

2024년 2분기 실적발표

2024 Q2 Earnings call

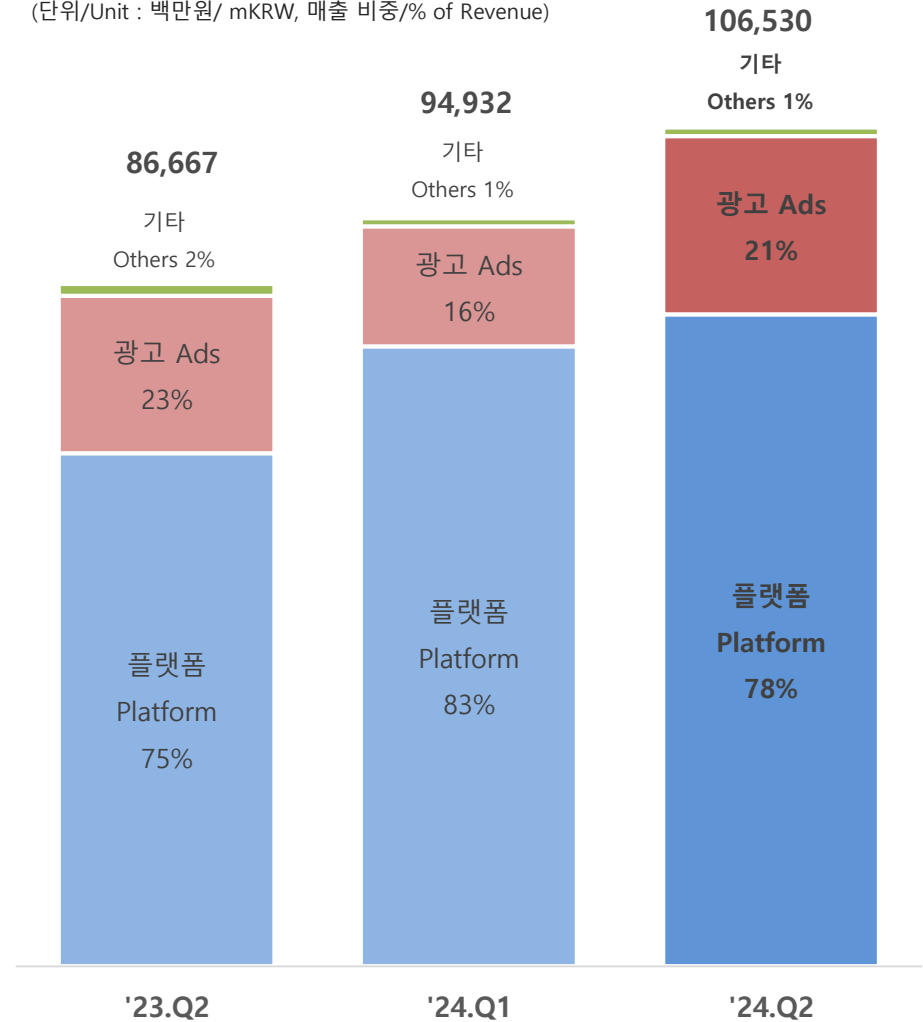
July. 2024

분기실적요약 / Q2 Earnings Summary

(단위/Unit : 백만원/mKRW)	'24.Q2	QoQ	YoY	'24.Q1	'23.Q2
매출 Revenue	106,530	12.2%	22.9%	94,932	86,667
플랫폼 Platform Service	82,782	5.2%	27.0%	78,680	65,164
광고 Advertisement	22,670	48.9%	13.5%	15,225	19,975
기타 Others	1,078	5.0%	-29.4%	1,027	1,529
영업비용 Costs	73,206	10.3%	16.1%	66,397	63,036
영업이익 Operating Profit	33,324	16.8%	41.0%	28,535	23,631
법인세차감전순이익 Earnings before taxes	36,103	14.4%	32.2%	31,553	27,312
당기순이익 Net Profit	28,330	14.5%	24.8%	24,739	22,701

