



Snap Consumer AR

Japan
Report
2021

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AR is the next form of mobile engagement, elevating the consumer experience and setting new expectations for digital engagement.

02 AR's Impact on Brands

AR is a critical tool for brands to stand out and deliver customer value and confidence.

03 AR is Evolving Fast

AR cannot be ignored as the new, rapidly-growing consumer experience that will soon be everywhere, all the time.

04 AR is Here Today and Here to Stay

AR is already here, widely recognized as both fun and useful and driving fast adoption and growth.

05 Conclusion

There is an imperative to meet consumer's AR demand, and now is the time to act for brands, platforms, and developers.

O1

Introduction

Key Takeaways



AR adoption is tracking with the mobile usage boom - by 2025, over **65% of the Japan population and almost all people who use social / communication apps will be frequent AR users.**¹



77% of people successfully identify AR when they see it², but when talking about it, they have a hard time defining or describing what it is.



62% of Snapchatters in Japan and across generations use AR to have fun; the majority are discovering AR through social / communications apps.³



AR is generally seen as a “toy”, but **82% of people expect and desire to use it as a practical “tool”** in their everyday lives.⁴



Interacting with products that have AR experiences leads to a **94% higher conversion rate.**⁵

1: See additional methodology details in appendix
 2: 2021 Global Deloitte Digital Study commissioned by Snap Inc.
 Base = Aggregate average (n=943)
 Q: AR Recognition for 9 examples
 3: Base = Snapchatters (n=319)
 Q: Why do you use AR?
 4: Base = Aggregate (n=999)
 Q: Augmented Reality is useful / Augmented Reality is not useful | A: Agree much more with A, Agree somewhat more with A
 5: Harvard Business Review [Article](#), “How AR is Redefining Retail in the Pandemic”



There is something really unique happening right now – an **incredible number of hobbyists and professionals are using AR.** Downloading tools across the Snap AR platform. They're taking time to learn, they're curious."

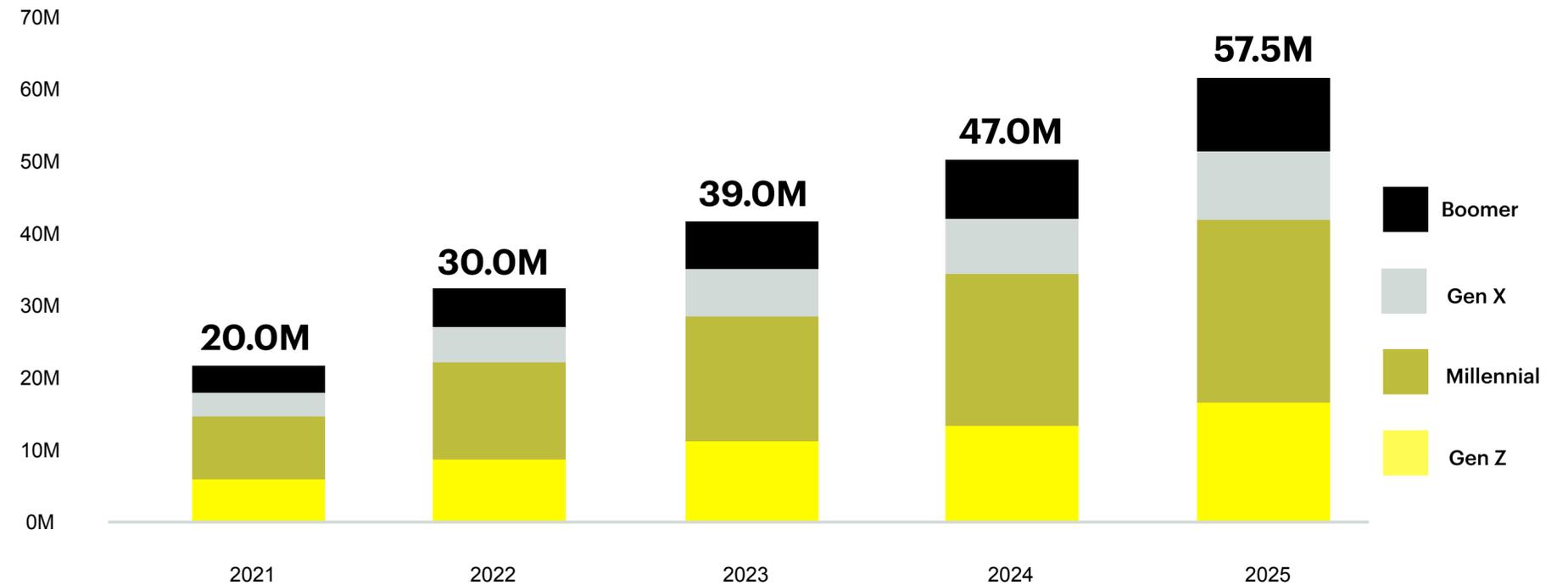
 Eitan Pilipski
SVP Camera Platform
Snap Inc.

