INVESTOR RELATIONS 2026

VECT

One Stop Total Visual Solution Company

Virtual Experience Connec Tivity

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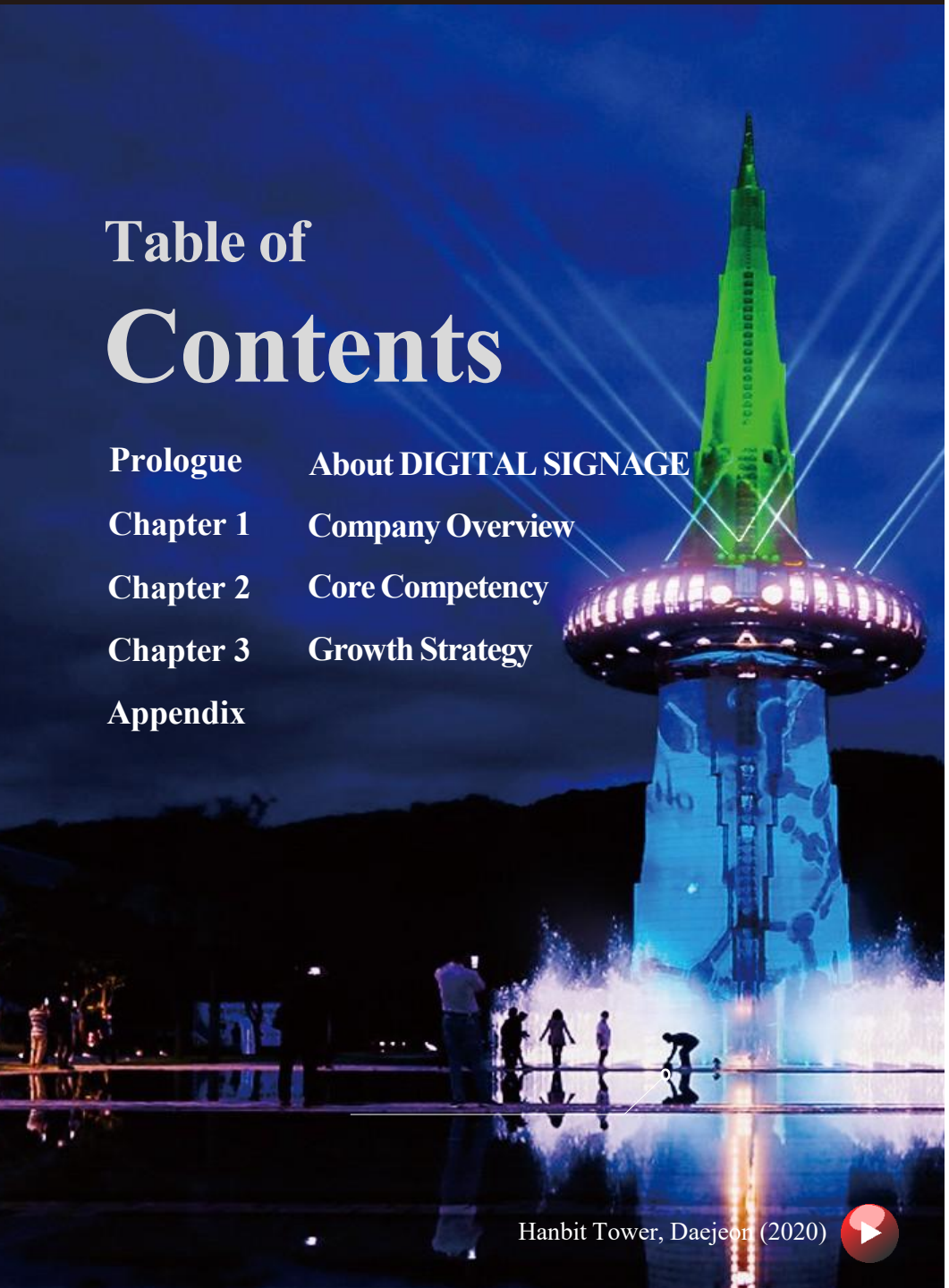

Hanbit Tower, Daejeon (2020)