비중 / Portion

(단위/Unit : 백만원/ mKRW, 매출 비중/% of Revenue)

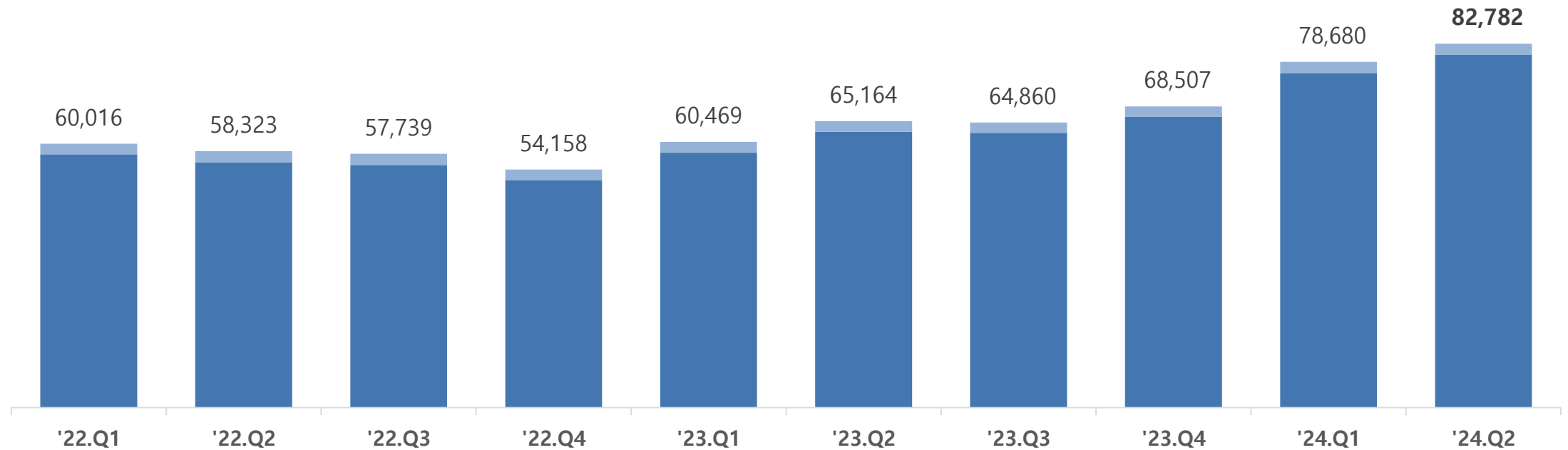


플랫폼 / Platform Service

- '24.Q2 플랫폼 매출 828억원 (+5.2% Q/Q, +27.0% Y/Y)
- 유저들의 콘텐츠 몰입도가 증가하며 매출 성장을 견인

- '24.Q2 Platform Service : 82.8 billion won (+5.2% Q/Q, +27.0% Y/Y)
- Increased user immersion in live streaming contents has driven sales growth.

- 기능성 아이템 + 플랫폼 기타 / Non-Gift Related Item sales + Platform Others
- 기부경제선물 / Donations and Subscriptions



광고 / Advertisement

• '24.Q2 광고 매출 227억원 (+48.9% Q/Q, +13.5% Y/Y)

- 신작 게임 출시 영향으로 광고 수요 일부 회복 및 CTTD 연결효과로 매출 상승 견인

- 플랫폼 광고: 31억원 (+38.8% Q/Q, -16.6% Y/Y)
- 콘텐츠형 광고: 143억원 (+73.0% Q/Q, -3.5% Y/Y)
- 광고기타: 52억원 (+11.1% Q/Q, +281.7% Y/Y)

• '24.Q2 Advertisement : 22.7 billion won (+48.9% Q/Q, +13.5% Y/Y)

