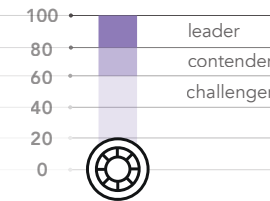


NAVIGATION TEST CORE

Navigant Research 2017



On the Outer Circle we find the Top 18 Players in the AV game, along with their relative score.

SCORE CRITERIAS:

- Vision;
- Market strategy;
- Partners;
- Production Strategy;
- Technology;
- Product Capability;
- Marketing & dictribution;
- Product quality;
- Staying power.

THE CONTENTED TERRITORY

By a cross analysis of datasets and articles on Crunchbase we built a network of connection between the companies working on AV.

In the Inner Circle we find those companies wich are the main providers of technology & components and the future contenders of the race. These are the companies and startups wich have shown two or more relationships with the Top Players.

TYPES OF RELATIONSHIPS:

- Partnership
- > Investment
-> Acquisition

GEOGRAPHICAL AREAS:

- Europe
- U.S.
- Asia

COMPANY SECTORS:

- Ride-sharing
- Automaker
- Technology
- Mapping
- Components maker

* Israel is on the map since Mobile Eye is a key player in the mapping industry worldwide.

MAIN FINDINGS

- The map does a good job at showing the inter-relation between technology providers like Nvidia and the automakers.

- We also see how consistent investements go into the ride-sharing, or robotaxi, segment of the market, following the forecast of a future where car sharing will be the standard mean of transportation.

- Winning mapping companies like Mobile Eye and Here have been the key for German companies to achieve superior scores.