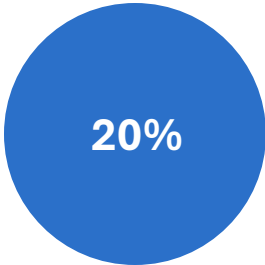
Source: Team Consensus

Final Churn Rate

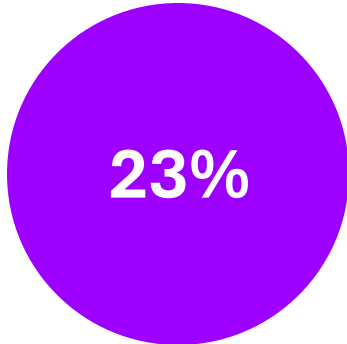
The churn rate we applied is between our calculations and publicly stated churn rates.

ACLC (months)	41.8
Monthly churn rate	2.4%
Annual Churn Rate	25.2%

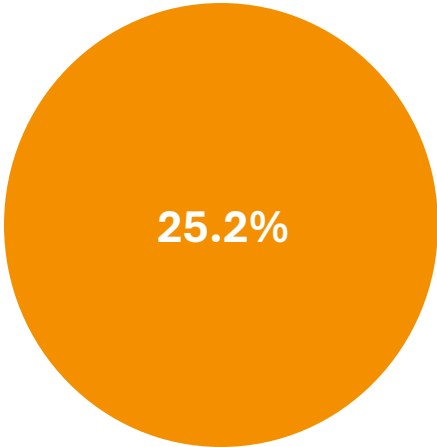
DUOL's Publicly
Stated Churn



Median is a Better
Representation



Our Churn



Age Group	Languages to Learn	CLC without AAF	CLC with AAF	% of Userbase	CLC * % of userbase
24	3	93.8	46.9	31%	14.5
34	2	62.5	50.0	31%	15.3
44	1	31.3	31.3	16%	5.1
54	1	31.3	31.3	10%	3.3
54	1	31.3	31.3	7%	2.2
	1	31.3	31.3	5%	1.5

of months it takes before users leave the platform

Source: Team Consensus

Why Churn Matters

DCF YoY Net MAU Base Growth Calculation

MAU Base YoY
Growth Rate

—

Annual Churn
Rate

=

Net MAU Base
YoY Growth
Rate

As the churn rate increases, MAU growth goes down, which lowers the paying userbase, which lowers revenue.

Source: Team Consensus

Churn Sensitivity

		Average # of Minutes to Complete a Lesson																		
Average Customer Life Cycle (Months)	41.8	2.5	2.7	2.8	2.9	3.1	3.3	3.4	3.6	3.8	4.0	4.2	4.4	4.6	4.9	5.1	5.4	5.6	5.9	6.2
# of Minutes users spend on average on App per week	10.7	41.8	44.0	46.4	48.8	51.4	54.1	56.9	59.9	63.1	66.4	69.7	73.2	76.8	80.7	84.7	89.0	93.4	98.1	103.0
	11.3	39.7	41.8	44.0	46.4	48.8	51.4	54.1	56.9	59.9	63.1	66.2	69.5	73.0	76.7	80.5	84.5	88.7	93.2	97.8
	11.9	37.8	39.7	41.8	44.0	46.4	48.8	51.4	54.1	56.9	59.9	62.9	66.1	69.4	72.8	76.5	80.3	84.3	88.5	92.9
	12.5	35.9	37.8	39.7	41.8	44.0	46.4	48.8	51.4	54.1	56.9	59.8	62.7	65.9	69.2	72.6	76.3	80.1	84.1	88.3
	13.2	34.1	35.9	37.8	39.7	41.8	44.0	46.4	48.8	51.4	54.1	56.8	59.6	62.6	65.7	69.0	72.5	76.1	79.9	83.9
	13.8	32.4	34.1	35.9	37.8	39.7	41.8	44.0	46.4	48.8	51.4	53.9	56.6	59.5	62.4	65.6	68.8	72.3	75.9	79.7
	14.6	30.8	32.4	34.1	35.9	37.8	39.7	41.8	44.0	46.4	48.8	51.2	53.8	56.5	59.3	62.3	65.4	68.7	72.1	75.7
	15.3	29.2	30.8	32.4	34.1	35.9	37.8	39.7	41.8	44.0	46.4	48.7	51.1	53.7	56.3	59.2	62.1	65.2	68.5	71.9
	16.2	27.8	29.2	30.8	32.4	34.1	35.9	37.8	39.7	41.8	44.0	46.2	48.6	51.0	53.5	56.2	59.0	62.0	65.1	68.3
	17.0	26.4	27.8	29.2	30.8	32.4	34.1	35.9	37.8	39.7	41.8	43.9	46.1	48.4	50.9	53.4	56.1	58.9	61.8	64.9
	17.9	25.1	26.4	27.8	29.3	30.8	32.5	34.2	36.0	37.9	39.8	41.8	43.9	46.1	48.4	50.9	53.4	56.1	58.9	61.8
	18.7	23.9	25.2	26.5	27.9	29.4	30.9	32.5	34.2	36.1	37.9	39.8	41.8	43.9	46.1	48.4	50.9	53.4	56.1	58.9
	19.7	22.8	24.0	25.2	26.6	28.0	29.4	31.0	32.6	34.3	36.1	37.9	39.8	41.8	43.9	46.1	48.4	50.9	53.4	56.1
	20.7	21.7	22.8	24.0	25.3	26.6	28.0	29.5	31.1	32.7	34.4	36.1	37.9	39.8	41.8	43.9	46.1	48.4	50.9	53.4
	21.7	20.7	21.7	22.9	24.1	25.4	26.7	28.1	29.6	31.1	32.8	34.4	36.1	37.9	39.8	41.8	43.9	46.1	48.4	50.9
	22.8	19.7	20.7	21.8	22.9	24.2	25.4	26.8	28.2	29.7	31.2	32.8	34.4	36.1	37.9	39.8	41.8	43.9	46.1	48.4
	23.9	18.7	19.7	20.8	21.9	23.0	24.2	25.5	26.8	28.2	29.7	31.2	32.8	34.4	36.1	37.9	39.8	41.8	43.9	46.1
	25.1	17.8	18.8	19.8	20.8	21.9	23.1	24.3	25.6	26.9	28.3	29.7	31.2	32.8	34.4	36.1	37.9	39.8	41.8	43.9
	26.4	17.0	17.9	18.8	19.8	20.9	22.0	23.1	24.3	25.6	27.0	28.3	29.7	31.2	32.8	34.4	36.1	37.9	39.8	41.8

Source: Team Consensus

Revenue Projection Thought Process

Qualitatively, this is what our projections illustrate is happening with Duolingo's business.

MAU growth will start at 45%, aligning with recent averages, before gradually declining as the market matures YoY.

The churn rate will gradually decline as stable R&D enhances offerings and expands language unit length.

Over time, the subscription revenue mix will shift in favor of Duolingo Max as improvements are implemented.

The paying user base percentage will start at current levels and gradually increase with enhanced premium offerings.



Source: Team Consensus

Revenue Projection Glossary

These acronyms are a way for us to quantify material changes that affect our projections.

1. **Annual Churn Rate (ACR)** – the % of Duolingo’s total MAU base that cease to use the platform entirely.
2. **Average Customer Life Cycle (ACLC)** – The average amount of time it takes for the average Duolingo user to learn a language in months.
3. **User Growth Rate (UGR)** – the % that the MAU base grows each year. We determined these rates based off of historical averages of their MAU base growth, industry CAGR, their competitive positioning, and several other company specific factors.
4. **Paying Userbase Growth Factor (PUGF)** – We take a % of the total MAU base to get to our subscriber base. PUGF is by how much that % changes by each year if at all. We based this factor off the data from our proprietary research. The more positive our view on their premium offerings, the higher PUGF will be.
5. **Subscription Ratio Adjustment Factor (SRAF)** – SRAF is a way for us to quantify the affects of an increase in popularity/efficacy of Duolingo Max. It is a certain number of basis points that we add to one premium offering’s total % of subscription revenue while simultaneously subtracting the same amount of basis points from the other premium offering’s % of total subscription revenue.
6. **Growth Decline Factor (GDF)** – GDF is the number of basis points that we subtract from UGR, and we are basing this off of historical userbase growth rates and the fact that eventually the market will mature.
7. **Churn Rate Decline Factor (CRDF)** – CRDF is a certain amount of basis points that we subtract from the churn rate per year, which we based on the idea that R&D will extend the average consumer life cycle.

Source: Team Consensus

Revenue Projection Inputs

We adjust our factors slightly on a case-by-case basis (typically by around 500-1000 basis points).

Base Case

- Monthly Churn rate (MCR): 2.4%
- Initial Annual Churn Rate (ACR): 23.2%
- Average customer life cycle (ACLC): 3.5 years
- Initial Userbase Growth Rate (UGR): 45%
- Paying userbase growth factor (PUGF): +1%
- Subscription ratio adjustment factor (SRAF) : 3%/300bps
- Growth decline factor (GDF): -3%
- Churn Rate Decline Factor (CRDF): - 2%

Upside

- Monthly Churn rate (MCR): 2.4%
- Initial Annual Churn Rate (ACR): 23.2%
- Average customer life cycle (ACLC): 3.5 years
- Initial Userbase Growth Rate (UGR): 45%
- Paying userbase growth factor (PUGF): +2%
- Subscription ratio adjustment factor (SRAF) : 3.5%/350bps
- Growth decline factor (GDF): -2%
- Churn Rate Decline Factor (CRDF): - 2%

Downside

- Monthly Churn rate (MCR): 2.4%
- Initial Annual Churn Rate (ACR): 23.2%
- Average customer life cycle (ACLC): 3.5 years
- Initial Userbase Growth Rate (UGR): 45%
- Paying userbase growth factor (PUGF): 0%
- Subscription ratio adjustment factor (SRAF) : 2.5%/250bps
- Growth decline factor (GDF): -2%
- Churn Rate Decline Factor (CRDF): - 1%

Source: Team Consensus

Revenue Projections: Base Case Scenario

Base case scenario revenue projections are highly optimistic.

		Base Case Assumptions										
Metrics	Inputs	2024A	2025E	2026E	2027E	2028E	2029E	2030E	2031E	2032E	2033E	2034E
MAU (mm)		117	142	172	206	244	288	336	389	447	509	574
MAU Growth (mm)			25	30	34	39	43	48	53	58	62	65
Paying User Base (mm)		10	13	17	11	16	22	29	37	47	59	72
Revenue Per Paying User		-	76	78	80	82	84	86	88	90	92	95
Userbase Growth Rate (UGR)			45%	42%	39%	36%	33%	30%	27%	24%	21%	18%
Churn Rate			23%	21%	19%	17%	15%	13%	11%	9%	7%	5%
Paying Userbase Percentage (PUP)		8%	9%	10%	6%	7%	8%	9%	10%	11%	12%	13%
Super Duolingo Percentage (SDP)		95%	92%	89%	86%	83%	80%	77%	74%	71%	68%	65%
Duolingo Max Percentage (DMP)		5%	8%	11%	14%	17%	20%	23%	26%	29%	32%	35%
Duolingo Max Userbase (mm)		0	1	2	2	3	4	7	10	14	19	25
Change In Duolingo Max Userbase (mm)		0	1	1	0	1	2	2	3	4	5	6
PUP Decline in 2027	-34%		0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
Paying Userbase Growth Factor (PUGF)	1%		1%	1%	N/A	1%	1%	1%	1%	1%	1%	1%
Subscription Ratio Adjustment Factor (SRAF)	3%		3%	3%	3%	3%	3%	3%	3%	3%	3%	3%
Churn Rate Decline Factor (CRDF)	2%		2%	2%	2%	2%	2%	2%	2%	2%	2%	2%
MAU Growth Decline Factor (GDF)	3%		3%	3%	3%	3%	3%	3%	3%	3%	3%	3%
DET Volume (mm)	1		1	1	1	1	1	1	1	1	1	1

\$7.1B

Total 2034E FY Revenue

72.2mm

Total 2034E FY Paying Users

27.1%

Average Revenue Growth Rate

Revenue Streams				Base Case Revenue Projections									
Different Revenue Streams	Price	2023A	2024A	2025E	2026E	2027E	2028E	2029E	2030E	2031E	2032E	2033E	2034E
Super Duolingo	7			837	1,085	692	935	1,223	1,556	1,934	2,352	2,805	3,286
Duolingo Max	14			146	268	225	383	612	930	1,359	1,921	2,640	3,539
English Test	65			41	41	42	42	42	42	42	42	42	42
Advertisements				61	73	88	104	123	144	166	191	217	245
Sale of Virtual Goods													
Total Revenue (\$mm)		531	748	1,083	1,467	1,047	1,465	2,000	2,672	3,501	4,506	5,705	7,112
% growth			41%	45%	35%	-29%	40%	37%	34%	31%	29%	27%	25%

Source: Team Consensus

Revenue Projections: Upside Scenario

Upside scenario revenue projections are even more optimistic.

Upside Revenue Assumptions												
Metrics	Inputs	2024A	2025E	2026E	2027E	2028E	2029E	2030E	2031E	2032E	2033E	2034E
MAU (mm)		117	142	172	206	244	288	336	389	447	509	574
MAU Growth (mm)			25	30	34	39	43	48	53	58	62	65
Paying User Base (mm)		10	14	21	14	21	31	43	57	75	95	119
Revenue Per Paying User		0	76	78	81	83	86	88	91	93	96	98
Userbase Growth Rate (UGR)			45%	42%	39%	36%	33%	30%	27%	24%	21%	18%
Churn Rate			23%	21%	19%	17%	15%	13%	11%	9%	7%	5%
Paying Userbase Percentage (PUP)		8%	10%	12%	7%	9%	11%	13%	15%	17%	19%	21%
Super Duolingo Percentage (SDP)		95%	92%	88%	85%	81%	78%	74%	71%	67%	64%	60%
Duolingo Max Percentage (DMP)		5%	9%	12%	16%	19%	23%	26%	30%	33%	37%	40%
Duolingo Max Userbase (mm)		0	1	3	2	4	7	11	17	25	35	47
Change In Duolingo Max Userbase (mm)		0	1	1	0	2	3	4	6	8	10	13
PUP Decline in 2027	-34%		0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
Paying Userbase Growth Factor (PUGF)	2%		2%	2%	N/A	2%	2%	2%	2%	2%	2%	2%
Subscription Ratio Adjustment Factor (SRAF)	4%		4%	4%	4%	4%	4%	4%	4%	4%	4%	4%
Churn Rate Decline Factor (CRDF)	2%		2%	2%	2%	2%	2%	2%	2%	2%	2%	2%
MAU Growth Decline Factor (GDF)	3%		3%	3%	3%	3%	3%	3%	3%	3%	3%	3%
DET Volume (mm)	1		1	1	1	1	1	1	1	1	1	1

\$11.9B

Total 2034E FY Revenue

118.7mm

Total 2034E FY Paying Users

34.6%

Average Revenue Growth Rate

Revenue Streams				Upside Revenue Projections									
Different Revenue Streams	Price	2023A	2024A	2025E	2026E	2027E	2028E	2029E	2030E	2031E	2032E	2033E	2034E
Super Duolingo	7			923	1,284	814	1,204	1,669	2,210	2,822	3,499	4,226	4,986
Duolingo Max	14			172	350	299	565	969	1,553	2,362	3,446	4,858	6,648
English Test	65			42	42	42	42	42	42	42	42	42	42
Advertisements				61	73	88	104	123	144	166	191	217	245
Sale of Virtual Goods													
Total Revenue (\$mm)		531	748	1,198	1,750	1,242	1,915	2,804	3,949	5,393	7,178	9,343	11,921
% growth			41%	60%	46%	-29%	54%	46%	41%	37%	33%	30%	28%

Source: Team Consensus

Revenue Projections: Downside Scenario

Downside scenario revenue projections are still optimistic.

