

Nov 2020





# No.1 Media-Commerce company, leading digital shift & global expansion

# - Business Divisions -



MPP M/S 33%

- No. 1 MPP in paying TV (17 ch.)
- Advertisement Solution
- : TV · Digital-based Media Mix
- Digital Content Production
- In-house OTT



Home Shopping M/S 28%

- No. 1 Home Shopping Player
- Private Brands
- Leader of Online Commerce
- Live Commerce Studio



Domestic B.O. M/S 46%

- No. 1 Film distributor
- Global investment/distribution
- In-house film production
- Musical Business



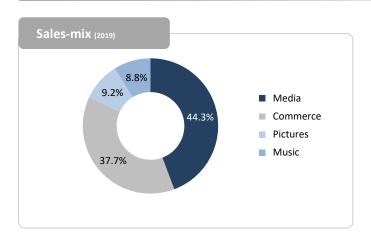
**#1** Music Station

- No. 1 Korean Music Station
- In-house Artists incubation
- Music Sub-labels
- Concerts Business

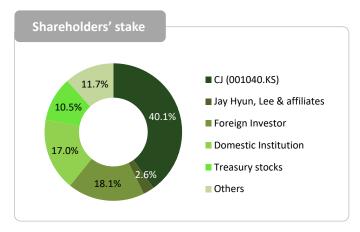
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# **COMPANY OVERVIEW**





\*KRW/USD = 1,000

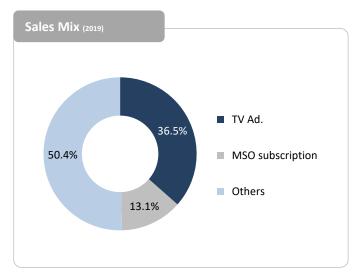




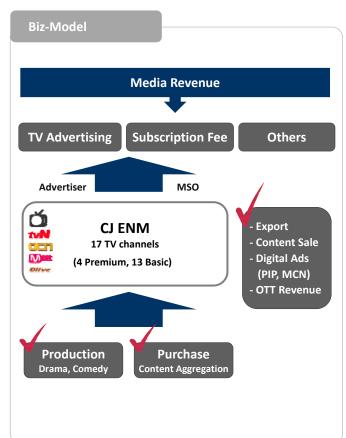
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# Media





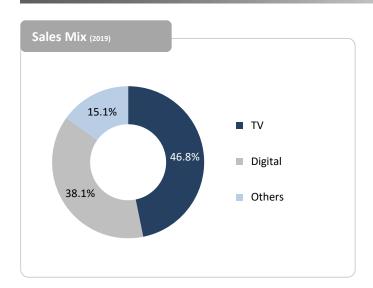
- TV Ad.: Advertisement revenue generated from 17 TV Ch.
- MSO Subscription : Commission for providing PGM to SO
- Others : Content sales and Digital rev., Subsidiaries rev.



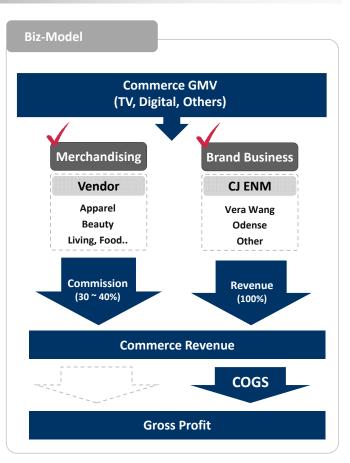
## 4

# Commerce



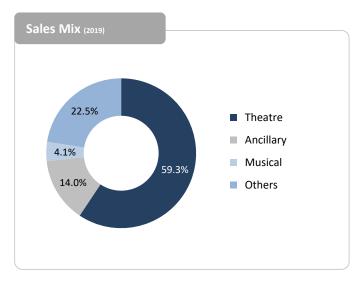


- TV : Revenue from TV program transaction
- Digital : Sales from internet platform (Mobile, PC)
- Others : Subsidiary rev., offline store rev. etc.