AR is growing

By 2025, over **65%** of the Japan population* and almost all people who use social / communication apps will be frequent AR users.¹

Frequent AR Consumers

Based on people ages 13-69 who use social / communication apps



¹: See additional methodology details in appendix
*Global population includes people ages 13-69 (based on UN World Population Prospects 2019)

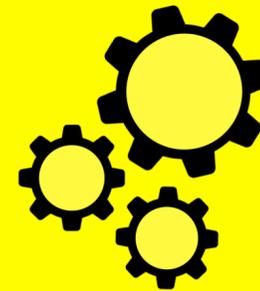
Note: 2021 AR Consumers based on people who use AR weekly or daily from 2021 Global Deloitte Digital Study commissioned by Snap Inc. 2022 to 2025 forecasted in line with 2000-2003 growth rate of smartphone users since AR is in the Toy-phase of adoption; if we look at where this transition took place with mobile phones, one can argue that this was when games like 'snake' started being available (e.g., 1997: Nokia 6110 device released, 1999: emojis were invented, 2000: Nokia 3310 launched, and the first commercially available camera phone launched in Japan).

Younger generations and Snapchatters are driving AR growth

Age Differences



Younger people are **22% more** likely to use AR than older generations.¹



But, AR is not just for Gen Z; **Millennials and Gen X show the highest affinity for AR.**²

Snapchatters



Snapchatters are **2.7x** as likely to use AR frequently compared to Non-Snapchatters.³

69% of Snapchatters believe AR is important to their lives.⁴

1: 2021 Global Deloitte Digital Study commissioned by Snap Inc.

Base = Age 13-17 (n=188), Age 18+ (n=297)

Q: How familiar are you with AR? | A: I use AR all the time

2: Publicis Groupe & Snap Inc. Study

Base: Gen Z (n=1,261), Millennials (n=1,632), Gen X (n=1,107)

Q: Thinking about your expected use of AR technology post-COVID, do you expect to start using AR? Please select one response

3: 2021 Global Deloitte Digital Study commissioned by Snap Inc.

Base = Snapchatters (n=322), Non-Snapchatters (n=163)

Q: How familiar are you with AR? | A: I use AR all the time

4: Base = Snapchatters (n=359)

Q: AR is important to me / AR is not important to me | A: Agree much more with A, Agree somewhat more with A

“As AR evolves, it will revolutionize our lives and **will become as significant of a technology shift as the web or mobile** was to society, changing how we view and interact with the world around us.”



Allan Cook
Digital Reality Business Leader
Deloitte Digital



AR's Impact on Brands

A lot of people are using AR to make purchase decisions... and plan to keep doing so

There are

100
million
consumers

shopping with AR online and in-stores.¹

93%

of Snapchatters agree they'll use AR the same or more when shopping next year.²

1: Gartner Press Release
2: 2021 Global Deloitte Digital Study commissioned by Snap Inc.
Base = Snapchatters (n=237)
Q: Will you use AR while browsing and/or shopping more or less than last year?