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Prologue

About DIGITAL SIGNAGE

01 Everywhere, Digital Signage

02 Digital Signage Market Outlook

2020 Yedangho Musical Fountain

01 Everywhere, Digital Signage

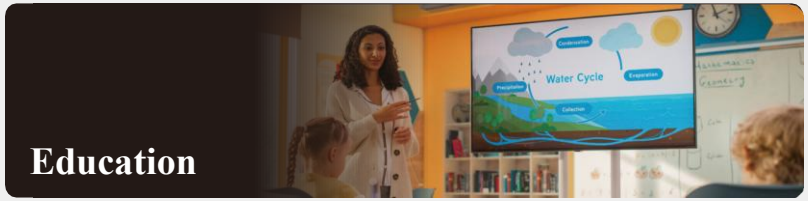
With advancements in technology and evolving lifestyles, digital signage has become integrated into all aspects of daily life,

Digital Signage Applications

Advertisement

Retail

Entertainment



Education

Digital Signage Trends and Key Components

Past

Analog

Printed materials, newspapers, magazines, billboards

Present

Digital Signage

Integration of various content with high-definition LED displays

Future

Next-Generation Signage

Personalized targeting and expansion into virtual reality through IoT, AI, and XR integration

Display devices, content, networks, software solutions, etc. Convergence of IT technologies and content

User interaction and targeted marketing through integrated solutions

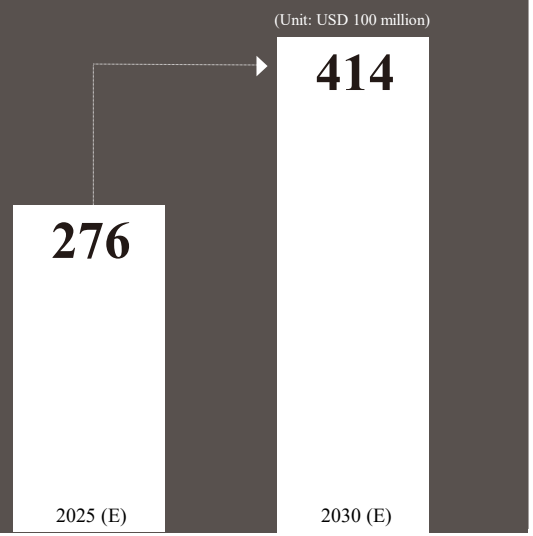
Diverse capabilities needed across hardware, solutions, and content within the signage business

02 Digital Signage Market Outlook

The global digital signage market is expanding rapidly, paving the way for growth in South Korea, a global leader in ICT and display technologies..

Global Digital Signage Market Growth*

CAGR 8.4%
Market size expected to grow over 50% in 5 years



Trends in Domestic Signage Market Growth**

6x market growth expected by 2035

Driven by growing demand for AI, smart learning, and big data technologies

Domestic Signage Market Opportunities and Strengths ▼

Advancements in Domestic Display Technology

The global market share for digital signage displays is **33%** for Samsung Electronics and **23%** for LG Electronics.

Japan's NEC holds a market share of approximately **3%**.

(Source: Omdia, 2024)

Outdoor Advertising Free Display Zone Designation Policy

Korea's first free OAFD Zone at Samseong Station in Seoul achieved an economic impact of KRW 165 billion with a total investment of KRW 44.5 billion.

(Source : Ministry of the Interior and Safety "Free Display Zone Designation Plan for Outdoor Advertisements")

Phase 3 designation expected in 2026 — signaling **FULL-SCALE EXPANSION** in demand for large-format signage

(Source : Ministry of Economy and Finance, "Regulatory Innovation and On-Site Deregulation Plan for Emerging Industries")

*Source: Global Information
**Source: Market Research Future

Chapter 1.