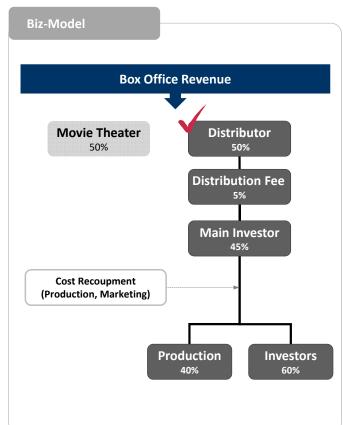


# **Pictures**





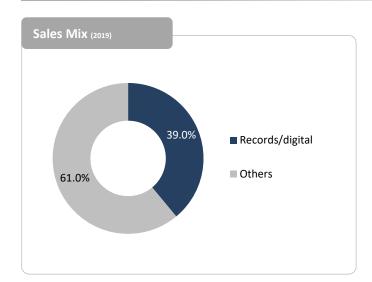
- Theatre : B.O. revenue of domestic distribution
- Ancillary : VOD sales of domestic released films
- Others : Overseas rev., Subsidiary rev. etc.



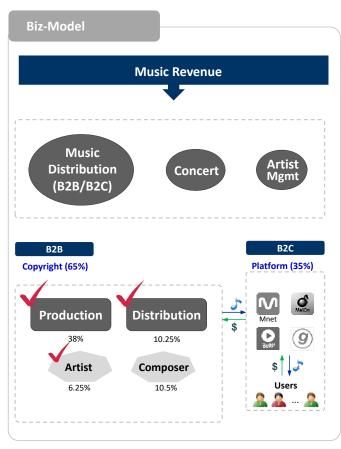
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# Music



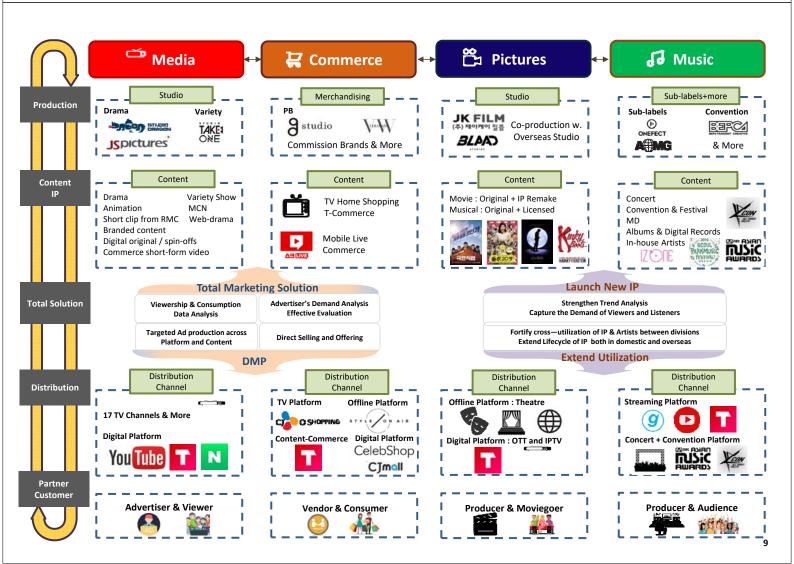


- Records/digital: Records & Albums sales incl. In-house artists
- Others : Domestic and overseas Concert · Sub-label rev.





# **Mid-Long Term Strategy**





# Extension of production value chain to grow stronger

# **Extend Production Value Chain**

### Media Music **Pictures** • Has top drama writers and producers • Expand and secure in-house artists • Involves in overall project management, • With content power, sells products to and IPs through sub-labels training talent and many others other channels as well as abroad • Maximize synergies with Media's • Strengthen presence in overseas music-oriented TV shows markets with local content **Media Studio Music label Film Studio** Drama studio (I) ONEFECT JK FILM Onefect Film Studio Spictures Drama studio AOMG Drama studio BLAAD Film Studio **H1GHR Music Records** Variety show studio Amoeba Culture **CJ MAJOR** JV in Thailand Stone Music s+one Digital studio (D) CJ Ent. SWING **Swing Entertainment** Turkey subsidiary **Turkey Film** Belift Lab