Downside Revenue Assumptions												
Metrics	Inputs	2024A	2025E	2026E	2027E	2028E	2029E	2030E	2031E	2032E	2033E	2034E
MAU (mm)		117	142	172	206	244	288	336	389	447	509	574
MAU Growth (mm)			25	30	34	39	43	48	53	58	62	65
Paying User Base (mm)		10	12	14	9	13	19	25	29	33	38	43
Revenue Per Paying User		0	75	77	79	81	82	84	86	88	89	91
Userbase Growth Rate (UGR)			45%	43%	41%	39%	37%	35%	33%	31%	29%	27%
Turn Rate			23%	22%	21%	20%	19%	18%	17%	16%	15%	14%
Paying Userbase Percentage (PUP)		8%	8%	8%	4%	5%	6%	7%	7%	7%	7%	7%
Super Duolingo Percentage (SDP)		95%	93%	90%	88%	85%	83%	80%	78%	75%	73%	70%
Duolingo Max Percentage (DMP)		5%	8%	10%	13%	15%	18%	20%	23%	25%	28%	30%
Duolingo Max Userbase (mm)		0	1	1	1	2	3	5	7	8	10	13
Change In Duolingo Max Userbase (mm)		0	0	1	0	1	1	2	2	2	2	2
UP Decline in 2027	-34%		0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
Paying Userbase Growth Factor (PUGF)	2%		0%	0%	N/A	1%	1%	1%	0%	0%	0%	0%
Subscription Ratio Adjustment Factor (SRAF)	3%		3%	3%	3%	3%	3%	3%	3%	3%	3%	3%
Turn Rate Decline Factor (CRDF)	1%		1%	1%	1%	1%	1%	1%	1%	1%	1%	1%
MAU Growth Decline Factor (GDF)	2%		2%	2%	2%	2%	2%	2%	2%	2%	2%	2%
NET Volume (mm)	1		1	1	1	1	1	1	1	1	1	1

\$4.2B

Total 2034E FY Revenue

29.7mm

Total 2034E FY Paying Users

18.8%

Average Revenue Growth Rate

Revenue Streams				Downside Revenue Projections										
ifferent Revenue Streams		Price	2023A	2024A	2025E	2026E	2027E	2028E	2029E	2030E	2031E	2032E	2033E	2034E
uper Duolingo		7			749	881	565	798	1,078	1,409	1,581	1,756	1,932	2,104
uolingo Max		14			121	196	161	281	457	705	918	1,171	1,466	1,804
nglish Test		65			42	42	42	42	42	42	42	42	42	42
dvertisements					61	73	88	104	123	144	166	191	217	245
ale of Virtual Goods														
Total Revenue (\$mm)			531	748	974	1,192	857	1,226	1,701	2,300	2,708	3,161	3,658	4,196
% growth				41%	30%	22%	-28%	43%	39%	35%	18%	17%	16%	15%

Source: Team Consensus

Revenue Sensitivity

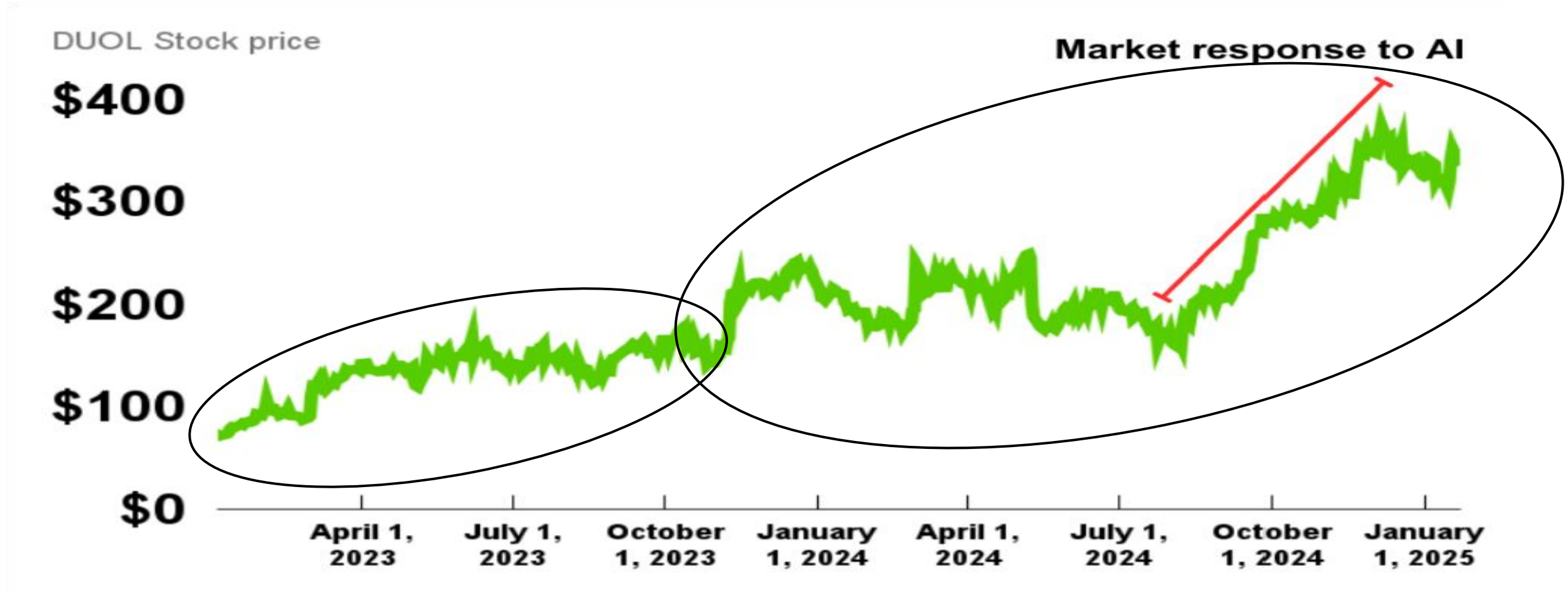
Downside scenario revenue projections are still optimistic.

		SRAF																		
2034E Revenue	7112	1.9%	2.0%	2.1%	2.2%	2.3%	2.4%	2.6%	2.7%	2.9%	3.0%	3.2%	3.3%	3.5%	3.6%	3.8%	4.0%	4.2%	4.4%	4.7%
PUGF	7.9%	4,235	4,267	4,300	4,336	4,373	4,412	4,453	4,496	4,541	4,589	4,637	4,687	4,740	4,795	4,853	4,914	4,978	5,045	5,116
	8.4%	4,443	4,477	4,512	4,549	4,588	4,629	4,672	4,717	4,765	4,815	4,866	4,918	4,974	5,032	5,093	5,157	5,225	5,296	5,370
	8.8%	4,662	4,697	4,734	4,773	4,814	4,857	4,902	4,950	5,001	5,054	5,106	5,162	5,220	5,282	5,346	5,414	5,485	5,559	5,637
	9.3%	4,892	4,929	4,968	5,009	5,052	5,098	5,145	5,196	5,249	5,304	5,360	5,419	5,480	5,545	5,612	5,684	5,758	5,837	5,919
	9.7%	5,135	5,173	5,214	5,258	5,303	5,351	5,401	5,454	5,510	5,568	5,627	5,689	5,753	5,821	5,893	5,968	6,046	6,129	6,215
	10.3%	5,390	5,431	5,474	5,519	5,567	5,617	5,670	5,726	5,785	5,846	5,908	5,973	6,041	6,113	6,188	6,267	6,349	6,436	6,527
	10.8%	5,658	5,701	5,747	5,794	5,845	5,898	5,954	6,012	6,074	6,139	6,204	6,272	6,344	6,419	6,498	6,581	6,668	6,760	6,856
	11.4%	5,941	5,986	6,034	6,084	6,137	6,193	6,252	6,313	6,379	6,447	6,515	6,587	6,663	6,742	6,825	6,912	7,004	7,100	7,202
	12.0%	6,238	6,286	6,336	6,389	6,445	6,504	6,566	6,631	6,699	6,771	6,843	6,919	6,998	7,082	7,169	7,261	7,358	7,459	7,566
	12.6%	6,552	6,602	6,655	6,711	6,769	6,831	6,896	6,965	7,037	7,112	7,188	7,268	7,351	7,439	7,531	7,628	7,730	7,837	7,949
	13.2%	6,865	6,918	6,973	7,032	7,093	7,158	7,227	7,298	7,374	7,454	7,533	7,617	7,705	7,797	7,894	7,995	8,102	8,214	8,332
	13.9%	7,194	7,249	7,308	7,369	7,434	7,502	7,573	7,649	7,728	7,812	7,896	7,983	8,076	8,172	8,274	8,381	8,493	8,610	8,734
	14.6%	7,539	7,597	7,659	7,723	7,791	7,862	7,938	8,017	8,100	8,188	8,276	8,368	8,465	8,567	8,673	8,785	8,903	9,026	9,156
	15.3%	7,902	7,963	8,027	8,095	8,166	8,241	8,320	8,403	8,491	8,583	8,675	8,772	8,874	8,981	9,093	9,210	9,334	9,463	9,600
	16.1%	8,282	8,346	8,414	8,485	8,560	8,639	8,722	8,809	8,901	8,998	9,095	9,196	9,303	9,415	9,533	9,656	9,786	9,922	10,065
	16.9%	8,682	8,749	8,820	8,895	8,974	9,057	9,144	9,235	9,332	9,434	9,535	9,642	9,754	9,872	9,995	10,125	10,261	10,404	10,554
	17.7%	9,102	9,173	9,247	9,326	9,408	9,495	9,586	9,683	9,784	9,891	9,998	10,110	10,227	10,351	10,480	10,617	10,760	10,910	11,067
	18.6%	9,542	9,617	9,695	9,777	9,864	9,955	10,051	10,153	10,259	10,371	10,483	10,601	10,724	10,854	10,990	11,133	11,283	11,441	11,606
	19.5%	10,005	10,083	10,165	10,252	10,343	10,439	10,540	10,646	10,758	10,875	10,993	11,116	11,246	11,382	11,525	11,675	11,833	11,999	12,172

Source: Team Consensus

Volatility Observations

This is not a low beta stock.

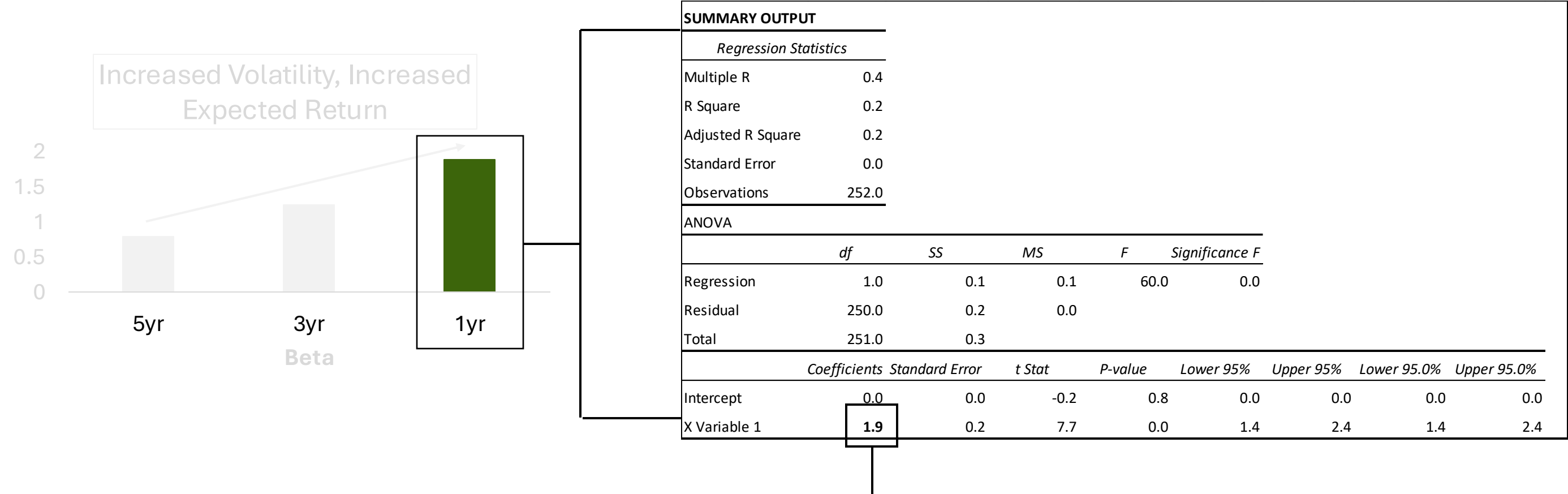


The price movements of this stock are completely different following announcements regarding AI

Sources: FactSet, Yahoo Finance, Team Consensus

Beta Calculation

DUOL's 1yr beta illustrates how volatile the stock has become.

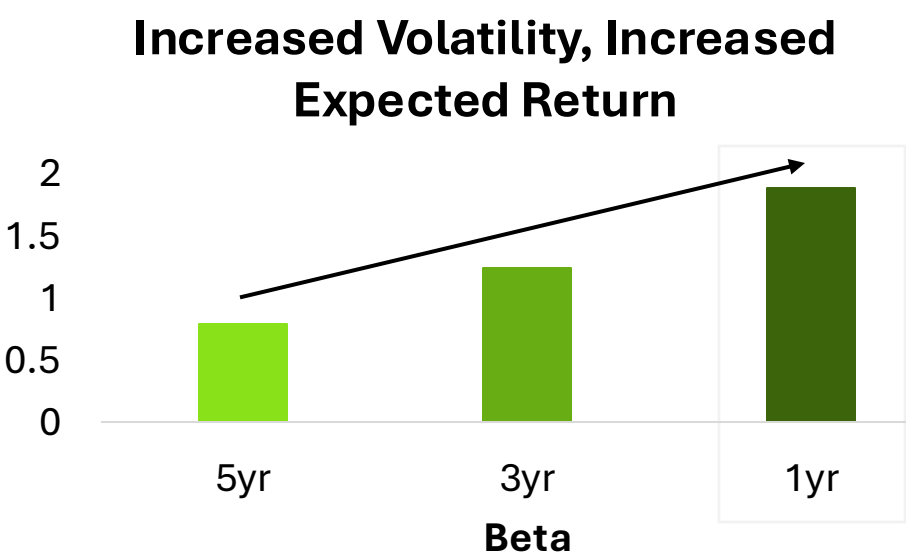


The 1 yr beta indicated by the linear regression analysis we conducted is over 2x higher than the 5yr beta. Therefore, we have determined that using that much lower beta would mislead investors about the realistic cost of capital for their business.

Sources: FactSet, Yahoo Finance, Team Consensus

Beta Calculation

We take an average of the 1yr, 3yr, and 5yr beta to highlight this shift in volatility.



SUMMARY OUTPUT									
Regression Statistics									
Multiple R	0.4								
R Square	0.2								
Adjusted R Square	0.2								
Standard Error	0.0								
Observations	252.0								
ANOVA									
	df	SS	MS	F	Significance F				
Regression	1.0	0.1	0.1	60.0	0.0				
Residual	250.0	0.2	0.0						
Total	251.0	0.3							
	Coefficients	Standard Error	t Stat	P-value	Lower 95%	Upper 95%	Lower 95.0%	Upper 95.0%	
Intercept	0.0	0.0	-0.2	0.8	0.0	0.0	0.0	0.0	
X Variable 1	1.9	0.2	7.7	0.0	1.4	2.4	1.4	2.4	

Average: 1.3

The 1 yr beta indicated by the linear regression analysis we conducted is 2x higher than the 5yr beta. Therefore, we have determined that using that much lower beta would mislead investors about the realistic cost of capital for their business.

Sources: FactSet, Yahoo Finance, Team Consensus

WACC Calculation

11 Year Forecasted Period

Assumptions:

- Duolingo will not engage in any M&A activity
- Duolingo will not take on debt
- Duolingo's capital structure will remain the same
- The risk free rate will remain at current levels
- Beta will remain closer to 1yr levels

WACC Calculation	
Cost of Debt	N/A
Cost of Equity	10.6%
% Debt	N/A
% Equity	50.0%
WACC	10.6%

Terminal Value

Assumptions:

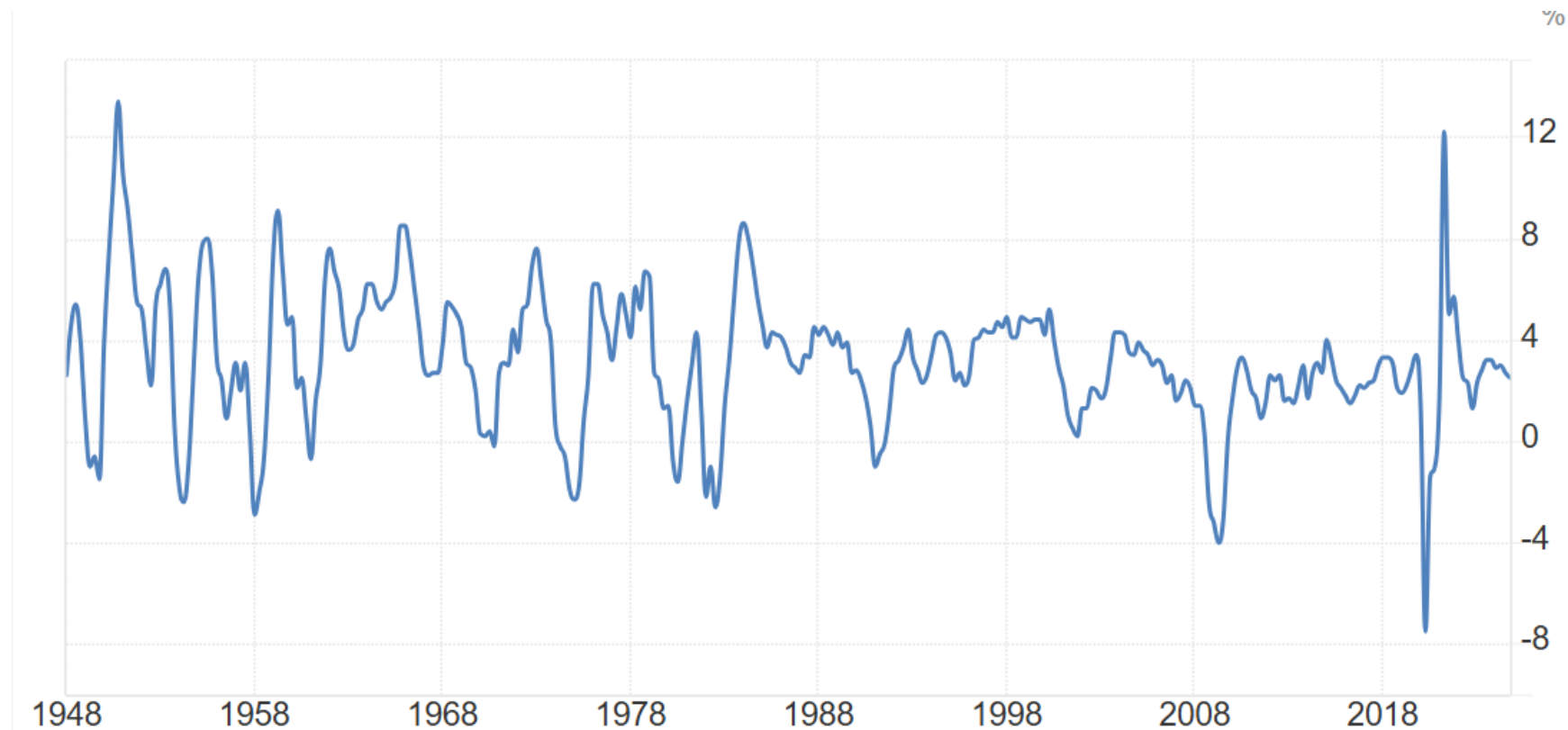
- Duolingo will take on debt
- Duolingo's capital structure will remain the same
- The risk free rate will remain at current levels
- Beta will remain closer to 1yr levels

WACC Calculation	
Cost of Debt	6.0%
Cost of Equity	10.3%
% Debt	50.0%
% Equity	50.0%
WACC	7.5%

Sources: Team Consensus

Constant Growth Rate

45% of Duolingo's revenue comes from the United States, and 72% revenue comes from developed nations.