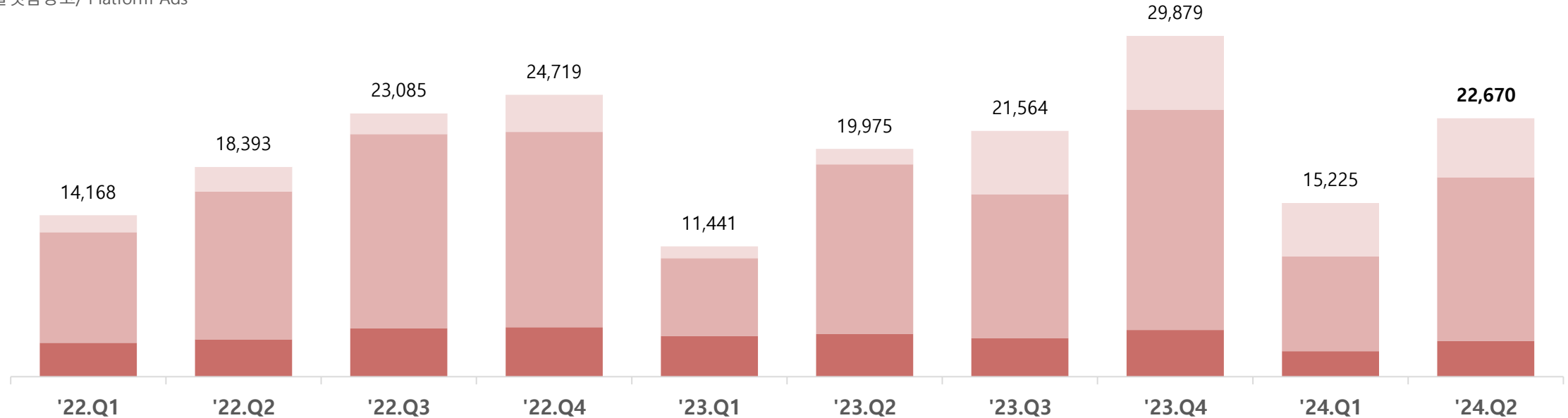
- Ads revenue grew thanks to newly launched game titles and continued impact of consolidating ads subsidiary(CTTD).

- Platform Advertisement 3.1 billion won (+38.8% Q/Q, -16.6% Y/Y)
- Branded Contents : 14.3 billion won (+73.0% Q/Q, -3.5% Y/Y)
- Ads Others : 5.2 billion won (+11.1% Q/Q, +281.7% Y/Y)