\* (D) stands for division of CJ ENM; Others are CJ ENM's subsidiaries

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# TV Channels that we own



# Own 17 TV Channels including 13 Basic and 4 Premium Channels

🔇 BELIF+

Digital studio (D)

# **General Entertainment Representative Channel** General Entertainment Ch. for Drama & Variety Shows of All Genre **Infotainment Content** Air Drama & Infotainment Shows Millennial Gen. Air Variety Shows targeting younger generation UHD 4K Content (12) ЦΧП Offer Premium UHD version of Ready Made Content **Music Entertainment**







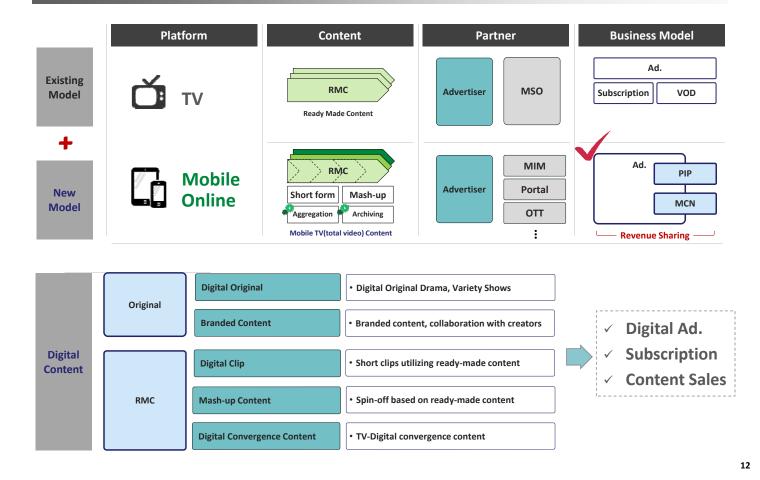
Variety Shows specialized

**Music Content** 

for Music Genre

Moet

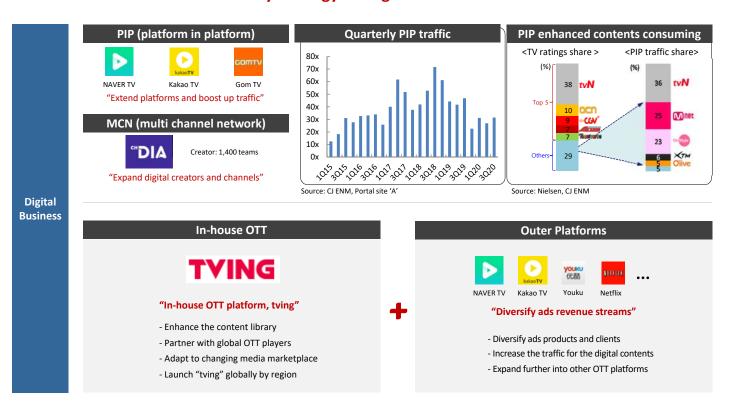




# **Digital Business**



# '2-Way Strategy' in Digital and Global





# Dive deep into digital transformation



2020E 2012 2014 2018 2016

# **Global Business Timeline**



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# **Rolling-out Localization Through the Best Experience**



# Movie, Global Projects

In 2013, expanded co-production films for the overseas market. Box-office hits <A Wedding Invitation> in China, <Snowpiercer> in Global, etc.



# Vietnam Cultural Relations

Over 10 years experience in Vietnam. Drama <Muingogai> has a record of 35% viewership rating. Expanded social network and whole body business in Media & Entertainment



In 2010, renewed <MAMA>, it had 10 years of history since 2000. Now representing K-pop cultures in Asia, followed by <K-CON> in various regions





# **Expand Business Capabilities** of Local Culture

Expanding local co-productions. To secure competitiveness in operating stable culture & entertainment business with investment/production/ distribution



## **Export Driven, Program Format** and Production Support

Expand including co-production such as Grandpas over Flower> etc. and production support satellite TV such as <happy invitation> etc. in China



M Academy is a local agency & training studio. Makes synergy with cultural relations like as the M Studio and K-pop school





Film production & distribution Recorded W12.0bn revenue & 31% distribution M/S in 4Q17





# Co-production with Global Partners

Co-work with global networks and productions building up know-hows and experience on local content production





Establish JV with Major Cineplex Group Co-productions on various genre contents

**Expand Global Exposure & Network** Expand overseas network based on growth globally Global Culture Leader of Cultural Trend. Expansion into US Market Co-production with local production and networks. Expand local cultural biz. And business Increase contents power in global market.



