SM 3.0:

IP 전략 - 멀티 '제작센터 / 레이블' 체계 Producing Strategy -Multi 'Production Center / Label' System



the Past & Beyond

' 23 ~ '10s ~ early '20s

SM 2.0

SM 3.0

Foundation ~ '00s

SM 1.0

Establishment of K-pop

Global expansion of K-pop Culture

Leap to a Global Entertainment Company focused on fans & shareholders

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SM 3.0, the Future : 4 Key Growth Strategies

'23 ~

SM 3.0

Leap to a global entertainment company focused on fans & shareholders

- [IP Strategy] Multi 'Production Center / Label' System
- [Business Strategy] IP Monetization (Music Streaming, IP license, etc.)
- [Global Strategy] Global Expansion (Japan, US, South-East Asia, etc.)
- [Investment Strategy] Global Music Publishing, Label Acquisitions, Fandom Business, Investment in Metaverse, etc.

Purpose of Multi 'Production Center / Label' System

Secure sustainability of business by systematization of production

Formation of Multi Production Center and internal / external Labels and Systematization of production process



Reinforce IP creation capability and guarantee timeliness by expanding producing capacity

Establishment of independent production / core functions in 5 Production Centers & reinforce autonomous decision-making

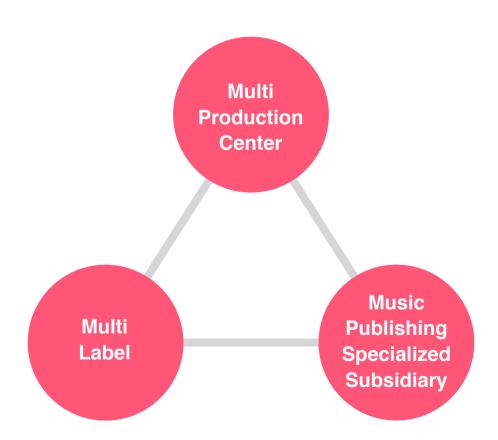
Expand music coverage by ensuring creative autonomy

Giving autonomy to production center & establishment / acquisition and operation of independent internal/external labels

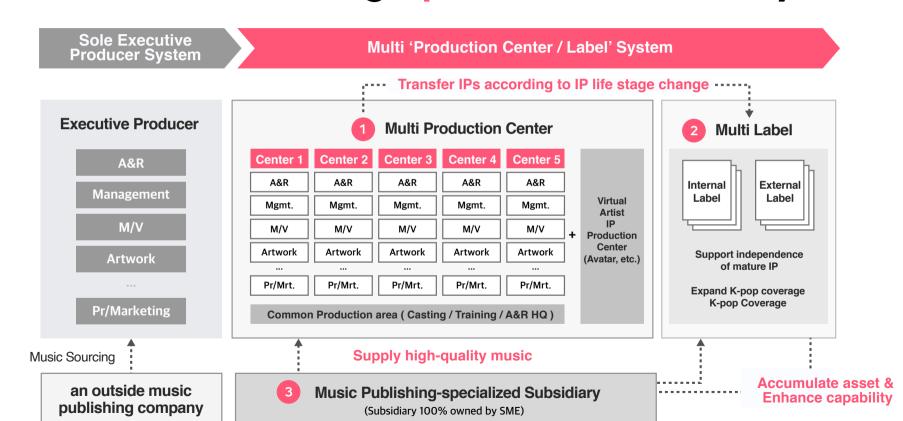
Business Operation focused on performance via resource management based on IP's life-stage

Separation of IP operator for each stage / Alignment of responsibility and authority / Adoption of performance-based compensation

3 Key Changes

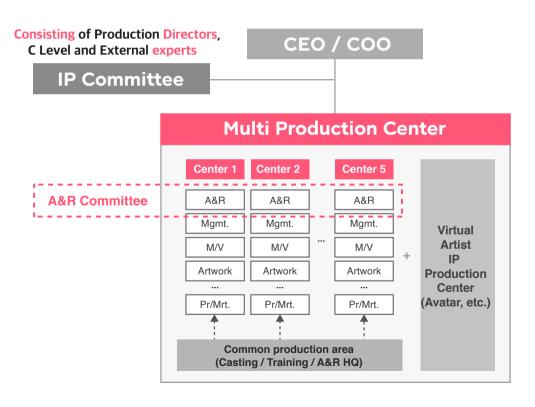


3 Key Changes: Multi Production Center, Multi Label, Music Publishing-specialized Subsidiary



Multi Production Center for Sustainable Business Performance

Establish Multi Production Centers for artists, and align authority and responsibility



Establish Multi Production Center for artists

- Independently make decisions based on responsibility about business performance
- Enhance specialty on its own IPs & cost efficiency