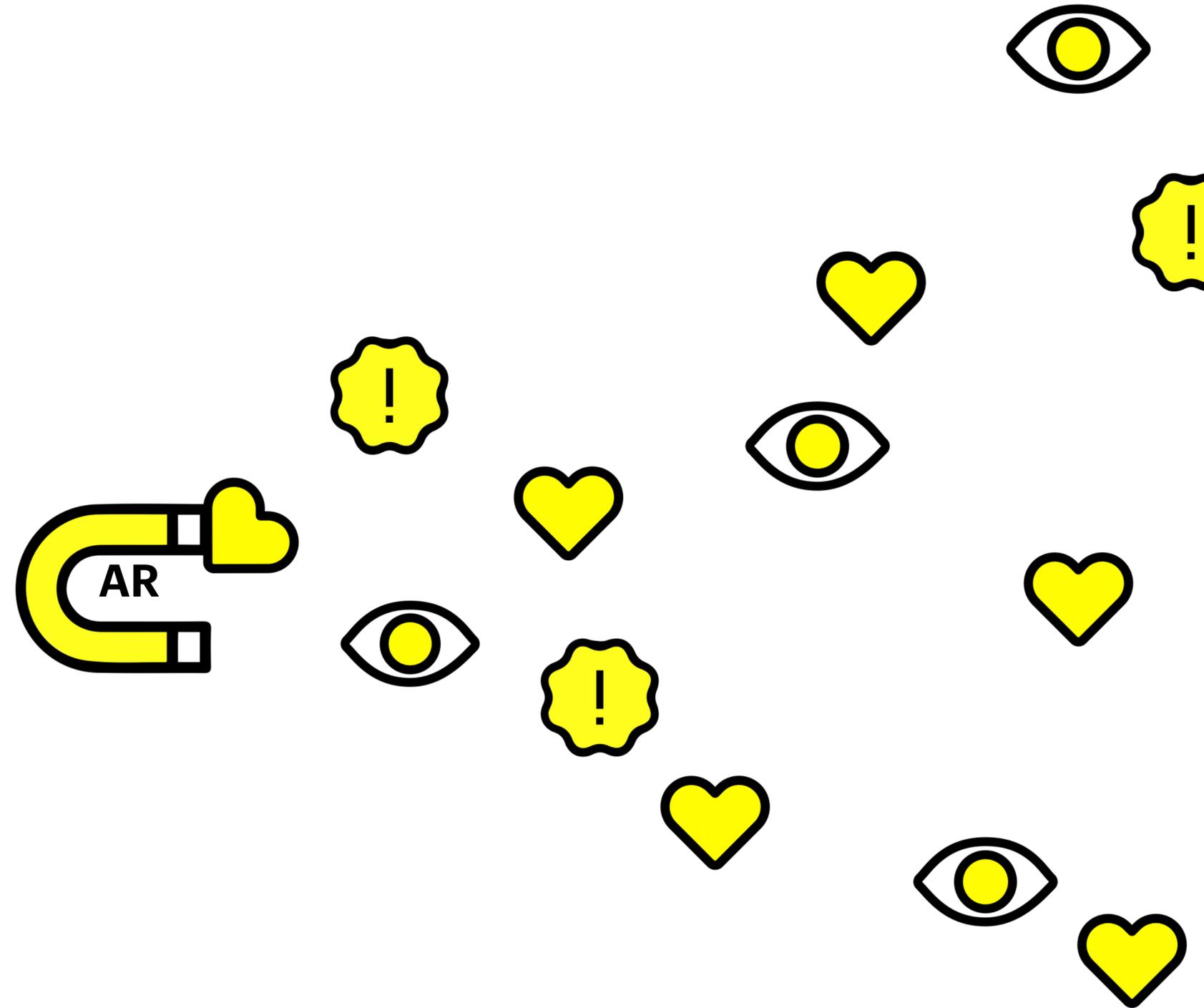


AR captures consumer attention

AR delivers almost **2x** the levels of visual attention compared to their non-AR equivalent, leading to improved memories and more powerful responses from consumers.¹



Snapchatters who frequently use AR with their family and friends are **68% more likely to pay attention to a brand.**²



1: Zappor Article, "How augmented reality affects the brain"

2: 2021 Global Deloitte Digital Study commissioned by Snap Inc.

Base = Snapchatters with over 60% of friends and family sharing AR (n=55), Snapchatters with less than 40% of friends and family sharing AR (n=57)

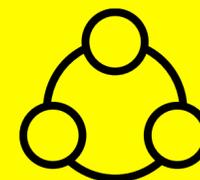
Q: How many of your friends and family do you think use AR today? | Q: Sometimes brands will create AR experiences through an app camera (e.g., a big movie company makes an AR experience where the heroes of a movie are fighting next to you, or a restaurant provides you a lens/filter/effect that turns you into a hamburger). What impact, if any, does interacting with that AR experience have on your perception of that brand?

Brands and people connect better with AR experiences

Brands are

44%

more likely to be considered if they have a branded AR experience.¹



Snapchatters are **27% more likely** than Non-Snapchatters to share a brand's AR experience with friends and family.²

1: 2021 Global Deloitte Digital Study commissioned by Snap Inc.

Base = People who use AR all the time (n=215)

Q: How familiar are you with AR? | A: I use AR all the time | Q: Sometimes brands will create AR experiences through an app camera (e.g., a big movie company makes an AR experience where the heroes of a movie are fighting next to you, or a restaurant provides you a lens/filter/effect that turns you into a hamburger). What impact, if any, does interacting with that AR experience have on your perception of that brand? | A: I am more likely to pay more attention to the brand, I am more likely to share a brand's AR experience with friends and family, I am more likely to consider their products

2: Base = Snapchatters (n=219), Non-Snapchatters (n=213)

Q: Sometimes brands will create AR experiences through an app camera (e.g., a big movie company makes an AR experience where the heroes of a movie are fighting next to you, or a restaurant provides you a lens/filter/effect that turns you into a hamburger). What impact, if any, does interacting with that AR experience have on your perception of that brand? | A: I am more likely to share a brand's AR experience with friends and family

AR builds consumer confidence

73%

of Snapchatter shoppers agree that AR gives them more confidence about product quality.¹

+

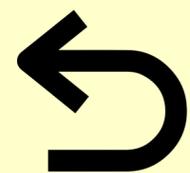
Over half

of people want to use AR technology to assess products, allowing for a risk free, “try-before you buy”, experience.²



Nearly 3 in 4 consumers say they're willing to pay more for a product that promises the total transparency that AR can provide.³

Returns are a \$550 billion problem, which AR can help fix. AR-guided purchases led to a **25% decrease** in returns.⁴



1: 2021 Global Deloitte Digital Study commissioned by Snap Inc. Base = Snapchatters (n=379)
Q: How does AR impact your browsing and/or shopping experience?
2: NielsenIQ Analysis, Augmented retail: The new consumer reality
3: 2016 Label Insight Transparency ROI Study via Inc.
4: ARInsider Article, "Does AR Really Reduce eCommerce Returns?"

The results
are in 

AR interactions drive conversion

“The conversion rate of our lens product was very high with **62% of those who used AR lens ending up buying a product.**”

 Alice Bezirard-Fischer
Communications Lead
Wella

1: Harvard Business Review Article, "How AR is Redefining Retail in the Pandemic"

2: 2021 Global Deloitte Digital Study commissioned by Snap Inc.
Base = Snapchatters (n=260), Non-Snapchatters (n=167)

Q: Sometimes brands will create AR experiences through an app camera (e.g., a big movie company makes an AR experience where the heroes of a movie are fighting next to you, or a restaurant provides you a lens/filter/effect that turns you into a hamburger). What impact, if any, does interacting with that AR experience have on your perception of that brand? | A: I am more likely to purchase their products through the brand's website

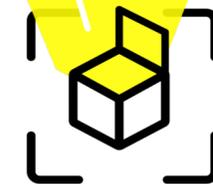
Interacting with products that have AR experiences leads to a

94%

higher conversion rate, as individuals can better assess them and feel connected with brands.¹