Company Overview

01 About VECT
02 Business Areas
03 Business Sectors

2023 Asan Ecological Environment Insect Museum

Company Profile

Company Name	VECT Co., Ltd.
CEO	Yoo Chang-soo
Established	Mar. 30, 2006
Capital Stock	KRW 1,371 million
Number of Employees	101 (Headquarters 58, Subsidiary 43)
Business Areas	Digital signage and related devices / Content planning business
Subsidiary	ESOL Information & Communication Co., Ltd.
Address	**Head Office** : 229 Yeoksam-ro, Gangnam-gu, Seoul **Subsidiary** : 19 Seoun Sandan-ro 1-gil, Gyeyang-gu, Incheon **Vision Factory** : 14 Galmachi-ro 288beon-gil, Jungwon-gu, Seongnam-si, Gyeonggi-do **Daejeon Office** : 47 Jangdae-ro 80beon-gil, Yuseong-gu, Daejeon

Intellectual Property Status (29 in total)

Company Overview

Head Office & Research Center:
Business and content planning, R&D

Vision Factory:
Product manufacturing and logistics

Daejeon Office:
Regional sales base and customer management

Subsidiary
Smart education devices, such as digital whiteboards and digital lecterns

02 Business Areas

Achieving market leadership across the full digital signage business by leveraging dominant market share and integrated capabilities

Educational Signage

Developer of the highest-spec digital whiteboards in Korea

"Ranked No. 2 in digital whiteboard market share"

- **48.3% installed base in Korean schools (116,720 units)**
- **Increasing demand for smart learning and work environments**

Commercial Signage

Leading supplier of projector and LED signage installations

"Ranked No. 1 in projector market share"

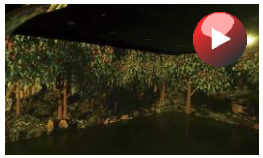
- **Popularization of LED and laser projectors**
- **Cost-effective solutions integrated with smart city infrastructure**

Experiential Signage Content

Media art and immersive content planning

"Landmark-scale immersive content implementation"

- **Advances in interactive/XR technologies**
- **Growing interest in immersive exhibitions**



Delivering integrated signage solutions for any spaces that demand high-impact communication through displays

03 Business Sectors

Market expansion driven by comprehensive digital signage solutions and AI-driven business integration

Smart Learning

Digital whiteboards and lecterns essential for smart learning

Nationwide coverage of elementary, middle, high schools and universities

Seoul National University, Yonsei University, Korea University, Sung Kyun Kwan University, Chung-Ang University, Hanyang University, Ewha Woman's University, Seoul Robotics High School, etc.

Smart Conferences

Integrated signage solutions for conferences, seminars, and large-scale events

International Convention Center Jeju (ICC Jeju)

Expo Plaza

Ajou University

Anseong Art Hall

KEPCO Art Center

Hallym University Sacred Heart Hospital, etc.

Advertising & Promotion

Strategic placement of signage for advertising and public information

Jeju Welcome Center

Gyeonggido Assembly Museum

Whamisa Store

Convenii Grocery Store

Pulmuone HQ Lobby

Gangjin-eup Shopping District, etc.

Media Art

Designing signage contents and displays for media art installations

Hyundai Motorstudio

National Agricultural Museum of Korea

Daejeon Hanbit Tower

Pukyong National University 100th Anniversary Tower

Asan Ecological Environment Insect Museum

Yangju Dokbawi Site, etc.

Entertainment

Signage solutions tailored for concerts, sports, and live entertainment

Korea Cultural House (KOUS)

Jemulpo Station Underground Shopping Center

Seongsu Station Complex Cultural Space

Music videos, etc.

Chapter 2.

Core Competency

01 One-Stop Total Visual Solution Provider

02 Signage Hardware Competitiveness

03 Signage Content Competitiveness

2024 Grand WalkerHill Hotel

01 One-Stop Total Visual Solution Provider

The only visual solution provider in Korea offering fully integrated digital signage services, from project planning and hardware installation to content production.

