



Leader in Patent Analysis and Transaction Advisory Services

VR & Wearables Portfolio

Patent Acquisition Opportunity

The information in this package is provided for the sole purpose of supporting the independent evaluation of these patents by prospective buyers, and does not constitute legal opinion or representation. Any discussion of the potential use of the patented inventions by particular products is for illustration purposes only and is not intended to be, nor should they be construed as, notice of, or any form of accusation of, infringement of any of the indicated patents by any products. In addition, the materials provided by GTT Group are copyrighted material and are intended for use by the receiving party solely for their use in determining whether to purchase the patents offered for sale by GTT Group and their participation in the sales process run by GTT Group.

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VR & Wearables Portfolio



Patents

6 US Patents

13 Foreign Assets

Relevant Markets

VR Headsets

VR Market Research
Systems

Wearable Devices

Wearable Manufacturing

Evidence of Use

GTT Group has developed EOU materials that are available under NDA.

Offer Deadline

April 28, 2017

Contact GTT Group

Andrew Godsey
Director, Asset Services
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Opportunity Summary

- GTT Group is exclusively representing the sale of the VR & Wearables Portfolio.
- The portfolio contains 19 global assets in 4 patent families, including six issued US patents.
- There are two patent families that relate to creating augmented and virtual environments and are applicable to virtual reality (VR) headsets and VR market research systems.
- The remaining two patent families relate to the development and design of wearable devices. The inventions are applicable to modeling and simulation in the manufacturing of wearables and to clothing or fabrics that incorporate antennas.
- GTT Group has developed evidence of use (EOU) materials that are available under NDA for qualified purchasers. Please contact GTT Group for further information.

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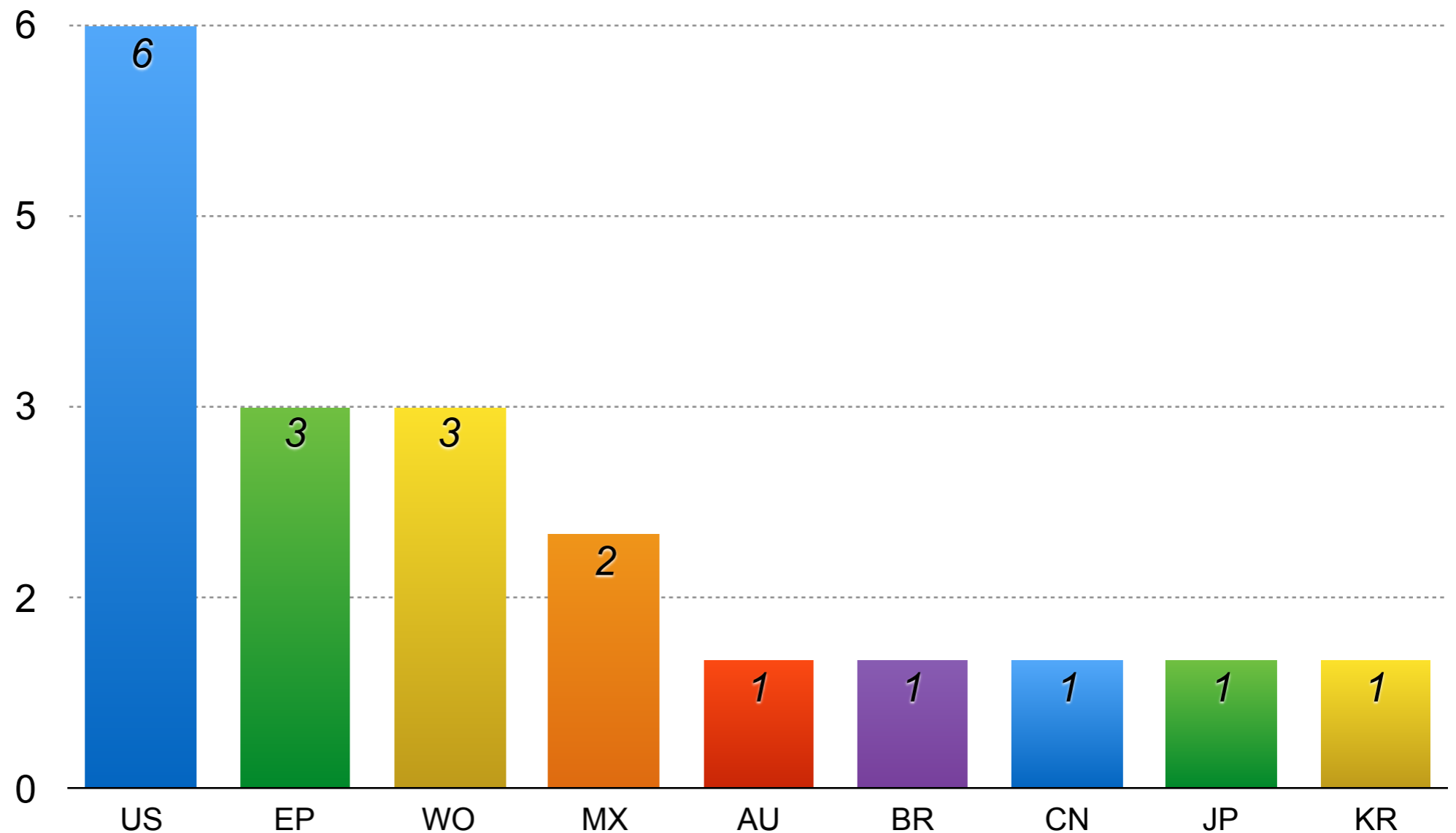
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Global Patent Coverage

The VR & Wearables Portfolio has patent coverage around the world including key jurisdictions such as the US, China, Japan and Korea.