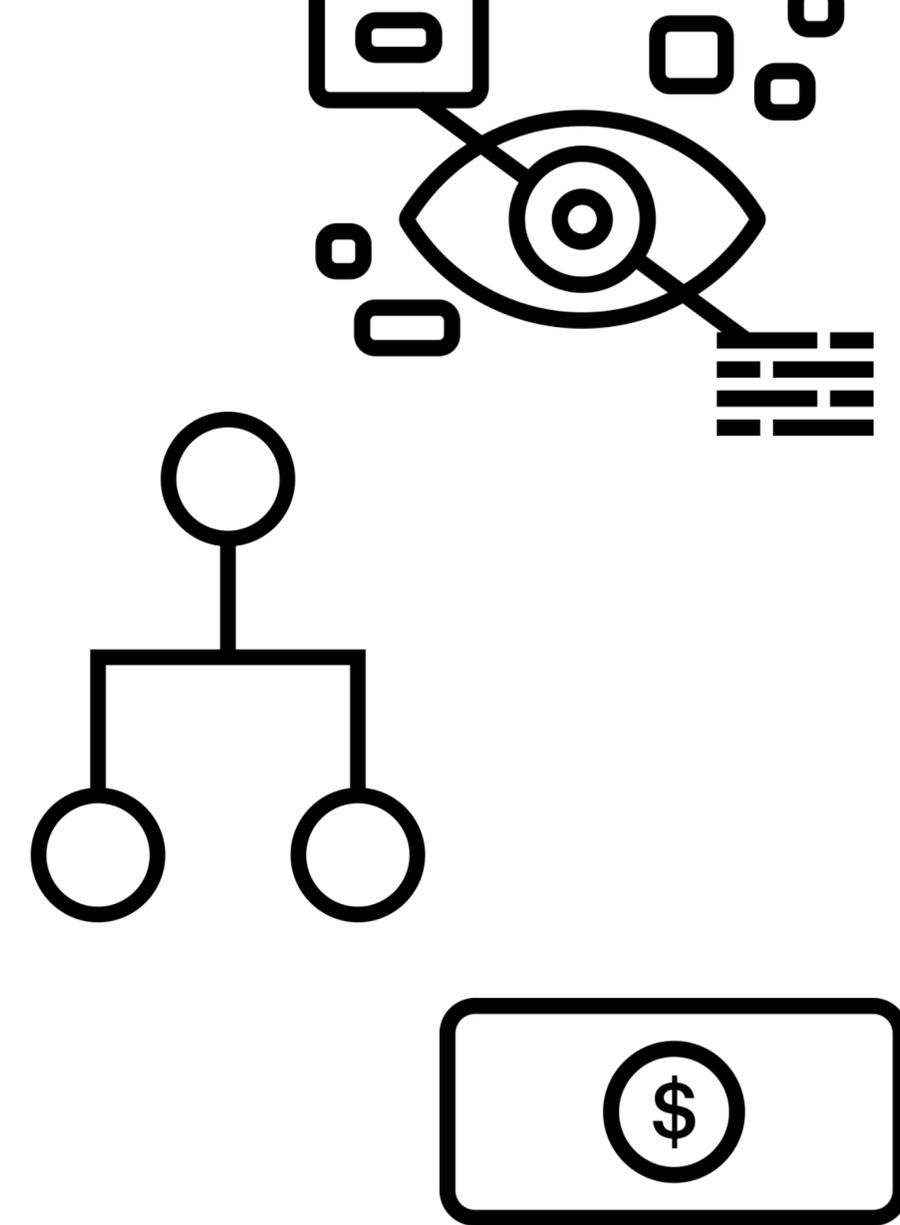
vs.



Snapchatters are **44% more likely** to purchase products through a brand's website than Non-Snapchatters.²

AR connections drive revenue

Consumers who view AR as a social activity are **46% more likely** to purchase products from the brand.¹



1: 2021 Global Deloitte Digital Study commissioned by Snap Inc.
 Base = AR is a group activity - Agree much more with (n=77), Aggregate (n=389)
 Q: AR is a group activity / AR is a solo activity | A: Agree much more with A | Q: Sometimes brands will create AR experiences through an app camera (e.g., a big movie company makes an AR experience where the heroes of a movie are fighting next to you, or a restaurant provides you a lens/filter/effect that turns you into a hamburger). What impact, if any, does interacting with that AR experience have on your perception of that brand? | A: I am more likely to purchase their products through the brand's app where I saw the brand's AR experience
 2: Base = Snapchatters (n=182), Non-Snapchatters (n=106)
 Q: Why do you use AR?
 3: Base = Snapchatters (n=170), Non-Snapchatters (n=84)
 Q: How often do you capture or share photos and videos with your friends and/or family? | A: Several times each day



- Snapchatters are **132% more likely** than Non-Snapchatters to use AR to connect with others.²
- Snapchatters share AR photos and videos with friends and/or family **175% more** than Non-Snapchatters.³

