VENTURE CORPORATION

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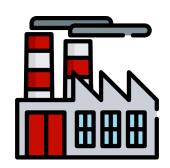


- 1. INDUSTRY OVERVIEW
- 2. COMPANY OVERVIEW
- 3. COMPETITOR OVERVIEW
- 4. FINANCIAL ANALYSIS
- 5. FUTURE IMPLICATIONS

INDUSTRY OVERVIEW

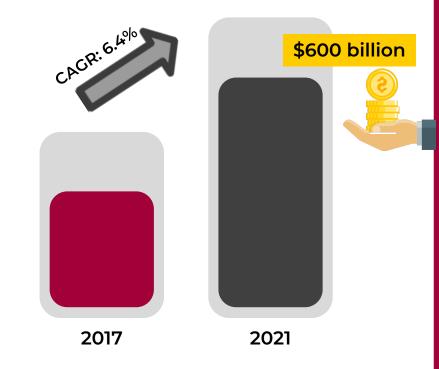
GLOBAL ELECTRONICS MANUFACTURING SERVICE

INDUSTRY OVERVIEW



Electronics Manufacturing Service (EMS)

- Economies of scale production
- Design and manufacturing expertise
 - Raw materials procurement



INDUSTRY OVERVIEW

Growth Driver



Connectivity and Smart Electronics

Growth rate of 23.6% CAGR until 2020



COMPANY OVERVIEW

VENTURE CORPORATION

V E N T U R E C O R P O R A T I O N



Founded in 1984



Singapore-based technology service provider

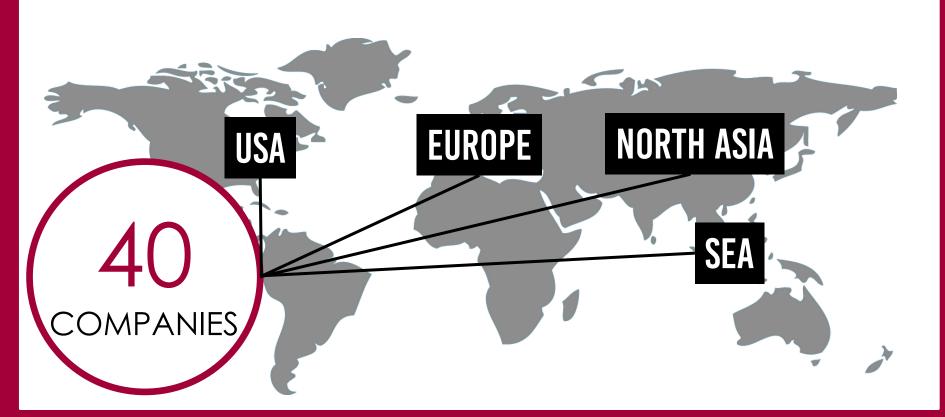




Wide range of expertise

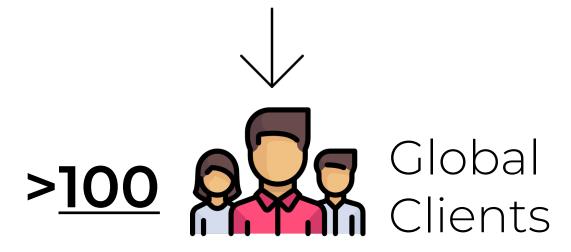
Handheld interactive scanning and computing products, industrial products and installations etc.

COMPANYOVERVIEW



COMPANYOVERVIEW

>5,000 Products and Solutions



COMPANYOVERVIEW

STRENGTHS 🕸

- Broad portfolio of services offerings
- Operations across diverse verticals



marketIncrease

Increase in demand for the electronic manufacturing services

Growing electronic components

WEAKNESS



Lack of scales as compared to peers







COMPETITOR OVERVIEW

BENCHMARK ELECTRONICS | FLEXTRONICS INTERNATIONAL

COMPETITOR ANALYSIS

Benchmark

electronics

- Offers services to OEMs of industrial control equipment, telecommunications equipment and other products
- America, Asia and Europe



- End to end supply chain solutions company
- Provides electronic designs, manufacturing and aftermarket services to OEMs
- America, Asia and Europe

