THE LATVERIAN TIMES

DAU'S ARE UP BY 11%
As are Peak CCU's (+15%)
and Maximum DAU's (11%)

108 SDK INTEGRATIONS
61 games, 4 commercial, 7 educational
and 28 non-conclusive!

> PEASANTS OF LATVERIA,
> HEED YOUR CALL.
> THE NATIONWIDE BROADCAST
> IS UPON YOU ONCE AGAIN.
> PAYETH ATTENTION.
>
> **DR. DOOM**

SUMMARY

SDK V1.5 is officially in the most anticipated multiplayer VR game of the year, the **VR Battle Royale** called **Population:ONE**. We'll be releasing a limited functionality implementation for launch, and work with them over the coming months to create a truly **unique spectator experience.**

All product development teams have been reorganized to focus on the most important projects ahead of us: the **PC app re-design**, and the creation of our **LIV standalone, mobile solution** to serve the **Quest, Quest 2** and upcoming entrants in the mobile **HMD** space.

We brought on board a senior iOS developer, and are still hiring a senior Android developer, to aid in executing on **LIV Mobile.**

PRODUCT

LIV SDK V1.5 is now being actively integrated by our community of developers, and we're getting great feedback on it. By and large, integration is seamless, and the feature set has been very well received.

Our product teams are now split up into **Engine**, **Mobile** and **Desktop. Engine** includes everything from our proprietary compositor, to our **SDK**'s and our **DevOps** and **analytics.**

ASK

LIV IS STILL LOOKING FOR A COMPETENT ANDROID DEVELOPER!