AR

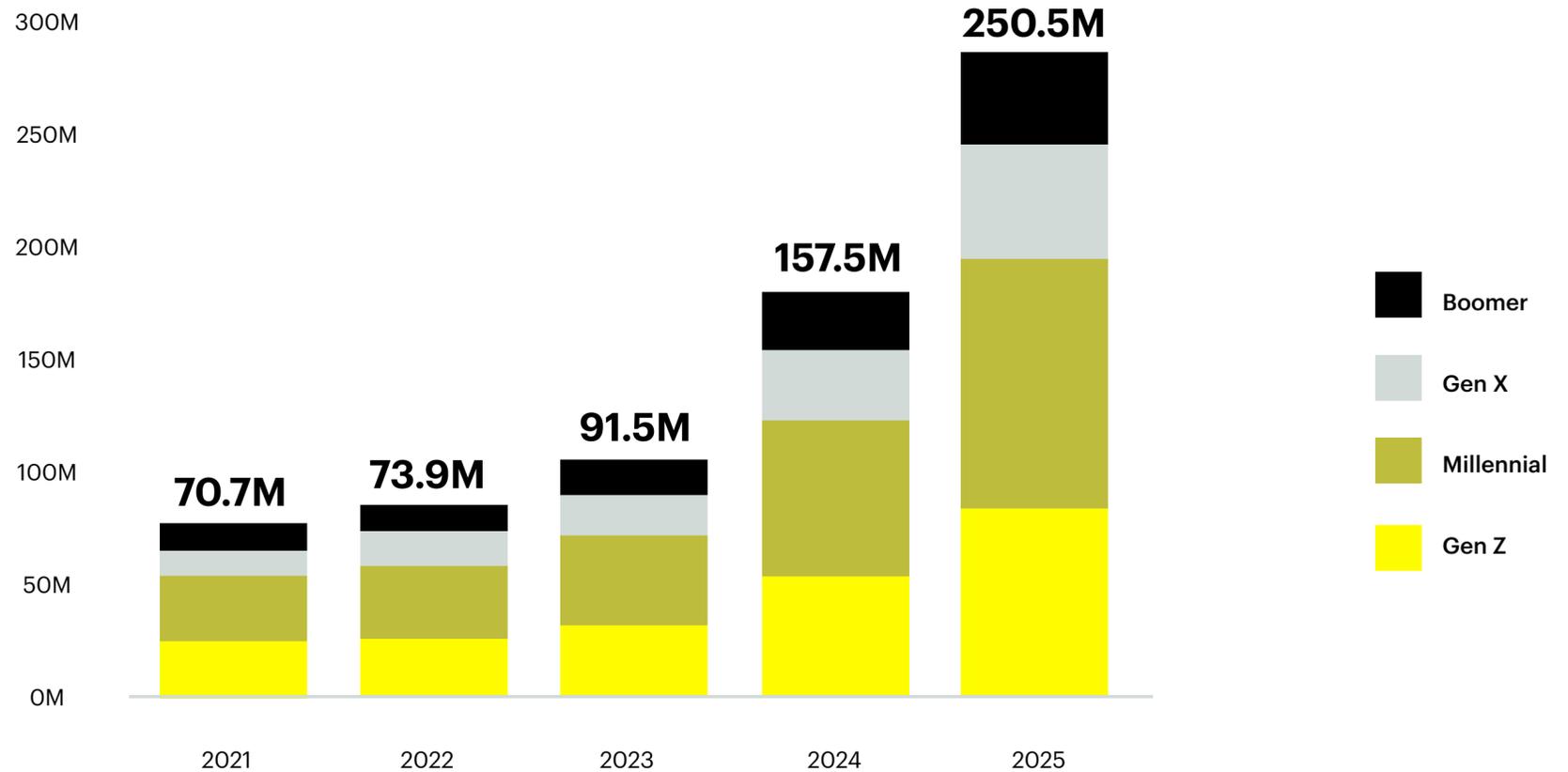
AR is
Evolving
Fast

Almost **70 Million** AR photos and / or videos are taken daily by consumers

AR use will grow with an increase in awareness and access to AR experiences and content.

AR Photos / Videos Per Day¹

Generational Breakout of Daily AR Photos / Videos Created



+40% 2021-2025 CAGR of AR Photos / Videos per Day.¹



On Snapchat, there are **500 million minutes** of AR playtime per day on average.²

1: See additional methodology details in appendix; CAGR: 4-year compounded annual growth rate that measures the annual increase in AR Photos / Videos per day from 2021 to 2025
2: Snap Inc. internal data Q1 2020.

Q4

AR is Here
Today and
Here to Stay

Where do Snapchatters use AR most today?



64%

of consumers use AR primarily in their homes.¹

Consumers predominantly use AR at home and do so for a wide range of uses.

What are Snapchatters using AR for at home?²



68%

Communication



48%

Media & Entertainment



54%

Gaming



40%

Shopping

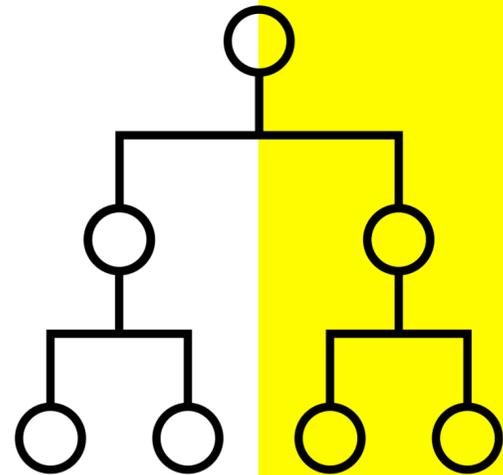
Today's use cases most align with activities you would do at home, and 53% of Snapchatters say they will use AR at home more than last year.³

1: 2021 Global Deloitte Digital Study commissioned by Snap Inc.
Base = Aggregate (n=722)
Q: Where do you typically use AR? Please rank the locations from where you use AR the most to the least. | A: At Home Rank 1st
2: Base = People at home – Communication (n=492), M&E (n= 346), Gaming (n=391), Shopping (n=285)
Q: Where do you typically use AR? Please rank the locations from where you use AR the most to the least. | A: At Home Rank 1st |
Q: How often do you use AR for any of the following reasons? | A: Several times each day, Once a day, Several times a week, Once a week, A few times a month, Once a month
3: Base = Aggregate (n=642)
Q: How will your total AR usage compare to last year? – At home | A: I will use AR more than last year

Note: Across all 15 markets, the 2021 Global Deloitte Digital Study commissioned by Snap Inc in field from February 23, 2021 to April 5, 2021. Since the survey was conducted during the COVID-19 pandemic, primary usage of AR in consumers' homes may be higher than normal

How are Snapchatters learning about AR?