VECT

Planning
Project Planning
& After-Sales Service

Hardware
H/W
Manufacturing,
Distribution,
Installation

Contents
Software, Solution,
Content Planning

Benefits of One-Stop Total Solutions

Client

- Saves time and cost by eliminating the need to search for and contract with separate vendors for hardware, content, and other signage project components
- Provides consulting support from an integrated perspective

VECT

- Reduces costs through in-house hardware development and integrated planning capabilities
- Enhances sales competitiveness by offering comprehensive solution packages

Planning

· Designed an educational media exhibition themed on insects and agriculture to engage children's curiosity

Hardware

· Used projectors and laser sensors to create vivid imagery

· Enables interactive experiences through immersive media exhibitions

Contents

· Combined educational significance of nature's impact on agriculture with entertaining elements

02 Signage Hardware Competitiveness

Driving market competitiveness with in-house technology and exclusive partnerships to deliver tailored visual solutions

Commercial Signage

Projectors

Exclusive distributor of Panasonic projectors in the procurement market

Ranked No. 1 in market share for projectors

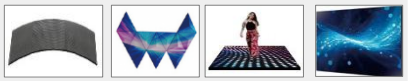
Source : PMA Research

Optimal model consulting + Flexible installation for various locations and environments

LED Displays

High-clarity LED displays deployable across all indoor and outdoor environments

(Transparent LED, Electronic Banners, Interactive Floors, etc.)



Immersive space design using LED signage and projection technology

- Conceptual design capturing ecological changes over time
- Development of ultra-high-definition hardware aligned with thematic concepts

Educational Signage

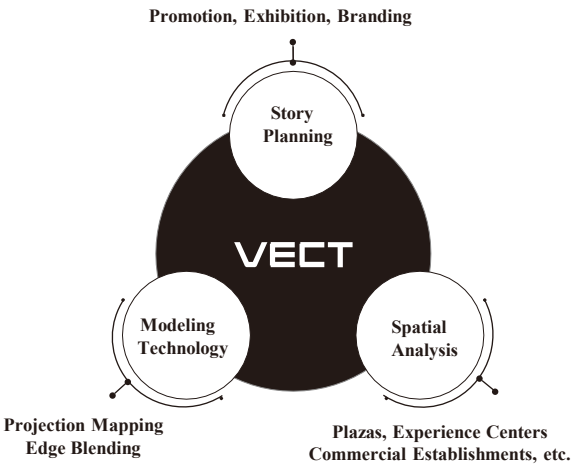
Other Companies	VECT	
Slower touch response and lower accuracy hinder user experience	Fast, accurate touch recognition Customizable ID settings (e.g., text color, thickness) Multi-display synchronized playback	> Improved Usability
Additional processes to ensure touch sensitivity may result in higher costs	Modular design enables quick IR sensor replacement, significantly lowering repair and production costs	> Cost Reduction

Digital Whiteboard Market Share

2nd Place

03 Signage Hardware Competitiveness

Delivering optimized signage content tailored to diverse project concepts, locations, and user scenarios



Daejeon: Emerging as a Hub for Nighttime Tourism

Needs

- ✓ A symbolic media façade that captures the identity of Daejeon

Solution

- ✓ High-brightness, vivid-color projection using top-tier projectors with edge blending technology
- ✓ 360-degree immersive projection mapping, viewable from all directions

Signage Content Major Achievements

2021	2022	2023	2024	2025
Jongno Hwa-dong (PKM) Gallery, Dokdo Exploratorium (Gyeongnam-do Office of Education), Gyeonggi Maru (Gyeonggido Assembly Museum), KOUS, Jemulpo Station Underground Shopping Center, Seongsu Station Theater SS, etc.	National Agricultural Museum of Korea, Korea Cultural House(KOUS), Whamisa Store, Convenii Grocery Store, Jeju Welcome Center, etc.	Grand Walkerhill Hotel, Ecological Environment Insect Museum, Dawon School (Icheon), Dawon Hall, Anseong Art Hall, KEPCO Art Center, Yeonam Hall (Ajou University), etc.	Pukyong National University 100th-Anniversary "Ungbi Tower", Kansong Art Museum, Chung-Ang University Metaverse Science Hall, Ajou University Dasan Hall & Paldal Hall	Chung-Ang University CIMF, Ulsan Taehwagang River,, Yedangho

Expansion of Digital Signage Content

PyeongChang 2018 Winter Olympics

Performances, theaters

Marketing for commercial venues (e.g. cafés)

Chapter 3.