# **Fortify Content Hit-Ratio and Expand Convergence Digital Distribution**



TV Ad 10%+, Digital revenue 20%+ growth, profitability focused production



Fortify high profit portfolio, maximize operation synergy of multi-channel



Enforce in-house production and project profit, strategical penetration into U.S.



Strengthen strategic production and secure global mega-IP









"Strengthen Shareholder communication Payout ratio 15% or more"

<Guidance & Dividend>

**☑** 2020 Guidance

Revenue 3.8 Wtn

Operating Profit 310.0 Wbn

☑ Payout ratio 15% or more

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<sup>\*</sup> FY2016 ~ FY2018 is based on CJ ENM consolidated pro-forma statements excluding CJ Hello earnings as CJ Hello has been liquidated as of Dec. 26th, 2019





# 1. Key Achievements and Strategies

# Lead the market transition by premium content · digital convergence







- Expand premium content for global distribution
- Extend PB, Fortify Mobile Commerce
- Increase TVING subscribers and Enhance digital convergence

<2020 YTD, Digital Rev. portion >

Media Commerce

21.9 % (YoY +6.2 %p)

(YoY +7.9 %p)

45.4 %



Subscription OTT

Partnership biz. Expansion Studio Dragon Premium IP Only One Product **Digital Content** Convergence



# Profit growth with digital enhancement strategy and production cost efficiency



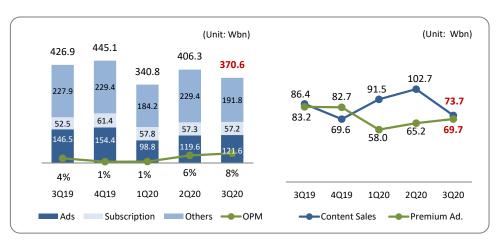
- [3Q20] Revenue W798.6bn (YoY -12.2%), OP W71.0bn (YoY +17.9%)
  - : Revenue decreased due to continuous market slow-down of TV Ad. and Box Office. However, sharp growth in digital revenue from Media Commerce
  - : Operating profit growth with Media production cost reduction, Commerce Private Brand strategy, and continued profit improvement from Music
- [4Q20] Reinforce content · product competitiveness, extend digital growth strategy
  - : Media Fortify content competitiveness · power and digital business, Commerce F/W product strategy and reinforce mobile commerce
  - : Pictures Strategy focusing on in-house projects and risk management, Music Expand global artists' activities and online concerts

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# 2-2. Media - Financial Results



# Profit turn-around by record-high digital revenue and production cost efficiency

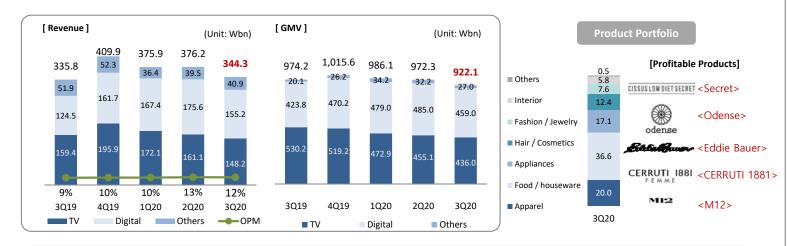


Major Shows
It's okay to not be okay>
Jun 20th ~ Aug 9th (16 eps)
Highest rating: 7.3%
Stranger 2>
Aug 15th ~ Oct 4th (16 eps)
Highest rating: 9.4%
Highest rating: 9.4%
Highest rating: 5.1%