79%



learn about AR from social / communication channels and networking.¹

Frequent AR users are more likely to have **over 50%** of their friends and family using AR.²

1: 2021 Global Deloitte Digital Study commissioned by Snap Inc.
 Base = Aggregate (n=956)
 Q: Where did you first discover AR content? | A: I saw people I know using it on social media, communication, and camera apps, I saw it in an advertisement on a social media, communication, or camera app, I stumbled across it while exploring viral content on social media, communication, or camera app, I saw celebrities / influencers use it on social media, communication, and camera apps, I read about it on a blog / forum, I heard about it from friends / family, in-person
 2: Base = People who use AR all the time (n=137), People who have used AR before (n=47)
 Q: How familiar are you with AR? | A: I use AR all the time, I have used AR before | Q: How many of your friends and family do you think use AR today? | A: 60-80%, Over 80%
 3: Base = Snapchatters (n=133), Non-Snapchatters (n=82)
 Q: Where did you first discover AR content?



Snapchatters are **90% more likely** to discover AR by seeing celebrities / influencers use it on social media, communication, and camera apps.³

Why do they use AR?

TECH: **OSMOSIS** "I didn't even realize I was using it"

TOY: **JOY** "I want to have fun and connect with friends"

TOOL: **UTILITY** "I need to and it's useful"

TOTALITY: **UBIQUITY** "It's everywhere and commonplace"

What are people using AR for, today?

Snapchatters frequently use AR for communication (+182%) and gaming (+210%) more than Non-Snapchatters.⁹

Communication
72% use¹



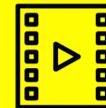
25% to be more creative⁵

Gaming
57% use²



32% to make gameplay more interactive⁶

Media
52% use³



57% to make what they are watching more enjoyable⁷

Shopping
46% use⁴



43% to try products out⁸

1: 2021 Global Deloitte Digital Study commissioned by Snap Inc.
Base = Snapchatters (n=878)
Q: Frequency of Use by Reason: Communication | A: Several times each day, Once a day, Several times a week, Once a week, A few times a month, Once a month
2: Base = Snapchatters (n=691)
Q: Frequency of Use by Reason: Gaming | A: Several times each day, Once a day, Several times a week, Once a week, A few times a month, Once a month
3: Base = Snapchatters (n=637)
Q: Frequency of Use by Reason: Media | A: Several times each day, Once a day, Several times a week, Once a week, A few times a month, Once a month
4: Base = Snapchatters (n=555)
Q: Frequency of Use by Reason: Shopping | A: Several times each day, Once a day, Several times a week, Once a week, A few times a month, Once a month
5: Base = Snapchatters (n=158)
Q: How does AR impact your communication experience?

6: Base = Snapchatters (n=164)
Q: How does AR impact your gaming experience?
7: Base = Snapchatters (n=293)
Q: How does AR impact your entertainment experience?
8: Base = Snapchatters (n=239)
Q: How does AR impact your browsing and/or shopping experience?
9: Base = Snapchatters - Communication (n=161), Non-Snapchatters - Communication (n=69), Snapchatters - Gaming (n=169), Non-Snapchatters - Gaming (n=68)
Q: How often do you use AR when connecting with friends and/or family? | A: Somewhat/Very Frequently | Q: How often do you use each type of AR when gaming? - Social media, communication, and camera apps that have AR games | A: Somewhat/Very Frequently

What are shoppers using AR for, today?¹



68%
Retail



57%
Travel



67%
Entertainment



54%
Household goods



64%
Beauty and Wellness



54%
Restaurant & Food Delivery



64%
Telecommunications



47%
Automotive



62%
Home Décor

1: 2021 Global Deloitte Digital Study commissioned by Snap Inc.
Base = Aggregate - Retail (n=376), Beauty and wellness (n=351), Household goods (n=296), Telecommunications (n=351),
Restaurants / food delivery (n=297), Entertainment (n=370), Home décor (n=343), Automotive (n=261), Travel (n=314)
Q: AR Shopping Categories | A: Total Used AR

What are Snapchatter shoppers using AR for, today?¹

AR is a natural extension of the shopping experience, aiding in decision making



34% discovered it as part of browsing or shopping¹



65% of shoppers are likely to use AR when they come across it²



40% help shoppers decide what to buy³

1: 2021 Global Deloitte Digital Study commissioned by Snap Inc.
Base = Aggregate (n=189)
Q: How have you found AR while browsing and/or shopping?
2: Base = Aggregate (n=357)
Q: If you come across AR while browsing and/or shopping, how likely are you to try it? | A: Somewhat/Very Likely
3: Base = Aggregate (n=222)
Q: How does AR Impact your browsing and/or shopping experience?

4 in 5 consumers believe that AR will be even more important in their lives in the next 5 years.¹

Next year, Snapchatters plan on using AR more in 4 key growth areas.