2-4%

Constant growth rate range based on average US GDP Growth of 3%

Sources: Trading Economics, Team Consensus

DCF: Base Case Scenario

Base Case Scenario DCF Recommendation: Sell

Discounted Cash Flow Analysis												
All values are in thousands												
	2023A	2024A	2025E	2026E	2027E	2028E	2029E	2030E	2031E	2032E	2033E	2034E
Revenues	531,109	748,024	1,083,493	1,467,200	1,046,957	1,464,664	1,999,533	2,671,729	3,500,815	4,506,301	5,705,442	7,112,169
Cost of Goods Sold	(142,105)	(203,645)	(313,394)	(422,966)	(304,793)	(432,362)	(598,021)	(808,940)	(1,072,301)	(1,395,401)	(1,784,969)	(2,246,772)
Gross Profit	389,004	544,379	770,099	1,044,234	742,165	1,032,302	1,401,512	1,862,790	2,428,514	3,110,900	3,920,473	4,865,396
Operating Expenses:												
Research and Development	(194,352)	(235,298)	(335,405)	(446,850)	(313,626)	(431,431)	(578,984)	(760,266)	(978,686)	(1,237,247)	(1,537,956)	(1,881,591)
Sales and Marketing	(75,788)	(90,494)	(131,078)	(177,498)	(126,658)	(177,191)	(241,898)	(323,219)	(423,519)	(545,161)	(690,230)	(860,412)
General and Administrative	(132,123)	(155,992)	(223,241)	(298,632)	(210,479)	(290,793)	(391,986)	(517,083)	(668,791)	(849,612)	(1,061,433)	(1,305,359)
Total Operating Expenses	(402,263)	(481,784)	(689,725)	(922,980)	(650,763)	(899,414)	(1,212,868)	(1,600,568)	(2,070,997)	(2,632,020)	(3,289,619)	(4,047,361)
Earnings Before Interest and Taxes	(13,259)	62,595	80,374	121,254	91,402	132,888	188,644	262,222	357,517	478,879	630,854	818,035
Other Income	590	1,267	929	929	929	929	929	929	929	929	929	929
Other Expense	(645)	(4,253)	(2,449)	(2,449)	(2,449)	(2,449)	(2,449)	(2,449)	(2,449)	(2,449)	(2,449)	(2,449)
Other (Expense) Income, Net	(55)	(2,986)	(1,521)	(1,521)	(1,521)	(1,521)	(1,521)	(1,521)	(1,521)	(1,521)	(1,521)	(1,521)
Earnings Before Interest and Taxes	(13,314)	59,609	77,333	118,213	88,361	129,847	185,603	259,181	354,476	475,838	627,813	814,994
Interest Income	31,091	42,697	61,845	-	-	-	-	-	-	-	-	-
Earnings Before Taxes	17,777	102,306	139,178	118,213	88,361	129,847	185,603	259,181	354,476	475,838	627,813	814,994
Provision for Income Taxes	(1,710)	(13,732)	(20,877)	(17,732)	(13,254)	(19,477)	(27,840)	(38,877)	(53,171)	(71,376)	(94,172)	(122,249)
Net Income	16,067	88,574	118,302	100,481	75,106	110,370	157,762	220,304	301,305	404,463	533,641	692,745
(+) Depreciation and Amortization	7,095	10,854	15,098	20,445	14,589	20,409	27,863	37,229	48,782	62,793	79,503	99,105
(+) Maturity of Investments	-	3,705	193,300	-	-	-	-	-	-	-	-	-
(-) Capital Expenditures	(13,684)	(21,140)	(29,268)	(39,634)	(28,281)	(39,565)	(54,013)	(72,172)	(94,568)	(121,729)	(154,121)	(192,121)
(-) Change in Networking Capital		(20,740)	158,251	89,932	(102,778)	98,169	124,793	155,761	190,854	230,014	272,665	318,007
Unlevered FCF	\$9,478	61,253	\$455,683	\$171,225	(\$41,365)	\$189,383	\$256,404	\$341,122	\$446,374	\$575,541	\$731,688	\$917,735

Terminal Value Calc	
Final FCF	917,735
Terminal Value	15,482,230
WACC	11%
Constant Growth Rate	3%

Equity Value Calc	
Enterprise Value (V0)	7,775,100
(+) Cash	785,791
(-) Debt	-
Equity Value	8,560,891
Shares Outstanding	39,000

Recommendation	
Current Stock Price	293
Price Target	220
Downside	-25%
Recommendation	Sell

Source: Team Consensus

DCF: Upside Scenario

Upside Scenario DCF Recommendation: **Buy**

Discounted Cash Flow Analysis												
All values are in thousands												
	2023A	2024A	2025E	2026E	2027E	2028E	2029E	2030E	2031E	2032E	2033E	2034E
Revenues	531,109	748,024	1,197,706	1,749,935	1,242,497	1,915,318	2,803,709	3,948,807	5,392,999	7,178,060	9,342,856	11,920,667
Cost of Goods Sold	(142,105)	(203,645)	(346,429)	(507,140)	(364,461)	(570,994)	(848,343)	(1,211,310)	(1,675,477)	(2,256,597)	(2,969,802)	(3,828,655)
Gross Profit	389,004	544,379	851,277	1,242,794	878,036	1,344,325	1,955,366	2,737,497	3,717,521	4,921,462	6,373,055	8,092,012
Operating Expenses:												
Research and Development	(194,352)	(235,298)	(370,761)	(532,959)	(372,202)	(564,175)	(811,840)	(1,123,670)	(1,507,664)	(1,970,804)	(2,518,455)	(3,153,725)
Sales and Marketing	(75,788)	(90,494)	(144,895)	(211,703)	(150,314)	(231,710)	(339,185)	(477,716)	(652,431)	(868,383)	(1,130,274)	(1,442,131)
General and Administrative	(132,123)	(155,992)	(246,774)	(356,180)	(249,790)	(380,265)	(549,636)	(764,247)	(1,030,272)	(1,353,342)	(1,738,133)	(2,187,904)
Total Operating Expenses	(402,263)	(481,784)	(762,430)	(1,100,841)	(772,306)	(1,176,150)	(1,700,661)	(2,365,634)	(3,190,366)	(4,192,529)	(5,386,863)	(6,783,760)
Earnings Before Interest and Taxes	(13,259)	62,595	88,846	141,953	105,731	168,175	254,704	371,863	527,155	728,933	986,192	1,308,251
Other Income	590	1,267	929	929	929	929	929	929	929	929	929	929
Other Expense	(645)	(4,253)	(2,449)	(2,449)	(2,449)	(2,449)	(2,449)	(2,449)	(2,449)	(2,449)	(2,449)	(2,449)
Other (Expense) Income, Net	(55)	(2,986)	(1,521)	(1,521)	(1,521)	(1,521)	(1,521)	(1,521)	(1,521)	(1,521)	(1,521)	(1,521)
Earnings Before Interest and Taxes	(13,314)	59,609	85,805	138,912	102,690	165,134	251,663	368,822	524,114	725,892	983,151	1,305,210
Interest Income	31,091	42,697	68,365	-	-	-	-	-	-	-	-	-
Earnings Before Taxes	17,777	102,306	154,170	138,912	102,690	165,134	251,663	368,822	524,114	725,892	983,151	1,305,210
Provision for Income Taxes	(1,710)	(13,732)	(23,126)	(20,837)	(15,403)	(24,770)	(37,750)	(55,323)	(78,617)	(108,884)	(147,473)	(195,782)
Net Income	16,067	88,574	131,045	118,075	87,286	140,364	213,914	313,499	445,497	617,008	835,678	1,109,429
(+) Depreciation and Amortization	7,095	10,854	16,689	24,385	17,314	26,689	39,068	55,025	75,149	100,023	130,188	166,109
(+) Maturity of Investments	-	3,705	193,300	-	-	-	-	-	-	-	-	-
(-) Capital Expenditures	(13,684)	(21,140)	(32,354)	(47,271)	(33,564)	(51,739)	(75,737)	(106,669)	(145,681)	(193,901)	(252,379)	(322,013)
(-) Change in Networking Capital		(20,740)	186,170	129,270	(124,111)	157,654	206,319	263,768	330,139	405,155	488,031	577,406
Unlevered FCF	\$9,478	61,253	\$494,850	\$224,459	(\$53,075)	\$272,968	\$383,564	\$525,622	\$705,104	\$928,284	\$1,201,518	\$1,530,930

Terminal Value Calc	
Final FCF	1,530,930
Terminal Value	28,267,111
WACC	11%
Constant Growth Rate	4%

Equity Value Calc	
Enterprise Value (V0)	13,465,297
(+) Cash	785,791
(-) Debt	-
Equity Value	14,251,088
Shares Outstanding	39,000

Recommendation	
Current Stock Price	293
Price Target	365
Upside	25%
Recommendation	Buy

Source: Team Consensus

DCF: Downside Scenario

Downside Scenario DCF Recommendation: **Sell**

Discounted Cash Flow Analysis												
All values are in thousands												
	2023A	2024A	2025E	2026E	2027E	2028E	2029E	2030E	2031E	2032E	2033E	2034E
Revenues	531,109	748,024	973,695	1,191,896	856,628	1,225,633	1,700,683	2,299,897	2,707,605	3,160,626	3,657,590	4,195,509
Cost of Goods Sold	(142,105)	(203,645)	(281,635)	(341,658)	(247,378)	(358,370)	(503,135)	(687,967)	(817,684)	(963,213)	(1,124,382)	(1,300,481)
Gross Profit	389,004	544,379	692,059	850,238	609,249	867,262	1,197,549	1,611,930	1,889,921	2,197,413	2,533,208	2,895,029
Operating Expenses:												
Research and Development	(194,352)	(235,298)	(301,416)	(363,003)	(256,611)	(361,022)	(492,449)	(654,457)	(756,937)	(867,780)	(985,938)	(1,109,962)
Sales and Marketing	(75,788)	(90,494)	(117,795)	(144,193)	(103,633)	(148,274)	(205,744)	(278,236)	(327,559)	(382,364)	(442,486)	(507,562)
General and Administrative	(132,123)	(155,992)	(200,619)	(242,597)	(172,215)	(243,336)	(333,400)	(445,119)	(517,258)	(595,901)	(680,453)	(770,039)
Total Operating Expenses	(402,263)	(481,784)	(619,830)	(749,793)	(532,459)	(752,631)	(1,031,593)	(1,377,812)	(1,601,753)	(1,846,045)	(2,108,877)	(2,387,562)
Earnings Before Interest and Taxes	(13,259)	62,595	72,229	100,445	76,790	114,631	165,956	234,117	288,168	351,368	424,331	507,467
Other Income	590	1,267	929	929	929	929	929	929	929	929	929	929
Other Expense	(645)	(4,253)	(2,449)	(2,449)	(2,449)	(2,449)	(2,449)	(2,449)	(2,449)	(2,449)	(2,449)	(2,449)
Other (Expense) Income, Net	(55)	(2,986)	(1,521)	(1,521)	(1,521)	(1,521)	(1,521)	(1,521)	(1,521)	(1,521)	(1,521)	(1,521)
Earnings Before Interest and Taxes	(13,314)	59,609	69,188	97,404	73,749	111,590	162,915	231,076	285,127	348,327	421,290	504,426
Interest Income	31,091	42,697	61,845	-	-	-	-	-	-	-	-	-
Earnings Before Taxes	17,777	102,306	131,034	97,404	73,749	111,590	162,915	231,076	285,127	348,327	421,290	504,426
Provision for Income Taxes	(1,710)	(13,732)	(18,715)	(14,611)	(11,062)	(16,739)	(24,437)	(34,661)	(42,769)	(52,249)	(63,194)	(75,664)
Net Income	16,067	88,574	112,319	82,794	62,687	94,852	138,477	196,415	242,358	296,078	358,097	428,762
(+) Depreciation and Amortization	7,095	10,854	13,568	16,609	11,937	17,079	23,698	32,048	37,729	44,042	50,967	58,462
(+) Maturity of Investments	-	3,705	193,300	-	-	-	-	-	-	-	-	-
(-) Capital Expenditures	(13,684)	(21,140)	(26,302)	(32,197)	(23,140)	(33,108)	(45,941)	(62,127)	(73,141)	(85,378)	(98,803)	(113,333)
(-) Change in Networking Capital		(20,740)	131,412	51,010	(81,994)	87,428	111,817	140,171	93,843	103,737	113,218	121,921
Unlevered FCF	\$9,478	61,253	\$424,296	\$118,215	(\$30,510)	\$166,250	\$228,052	\$306,506	\$300,790	\$358,479	\$423,479	\$495,811

Terminal Value Calc	
Final FCF	495,811
Terminal Value	7,693,688
WACC	11%
Constant Growth Rate	3%

Equity Value Calc	
Enterprise Value (V0)	4,357,016
(+) Cash	785,791
(-) Debt	-
Equity Value	5,142,807
Shares Outstanding	39,000

Recomendation	
Current Stock Price	293
Price Target	132
Downside	-55%
Recomendation	Sell

Source: Team Consensus

DCF: Base Case Sensitivity

		Constant Growth Rate																		
are Price	220	2%	2%	2%	2%	2%	2%	3%	3%	3%	3%	3%	3%	3%	4%	4%	4%	4%	4%	5%
WACC	7%	262	265	267	271	274	278	282	286	291	296	302	308	315	322	331	340	351	364	378
	7%	255	258	260	263	266	270	274	278	283	288	293	299	306	313	321	331	341	353	367
	7%	248	250	253	256	259	262	266	270	275	280	285	291	297	304	312	321	331	343	356
	8%	241	243	246	248	251	255	258	262	267	271	276	282	288	295	303	311	321	332	345
	8%	233	236	238	241	244	247	250	254	258	263	268	273	279	286	293	301	311	322	334
	9%	226	228	230	233	236	239	242	246	250	254	259	264	270	276	283	291	300	311	323
	9%	218	221	223	225	228	231	234	238	241	246	250	255	261	267	273	281	290	300	311
	10%	211	213	215	218	220	223	226	229	233	237	241	246	251	257	264	271	279	289	300
	10%	203	205	207	210	212	215	218	221	224	228	232	237	242	247	254	261	269	278	288
	11%	196	198	200	202	204	207	209	213	216	220	223	228	233	238	244	251	258	267	277
	11%	189	190	192	194	197	199	202	205	208	211	215	219	224	229	234	241	248	256	266
	12%	182	183	185	187	189	191	194	197	200	203	207	210	215	220	225	231	238	246	255
	12%	174	176	178	180	182	184	186	189	192	195	198	202	206	211	216	221	228	236	244
	13%	167	169	170	172	174	176	178	181	184	187	190	193	197	202	206	212	218	225	233
	13%	160	162	163	165	167	169	171	173	176	179	182	185	189	193	197	202	208	215	223
	14%	153	155	156	158	159	161	163	165	168	171	173	177	180	184	188	193	199	205	212
	15%	147	148	149	151	152	154	156	158	160	163	165	168	172	175	179	184	189	195	202
	16%	140	141	142	144	145	147	149	150	153	155	157	160	163	167	171	175	180	185	192
	16%	133	134	136	137	138	140	141	143	145	147	150	152	155	158	162	166	171	176	182

Constant
Growth Rate and
WACC

		Capital Expenditures																		
are Price	220	(121,084)	(127,457)	(134,165)	(141,227)	(148,660)	(156,484)	(164,720)	(173,389)	(182,515)	(192,121)	(201,727)	(211,814)	(222,404)	(233,525)	(245,201)	(257,461)	(270,334)	(283,851)	(298,043)
NWC	200,424	212	211	209	208	207	206	204	203	201	200	198	196	195	193	191	189	187	184	182
	210,972	213	212	211	210	209	208	206	205	203	202	200	198	196	195	193	191	188	186	184
	222,076	215	214	213	212	211	209	208	207	205	203	202	200	198	196	194	192	190	188	186
	233,764	217	216	215	214	213	211	210	209	207	205	204	202	200	198	196	194	192	190	188
	246,068	219	218	217	216	215	213	212	211	209	207	206	204	202	200	199	196	194	192	190
	259,019	222	220	219	218	217	216	214	213	211	210	208	206	205	203	201	199	196	194	192
	272,651	224	223	222	220	219	218	216	215	214	212	210	209	207	205	203	201	199	196	194
	287,001	226	225	224	223	222	220	219	217	216	214	213	211	209	207	205	203	201	199	197
	302,107	229	228	227	225	224	223	221	220	218	217	215	214	212	210	208	206	204	201	199
	318,007	231	230	229	228	227	225	224	223	221	220	218	216	214	213	211	209	206	204	202
	333,907	234	233	232	231	229	228	227	225	224	222	221	219	217	215	213	211	209	207	204
	350,603	237	236	235	234	232	231	230	228	227	225	223	222	220	218	216	214	212	210	207
	368,133	240	239	238	236	235	234	233	231	230	228	226	225	223	221	219	217	215	213	210
	386,539	243	242	241	240	238	237	236	234	233	231	229	228	226	224	222	220	218	216	213
	405,866	246	245	244	243	242	240	239	237	236	234	233	231	229	227	225	223	221	219	216
	426,160	250	249	247	246	245	244	242	241	239	238	236	234	233	231	229	227	225	222	220
	447,468	253	252	251	250	249	247	246	244	243	241	240	238	236	234	232	230	228	226	223
	469,841	257	256	255	254	252	251	250	248	247	245	243	242	240	238	236	234	232	230	227
	493,333	261	260	259	257	256	255	254	252	251	249	247	246	244	242	240	238	236	234	231