Manage A&R Committee

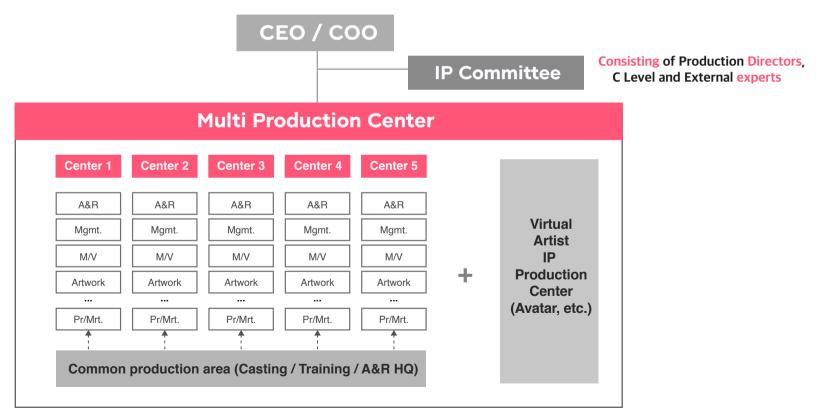
- Consist of specialists in A&R HQ and A&R manager of each Center (A&R HQ: Collect/approve/manage global music)
- Maintain SM Standard based on agreement with each Center

Manage IP throughout its life stage via IP Committee

- B Plan new artist concepts in pre-debut stage and transfer sequentially to the Production Center
- Aim for new artist planning/management based on the deep understanding of the market and fans

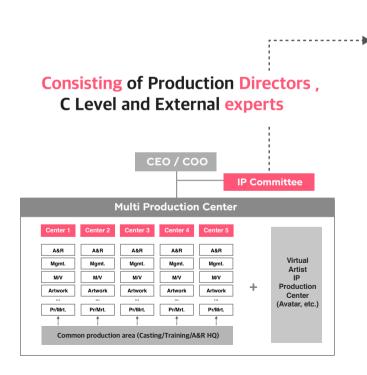
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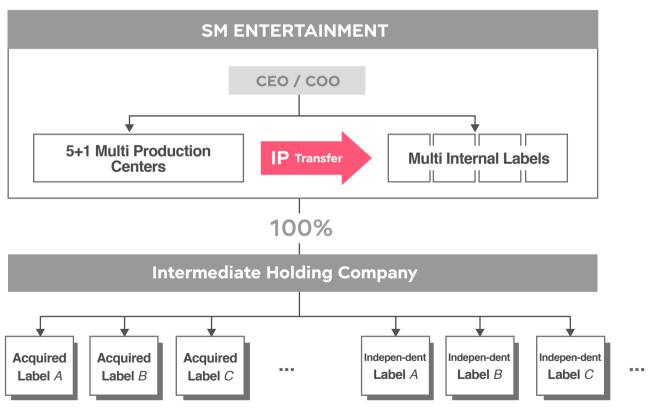


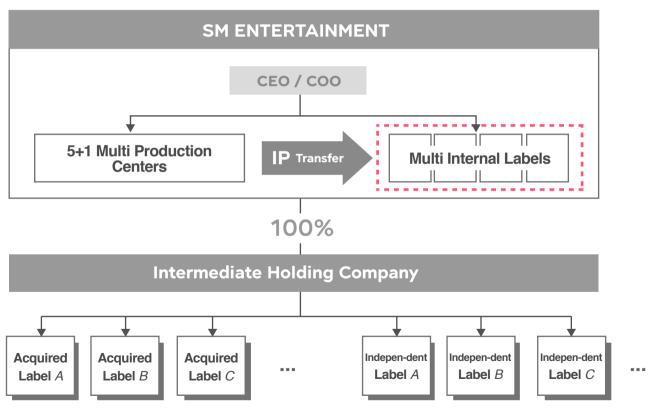
IP Committee

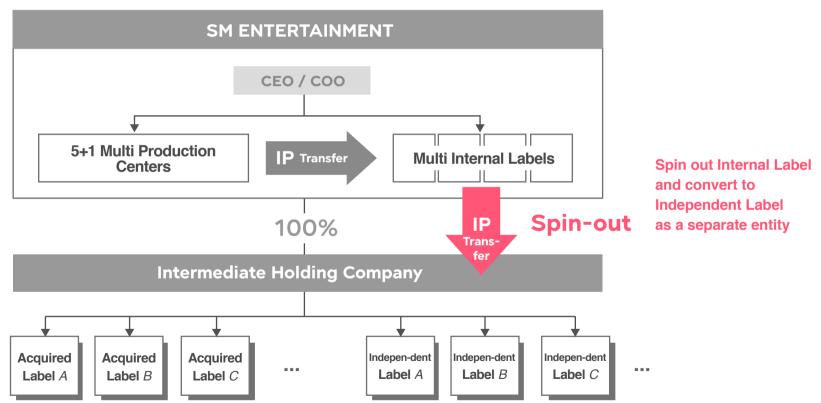
- Consisting of Production Center Directors / C Level / External Experts
- Discuss the management of IP throughout its life stage, from debut to maturity