- [3Q20] Revenue W370.6bn (YoY -13.2%), Operating Profit W29.3bn (YoY +82.1%)
  - : Under Ad.market slump, TV Ad. revenue (YoY -17.0%) contracted. Digital revenue (YoY +34.4%) hiked by TVING paid subscribers (YoY +34.6%) increase
  - : Production cost efficiency through co-airing extension and per-episode production cost reduction → Recovery of profitability (OPM 7.9%, YoY +4.1%p)
- [4Q20] Strengthen TV content and expand digital content
  - : Enhance content competitiveness, such as <Birthcare Center> · <True Beauty>, promote content power including <I'm a survivor> · <Cap-teen>
  - : Upgrade curation service, build-up original content planning for TVING, and cultivate digital ch. branding for e.g. <Sapiens Studio> · <Diggle>



# Maximize profit leverage pulling demands for social-distancing



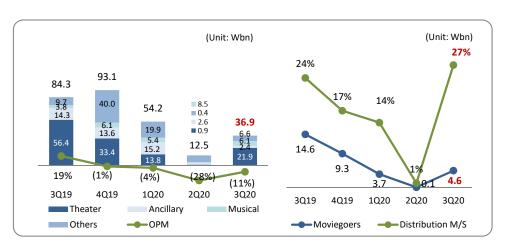
- [3Q20] Revenue W344.3bn (YoY +2.5%), Operating Profit W42.4bn (YoY +44.2%)
  - : Portfolio strategy focusing on contact-free demands esp. Food Living · Kids → High growth in digital revenue (Portion 45.1%, YoY +24.7%)
  - : Maintained YoY PB growth of 12.8% in e.g. <the AtG> · <Secret> · <Odense> (GMV portion 11.7%), Steady growth in profitability
- [4Q20] Accelerate shift to digital by fortifying mobile commerce
  - : Reinforce product-mix strategy concentrating on Apparel · Living · Appliances for winter season, Expand PB Fashion · Outdoor apparel line-up
  - : Upgrade mobile platform such as <Flagship Store> · <Shock Live>, enlarge digital exclusive product line-up, improve data analysis system

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# 2-4. Pictures - Financial Results



# Focus on project risk management despite continued COVID-19 effect



Major Movies
 Oeliver Us From Evil>
 Release date: Aug 5<sup>th</sup>
 B.O. W38.6bn
 Attendance: 4.36mn

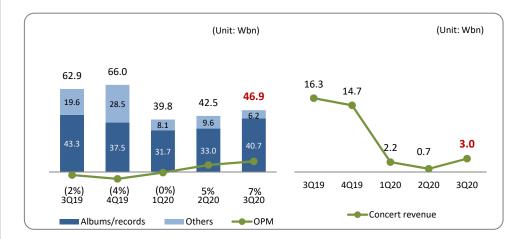


<Pawn>
Release date : Sep. 29<sup>th</sup>
Accum. B.O. W1.43bn
Accum. Attendance: 1.67mn

- [3Q20] Revenue W36.9bn (YoY -56.3%), Operating Loss W4.1bn (CR)
  - : Film & musical revenue decreased from weak B.O. and musical industry due to continued COVID-19 effect
  - : Operating loss due to decrease in ancillaries etc., despite < Deliver Us from Evil > B.O. hit and recovery of moviegoers
- [4Q20] Domestic market risk management strategy and continuing development of global projects
  - : Domestic November action-crime genre <Collector>, December drama genre <Seobok>
  - : Global Develop global project from B.O. hit IP, enforce distribution strategy based on regional B.O. situation in U.S., Turkey, etc.