Capital
Expenditures
and NWC

Source: Team Consensus

DCF: Upside Sensitivity

		Constant Growth Rate																	
Share Price	365	2%	2%	2%	3%	3%	3%	3%	3%	3%	4%	4%	4%	4%	4%	4%	5%	5%	5%
WACC	7%	427	432	438	445	452	460	469	479	490	502	515	529	546	564	585	610	638	672
	7%	414	420	426	432	439	447	456	465	476	487	500	514	530	548	568	592	620	652
	7%	402	407	413	419	426	434	442	451	461	473	485	498	513	531	551	574	600	632
	8%	390	395	400	406	413	420	428	437	447	458	469	482	497	514	533	555	581	611
	8%	377	382	387	393	399	406	414	423	432	443	454	466	481	497	515	536	561	590
	9%	364	369	374	380	386	393	400	408	417	427	438	450	464	479	497	518	541	569
	9%	352	356	361	366	372	379	386	393	402	412	422	434	447	462	479	498	521	548
	10%	339	343	348	353	358	365	371	379	387	396	406	417	430	444	461	479	501	527
	10%	326	330	334	339	345	350	357	364	372	381	390	401	413	427	442	460	481	506
	11%	313	317	321	326	331	336	343	349	357	365	374	385	396	409	424	441	461	484
	11%	301	304	308	313	318	323	329	335	343	351	359	369	380	392	406	423	442	464
	12%	288	292	296	300	304	310	315	321	328	336	344	353	364	375	389	404	422	444
	12%	276	279	283	287	291	296	302	307	314	321	329	338	348	359	372	386	403	424
	13%	264	267	271	274	278	283	288	294	300	307	314	322	332	342	354	368	385	404
	13%	252	255	258	262	266	270	275	280	286	292	299	307	316	326	337	351	366	384
	14%	240	243	246	249	253	257	262	267	272	278	285	292	300	310	321	333	347	365
	15%	228	231	234	237	241	244	249	253	258	264	270	277	285	294	304	316	329	345
	16%	217	219	222	225	228	232	236	240	245	250	256	263	270	278	288	299	312	327
	16%	206	208	210	213	216	220	223	227	232	237	242	248	255	263	272	282	294	308
		Capital Expenditures																	
Share Price	365	(202,949)	(213,630)	(224,874)	(236,709)	(249,168)	(262,282)	(276,086)	(290,617)	(305,912)	(322,013)	(338,114)	(355,019)	(372,770)	(391,409)	(410,979)	(431,528)	(453,105)	(475,760)
NWC	363,910	348	346	344	342	340	337	335	332	329	326	323	320	317	314	310	306	302	298
	383,063	352	350	348	345	343	341	338	336	333	330	327	324	321	317	314	310	306	302
	403,224	355	353	351	349	347	344	342	339	337	334	331	328	324	321	317	314	310	305
	424,446	359	357	355	353	351	348	346	343	340	337	334	331	328	325	321	317	313	309
	446,786	363	361	359	357	355	352	350	347	344	342	339	335	332	329	325	321	318	313
	470,301	368	366	364	361	359	357	354	352	349	346	343	340	337	333	330	326	322	318
	495,053	372	370	368	366	364	361	359	356	353	350	347	344	341	338	334	330	326	322
	521,109	377	375	373	371	368	366	364	361	358	355	352	349	346	342	339	335	331	327
	548,536	382	380	378	376	373	371	369	366	363	360	357	354	351	347	344	340	336	332
	577,406	387	385	383	381	379	376	374	371	368	365	362	359	356	353	349	345	341	337
	606,276	392	391	388	386	384	382	379	376	374	371	368	365	361	358	354	351	347	343
	636,590	398	396	394	392	390	387	385	382	379	376	373	370	367	364	360	356	352	348
	668,420	404	402	400	398	395	393	390	388	385	382	379	376	373	369	366	362	358	354
	701,841	410	408	406	404	401	399	397	394	391	388	385	382	379	375	372	368	364	360
	736,933	416	414	412	410	408	406	403	400	398	395	392	389	385	382	378	375	371	366
	773,779	423	421	419	417	415	412	410	407	404	401	398	395	392	389	385	381	377	373
	812,468	430	428	426	424	422	419	417	414	411	408	405	402	399	396	392	388	384	380
	853,092	438	436	434	431	429	427	424	422	419	416	413	410	407	403	400	396	392	388
	895,746	445	443	441	439	437	435	432	429	427	424	421	418	414	411	407	404	400	396

Constant
Growth Rate and
WACC

Capital
Expenditures
and NWC

Source: Team Consensus

DCF: Downside Sensitivity

		Constant Growth Rate																		
WACC	132	2%	2%	2%	2%	2%	2%	2%	2%	2%	3%	3%	3%	3%	3%	3%	3%	4%	4%	4%
		7%	158	160	161	162	163	165	166	168	170	172	174	176	179	182	185	188	192	196
	7%	155	156	157	158	159	161	162	164	166	168	170	172	175	177	180	184	187	191	196
	7%	151	152	153	154	155	157	158	160	162	163	165	168	170	173	176	179	182	186	191
	8%	147	148	149	150	151	153	154	156	157	159	161	163	165	168	171	174	177	181	185
	8%	143	144	145	146	147	148	150	151	153	155	157	159	161	163	166	169	172	176	180
	9%	139	140	141	142	143	144	145	147	148	150	152	154	156	158	161	164	167	170	174
	9%	135	136	137	138	139	140	141	143	144	146	147	149	151	154	156	159	162	165	169
	10%	131	132	132	133	134	136	137	138	140	141	143	145	146	149	151	154	157	160	163
	10%	127	127	128	129	130	131	132	134	135	137	138	140	142	144	146	148	151	154	158
	11%	122	123	124	125	126	127	128	129	131	132	133	135	137	139	141	143	146	149	152
	11%	119	119	120	121	122	123	124	125	126	128	129	131	132	134	136	138	141	144	147
	12%	115	115	116	117	118	119	120	121	122	123	125	126	128	129	131	134	136	139	142
	12%	111	111	112	113	114	115	115	117	118	119	120	122	123	125	127	129	131	134	136
	13%	107	107	108	109	110	110	111	112	113	115	116	117	119	120	122	124	126	128	131
	13%	103	104	104	105	106	106	107	108	109	110	111	113	114	116	117	119	121	123	126
	14%	99	100	100	101	102	102	103	104	105	106	107	108	110	111	113	114	116	118	121
15%	95	96	97	97	98	98	99	100	101	102	103	104	105	107	108	110	111	114	116	
16%	92	92	93	93	94	95	95	96	97	98	99	100	101	102	104	105	107	109	111	
16%	88	89	89	90	90	91	91	92	93	94	95	96	97	98	99	101	102	104	106	

Constant
Growth Rate and
WACC

		Capital Expenditures																		
	132	(71,428)	(75,187)	(79,145)	(83,310)	(87,695)	(92,310)	(97,169)	(102,283)	(107,666)	(113,333)	(119,000)	(124,950)	(131,197)	(137,757)	(144,645)	(151,877)	(159,471)	(167,444)	(175,817)
NWC	76,841	131	131	130	130	129	128	127	127	126	125	124	123	122	121	120	119	118	116	115
	80,885	132	131	131	130	129	129	128	127	126	125	125	124	123	122	121	120	118	117	116
	85,142	133	132	131	131	130	129	129	128	127	126	125	124	123	122	121	120	119	118	116
	89,623	133	133	132	132	131	130	129	129	128	127	126	125	124	123	122	121	120	118	117
	94,340	134	134	133	132	132	131	130	129	128	128	127	126	125	124	123	122	120	119	118
	99,305	135	134	134	133	132	132	131	130	129	128	127	127	126	125	123	122	121	120	119
	104,532	136	135	134	134	133	132	132	131	130	129	128	127	126	125	124	123	122	121	119
	110,034	137	136	135	135	134	133	133	132	131	130	129	128	127	126	125	124	123	122	120
	115,825	137	137	136	136	135	134	133	133	132	131	130	129	128	127	126	125	124	123	121
	121,921	138	138	137	137	136	135	134	134	133	132	131	130	129	128	127	126	125	123	122
	128,017	139	139	138	137	137	136	135	135	134	133	132	131	130	129	128	127	126	124	123
	134,418	140	140	139	138	138	137	136	136	135	134	133	132	131	130	129	128	127	125	124
	141,139	141	141	140	140	139	138	137	137	136	135	134	133	132	131	130	129	128	126	125
	148,196	142	142	141	141	140	139	138	138	137	136	135	134	133	132	131	130	129	128	126
	155,606	144	143	142	142	141	140	140	139	138	137	136	135	134	133	132	131	130	129	127
	163,386	145	144	144	143	142	142	141	140	139	138	137	136	136	135	133	132	131	130	129
	171,555	146	145	145	144	144	143	142	141	140	140	139	138	137	136	135	134	132	131	130
	180,133	147	147	146	146	145	144	143	143	142	141	140	139	138	137	136	135	134	133	131
	189,139	149	148	148	147	146	146	145	144	143	142	141	140	140	139	137	136	135	134	133

Capital
Expenditures
and NWC

Source: Team Consensus

Reverse DCF

To justify the stock price, Duolingo’s revenue would have to grow CAGR of 35.8% for 11 years.

Unlevered Free Cash Flow (mm)														
Fiscal Year	2021A	2022A	2023A	2024E	2025E	2026E	2027E	2028E	2029E	2030E	2031E	2032E	2033E	2034E
Revenue	250.8	369.5	531.1	694.4	908.0	1187.2	1552.2	2029.5	2653.6	3469.6	4536.5	5931.4	7755.3	10140.1
% growth		47.3%	43.7%	30.8%	30.8%	30.8%	30.8%	30.8%	30.8%	30.8%	30.8%	30.8%	30.8%	30.8%
COGS	67.2	98.6	140.1	179.7	230.4	295.3	378.4	484.6	620.3	793.7	1015.1	1297.6	1657.8	2116.8
COGS % growth		26.7%	26.4%	25.9%	25.4%	24.9%	24.4%	23.9%	23.4%	22.9%	22.4%	21.9%	21.4%	20.9%
Gross Profit	183.6	270.9	391.0	514.7	677.6	891.8	1173.8	1544.9	2033.3	2675.9	3521.4	4633.9	6097.6	8023.3
% growth		47.6%	44.3%	31.6%	31.6%	31.6%	31.6%	31.6%	31.6%	31.6%	31.6%	31.6%	31.6%	31.6%
Selling, General, and Administrative Expenses	237.0	330.6	396.9	447.8	576.4	741.8	954.4	1227.5	1578.5	2029.1	2607.7	3350.3	4303.0	5524.7
SG&A % of revenue	94.5%	89.5%	74.7%	64.5%	63.5%	62.5%	61.5%	60.5%	59.5%	58.5%	57.5%	56.5%	55.5%	54.5%
Total Operating Expenses	237.0	330.6	396.9	447.8	576.4	741.8	954.4	1227.5	1578.5	2029.1	2607.7	3350.3	4303.0	5524.7
EBITDA	-53.4	-59.7	-5.8	66.9	101.1	150.1	219.5	317.4	454.8	646.7	913.6	1283.6	1794.6	2498.5
Operating Margins		-16%	-1%	10%	11%	13%	14%	16%	17%	19%	20%	22%	23%	25%
Depreciation and Amortization	2.7	4.9	7.1	0.7	1.0	1.5	2.2	3.2	4.5	6.5	9.1	12.8	17.9	25.0
% of EBITDA				1.0%	1.0%	1.0%	1.0%	1.0%	1.0%	1.0%	1.0%	1.0%	1.0%	1.0%
Operating Profit (EBIT)	-56.1	-64.6	-12.9	66.3	100.1	148.6	217.3	314.2	450.3	640.3	904.5	1270.7	1776.6	2473.5
% growth		15.1%	-80.0%	612.9%	51.1%	48.4%	46.3%	44.6%	43.3%	42.2%	41.3%	40.5%	39.8%	39.2%
Operating Taxes	0.2	0.9	1.7	9.9	15.0	22.3	32.6	47.1	67.5	96.0	135.7	190.6	266.5	371.0
NOPAT (Net Operating Profit After Taxes)	-56.3	-65.5	-14.6	56.3	85.1	126.3	184.7	267.1	382.7	544.2	768.8	1080.1	1510.1	2102.5
% growth		16.4%	-77.7%	485.0%	51.1%	48.4%	46.3%	44.6%	43.3%	42.2%	41.3%	40.5%	39.8%	39.2%
(+) Depreciation and Amortization	2.7	4.9	7.1	0.7	1.0	1.5	2.2	3.2	4.5	6.5	9.1	12.8	17.9	25.0
Depreciation Growth Rate				14.1%	12.4%	11.0%	9.9%	9.0%	8.3%	7.6%	7.1%	6.6%	10.0%	10.0%
(-) Capital Expenditures	-6.2	-10.1	-13.7	13.9	19.4	27.0	37.6	52.4	73.0	101.7	141.7	197.3	274.8	382.7
% growth		63.1%	35.2%	201.8%	39.3%	39.3%	39.3%	39.3%	39.3%	39.3%	39.3%	39.3%	39.3%	39.3%
(-) Change in NWC	25.8	34.5	34.9	36.9	39.0	41.2	43.6	46.0	48.7	51.4	54.4	57.5	60.8	64.2
Unlevered Free Cash Flow	-73.1	-85.0	-28.8	6.2	27.7	59.5	105.7	171.8	265.6	397.5	581.9	838.2	1192.5	1680.5
				121.5%	348.7%	114.7%	77.5%	62.6%	54.6%	49.7%	46.4%	44.0%	42.3%	40.9%

Source: Team Consensus

AI Cost Assumptions

We assume around 2000 tokens are used per interaction.

Assumptions	
# of Interactions Per Call	7
Chat GPT 4.0 Cost Per 1 million Prompt (Input) Tokens	\$2.5
Chat GPT 4.0 Cost Per 1 Million Tokens Completion (Output) Tokens	\$10.0
Session Prompt Token Requirements (Input) Per Interaction	1,000.0
Session Completion Token Requirements (Output) Per Interaction	1,000.0
Chat GPT 4 Cost Per 1000 Prompt Tokens	\$0.003
Chat GPT 4 Cost Per 1000 Completion Tokens	\$0.010
Number of Sessions Engaged in Per Week	3
Annual AI Cost Per Max User	\$12.3

Source: Team Consensus

AI Cost Projections

The higher AI costs flow directly into COGS.

Base Case AI Costs	2025E	2026E	2027E	2028E	2029E	2030E	2031E	2032E	2033E	2034E
Max Userbase	1,039	1,915	1,609	2,736	4,368	6,640	9,705	13,723	18,860	25,277
Additional AI Costs Allocated to COGS	12,769	23,530	19,765	33,616	53,661	81,578	119,225	168,588	231,697	310,527
Gross Margins Post AI Cost Adjustment	71.1%	71.2%	70.9%	70.5%	70.1%	69.7%	69.4%	69.0%	68.7%	68.4%

Upside AI Costs	2025E	2026E	2027E	2028E	2029E	2030E	2031E	2032E	2033E	2034E
Max Userbase	1,225	2,502	2,133	4,034	6,923	11,092	16,871	24,617	34,698	47,483
Additional AI Costs Allocated to COGS	15,051	30,731	26,198	49,560	85,050	136,271	207,266	302,414	426,266	583,326

Downside AI Costs	2025E	2026E	2027E	2028E	2029E	2030E	2031E	2032E	2033E	2034E
Max Userbase	868	1,398	1,153	2,011	3,267	5,033	6,557	8,364	10,470	12,884
Additional AI Costs Allocated to COGS	10,661	17,172	14,167	24,699	40,134	61,834	80,555	102,752	128,625	158,279

Source: Team Consensus

API Token Cost Sensitivity

We factor these higher AI costs into our DCF, which pushes down the price target.