Growth Strategy

01 Digital Signage Utilizing AI Technology
02 Expansion of Commercial Signage Deployment
03 Expansion of Immersive Media Art Business
04 Entry into the Signage Platform Business
05 Expansion of the Digital Signage Market

2024 Pukyong National University

01 Digital Signage Utilizing AI Technology

Proactively expanding the market through an expanded hardware lineup and interactive content in response to government policy demands, including smart classrooms

Smart Learning Policies

KRW 18 trillion allocated over five years from 2021 with the goal of transforming into "Green Smart Future Schools"

Annual public procurement budget of over KRW 200 billion for the "Digital Whiteboard Supply Project to Establish Future Education Infrastructure"

Initiatives to build next-generation digital classrooms for kindergartens

Broader integration of smart content into the Nuri-Curriculum

Execution Strategies

Aggressively pursue contracts for regional smart classroom construction projects

Participate in SME-led product localization pilots

Develop a packaged product lineup for future-oriented digital classrooms and extended-day schools

Register new smart learning devices for public procurement, including Nuri-compatible contents

Targeting No. 1 Market Share in Electronic Whiteboards by 2025

Development of AI-Based Intelligent Digital Whiteboards

AI Voice Recognition & Control

- Voice-Text and auto-captioning
- AI-powered simultaneous interpretation
- Real-time translated subtitles
- Lecture summarization

AI-Driven Content Recommendation and Generation

- Conversational AI for interactive Q&A
- AI-driven personalized question generation
- Targeted practice through AI-generated similar questions based on incorrect answers

AI Facial Recognition & Emotion Analysis

- AI-driven learning analytics with personalized feedback
- Real-time AI tracking of learning performance with actionable improvement suggestions

✔ **Transforming traditional writing tools into collaborative platforms that enhance productivity in education and business**

In-House Development of Educational Interactive Content

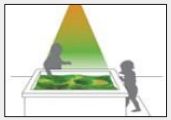
MOTION WALL

A responsive digital mural that transforms with touch

MOTION FLOOR

A motion-reactive digital floor that responds to user movement

MOTION TABLE (SAND)



Tactile learning through a combination of sand and interactive displays

MOTION TABLE (BLOCK)

Interactive block-based environment that changes with each configuration

MOTION TABLE (CATCH)

A digital scoop tool that extracts visual data from video contents

✔ **Offering over 140 touchscreen-based interactive educational experiences, aligned with the national initiative for building next-generation kindergarten classrooms**

MOTION MARU :

Next-generation digital indoor activity device designed for all ages

02 Expansion of Commercial Signage Deployment

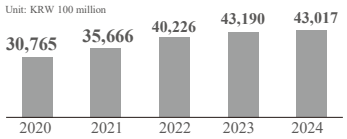
Responding to diversified demand in the expanding digital signage market

Expansion of the Digital Signage Market

01

Expansion of Outdoor Advertising

- Increased advertising display area on vehicles and railways
- Regulatory changes now allow commercial signage on university campuses



Source: Local Finance Association (LOFA)

03

Proliferation of Immersive Experience Spaces

- "The Messi Experience": A digital exhibition space in Miami, USA, commemorating soccer legend Messi

02

Usage in Entertainment and Performance Stages

- Signage featured as a stage backdrop for TV program *Culinary Class Wars*

04

Signage in Public Facilities

- Wonderfall, a digital rest area at Singapore Changi Airport — ranked the world's best airport in 2023

Responding to Repeat and Large-Scale Demand From Over 10,000 Customers

Cross-selling	Negotiations in progress for additional content contracts following delivery to the National Agricultural Museum of Korea
Replacement demand	Replacement of aging equipment at "H University" – transition from existing VZ580 to VMZ Series LASER
Large-scale demand	Expected demand for large-scale equipment in "A Museum," including museums, biennales, and exhibition spaces
Pilot projects	Expansion of direct LED billboard and signage sales through collaboration with advertising agencies

03 Expansion of Immersive Media Art Business

Supporting business and institutional branding with landmark media art experiences and in-house content production

Media Art Business Direction

The Growth of Immersive Media Art Market

(Source: Inspire Le Space Exhibition)

Inspire Resort, featuring immersive media art, attracted **2 million visitors** within 7 months of its opening