# Profit improvement thanks to concentration in core business such as artists-albums-records



**Major Content** 

<Lee-Hi> HOLO Released on Jul 23 Daily chart No.1



<JO1> STARGAZER Released on Aug 26 Total sales : 400k Weekly chart No.1



<IZ\*ONE> ONEIRIC THEATER Held on Sep 13

- [3Q20] Revenue W46.9bn (YoY -25.5%), Operating Profit W3.5bn (YoY TB)
  - : Even with squeezed live performance, albums · records revenue hiked (QoQ +23.3%) with extension of online concert incl. <IZ\*ONE>
  - : Maintained profitability improvement through extension of global revenue for IP library and effective cost management
- [4Q20] Strengthen core business including In-house albums · records
  - : Augment domestic · overseas album releases of global · in-house artists, Aim for top-line and profitability enhancement
  - : Release of new albums incl. <IZ\*ONE> (Japan on Oct, Korea on Dec), <JO1> (Nov), Debut of <Enhypen> (Nov), Expand online concert

# Financial Summary



# Appendix 1-1. Balance Sheet Summary

(Unit: Wbn)	2Q20	3Q20	QoQ (%)
Total Assets	5,978	5,870	(1.8)
Current Assets	2,006	1,850	(7.8)
Cash and Cash Equivalents	412	318	(22.9)
Other Current Financial Assets	1,594	1,533	(3.8)
Non-Current Assets	3,972	4,020	1.2
Tangible Assets	973	1,016	4.3
Intangible Assets	1,061	1,060	(0.1)
Total Liabilities	2,585	2,442	(5.5)
Current Liabilities	1,756	1,475	(16.0)
Non-Current Liabilities	829	967	16.6
Shareholders' Equity	3,393	3,428	1.0
Equity capital	212	212	-
Retained Earnings	1,166	1,191	2.1
Other Reserves	1,749	1,756	0.4

# Key financial ratios

(Unit: %)	2Q20	3Q20	QoQ (%)
Current Ratio (%)	114.2	125.4	11.2%p
Net Debt Ratio (%)	12.7	13.1	0.3%p
Cash Ratio (%)	48.8	43.1	-5.7%p



(Unit: Wbn)	3Q19	2Q20	3Q20	YoY (%)	QoQ (%)
Sales Revenue	910	838	799	(12.2)	(4.6)
Media	427	406	371	(13.2)	(8.8)
Commerce	336	376	344	2.5	(8.5)
Pictures	84	13	37	(56.3)	194.4
Music	63	43	47	(25.5)	10.2
OPEX	850	764	728	(14.4)	(4.8)
COGS	565	472	438	(22.4)	(7.2)
SG&A	285	292	289	1.6	(0.9)
Operating Profit	60	73	71	17.9	(3.2)
Non-Operating PL	(6)	(22)	(19)	CR	CR
Financial PL	2	(10)	(12)	TR	CR
Equity method G/L	16	20	22	37.0	13.4
Others	(25)	(32)	(30)	CR	CR
Pre-tax profit	54	51	52	(4.0)	1.3
Tax Expenses	20	12	19	(4.6)	65.6
Ongoing Operating Income	34	39	33	(3.7)	(17.5)
Discontinued Operating Income	(3)	0	0	-	-
Net profit	31	39	33	5.4	(17.5)



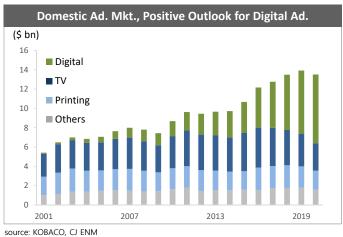
# **Appendix**

# **Media Industry Outlook**



# **Top-line Growth through Digital New Biz. in Jumping Market**

- Positive Growth for Digital Media Extend and Expand Content Business based on Long-tail
  - : 2020(E) domestic ad. market \$13.5bn digital ad. to grow to 52% of total ad.
  - : 2018(E) video streaming market \$17bn 47% from mobile ad., driving growth
  - : Digital content production system + new biz. model  $\rightarrow$  Secure growth in growing domestic/overseas market