■ 광고 기타 / Ads others

■ 콘텐츠형광고 / Branded-Contents Ads

■ 플랫폼광고/ Platform Ads

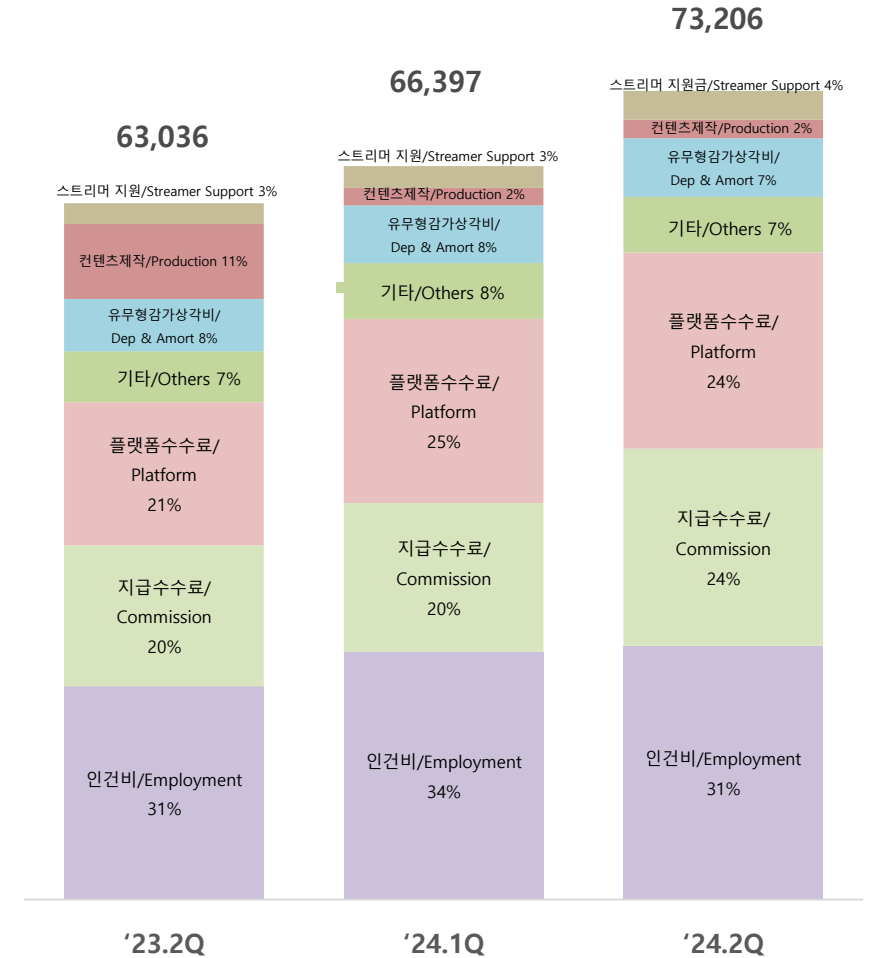


비용 / SG&A

(단위/Unit : 백만원/mKRW)	'24.Q2	QoQ	YoY	'24.Q1	'23.Q2
비용 SG&A	73,206	10.3%	16.1%	66,397	63,036
인건비 Labor cost	22,952	2.4%	19.0%	22,414	19,285
지급수수료 (중계권/기타) Commission (Copyrights/Others)	5,930	-7.7%	15.9%	6,421	5,114
지급수수료 (광고) Commission (Ads)	11,918	69.0%	55.8%	7,052	7,647
과금수수료 Paying Charges	13,686	9.7%	42.0%	12,477	9,639
회선사용료 Internet circuit expense	4,072	-2.9%	22.9%	4,193	3,313
스트리머 지원금 Streamer support expense	2,612	31.7%	39.5%	1,983	1,873
컨텐츠제작비 Contents production cost	1,668	5.5%	-75.4%	1,580	6,792
유무형감가상각비 Depreciation & Amortization	5,314	1.7%	11.5%	5,225	4,765
지급임차료 Rent	84	-8.8%	-1.4%	92	85
행사비 Event expense	533	-20.8%	2.9%	673	518
기타 Others	4,437	3.5%	10.8%	4,287	4,003