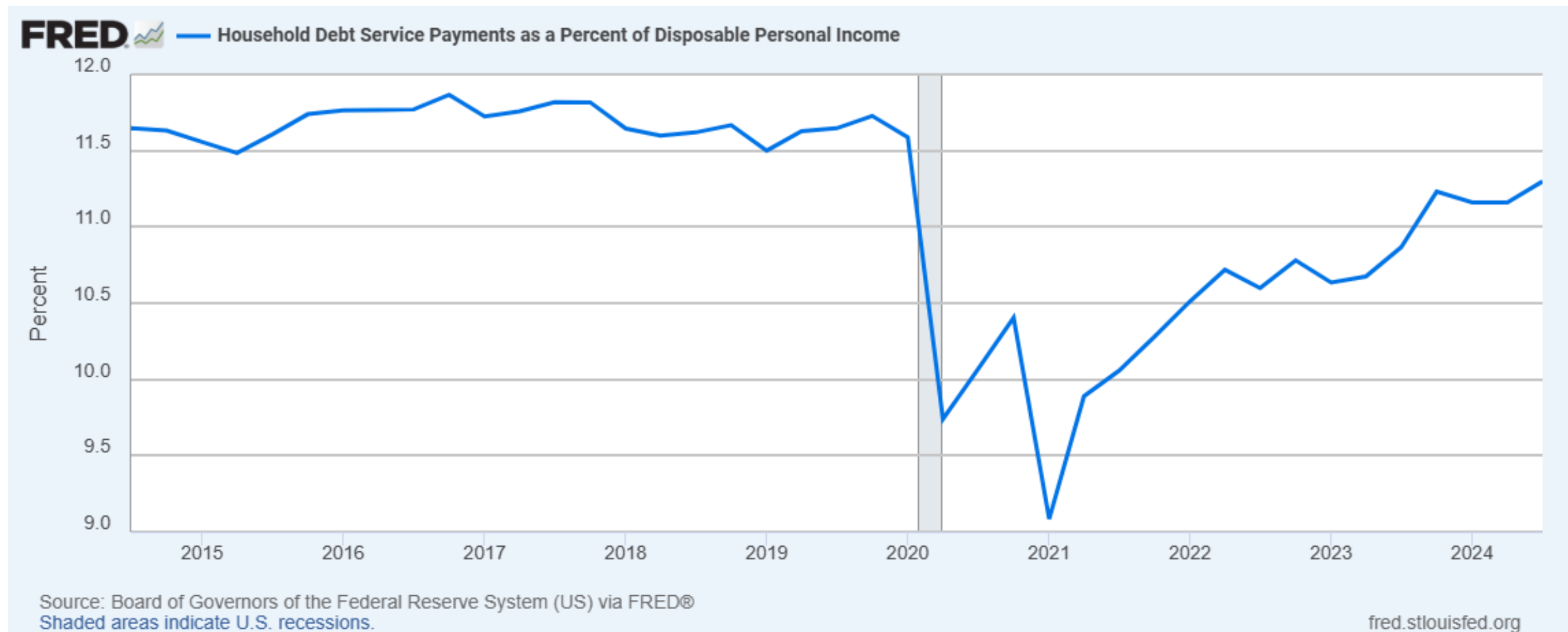
		Cost of Completion Tokens				
2034E AI Costs	310,527	0.0090	0.0095	0.0100	0.0105	0.0110
Cost of Prompt Tokens	0.0023	280,251	293,362	307,163	320,965	335,456
	0.0024	281,890	295,001	308,802	322,604	337,095
	0.0025	283,615	296,726	310,527	324,329	338,820
	0.0026	285,340	298,451	312,253	326,054	340,545
	0.0028	287,152	300,263	314,064	327,865	342,357

API token costs increase, COGS increases

Sources: Team Consensus

More Consumer Debt

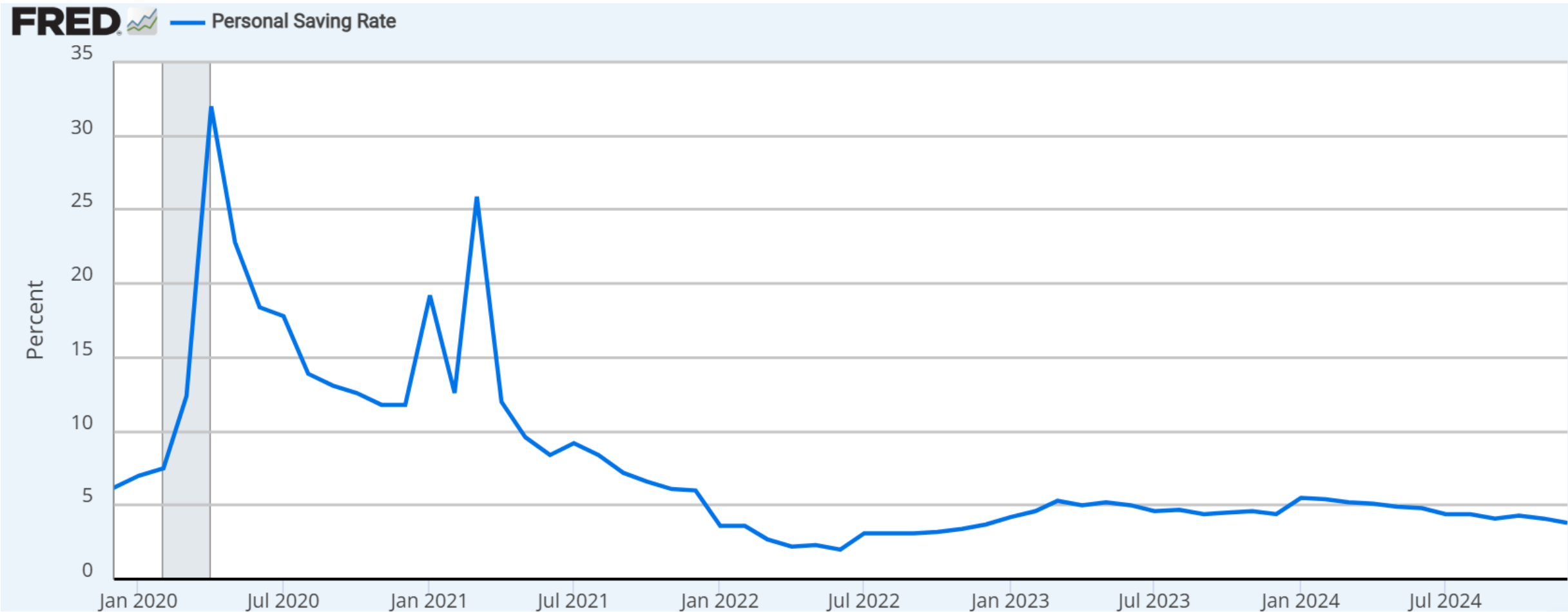
Debt has become a higher percentage of income, illustrating the weakening position of the consumer.



Sources: FRED | St. Louis Fed, Team Consensus

Savings Rate Decline

Savings rates remain lower post COVID-19, with unsustainable consumer spending levels.

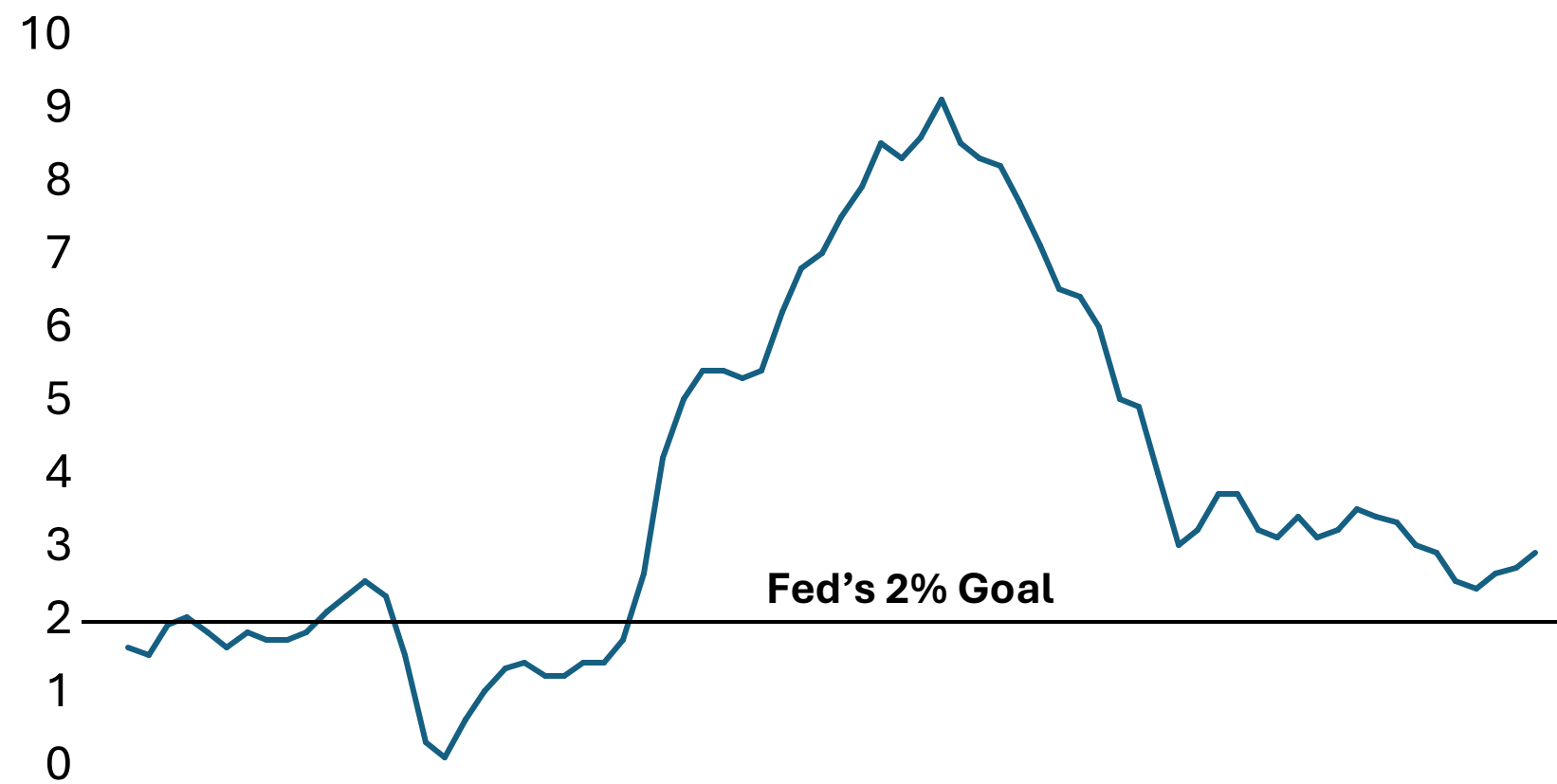


Sources: FRED | St. Louis Fed, Team Consensus

Sticky Inflation

Inflation is still above the Federal Reserve’s 2% goal, reducing purchasing power of the average consumer.

US CPI Data

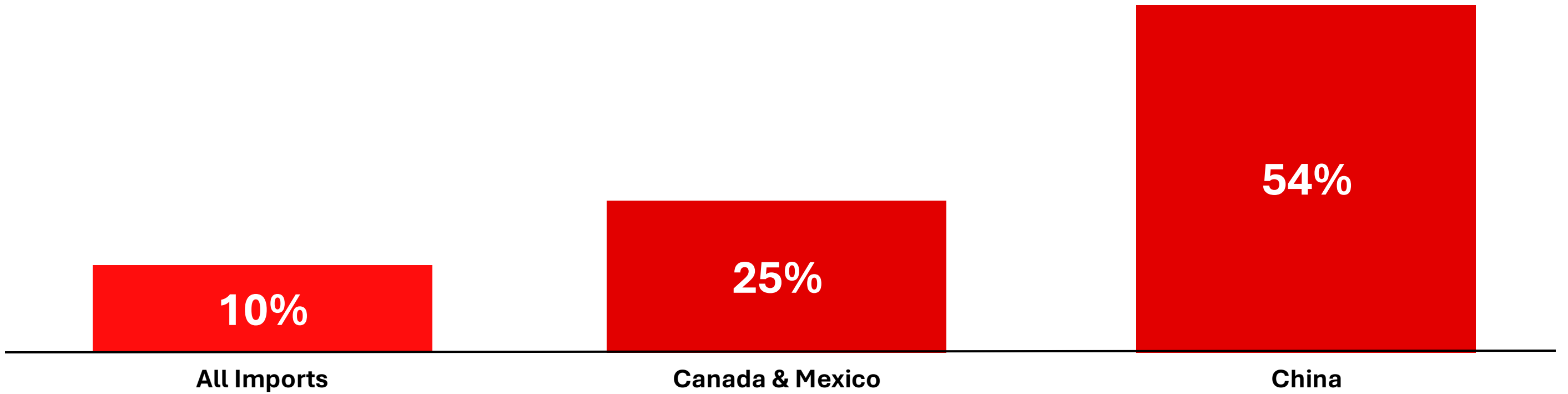


Sources: Bureau of Labor Statistics, Team Consensus

Sticky Inflation

Tariffs pose additional risks to the consumer (inherently inflationary).

Tariffs Imposed by Trump



Sources: Bureau of Labor Statistics, Team Consensus

Financial Pressure is Real

There has been a meaningful shift in consumer sentiment.

**Election Results –
indication that economy
was one of the most
important factors that
voters cared about.**

**“No Buy 2025” – a trend
that involves cutting out
all unnecessary
expenditures.**

**This won’t lead to a
complete pullback in
subscriptions for
Duolingo this year, but
eventually the team
believes there will be a
recession.**

Sources: Wall Street Journal, Team Consensus

2024 Subscription Industry Trends

People have a lot of subscriptions, and they are cancelling those subscriptions if the price isn't right.

50% of consumers canceled at least one subscription service in the first 6 months of 2024, with over 30% of them canceling their subscriptions due to rising prices.



61% of those consumers were 18-44-year-olds, while 55% were those earning under \$25,000.



Price remains the most important factor leading to subscriptions: the ability to save money was 1.6 times more important to consumers than other factors.



For SaaS companies specifically, 36% of consumers cancelled their subscriptions because they “could do without it.”



Consumers already with 8 subscriptions on average can access high quality learning without needing to pay over 100 dollars a year for one of their premium services.

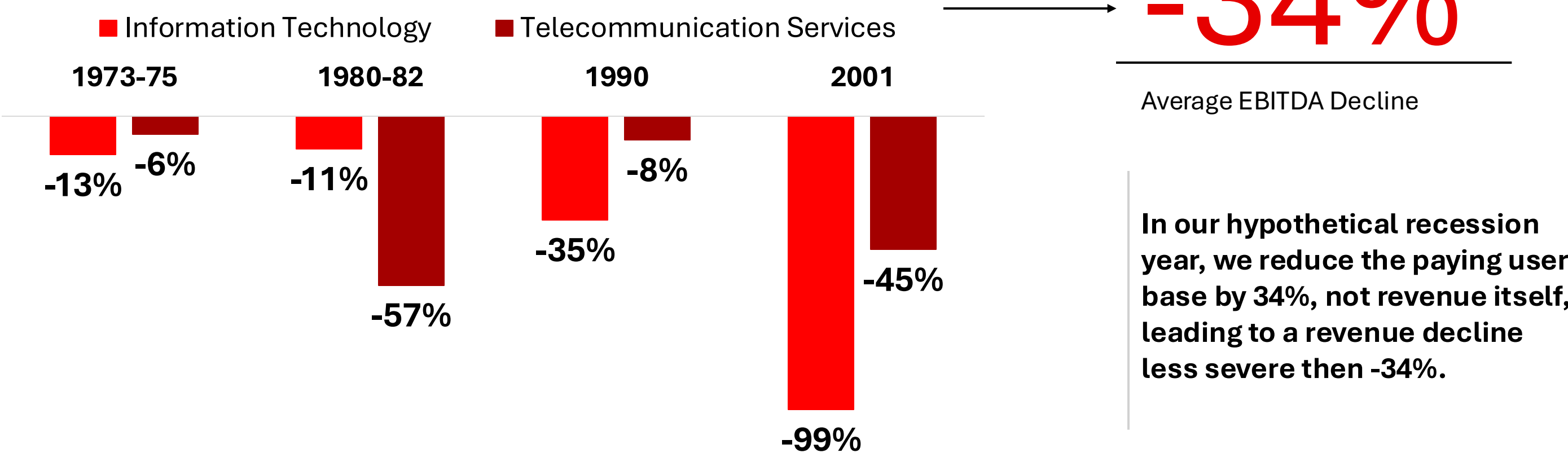
Early Signs of No Buy 2025

Sources: Whop.com, Team Consensus

Projected Paying Userbase Decline

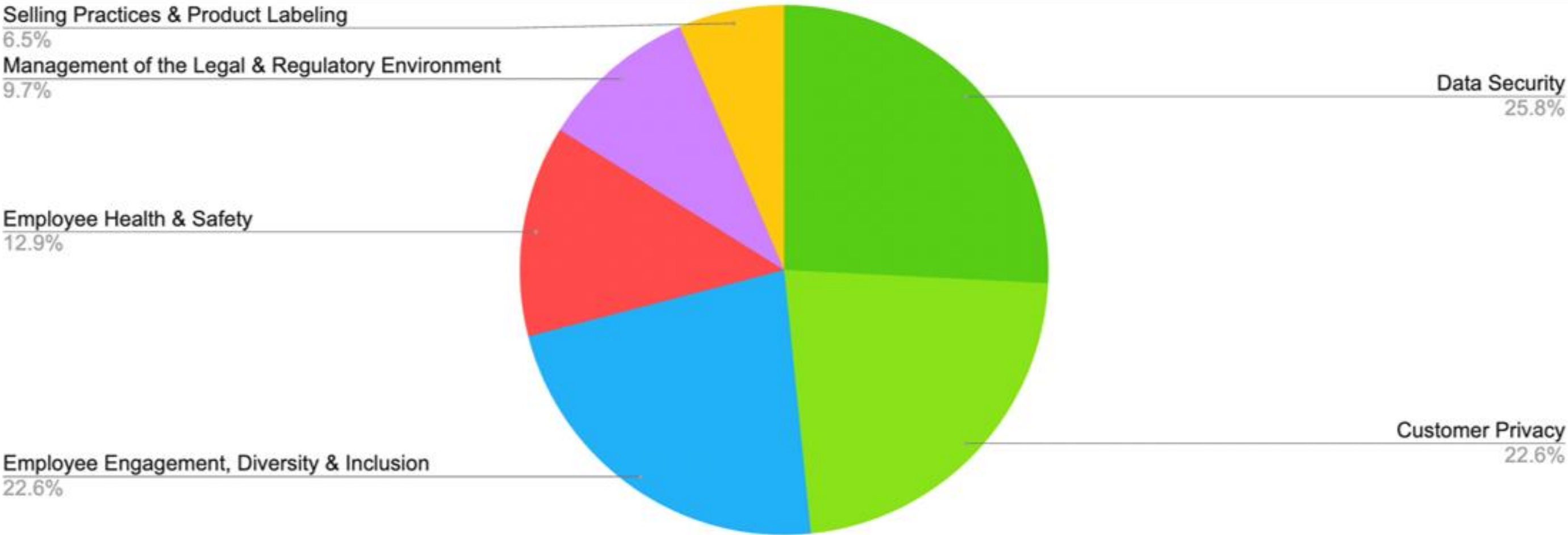
Historical recession impacts on tech companies inform our projections.