Bunker of Light media art exhibition in Jeju drew **580,000 visitors** within 10 months of its opening in November 2018

VECT Immersive Media Art

Local Cultural Symbol Projects

- Ulsan Taehwaru Skywalk (Dec. 2025)
- Yedang Lake Observatory Media Exhibition (Jan. 2026)

Commercial Projects

- Korea Hydro & Nuclear Power (KHNP) Exhibition Hall (Jun. 2024)
- DDP Kansong Art Exhibition (Jul. 2024)

Operation of an In-House Digital Signage Studio

Digital signage used as a backdrop for music videos among others

Digital signage exhibition halls

04 Entry into the Signage Platform Business

VECT

Pioneering a media subscription model that connects display infrastructure with content creators and brands

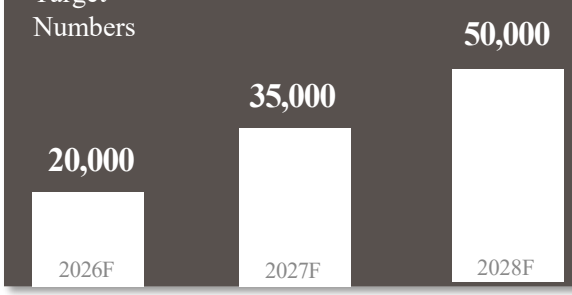
VECT Client Signage Network

10,000 networks

Main Target Markets

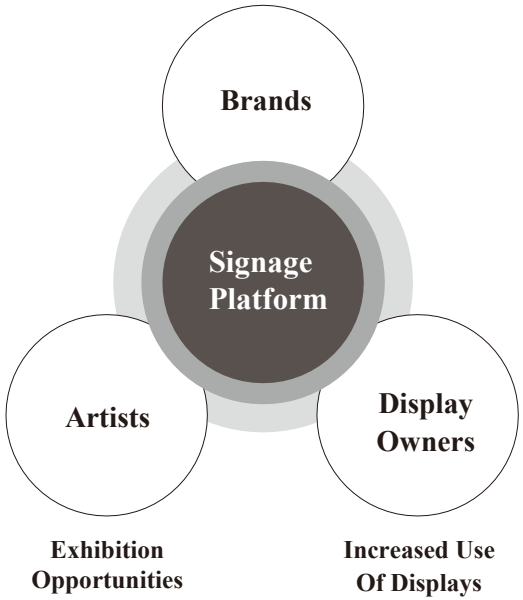
01	02	03
Healing	Education	Service
(hospitals, religious facilities)	(schools)	(hotels, cafés)

Target Numbers



Premium Art Subscription Service Structure

Secure Promotion Channels



Media Art Content Sourcing

DASVERSE

Strategic Partnership with Media Art OTT Platforms

- Partnered with platforms hosting 10,000+ digital works by 200+ IP artists
- Curated content categorized by theme and genre
- High-resolution (4K+) streaming of dynamic digital artworks

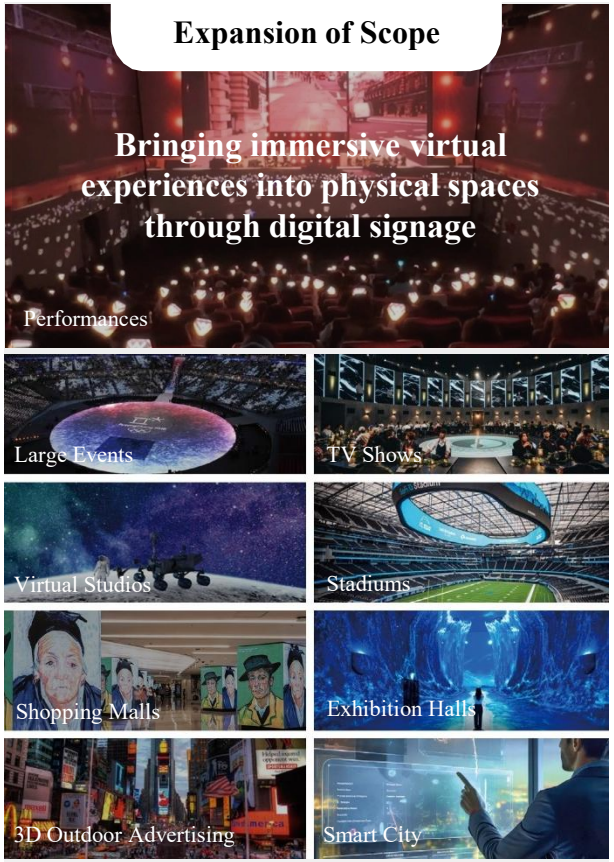
Subscription revenue through signage platform + **Increased device sales from better use of idle displays**