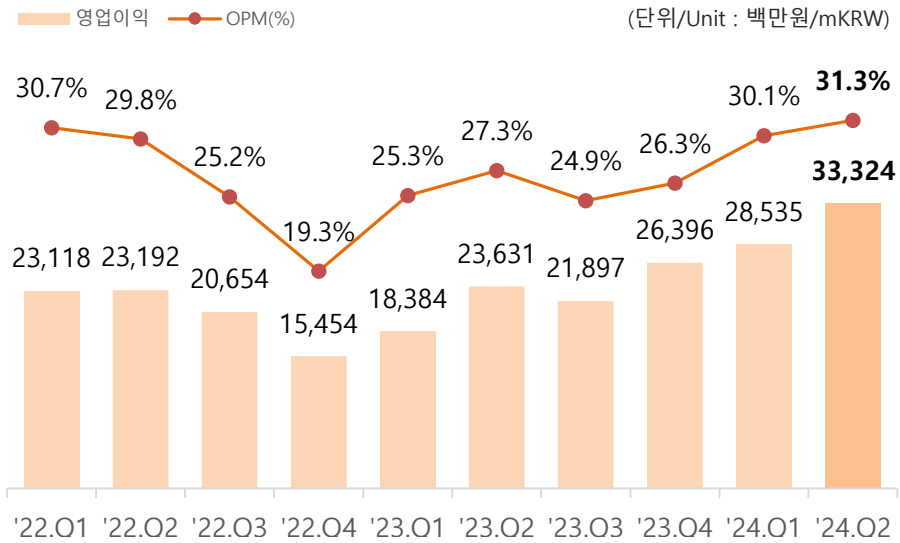
비중 / Portion

(단위/Unit : 백만원/ mKRW, 비용 비중/% of cost)



• 지급수수료 Commission = 중계권 수수료 Copyrights + 광고 수수료 Ads commission + 기타 수수료 Others commission
 • 플랫폼수수료 Platform charge = 회선사용료 Paying Charges + 과금수수료 Internet circuit expense

• 기타 Others = 지급임차료 Rent + 행사비 Event expense + 기타 Others



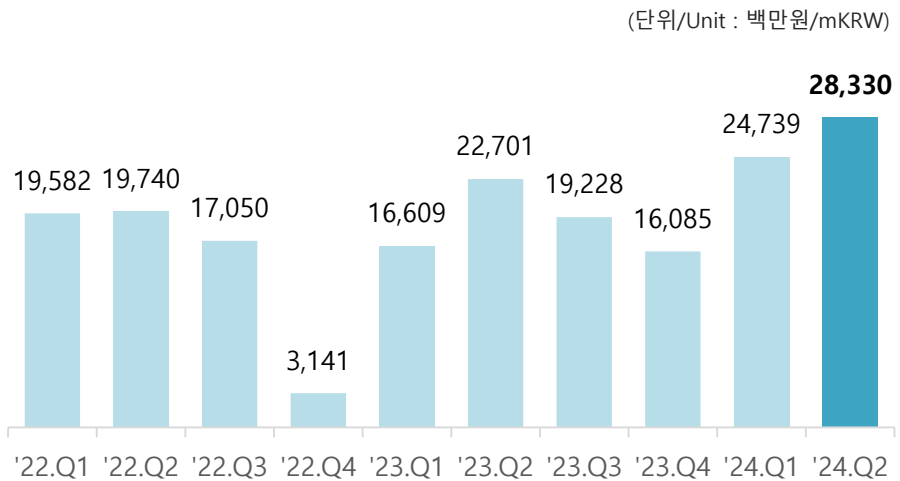
영업이익 / Operating Income

'24.Q2 영업이익 333억원 (+16.8% Q/Q, +41.0% Y/Y), OPM 31.3%

- 플랫폼의 빠른 성장 및 콘텐츠 제작비 감소에 따른 영업 레버리지

'24.Q2 Operating profit 33.3 billion won (+16.8% Q/Q, +41.0% Y/Y), OPM 31.3%

- Rapid growth in platform sales and reduced content production costs led to operating leverage.



당기순이익 / Net profit

'24.Q2 당기순이익 283억원 (+14.5% Q/Q, +24.8% Y/Y)

'24.Q2 Net profit 28.3 billion won (+14.5% Q/Q, +24.8% Y/Y)

연결 재무상태표 / Consolidated Financial Statement

(단위/Unit : 백만원/mKRW)	2024.06.30	2024.03.31	2023.06.30
자산총계 Total assets	616,521	594,615	508,760
유동자산 Current assets	523,070	497,371	416,364
비유동자산 Non-current assets	93,451	97,244	92,396
부채총계 Total liabilities	286,118	293,939	235,135
유동부채 Current liabilities	276,173	283,999	227,517
비유동부채 Non-current liabilities	9,945	9,940	7,618
자본총계 Total shareholders' equity	330,403	300,677	273,624
자본금 Capital stock	5,747	5,747	5,747