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Virtual Reality Market

- Experts have projected that, the VR market will reach \$30B by 2020, up from around \$1B in 2016.
- Reports estimated that over 8.2 million VR headsets were shipped in 2016.
- The majority of devices shipped are mobile headsets which require using a smartphone's components (e.g. display and microphone).
- A subset of the VR market enables businesses to identify consumer behavior and test products in virtual environments.
- These VR research solutions have been in various industries, including retail and automotive, to reduce costs and time-to-market.
- GTT Group has developed materials to illustrate both current use and likely future adoption of inventions in the VR & Wearables Portfolio in the VR market.



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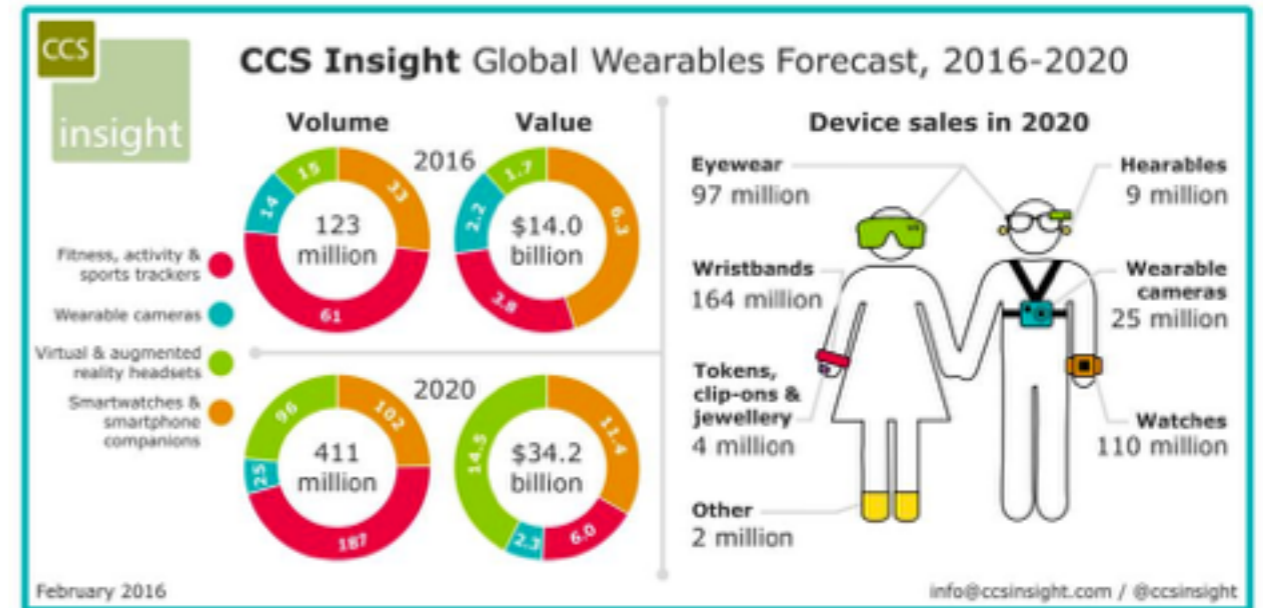
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Wearables Market

- According to CCS Insight, the Wearable Technology market will reach \$34B, up from \$14B in 2016, with 411 million devices sold.
- Fitness trackers and smart watches currently dominate the market, accounting for nearly 75% of the market value.
- As consumers get more comfortable with wearable technology, other types of wearable devices, such as wearable cameras, eyewear, smart clothing and jewelry, are expected to increase in market share.
- Inventions in the VR & Wearables portfolio address methods for testing wearable devices in product development and the incorporation of antennas in clothing or fabric.



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Transaction Structure

Seller prefers an all-cash transaction.

Bidding Deadline

Offers for the portfolio can be placed at any time prior to April 28th.

Submitting an Offer

Offers should be submitted in writing from an authorized party stating the price offered and any material condition(s) to closing.

Pricing

No price floor has been set. Seller reserves the right to accept any offer, and refuse any and all offers in its sole and arbitrary discretion. GTT Group is able to provide value guidance to qualified interested parties.

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Non-Notice

Seller has agreed that the information provided to prospective purchasers throughout this sales campaign will not be used in any legal or administrative proceeding directed to enforcement of any patent associated with the VR & Wearables Patent Portfolio.

Encumbrances

No encumbrances exist for the VR & Wearables Portfolio.