EBITDA Decline in Recessions



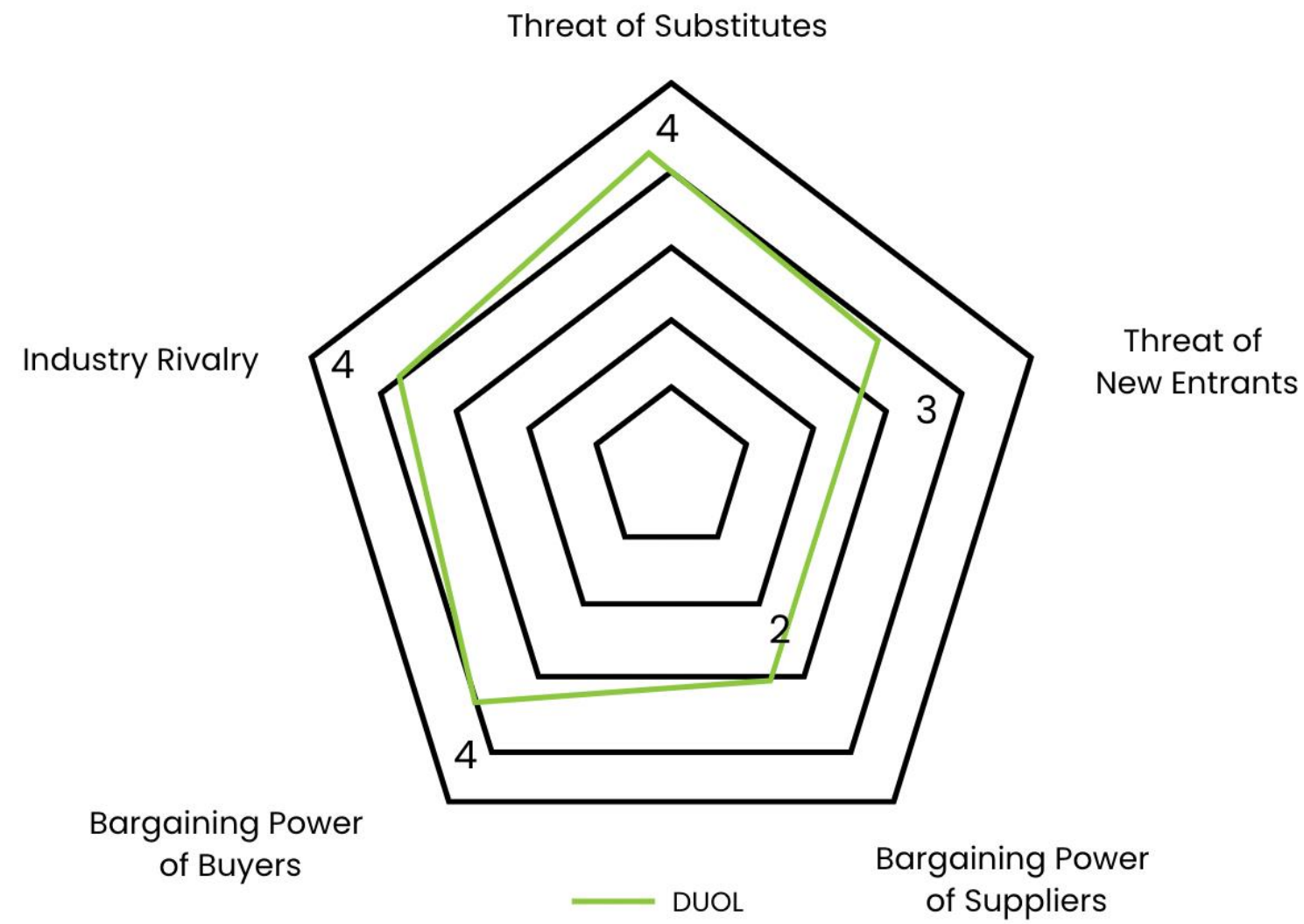
Sources: McKinsey, Team Consensus

ESG



Source: Sustainalytics

Porter's 5 Forces



Score from 1-5, with 5 representing the biggest threat, and 1 being the lowest threat

Source: FactSet, MorningStar

SWOT



Strengths	Weaknesses	Opportunities	Threats
<ul style="list-style-type: none"> • Gamified approach • Freemium model <ul style="list-style-type: none"> ◦ 92% of Duolingo users are on the free plan • Strong brand & global user base <ul style="list-style-type: none"> ◦ 500M registered users, 37 million monthly active users • Social media presence driving engagement <ul style="list-style-type: none"> ◦ Across platforms like Instagram and Facebook, Duolingo sees average engagements of 330K per post • Expansive product offering <ul style="list-style-type: none"> ◦ Duolingo for Schools, Duolingo English Test, Math & Music 	<ul style="list-style-type: none"> • High dependency on converting free users to paid subscribers <ul style="list-style-type: none"> ◦ only 8% of MAUs pay for Duolingo • Reliance on AI investment <ul style="list-style-type: none"> ◦ CapEx growth (39% CAGR) for AI-driven products like DuolingoMax may limit profitability and free cash flow, reducing long-term stock value • Profitability Challenges in Emerging Markets <ul style="list-style-type: none"> ◦ Emerging markets with lower disposable income (e.g., India, Brazil) could slow paid subscription growth, limiting Duolingo's ability to generate premium revenue 	<ul style="list-style-type: none"> • Monetizing Duolingo for Schools <ul style="list-style-type: none"> ◦ Duolingo for Schools, a free service, has growth potential by introducing premium features for educators creating a new revenue stream • In-App Purchases for Personalized Learning Tools <ul style="list-style-type: none"> ◦ Introducing more in-app purchases, such as customizable lesson plans, language books, or specialized vocabulary packs could increase ARPU 	<ul style="list-style-type: none"> • Market Saturation <ul style="list-style-type: none"> ◦ Increasing competition from free alternatives, YouTube, ChatGPT • Immigration Policy Changes <ul style="list-style-type: none"> ◦ Tighter U.S. immigration policies may reduce international students, impacting Duolingo's English Test revenue, • Economic Downturn <ul style="list-style-type: none"> ◦ Inflation and higher interest rates may slow paid subscriptions and increase churn in price-sensitive regions • Regulatory Risks <ul style="list-style-type: none"> ◦ Data privacy (e.g., GDPR) regulations increase compliance costs and expose Duolingo to risks of data theft and replication

Source: DUOL 10K

Upside Risk 1

Higher than expected paying user conversion rates.

Opportunity for Growth

- If Duolingo enhances its subscription offerings beyond analyst expectations, it could significantly improve the user experience
- A better experience may lead to higher conversion rates on a broader scale

Word-of-Mouth & Cost Efficiency

- Increased conversions, coupled with strong word-of-mouth marketing, could lead to lower customer acquisition costs (CAC)

Impact on Valuation

- A larger paying user base would bring Duolingo’s metrics closer to competitors
- This could justify its current premium valuation in the market

		Paying Userbase Percentage				
766.6		5.1%	6.4%	8.0%	9.6%	11.5%
Churn Rate	14.8%	531.4	637.8	770.7	903.7	1063.3
	18.6%	529.5	635.9	768.9	901.8	1061.4
	23.2%	527.2	633.6	766.6	899.5	1059.1
	27.8%	524.9	631.3	764.3	897.2	1056.8
	33.4%	522.1	628.5	761.5	894.4	1054.0

Source: Team Consensus

Upside Risk 2

A cost-effective, open-source model like DeepSeek could lead to lower costs/economies of scale.

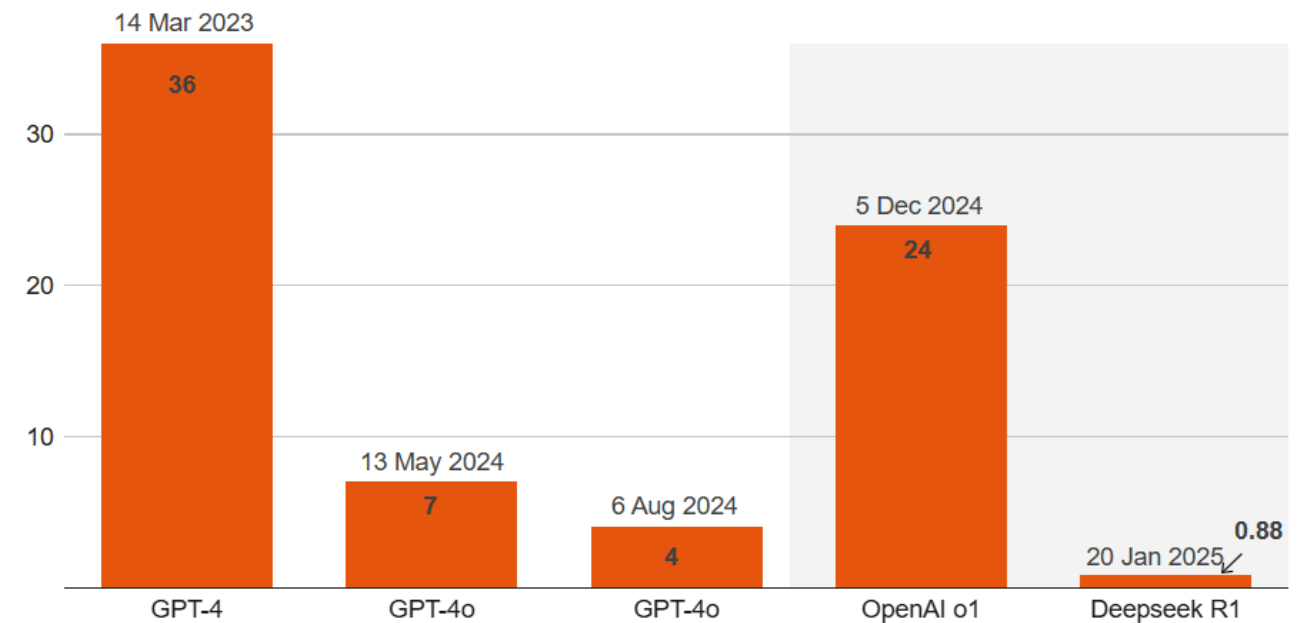
Key Advantages

- Open-source nature makes it cost-effective compared to proprietary models
- Potential for wider adoption due to lower operational costs

Mitigating Factors

- Data privacy concerns, especially regarding user information security
- China-related risks, including regulatory scrutiny and geopolitical considerations

Token prices of leading AI models (US\$ per million)



Note: Assuming 4:1 input:output ratio
Source: Deeplearning.ai, OpenAI, DeepSeek

Source: Team Consensus

Upside Risk 3

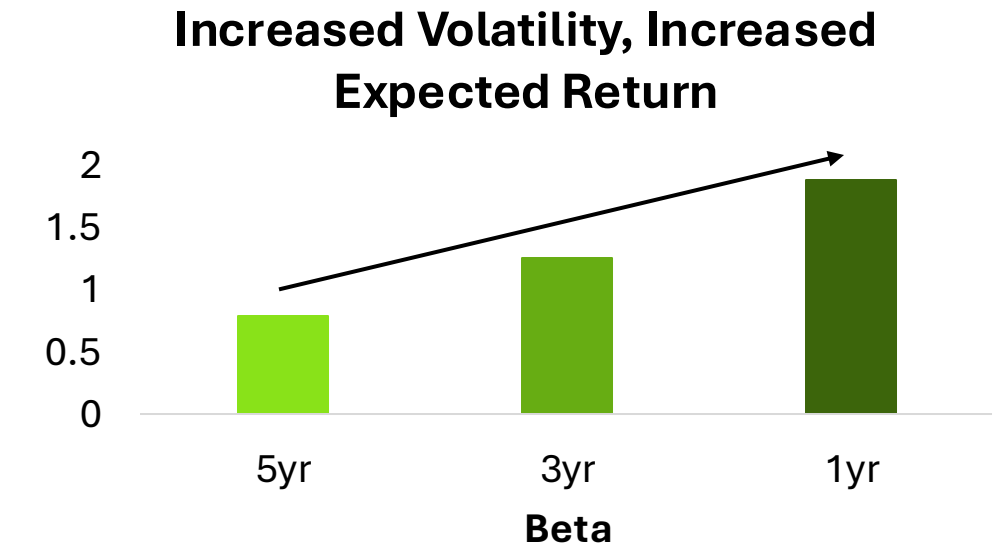
Broader equity market rally and strong earnings leading to multiple expansion.

Market Dynamics and Valuation Impact

- Broad equity market rallies can sometimes outweigh short-term and long-term unsystematic risks
- A sustained rally could drive multiple expansion, influencing valuations regardless of company-specific risks

Potential Catalysts for a Market Rally

- Upcoming economic data releases over the next few months
- Policy shifts, such as changes in tariff policies
- If inflation declines and the labor market remains stable, it could lead to further rate cuts, supporting equity valuations



Average: 1.3

Upside Risk 4

An accretive strategic M&A deal could provide Duolingo with synergies.

Expansion Potential

- Mergers and acquisitions could drive growth and scalability
- Potential to expand into new markets or enhance existing offerings

Consideration of Past Acquisitions

- Previous acquisitions have been supplier-side focused, limiting direct revenue impact
- Future M&A strategy would need to target user growth or product expansion for greater value creation

Duolingo Doubles Down on Design and Animation With Acquisition of Hobbes

Source: Team Consensus

Upside Risk 5

Better than expected performance of Duolingo Max.

Potential Impact on Valuation

- If **Duolingo Max** performs as analysts expect, it could pose a **material risk** to our valuation thesis.

Investment in Improvement

- Duolingo is investing **significantly** in enhancing Max.
- If the **quality improves beyond expectations**, it could drive **higher adoption and revenue growth**

Valuation Justification

- Stronger performance of Duolingo Max could lead to **higher-than-expected revenue**, helping to **justify the current valuation**

Source: Team Consensus

Upside Risk 6

Lower than expected churn rate leading to more stable revenue.

Potential Impact on Revenue

- Our customer life cycle calculations are speculative and could be higher than expected if certain factors are underestimated
- A lower churn rate would result in a larger user base and higher revenue, which could weaken our argument from a relative valuation standpoint

Possible Drivers of Lower Churn

- Growing interest in learning multiple languages
- Increased time required to achieve language proficiency
- Underestimation of how much time users spend learning

Source: Team Consensus

Psychology of the Consumer

Gamification can have positive and negative effects on users.

Positive Psychology:

- **Progress & Rewards:** Skill trees, badges, points, and levels create a sense of achievement and motivation
- **Instant Feedback:** Reinforces learning and keeps users engaged

Negative Psychology:

- **Streaks:** Pressure to maintain daily engagement, exploiting the sunk-cost fallacy
- **Scarcity:** Techniques like Streak Freeze induce anxiety and force spending
- **Emotional Manipulation:** Phrases like "Last chance!" evoke urgency and guilt to drive behavior

Reviews of DET Versus Other Tests

Aspect	Duolingo English Test (DET)	TOEFL	IELTS
Recognition	Limited recognition, fewer schools	Widely accepted (esp. US)	Accepted globally (UK, Canada)
Test Format	Only online	Computer/paper-based	Computer/paper/online formats
Duration	55 mins (adaptive + video)	3.5 hours	3 hours
Speaking Test	Recorded video response	Computer-based	Live interaction with examiner
Test Frequency	Less frequent (only online)	Weekly	Weekly
Results	48 hours	10 days	5-7 days
Migration Acceptance	Not accepted for migration	Accepted for migration globally	Accepted for migration globally
Cost	USD \$49	USD \$180 - \$325	USD \$215 - \$310

Source: IDP IELTS

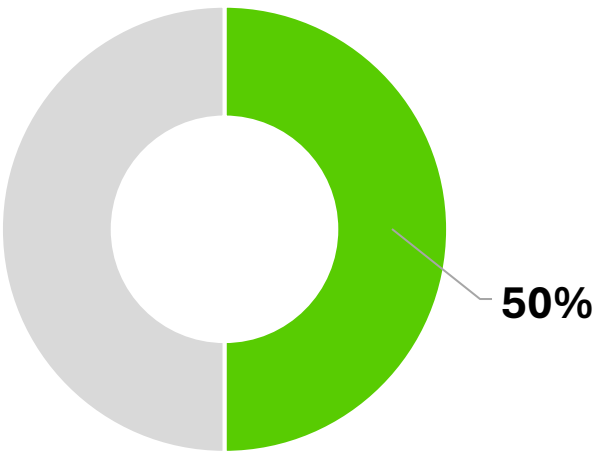
Max Inaccessibility

Not everyone can physically access Duolingo Max yet.