↑ Shopping²
62%

↑ Gaming³
55%

↑ Media⁴
53%

↑ Communications⁵
42%

57% want to readily view information about an item or product as soon as it's scanned with the phone camera.⁶

43% want to project their AR avatar into their favorite games, media & entertainment.⁶

35% want to create their own interactive media plots by guiding characters through a script.⁶

34% want to customize environments to their own imagination and share with others.⁶

1: 2021 Global Deloitte Study commissioned by Snap Inc.
Base = Aggregate (n=798)
Q: How useful and/or important do you think AR will be in 5 years?
A: Very useful / important, Somewhat useful / important
2: Base = Aggregate (n=340)
Q: Will you use AR while browsing and/or shopping more or less than last year?
3: Base = Aggregate (n=284)
Q: Will you use AR in gaming more or less than last year?

4: Base = Aggregate (n=271)
Q: How would you like to use AR in the next year to enhance the way you view sports, concerts, movies, and TV?
5: Base = Aggregate (n=261)
Q: How do you feel about AR on social media, communication, and camera apps? | A: I want more ways to interact with friends and family using AR
6: Base = Readily view information about item or product (n=453), Project through AR avatar (n=346), Customize environments (n=271), Create TV/Movie/Video plot narratives (n=276)
Q: Below is a list of ways you could use AR in the future. Please select all the ways that you would be interested in using AR.

Utility is a primary driver for future AR usage¹

Improve Productivity

↑ 55%

Instructions
↑ 53%

Navigation
↑ 48%

Learn Something New
↑ 44%

Improve Shopping
↑ 35%

Wellness
↑ 44%

TV & Sports
↑ 11%

1: 2021 Global Deloitte Digital Study commissioned by Snap Inc. Base = Why use AR - Wellness (n=193), Improve Productivity (n=207), Instructions (n=248), Learn something new (n=295), TV & Sports (n=325), Navigation (n=321), Improve Shopping (n=333) | Desire for more AR use - Wellness (n=278), Improve Productivity (n=321), Instructions (n=380), Learn something new (n=426), TV & Sports (n=363), Navigation (n=477), Improve Shopping (n=449) Q: Why use AR | Q: Desire for more AR use

Consumers are becoming creators

Everyday consumers have more access to technology tools that enable them to be creators of digital content.

AR is a creative vehicle

55%

believe AR allows them to be more creative.¹

57%

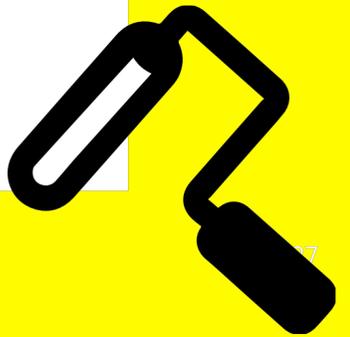
believe they are AR creators in their everyday lives.²

1: 2021 Global Deloitte Study commissioned by Snap Inc. Base = Aggregate (n=670)
Q: How much do you agree or disagree with each of the statements below? AR allows me to be more creative | A: Agree/strongly agree
2 and 3: Base = Aggregate (n=690), Snapchatters (n=412), Non-Snapchatters (n=278)
Q: Have you ever used tools (e.g. Snapchat Lens Studio, Facebook for Developers/Spark AR, Instagram for Developers, TikTok for Developers) to create your own AR filters/lenses/effects? | A: Yes

Snapchatters are **2x** as likely to be AR creators.³

80%

Snapchatters



vs.

40%

Non-Snapchatters

have used tools to create AR.

“Consumers are now seeing [AR] as a bilateral conversation and as a production tool to create new content; now **consumers can edit their environment** and transport themselves where they want to be.”



Snehaal Dhruv
Founder & Lens Creator
SuperFan

Conclusion

Consumers continuously expect more personalized and engaging experiences that enable them to interact with the world. **AR is delivering that to consumers, today, but there remains untapped potential for so much more.**

Brands know the consumer appetite for AR is already here – consumers are far more likely to pay attention to brands using AR. **There is a content imperative for brands to meet consumers AR demand, and now is the time to meet this demand. Brands that meet the demand for AR experiences may be more likely to gain market share in the future.**

The convergence of use cases and the networking effects is expediting AR adoption. But to unlock AR's potential, **brands, developers, and platforms need to work together to accelerate content development and grow the AR ecosystem.**





Thank you

Q7

Appendix

Consumers are redefining the digital experience by using AR.

Augmented Reality (AR) is the next form of mobile engagement that is exciting consumers, driving an enhanced engagement with brands, elevating consumer experiences and increasing brand revenues.



Augmented Reality refers to experiences in which the real-world environment seen through your phone, computer, app camera, or an AR headset is altered or enhanced with the addition of images, objects, text, or other digitally-added information. Augmented Reality could be applied to both visuals of the front facing (selfie) and outward facing (world) cameras.¹



Report Methodology

Research Overview Japan Report, Quantitative Online Survey

- 20-minute online survey among 15,000 international respondents
- Survey in field from February 23, 2021 – April 5, 2021

Alignment with Interdisciplinary Experts

- Experts within the AR industry participated in in-depth interviews to provide context for survey findings and contribute guidance on the future of AR in society.

