# STOXX® GLOBAL DIGITAL ENTERTAINMENT AND EDUCATION INDEX

## Index description

The STOXX Global Digital Entertainment and Education Index is comprised of companies or components of their business line that stand to benefit from the increasing adoption of technologically focused solutions to meet modern lifestyle demands and changing consumer habits within the areas of entertainment and education.

STOXX uses FactSet's Revere (RBICS) granular data for a detailed breakdown of the revenue sources of the eligible companies, to select those most exposed to the digital entertainment and education theme. Over 30 sectors have been associated to the theme and include Media Down-load and Streaming Digital Content Sites, Online Game Websites and Software, and Educational Software among others.

The index is also taking ESG considerations into account. Companies that are non-compliant with the Global Standards Screening (GSS), or are involved in Controversial Weapons activities, or display a Severe (Category 5) Controversy Rating, as identified by Sustainalytics, are excluded. Additional exclusion filters are incorporated, screening companies for involvement in Weapons (Small Arms and Military Contracting), Unconventional Oil & Gas (Arctic Oil and Gas Exploration, Oil Sands and Shale Energy), Conventional Oil & Gas, Thermal Coal, Nuclear Power and Tobacco.

## Key facts

»Index allows targeted investment in Digital Entertainment and Education - a long-term structural trend.

»Based on FactSet Revere data for a detailed revenue breakdown

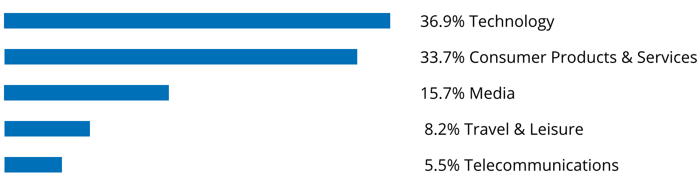
»Inclusion of size and liquidity filters to ensure replicability of the index

»Leveraging sustainability data from leading provider (Sustainalytics) to avoid exposure to companies engaged in controversial activities

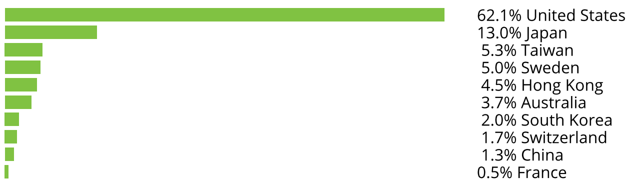
## Descriptive statistics

| Index | Market cap (USD bn.) | | Components (USD bn.) | | | | Component weight (%) | | Turnover (%) |
|---|---|---|---|---|---|---|---|---|---|
| | Full | Free-float | Mean | Median | Largest | Smallest | Largest | Smallest | Last 12 months |
| STOXX Global Digital Entertainment and Education Index | N/A | 11.0 | 0.1 | 0.0 | 0.8 | 0.0 | 7.6 | 0.0 | 19.4 |
| STOXX Global Total Market Index | 82,174.5 | 68,955.7 | 6.1 | 0.7 | 2,541.7 | 0.0 | 3.7 | 0.0 | 2.8 |

## Supersector weighting (top 10)




## Country weighting




## Risk and return figures[1]

| Index returns | Return (%) | | | | | Annualized return (%) | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | Last month | YTD | 1Y | 3Y | 5Y | Last month | YTD | 1Y | 3Y | 5Y |
| STOXX Global Digital Entertainment and Education Index | -3.3 | 16.0 | 3.0 | 26.3 | 51.2 | N/A | N/A | 3.0 | 8.2 | 8.7 |
| STOXX Global Total Market Index | 1.5 | 8.5 | 1.7 | 42.0 | 38.0 | N/A | N/A | 1.7 | 12.5 | 6.7 |
| **Index volatility and risk** | **Annualized volatility (%)** | | | | | **Annualized Sharpe ratio[2]** | | | | |
| STOXX Global Digital Entertainment and Education Index | 13.0 | 18.8 | 27.0 | 23.7 | 23.2 | N/A | N/A | 0.0 | 0.3 | 0.4 |
| STOXX Global Total Market Index | 9.9 | 12.2 | 18.3 | 15.7 | 17.5 | N/A | N/A | -0.1 | 0.7 | 0.4 |
| **Index to benchmark** | **Correlation** | | | | | **Tracking error (%)** | | | | |
| STOXX Global Digital Entertainment and Education Index | 0.8 | 0.8 | 0.9 | 0.8 | 0.8 | 6.8 | 11.8 | 13.9 | 14.9 | 13.4 |
| **Index to benchmark** | **Beta** | | | | | **Annualized information ratio** | | | | |
| STOXX Global Digital Entertainment and Education Index | 1.1 | 1.2 | 1.3 | 1.2 | 1.1 | -10.2 | 1.8 | 0.2 | -0.2 | 0.2 |

[1] For information on data calculation, please refer to STOXX calculation reference guide.
[2] Based on EURIBOR1M