source: China Internet Watch, iResearch, CJ ENM



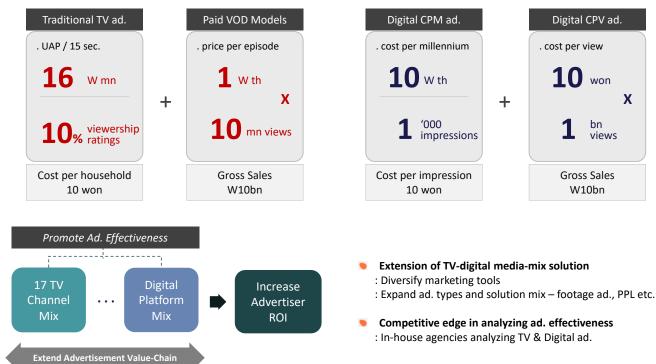


X

views

W10bn

# **Revenue Diversification from Media-Mix**



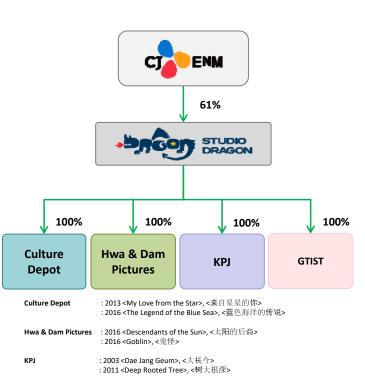
- Competitive edge in analyzing ad. effectiveness

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# Fortifying with In-house Studio (2016)



# Studio Dragon, aiming for new growth in Asian Contents market





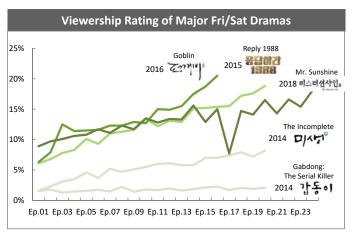
- The Spin-off of Drama subdivision, New entity for the Drama
  - : Acquisition of the well-known production company → Develop high-end dramas
- Launch of a major studio to lead the content market
  - : Expertise in storytelling, diversified genre contents, Introducing a cinematic quality to TV storytelling
- Growing into a global production company
  - : Local-partnership, co-produced contents

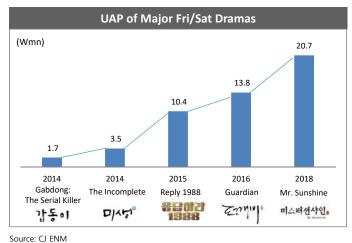


# Paving the way to become "Content Powerhouse"

# Quality drama production to enlarge content library going forward

- : Viewership rating of dramas constantly improving from recording low-single digit to achieving record-high rating
- : Growing recognition from viewers leading to increasing ads (TV & digital) and stronger channel branding
- : Expect to leverage massive original content library to maximize IP utilization in the long run





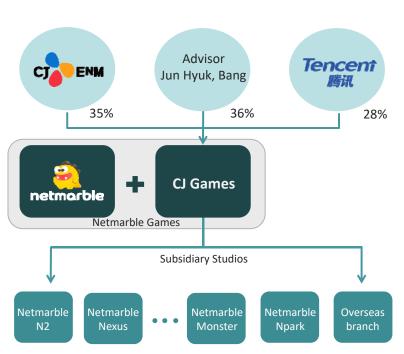
Source: Nielson Korea, CJ ENM

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# **GAMES STRUCTURE after JV (2014)**



# Partnership Accelerates Move into the Global Market



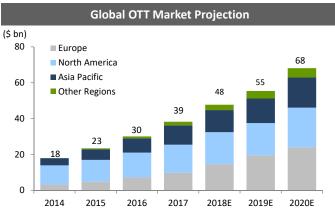
\* Current stakes after IPO (May 12, 2017): Mr. Bang 24.4%, CJ ENM 22.0%, Tencent 17.7%, Ncsoft 6.9% (Ncsoft initially held a stake of 9.8% through a capital increase in Feb 2015)

- Partnership in New Corp.
- : Integration of Game Biz. (Netmarble & CJ Games)
- : Collaborate with Tencent for higher synergies and stronger publishing
- Equity Investment from Tencent
- : US \$500mn with 28% stake
- : As a fully-loaded Strategic Investor rather than FI
- Removal of Regulatory Barrier
- Restructuring to facilitate M&A
   (Developing studios are great-grandsons of the holding company. Partial acquisition is banned by FTC in current conditions)