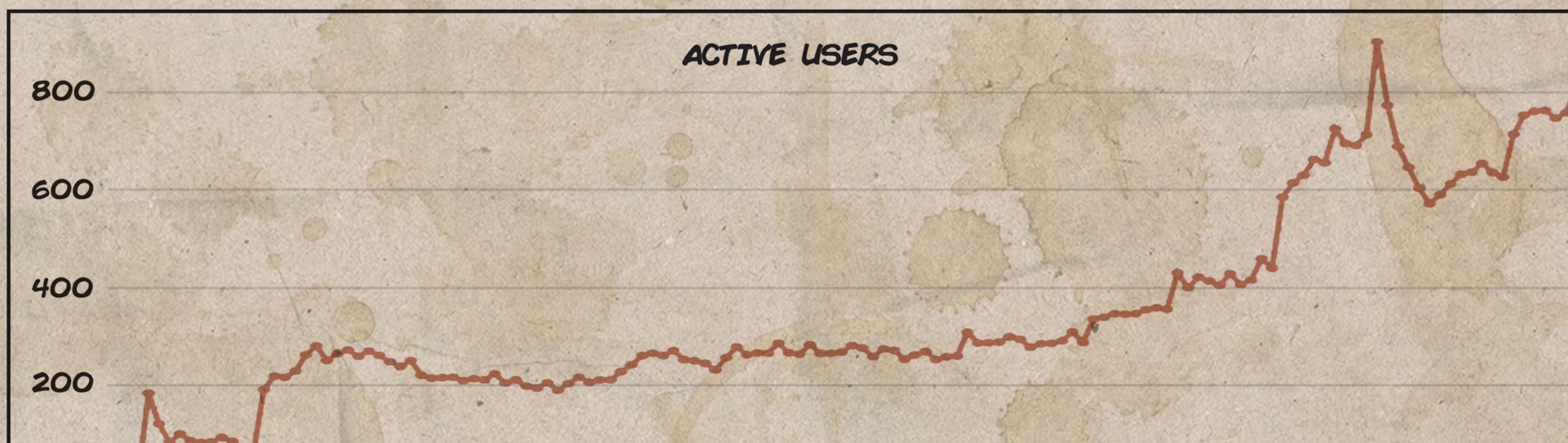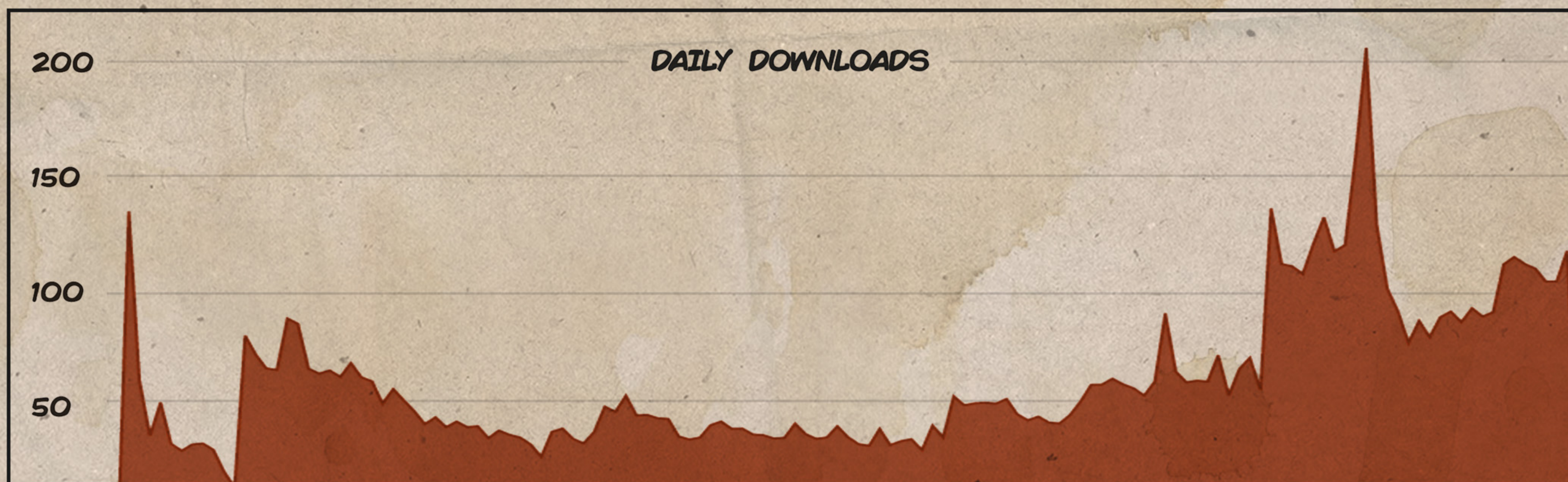SEND THEM OUR WAY.

KPI'S

DEVELOPER INTEGRATIONS: 108

- 61 GAMES:
- 4 COMMERCIAL APPS
- 7 EDUCATIONAL/RESEARCH APPS
- 28 NON-CONCLUSIVE SUBMISSIONS

TOTAL DOWNLOADS: 3468 +2% (VS. PREVIOUS 31 DAY PERIOD)
*WHO HAVE SPENT >1HR IN-APP.

Users Average/Maximum	Most recent 31 days	Change vs Previous	Previous 31 days
Peak Concurrent Users Average daily	54	+15%	47
Peak Concurrent Users Maximum daily	67	+22%	55
Active Users Average daily	771	+11%	707
Active Users Maximum daily	875	+5%	834