FINANCIAL ANALYSIS

NET INCOME ROA ROE EPS | DIVIDEND GROWTH MODEL WACC

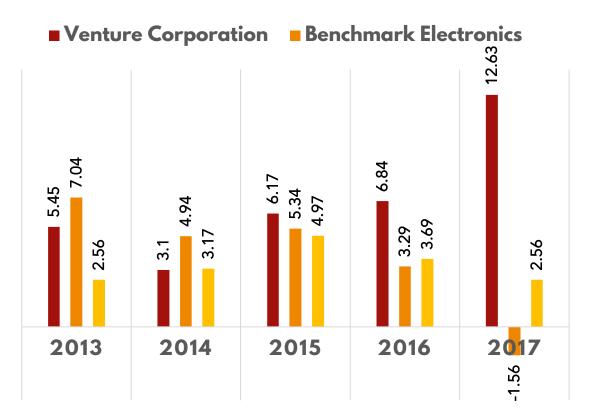
GROWTH OF NET INCOME





- Net income margin expected to grow by 8.84%
- Operating margin in 2017 (10.87%) surpassed competitors
- Potential 2.5 billion revenue stream production of new device
- Operating income forecasted to surpass estimate of 2018

RETURN ON ASSET



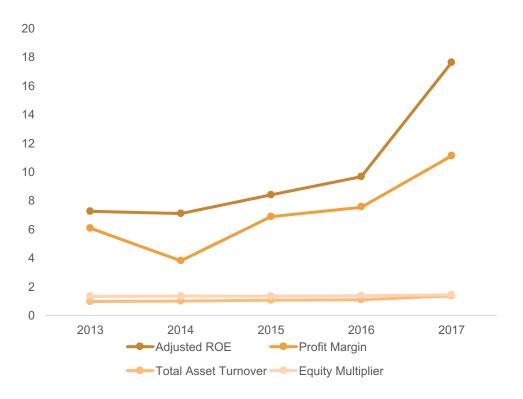
1) DIP IN 2014

 2% dip, can be improved by setting up a more sensitive supply chain

2) INCREASE IN ROA, 2015

- Surpass major competitors
- In 2017 doubled from 2016
- Substantiated by improving asset turnover ratio

RETURN ON EQUITY



1) MULTIPLIER IS LOW

• Less debt to finance its assets

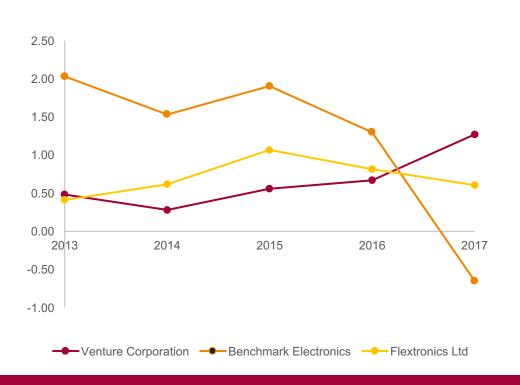
2) ASSET TURNOVER RATIO

• 1.36 in 2017, above industry average of 0.65

3) PROFIT MARGIN DRIVER OF ROE

 As profit margin grows, investors should remain confident

EARNINGS PER SHARE



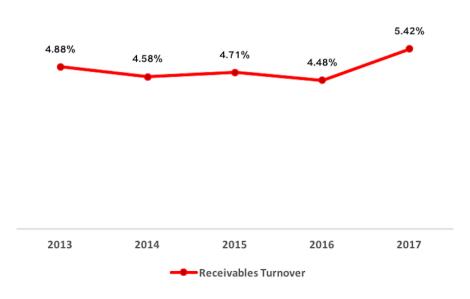
1) EPS LOWER THAN COMPETITORS

- Total shares issued 270 million VS
 BE 50 million
- 2013 to 2016 highlights how equity heavy VC is