*(USD, net return), all data as of Apr. 28, 2023*

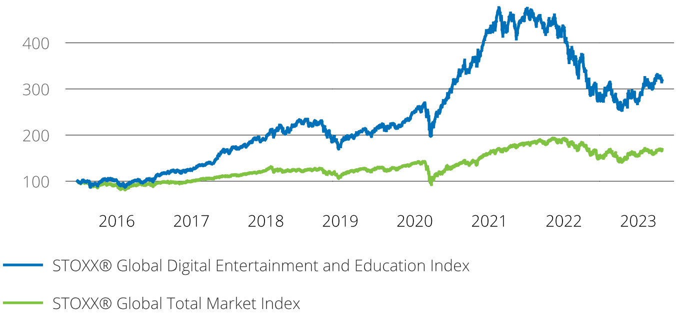
**THEME INDICES**

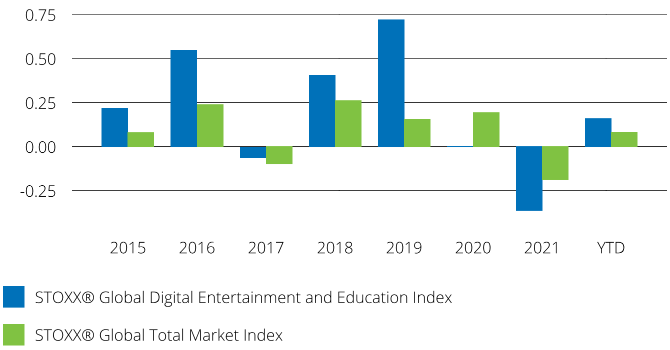
# STOXX® GLOBAL DIGITAL ENTERTAINMENT AND EDUCATION

## Fundamentals (for last 12 months)

| Index | Price/earnings incl. negative | | Price/earnings excl. negative | | Price/ book | Dividend yield (%) [3] | Price/ sales | Price/ cash flow |
|---|---|---|---|---|---|---|---|---|
| | Trailing | Projected | Trailing | Projected | Trailing | Trailing | Trailing | Trailing |
| STOXX Global Digital Entertainment and Education Index | -3.6 | 31.3 | 30.9 | 25.7 | 4.2 | 0.9 | 3.2 | 25.4 |
| STOXX Global Total Market Index | 22.6 | 16.9 | 16.4 | 16.0 | 0.1 | 1.8 | 1.4 | 3.6 |

## Performance and annual returns[4]




## Methodology

The parent index of the STOXX Global Digital Entertainment and Education Index is the STOXX Global Total Market Index. Companies, classified as belonging to a defined set of developed and emerging countries, that derive more than 50% of their most recent total annual revenue from sectors linked to the the digital entertainment and education trend are highlighted as potential index components. The index excludes companies that are not compliant with the Sustainalytics Global Standards Screening assessment or are involved in Controversial Weapons and other controversial activities. Moreover, companies that display high ESG Controversy Ratings are also excluded.

The index applies liquidity and size screens and aims to have a minimum number of 80 components. It is adjusted equal-weighted and reviewed annually in June.

The detailed methodology including the calculation formula can be found in our rulebooks: www.stoxx.com/rulebooks

## Versions and symbols

| Index | | ISIN | Symbol | Bloomberg | Reuters |
|---|---|---|---|---|---|
| Gross Return | EUR | CH1140597415 | STXDEEGR | | .STXDEEGR |
| Net Return | EUR | CH1140597431 | STXDEER | | .STXDEER |
| Price | EUR | CH1140597407 | STXDEEP | | .STXDEEP |
| Gross Return | USD | CH1140597449 | STXDEEGV | STXDEEGV INDEX | .STXDEEGV |
| Net Return | USD | CH1140597456 | STXDEEV | STXDEEV INDEX | .STXDEEV |
| Price | USD | CH1140597423 | STXDEEL | STXDEEL INDEX | .STXDEEL |

Complete list available here: www.stoxx.com/data/vendor_codes.html

## Quick facts

| | |
|---|---|
| Weighting | Adjusted Equal-weighted |
| Cap factor | None |
| No. of components | Min. 80 |
| Review frequency | Annual in June |
| Calculation/distribution | realtime 15 sec |
| Calculation hours | 00:00:00 22:15:00 |
| Base value/base date | 1000 on 22 June 2015 |
| History | Available from June. 22,2015 |
| Inception date | Oct. 13, 2021 |

To learn more about the inception date, the currency, the calculation hours and historical values, please see our data vendor code sheet.

**CONTACT DETAILS**
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**BACKTESTED PERFORMANCE**
This document contains index performance data based on backtesting, i.e. calculations of how the index might have performed prior to launch if it had existed using the same index methodology and based on historical constituents. Backtested performance information is purely hypothetical and is provided in this document solely for information purposes. Backtested performance does not represent actual performance and should not be interpreted as an indication of actual performance.

**CUSTOMIZATION**
The index can be used as a basis for the definition of STOXX® Customized Indices, which can be tailored to specific client or mandate needs. STOXX offers customization in almost unlimited forms for example in terms of component selection, weighting schemes and personalized calculation methodologies.

[3] Net dividend yield is calculated as net return index return minus price index return
[4] STOXX data from Jun. 22, 2015 to Apr. 28, 2023

*(USD, net return), all data as of Apr. 28, 2023*

# STOXX® GLOBAL DIGITAL ENTERTAINMENT AND EDUCATION INDEX

## Top 10 Components[5]

| Company | Supersector | Country | Weight (%) |
|---|---|---|---|
| Netflix Inc. | Media | United States | 7.65 |
| NVIDIA Corp. | Technology | United States | 7.60 |
| Apple Inc. | Technology | United States | 7.47 |
| Activision Blizzard Inc. | Consumer Products & Services | United States | 6.35 |
| Nintendo Co. Ltd. | Consumer Products & Services | Japan | 5.91 |
| ADVANCED MICRO DEVICES | Technology | United States | 4.59 |
| TRADE DESK CL.A | Media | United States | 4.46 |
| EVOLUTION | Travel & Leisure | Sweden | 4.34 |
| Electronic Arts Inc. | Consumer Products & Services | United States | 4.10 |
| XIAOMI | Telecommunications | Hong Kong | 4.04 |

[5] Based on the composition as of Apr. 28, 2023