05 Expansion of the Digital Signage Market

Expanding signage deployment through new business initiatives, partner collaboration, educational demand response, and global outreach

Expansion of Scope

Bringing immersive virtual experiences into physical spaces through digital signage



Expansion of Business

Integration with Virtual Reality and AI

AI-powered targeted advertising through vision-based signage, VR-enabled communities, and immersive learning platforms.

Partner Companies

AI XR

P&C Solution, AO ALWAYS NUMBER ONE, Robo risen, xinapse, SimPlatform, YD&S

Media Contents

Connect Edu, WITHUS FRIENDS, aplan-company®, VERS NEW MEDIA ART GROUP, SHADER, ODD RABBIT

Global Expansion

Targeting the Middle East Signage Market

Forming strategic partnerships with 2030 Saudi Expo display sponsors

Engaging in large-scale lectern deployment for military, corporate, and government education sectors

Targeting Southeast Asian Signage Market

Strong educational enthusiasm, Policy momentum toward integration of online education

- Preparing for military, corporate, and Ministry of Education digital lectern deployment projects

Appendix

01 Consolidated Financial Statements

02 Separate Financial Statements

03 Company History

Ulsan Taehwagang River Skywalk, 2025

Consolidated Statement of Financial Position

Unit: KRW million

Category	2022	2023	2024	2026 1H
Current Assets	20,398	22,730	33,790	18,916
Non-Current Assets	20,015	18,914	18,044	17,977
Total Assets	40,414	41,645	51,834	36,893
Current Liabilities	19,661	19,971	20,720	19,336
Non-Current Liabilities	11,074	8,667	7,329	1,492
Total Liabilities	30,736	28,638	28,049	20,828
Common Stock	200	1,016	1,371	1,371
Additional Paid-in Capital	0	2	12,899	12,899
Retained Earnings	8,145	10,378	8,435	1,857
Non-Controlling Interests	1,333	1,611	1,080	(62)
Total Equity	9,678	13,007	23,785	16,066

Consolidated Income Statement

Unit: KRW million

Category	2022	2023	2024	2026 1H
Revenue	65,409	68,878	64,679	21,750
Cost of Sales	39,430	42,138	40,958	15,887
Gross Profit	25,980	26,740	23,721	5,863
Selling and Administrative Expenses	21,489	22,717	25,006	8,222
Operating Profit	4,491	4,023	(1,284)	(2,360)
Other Income	454	301	159	133
Other Expenses	1,711	1,728	1,005	344
Income Before Income Taxes	3,234	2,596	(2,130)	(2,570)
Income Tax Expense	137	340	149	(98)
Net Income	3,097	2,256	(2,279)	(2,472)

Separate Statement of Financial Position

Unit: KRW million

Category	2022	2023	2024	2026 1H
Current Assets	15,253	18,107	28,783	15,889
Non-Current Assets	11,332	10,637	10,229	11,010
Total Assets	26,584	28,744	39,011	26,899
Current Liabilities	15,016	18,189	16,803	9,807
Non-Current Liabilities	4,287	565	255	798
Total Liabilities	19,303	18,754	17,058	10,604
Common Stock	200	1,016	1,371	1,371
Additional Paid-in Capital	0	2	12,899	12,899
Retained Earnings	7,081	8,972	7,683	2,024
Total Equity	7,281	9,990	21,953	16,295