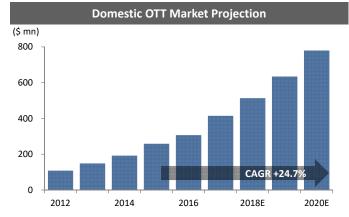
**Equipped to Become a Global Player** 

# The OTT Market









Source: Korea Communications Commission

Service positioning of platforms			
Creator Content DIA B CH DIA D You Tube YouTube	Subscription  A TVING tving Position  Position  Naver Tudou F2P w/ Ads	C Netflix  Ready Made Content Kakao TV	
Source : CJ ENM			

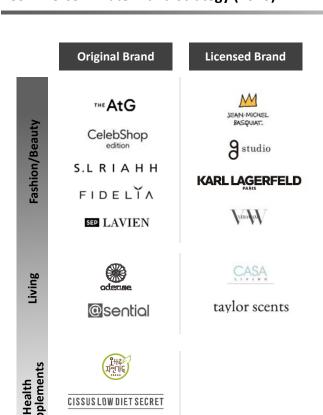
Service positioning of platforms				
	<b>Business Model</b>	Type of Contents	Platform	
A	Subscription	RMC	tving	
В	Ads	UCC	CH DIA	
С	Subscription	RMC	Netflix	
D	Ads	UCC	Youtube	
E	Ads	UCC + RMC	Youku Tudou	

Source : CJ ENM

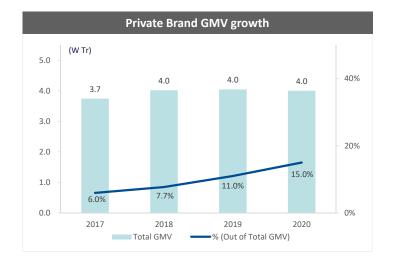
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# **Commerce Private Brand Strategy (2020)**





DOCTOR 1



- Fortify PB category based upon product competitiveness
  - : Original brand developed with in-house capabilities
  - : Licensed product with external brand partnerships
- Currently 30 brands, pursuing expansion of PB categories
  - : Men's Fashion, bedding, interior, beauty etc.



# Media

# [Scripted Format]

- <Record of youth> (Sep 7~ Oct 27) : Mon/Tue Drama on tvN
- <Tale of nine tailed> (Oct 7~ Dec 3): Wed/Thu Drama on tvN
- Search> (Oct 17 ~ Nov 15): Sat/Sun Drama on OCN
- Start-up> (Oct 17 ~ Dec 6): Sat/Sun Drama on tvN
- Sirthcare center> (Nov 2 ~ Nov 24): Mon/Tue Drama on tvN
- <The uncanny counter> (Dec 9 ~ Jan 28): Sat/Sun Drama on OCN
- <Awaken> (Nov 30~ Jan 19) : Mon/Tue Drama on tvN
- <True beauty> (Dec 9~ Jan 28) : Wed/Thu Drama on tvN

# [Non-scripted Format]

- New Journey to the West 8 > (Oct 9 ~ Dec 18): Variety show on tvN
- Show me the money 9> (Oct 16 ~ Dec 18): Variety show on Mnet
- <3 Idiots> (Oct 23 ~ Dec 18) : Variety show on tvN
- <I'm a survivor> (Nov 5~): Variety show on tvN
- <Cap-teen> (Nov 19~ Jan 21): Variety show on Mnet
- <Folk us> (Nov 20 ~ Jan 22): Variety show on Mnet

# **Pictures**

# [Pictures]

- <Collectors> (Release in November)
- <Seobok> (Release in December)

# [Musical]

- <Kinky Boots> (Aug 21 ~ Nov 1)
- <Werther> (Aug 28 ~ Nov 1)
- <Maybe Happy Ending LIVE> (Oct 26 ~ Nov 2)

# Music

# [Albums/Records]

- <Twelve> (Oct 21) : IZ\*ONE
- <The star> (Nov 25) : JO1
- <Border : Day one> (Nov 30) : JO1
- OST : <Tale of nine tailed>, <Cap-teen>, <Folk us>,<Show me the money 9>