DAILY DOWNLOADS

ACTIVE USERS

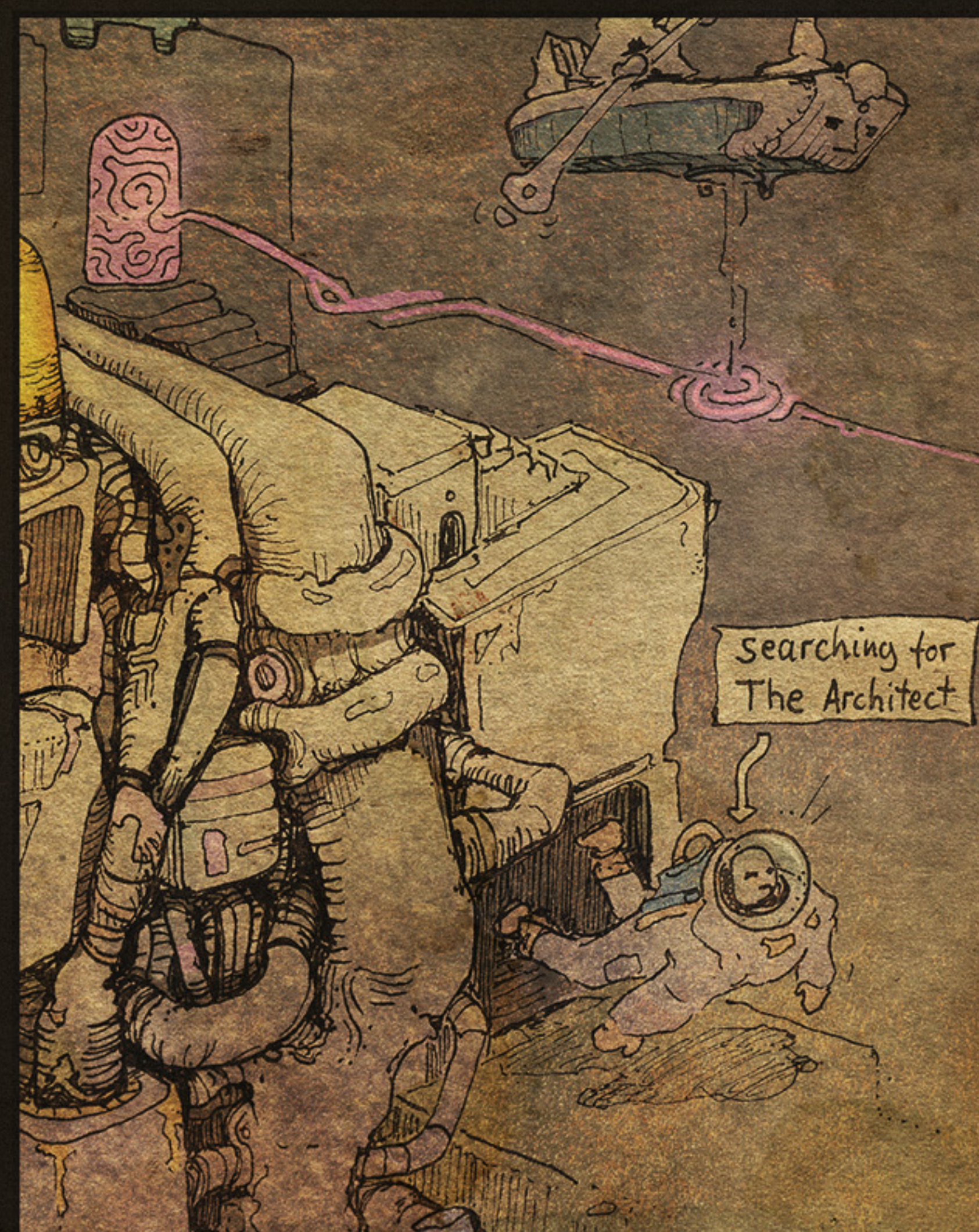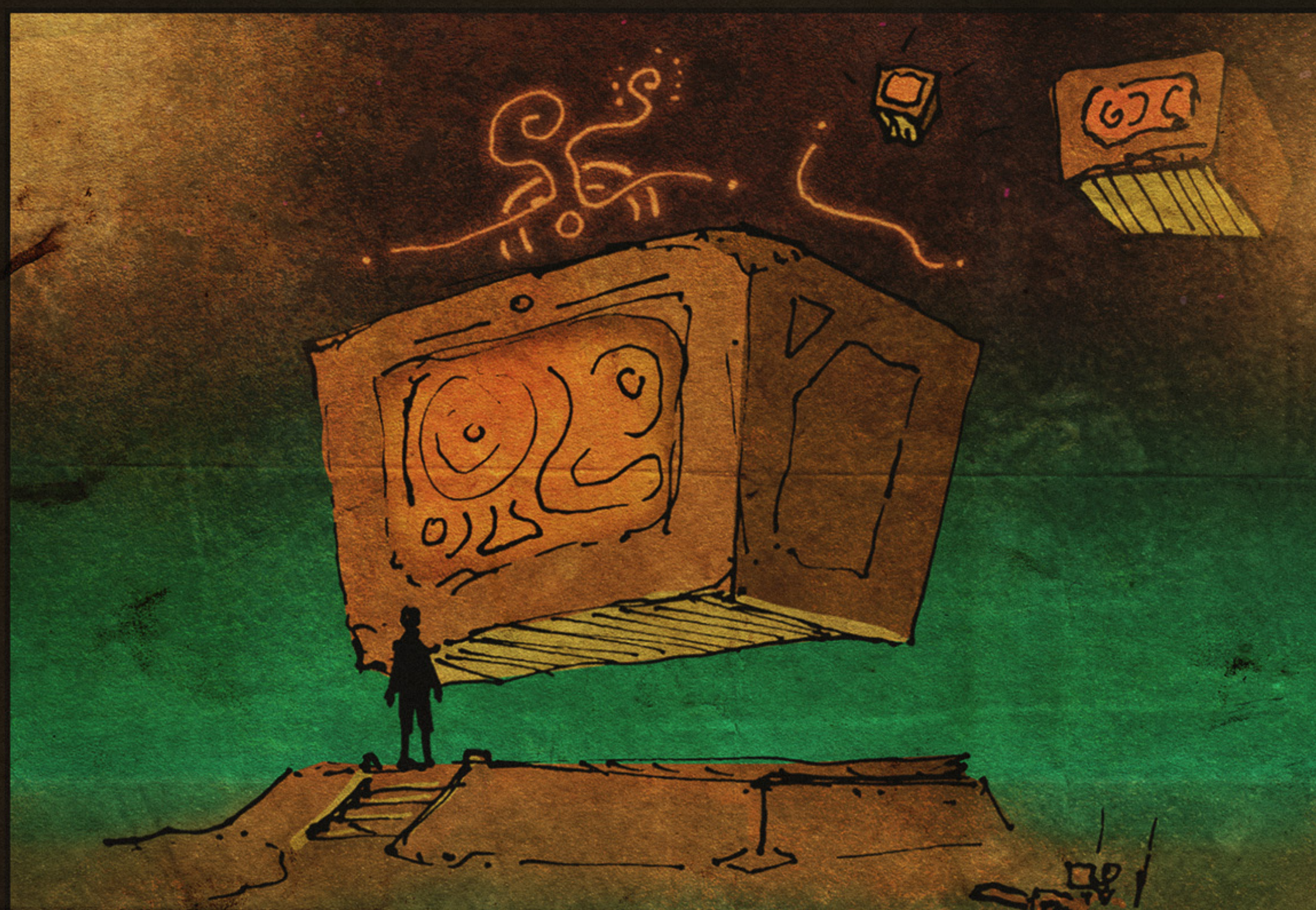As always, all our growth to date is 100% organic as a result of our flywheel:
More game integrations ⇨ More streamers ⇨ Bigger audiences ⇨ More game integrations

HIGHLIGHT OF THE MONTH

It's Mask's 1 year anniversary at LIV!
Happy LIV-birthday Mask,
and we hope there are **many more to come!**

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BEHIND THE MASKS

searching for The Architect

LIV is on a mission to empower VR content creators and developers to grow, and interact with their audiences in real-time. We are obsessed with driving fun, intimate and juicy interactions between our users and their viewers, and are transforming the live gaming video consumption experience.

LIV is in >40% of the **Top 30 SteamVR** games and we've driven over **1.5 billion** views to our creators videos to date. If you are creating content in **VR**, you are using **LIV**. We're finding ourselves building the Holodeck of our times, and that is an incredible journey to be on. **Join us!**

LIV