By Q3 2024

Max Accessibility for DAUs

■ Can Access Max ■ Cannot Access Max

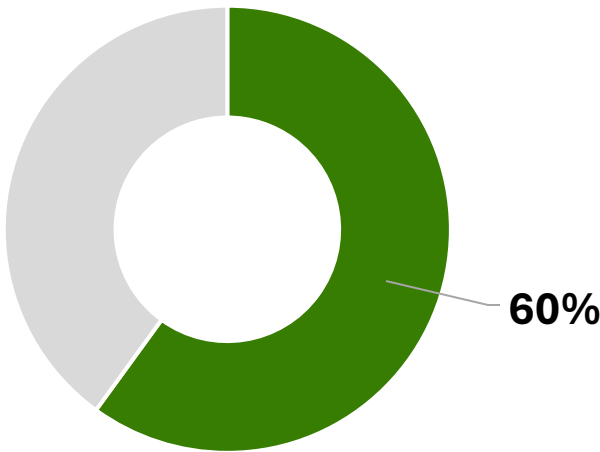


+10000 bps

By Q4 EOY

Max Accessibility for DAUs

■ Can Access Max ■ Cannot Access Max



“Max is now available to roughly half of our DAU, and we expect this will increase by about 10 points or so as we scale it to more users, primarily on Android, by the end of the year.”

– Q3 2024 Earnings Call Transcript

Source: 2023 Earnings Call Transcript

Compensation Comparison

	Name	Position	Tenure (yrs)	Year Joined	Education	Pay
	Luis von Ahn	Co-founder/CEO	14	2011	Mathematics (BS) PhD CS	\$750k
	Severin Hacker	Co-founder/CTO	14	2011	CS (BSc) PhD CS	\$460k
	Robert Meese	Chief Business Officer	8	2017	Economics, CS (BS) Business MBA	\$480k
	Molly Lindsay	Chief People Officer	7	2018	Chinese Language (IUP) Business MBA	-
	Matthew Skaruppa	Chief Financial Officer	5	2020	Chemical Engineering Business MBA	\$650k
	Natalie Glance	Chief Engineering Officer	10	2015	Physics (BA) Physics (PhD)	\$650k
	Stephen Chen	General Counsel	5	2020	History (BA) Law (JD)	\$490k
	Manu Orssaud	Chief Marketing Officer	5	2020	Multimedia (BA)	-
	Ryan Sims	Chief Design Officer	6	2019	-	-

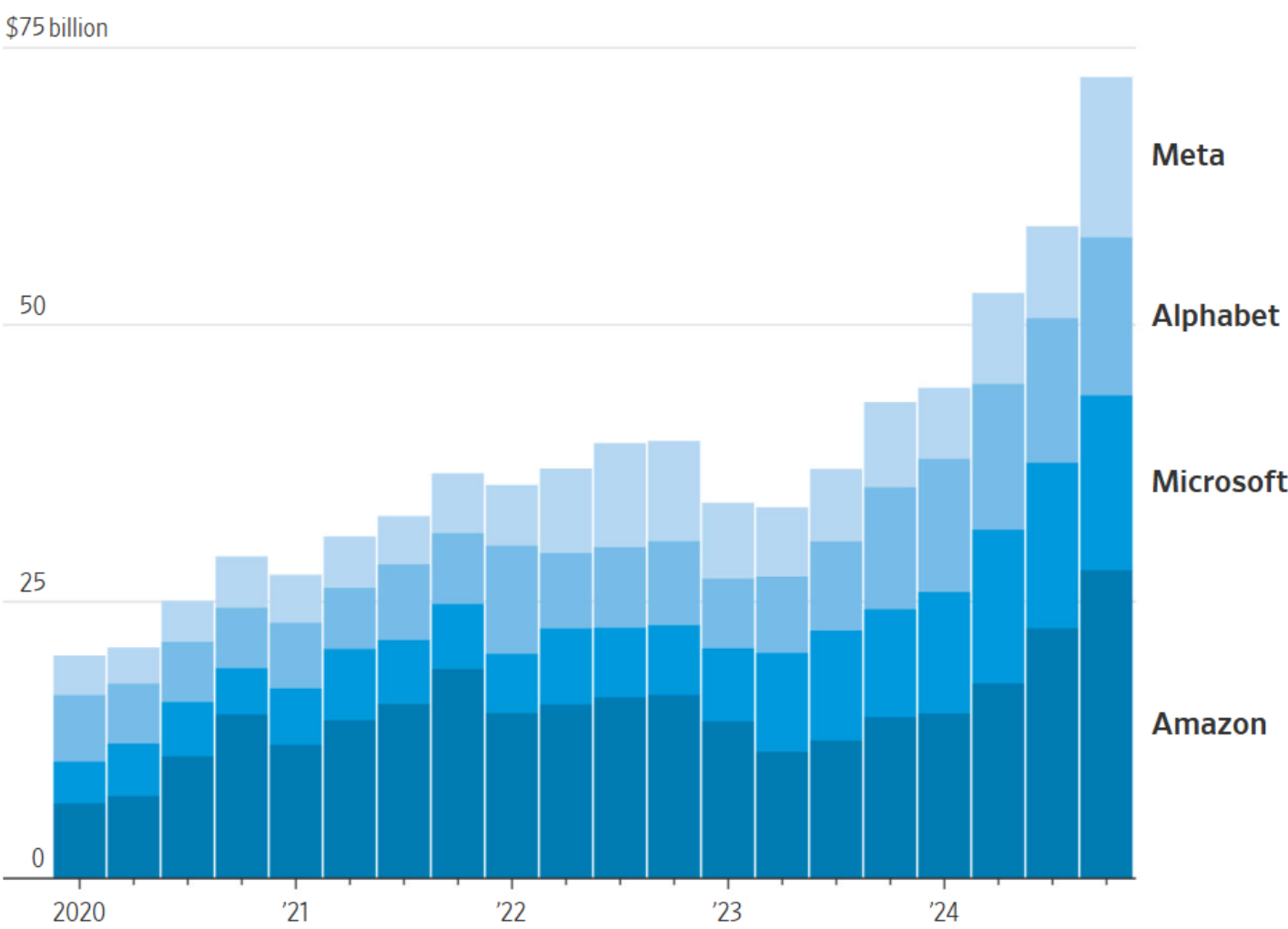
Source: DUOL Annual Report, Yahoo Finance

Executive management earns 12-13x the average employee

Magnificent 7 Capital Expenditures

Capital expenditure growth for Duolingo is not unrealistic.

Capital spending, quarterly



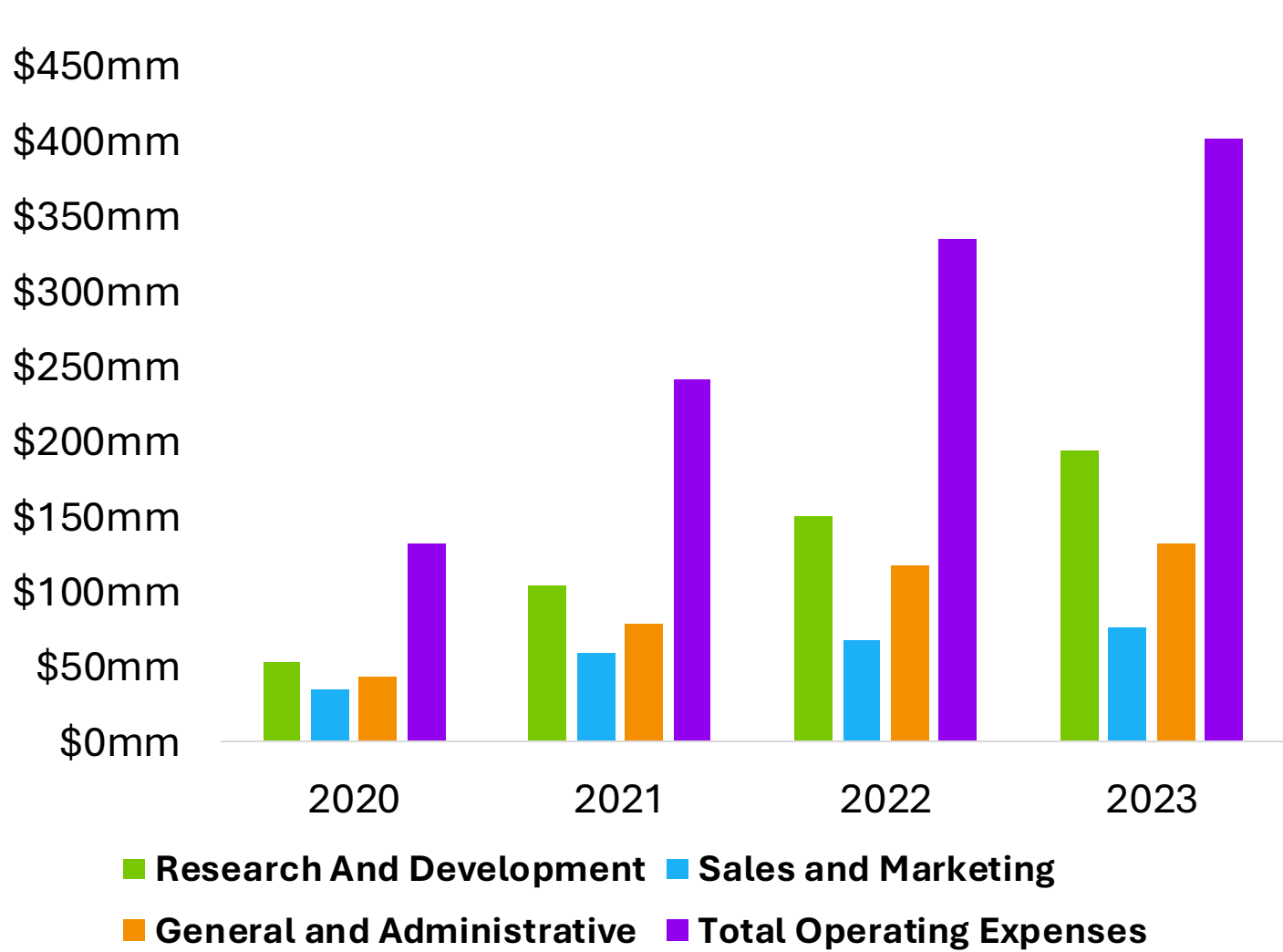
FY 2025 CapEx Projections

- 1. Google: **\$75.0B**
- 2. Microsoft: **\$80.0B**
- 3. Meta: **\$60.0B**

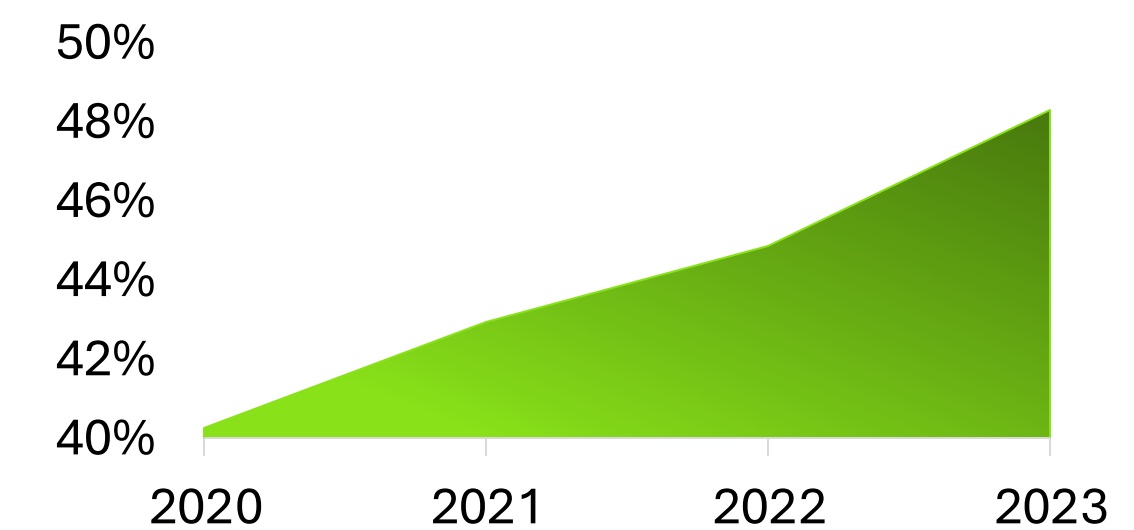
Sources: Wall Street Journal, Team Consensus

Operating Expense Breakdown

R&D has made the largest contribution to OpEx growth.



R&D as % of Total OpEx



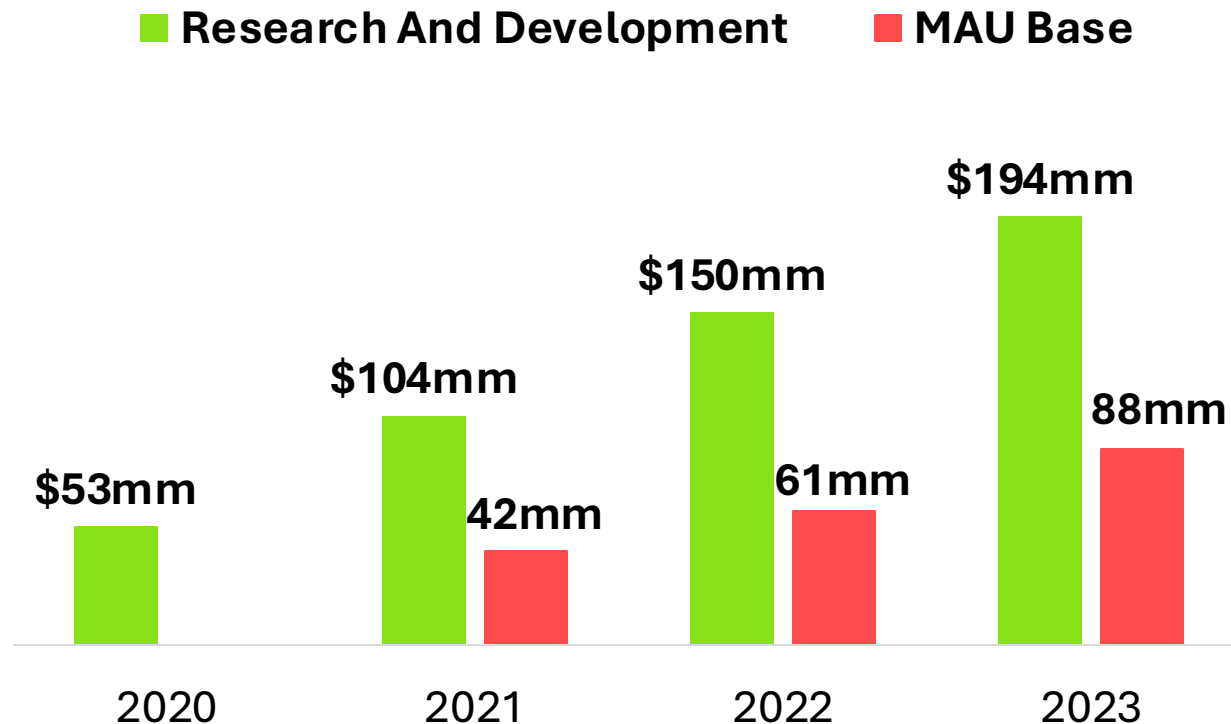
Duolingo is not a capital-intensive business.
Talent is the primary cost for them.

Source: Company Filings

MAU/R&D Relationship

As Duolingo's looks to convert more MAUs to Max users, R&D will increase.