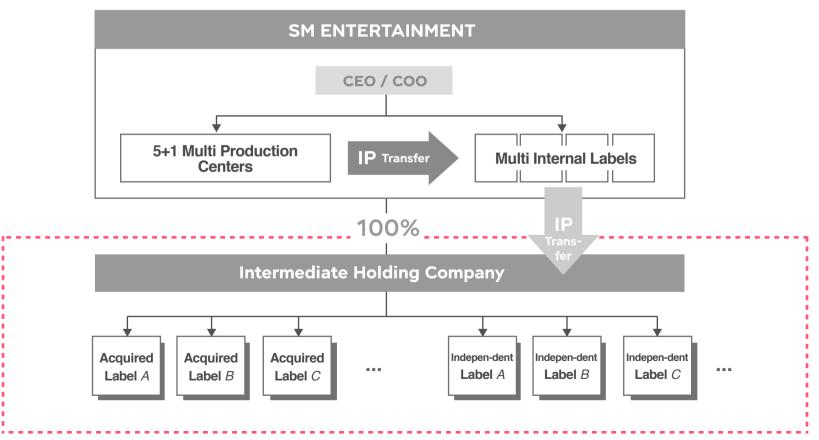
(Key agenda: new artist concept planning, independence of internal labels, etc.)

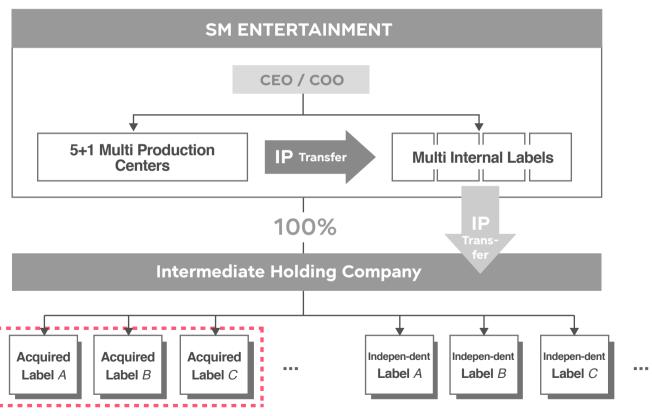
 IP planning and management based on deep understanding of the market and fans











Acquire labels: Expand the music genre spectrum to R&B, Hip-hop, etc.

SM Music Publishing-specialized Subsidiary

Existing A&R competitiveness

SM's present network of 3,000+ songwriters (producers) publishers / lyricists

> Largest network of songwriters (producers) / publishers / lyricists

Create high-quality music via "SM Songwriting Camp"

Music establish a publishing specialized subsidiary (100% owned by SME)

> SM Music Publishing Company

Publishing agreement with global songwriters (producers) / lyricists

Sub-publishing agreement with global music publishing companies

Management of songwriters (producers) / lyricists

Provide high - quality music through new Production Center / Label system

Enhance competitiveness of Multi Production Center/Label system

Preoccupy high - quality music

Reserve music for IP volume increase

Target Business Indicators

Expected IP Production

SM 2.0 **SM 3.0** 1 team per 2+ teams **IP Debut Cycle** 3.5 years per year 31 albums 40+ albums **Album Sales** per year per year **IP Release** 25% 5% or less **Delay Rate**

SM 2.0 : As of 2022, the IP debut cycle is calculated by averaging the cycles of the 2 most recent two boy/girl groups

2023 IP release plan

3 new artist teams + 1 (solo artist) debut
Release of 41 music albums (31 albums in 2022)
Sales target: 18 million copies a year (14 million copies in 2022)

	Artist debuts		# of Albums released
	-	1Q •	7
	New girl group Project Leader: Sung Su Lee	20	12
	Virtual Artist Project Leader : Jun Young Park	2Q •	
	NCT TOKYO (tentative name) Project Leader: Young Jun Tak	3Q •	12
	New boy group Project Leader: Young Jun Tak	4Q •	10

Next Steps (To be continued)

Strategic direction for the transition to SM 3.0 to be announced sequentially

[IP Strategy] 'Multi Production Center / Label' System

[Business Strategy] IP Monetization (Music Streaming, IP license, etc.)

2nd Presentation (expected in February)

- [Global Strategy] Global Expansion (Japan, US, South-East Asia, etc.)
- [Investment Strategy] Global Music Publishing, Label Acquisitions, Fandom Business, Investment in Metaverse, etc.

3rd Presentation (expected in March)

Succession and Advancement of SM legacy

... the talented successors will manage the business very well with ease, as the line-up of SM artists for concerts and activities in the global market is now fully prepared and the production system, built over 25 years, is being well managed. As a major shareholder, I humbly accede to the request of minority shareholders to retire ...

...

hope the board members of SM ENTERTAINMENT CO., Ltd. will establish a strategy for the next 50 years to become a global entertainment company.

(Quote from The Hankook Ilbo, 2022.09.16)

End of Presentation