2) DOUBLED EPS in 2017

 Despite having a larger share capital, VC surpassed both BE and Flextronics

RECEIVABLES TURNOVER



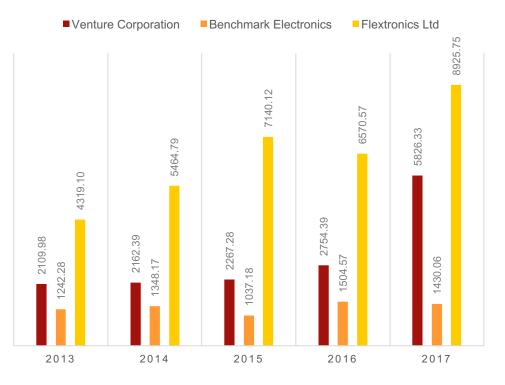
1) VC'S LOW TURNOVER

- VC only collects its receivables 5.42 times on average per year, which translates to
 67.29 days in a year
- Indicates poor collecting processes or bad credit policy

2) NEED TO REASSESS CREDIT POLICY

Analyse customer credit portfolio and past transaction histories

MARKET-TO-BOOK VALUE



1) VC'S MTB VALUE RISING

- FY2013 to FY2016: avg of 1.24.
- Although depicts stock overvaluation, it did not consider future earning prospects and the 25.21% intangible assets of VC.

2) MARKET CAPITALISATION

- Between \$2 billion and \$10 billion
- Mid-cap companies is less volatile than small-cap companies

DIVIDENDS PER SHARE



DIVIDENDS PER SHARE

= \$2.53
under valued

- Investors may be able to pull comfortable short-run returns
- However, this method assumes dividends grow at stable rate
- Non-constant growth model is a better solution

WEIGHTED AVERAGE COST OF CAPITAL



Remained relatively stable

5.4% - 6%



Company capital structure

9() Equity-based

Debt-based



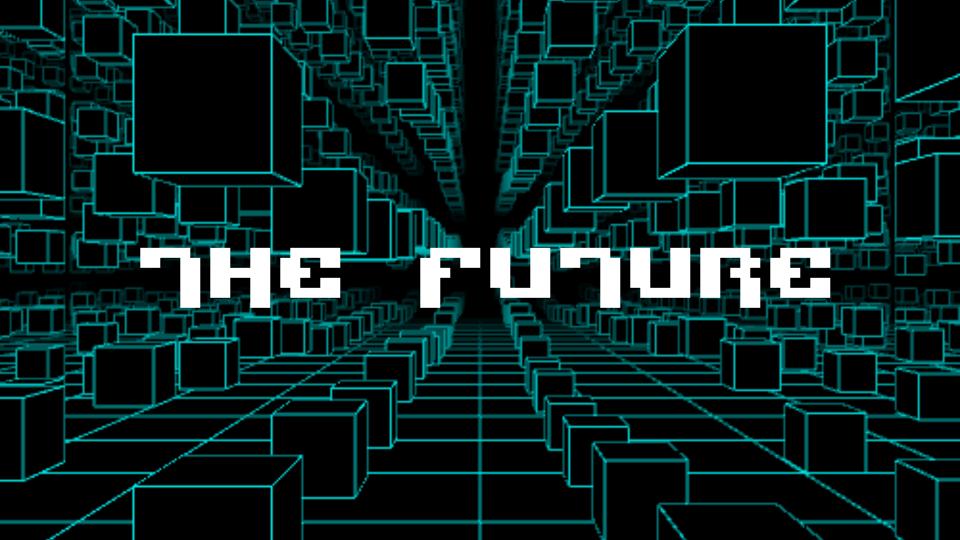
28.91%

BUY OPTION

- Strong sentiment for all investors to execute a long-term buy option in VC's stocks
- Recent share buybacks by VC'S CEO provide clear positive signal of the direction the company is heading towards

Trust me, 10 years later you will thank me....



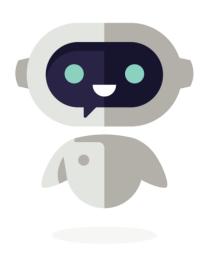


VERTEBRANE



- VR is in its initial stage limited at the visualauditory scale of humans
- Research scientists are looking to make human beings the "ultimate videogame controller"

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- Programmable matter such as utility fog, holds the key to unlocking the next phase of nanotechnology
- Beyond simulation capabilities in nanocomputers, its uses extend to practical applications such as collision compressors

MIND-UPLOADING