MAU and R&D Linear Relationship



What R&D for Max represents:

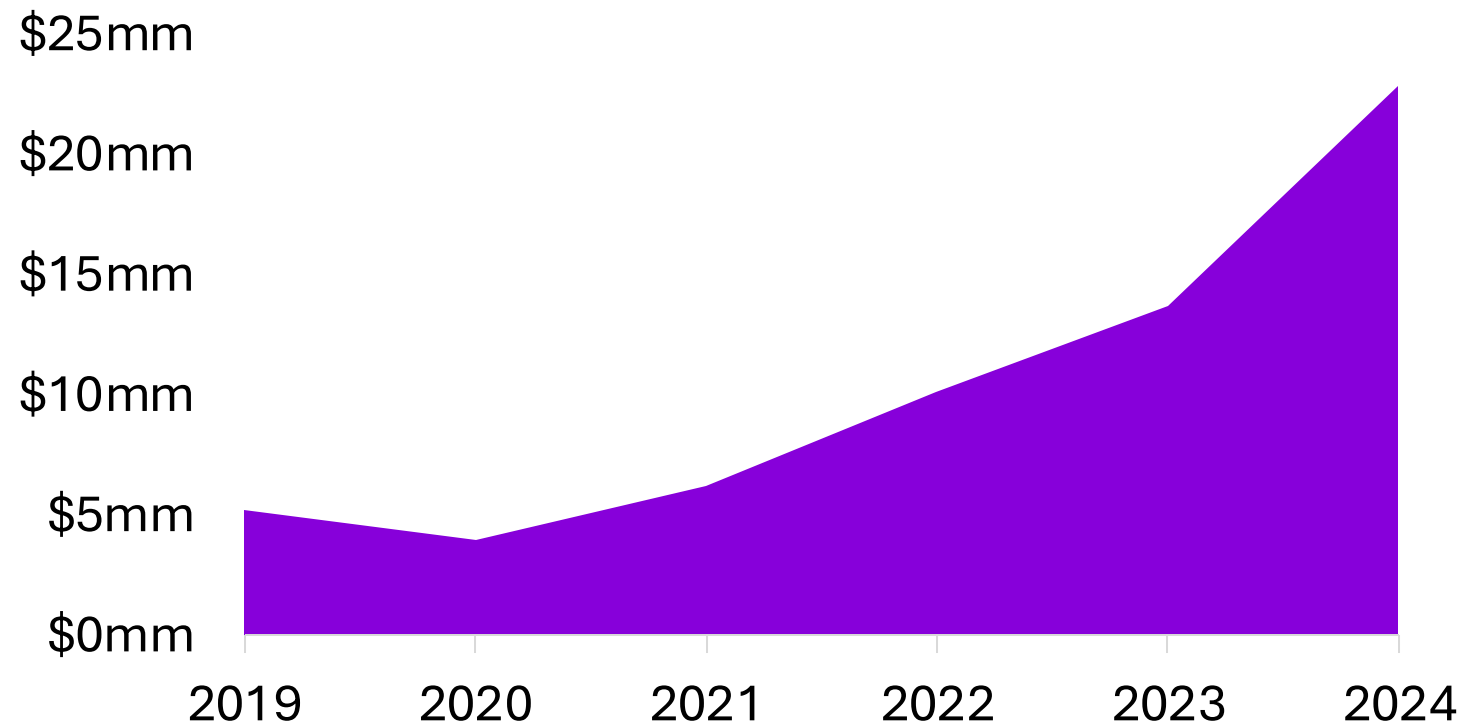
1. Compensation for personnel:
 - a) Engineering
 - b) Product Design
 - c) Testing
2. A/B testing to improve quality of Max
3. Depreciation of PP&E

Sources: Company Filings, FactSet, Team Consensus

Historical CapEx Spending

To improve the quality of Duolingo Max, CapEx spending will increase.

Capital Expenditures



What CapEx for Max represents:

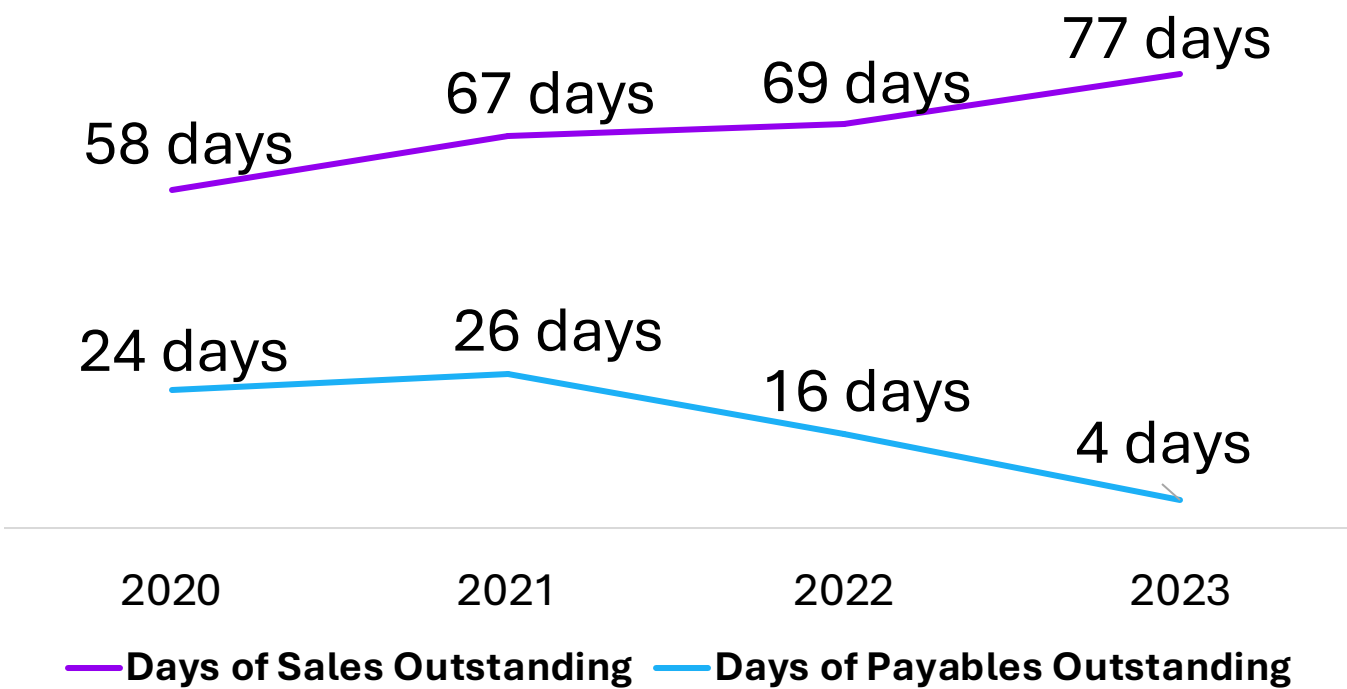
1. **Office Equipment** (servers, computers)
2. **Capitalization of Software Development**
 - a) Tech Infrastructure
 - Cloud computing and storage costs
 - LLM Training
 - b) Software
 - Lily Dialogue
 - Voice and Speech Recognition

Sources: Company Filings, FactSet, Team Consensus

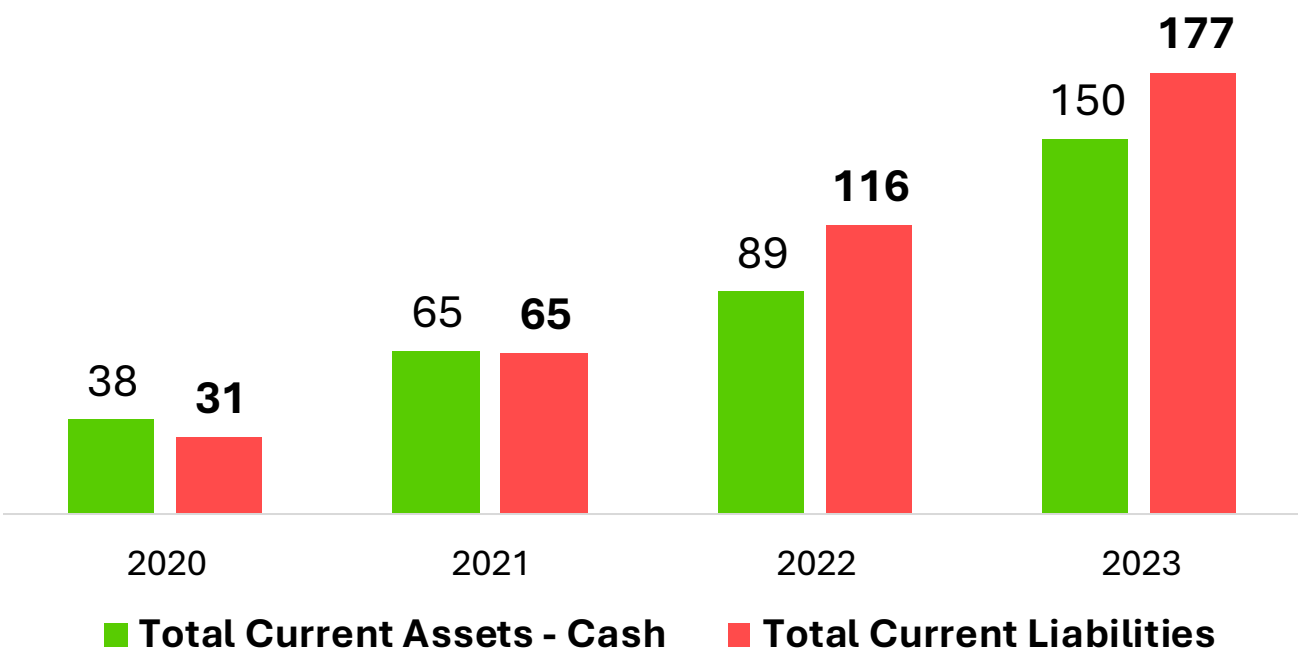
Positive Cash Flow Movements

Working capital is decreasing, despite receivables increasing and payables decreasing.

DSO/DPO Movement



CA vs. CL



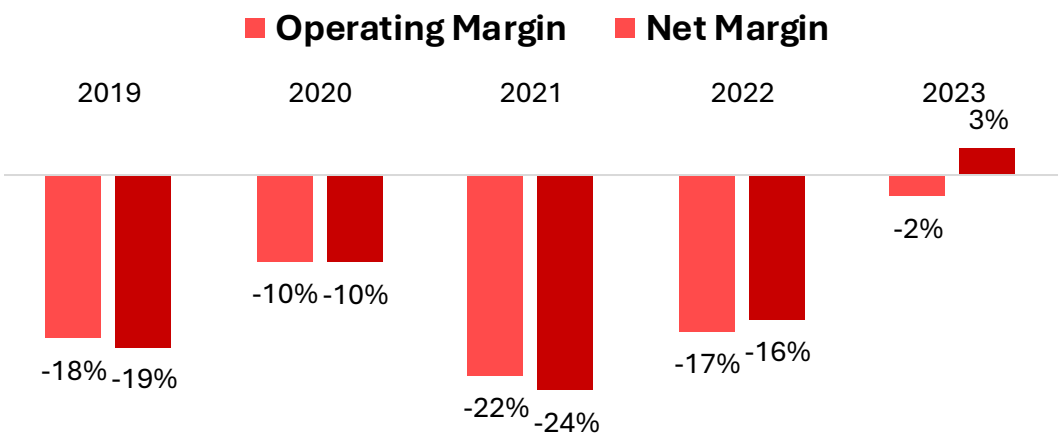
Current liabilities have grown faster due to deferred revenue growth (current liability) outpacing current asset growth.

Sources: Company Filings, FactSet, Team Consensus

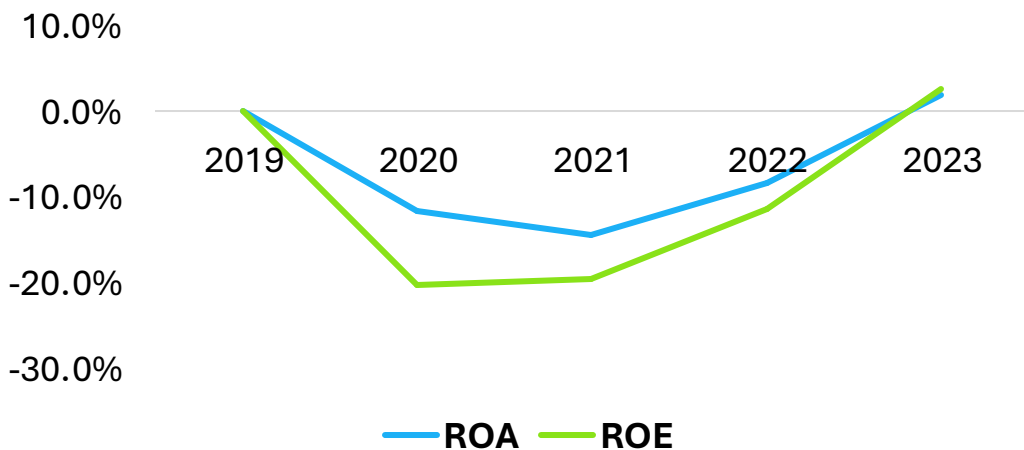
Promising Trends

Duolingo’s trend upward illustrates that they are on the right track as a company.

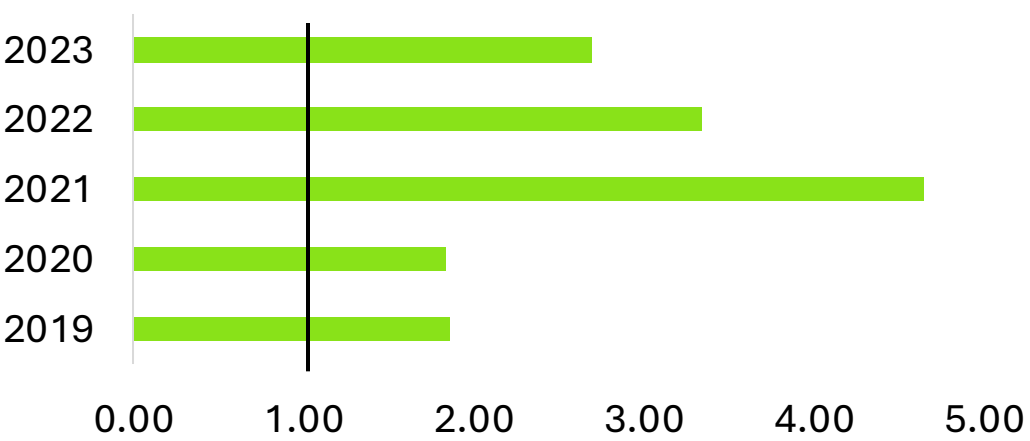
Margins Are Turning Positive



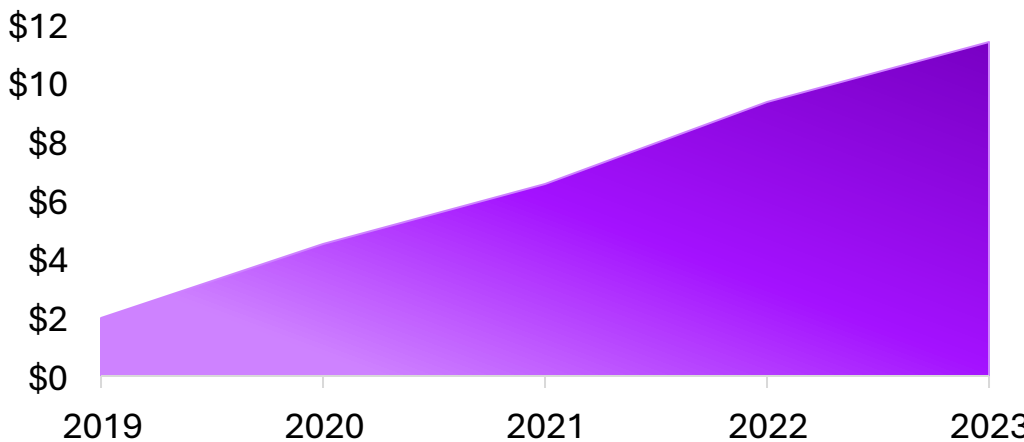
ROE/ROA Upwards Trend



High Cash Ratio



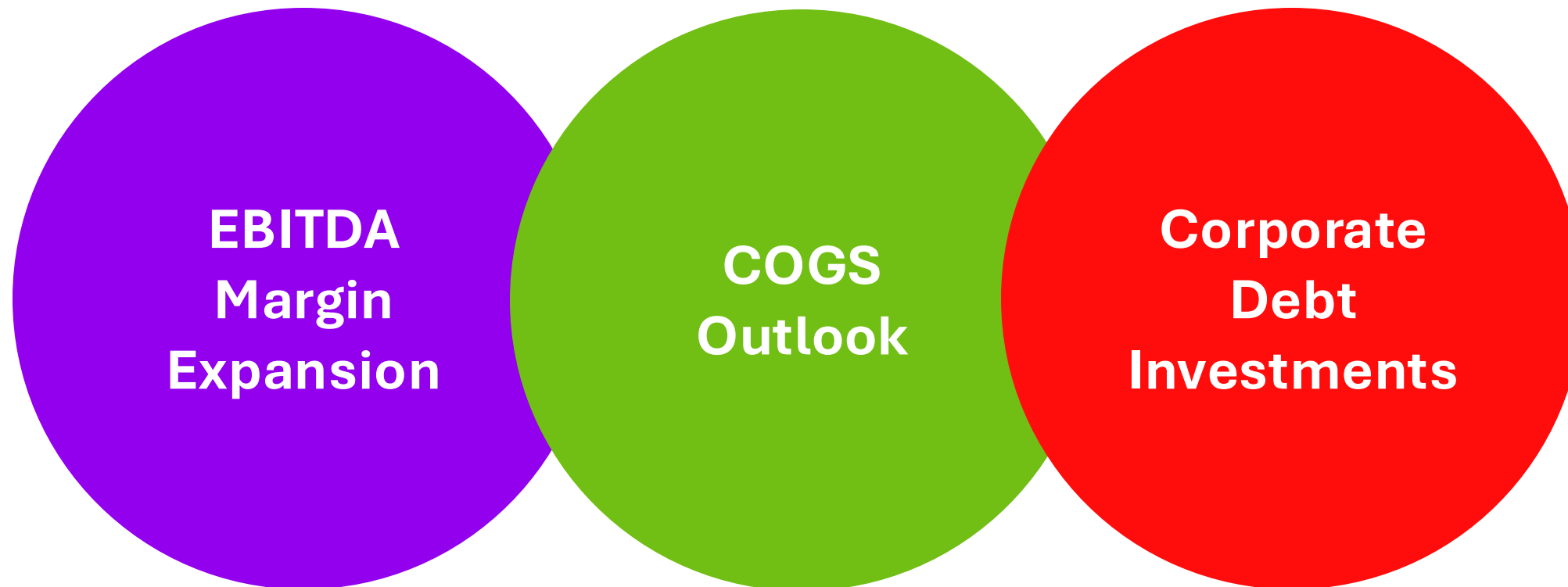
Increasing Sales Per Share



Sources: FactSet, Duolingo Q3 2024 Earnings Call Transcript, Team Consensus

Acquisition Target

Duolingo could potentially be an acquisition target.



Sources: FactSet, Duolingo Q3 2024 Earnings Call Transcript, Team Consensus

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