Separate Income Statement

Unit: KRW million

Category	2022	2023	2024	2026 1H
Revenue	44,342	45,261	41,301	14,713
Cost of Sales	29,433	29,607	28,804	10,590
Gross Profit	14,909	15,654	12,497	4,123
Selling and Administrative Expenses	12,549	12,920	13,435	5,864
Operating Profit	2,361	2,734	(937)	(1,741)
Other Income	399	219	95	189
Other Expenses	1,280	1,058	647	177
Income Before Income Taxes	1,480	1,896	(1,490)	(1,729)
Income Tax Expense	297	293	(274)	(93)
Net Income	1,183	1,603	(1,216)	(1,636)

03 Company History

Steadily growing for over 20 years while expanding in the digital signage field

Established foundation in the digital signage business

Establishment Period
(2006~2014)

Mar. 2006	Established Yuhwan I-Tech Co., Ltd.
Aug. 2008	Signed project dealership contract with Samsung Electronics
Mar. 2010	Signed official importer and after-sales service partnership contracts with Sanyo and Casio projectors in Korea
Dec. 2010	Signed procurement contract for beam projectors with the Public Procurement Service
May 2011	Certified under the Quality Management System (ISO 9001)
Jun. 2011	Established a nationwide after-sales service branch network and signed contracts with 45 partner dealers
Jul. 2011	Acquired license for information and communication construction
Aug. 2011	Signed supply contract with the Public Procurement Service for digital whiteboards and digital lecterns
Oct. 2011	Filed patents, including infrared camera-based touchscreen technology (plus one other)
Mar. 2012	Signed an official dealership contract with Panasonic Korea Co., Ltd.
Apr. 2012	Established and certified an in-house corporate research lab
Aug. 2012	Certified as a Technology Innovation-Oriented Small Business (Inno-Biz)
Aug. 2013	Opened Panasonic Plaza store
Jun. 2014	Participated in the Smart Tech Show

Secured signage technology and expanded business areas

Growth Period
(2015–2022)

Jul. 2015	Developed 3D printer
Sep. 2016	Developed whiteboard-writing software / Certified as a Technology Excellence Company
Oct. 2017	Obtained direct production certification for PA systems and signed a procurement supply contract
Jan. 2018	Supplied video systems to the Korea Education Fair
Feb. 2018	Developed new products – digital whiteboard and 3D printer
May 2019	Signed digital signage partnership contract with Samsung Electronics
May 2019	Launched new LED electronic banner product
Mar. 2020	Opened UIT Vision Factory
Sep. 2020	Filed patents for automated image quality calibration LED display system (plus two others)
May 2021	Selected as a Promising Small Enterprise by the Ministry of Employment and Labor
Mar. 2022	Filed patents for digital whiteboard with built-in document camera (plus three others)
Apr. 2022	Acquired ESOL Information & Communication Co., Ltd.
May 2022	Expanded into media exhibition planning business

Poised to lead the video systems market with AI integration

Leap Forward
(2022–Present)

Aug. 2022	Renamed to VECT Co., Ltd.
Oct. 2022	Certified as a Technology Excellence Company by NICE Information Service Co., Ltd.
Dec. 2022	Designated as a G-PASS (Global Procurement Support Program) company for overseas procurement markets
Jan. 2023	Interactive whiteboard certified as Green Technology by the Ministry of SMEs and Startups
Oct. 2023	Launched new LED weather display board and signed a procurement supply contract
Nov. 2023	Received the Smart Korea Award – Minister's Award from the Ministry of SMEs and Startups
May. 2024	Launched Virtual Experiential Learning System
Jun. 2024	Implemented Media Façade at Pukyong National University's Centennial Monument
Aug. 2024	Supplied Products for the First Immersive Media Art Exhibition Featuring the Kansong Collection
Dec. 2024	Listed on KOSDAQ Market
Jan. 2025	Registered Company's Interactive Whiteboard as Excellent Product by the Public Procurement Service
May. 2025	Released Motion MARU (Digital Indoor Activity Device)
Aug. 2025	Signed Government Supply Contract for LED Information Display Board
Nov. 2025	Presents AI Media Facade Project at CIMF
Apr. 2026	Patent Registration for AI Edge Board-Based Electronic Whiteboard and Student Behavior Analysis Technology

VECT

Virtual Experience ConnecTivity