Respondent Qualification

- n=1000 per market
 - Ages 13-50
 - 500 Snapchatters who use Snapchat at least once daily, split evenly amongst age groups 13-17, 18-24, and 25-50
 - To ensure a representative read on Snapchatters, cell weighting based on nested gender and age were applied to each country to correct for demographic imbalances due to set sampling size.
 - 500 Non-Snapchatters, who do not have Snapchat downloaded/have never heard of Snapchat, minimum of N=100 in all three age groups
- Markets: Australia, Canada, France, Germany, India, Japan, Malaysia, Mexico, The Netherlands, Norway, Saudi Arabia, Sweden, United Arab Emirates, United States, United Kingdom

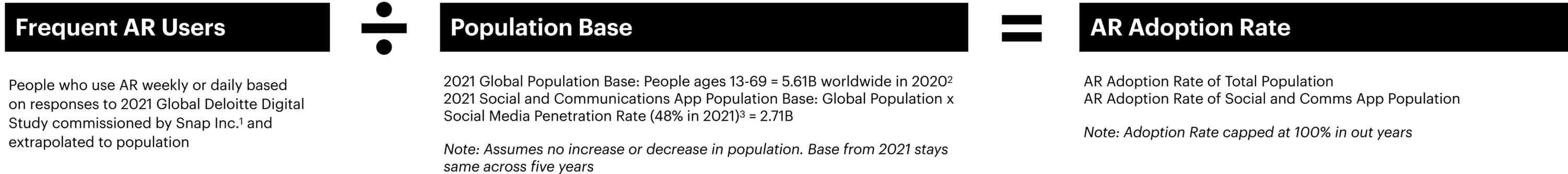
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Local Market Additions and Exceptions

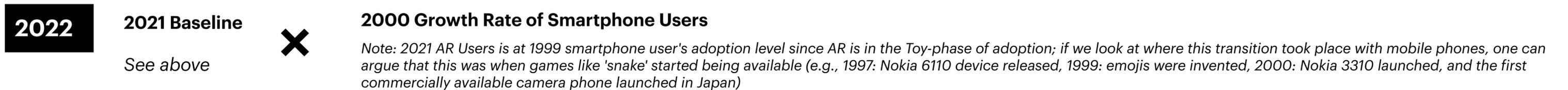
- US: Ethnicity quota (maximum 65% white respondents, maintained only for Snapchatters; Non-Snapchatters sample should be roughly nationally representative)
- KSA and UAE: Representative expat / citizen quotas (88% expat in UAE; 30% expat in KSA for both Snapchatters and Non-Snapchatters).
- Norway: Sample recruited for n=1000 to be representative of social media and communication app users in that market, with a skew on ages reflective of other markets (evenly distributed across 13-17, 18-24, and 25-50)
- Japan: Sample recruited for n=1000 to be representative of smartphone users in that market, with a skew on ages reflective of other markets (evenly distributed across 13-17, 18-24, and 25-50)

Frequent AR Users Methodology

2021 Baseline



2022-2025 Forecast

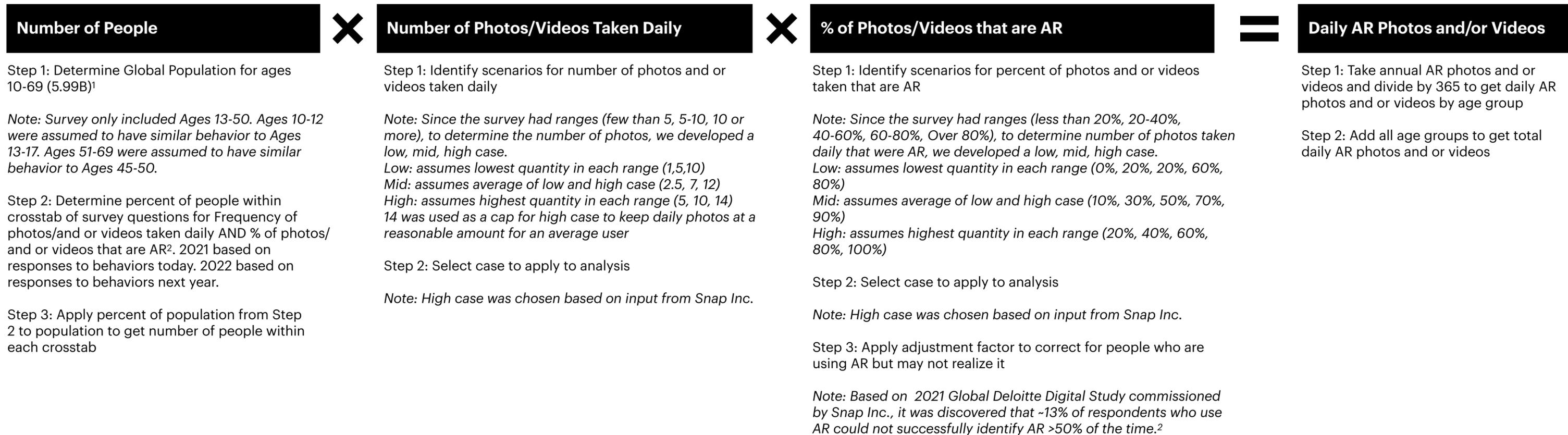


1: 2021 Global Deloitte Digital Study commissioned by Snap Inc.
 Base = Aggregate (n=1,044)
 Q: How often do you use AR for any of the following reasons? Communication
 Note: Boomers assumed similar behavior to Gen X since Boomers were not part of survey group
 2: United Nations Population Division Department of Economic and Social Affairs, World Population Prospects 2019, World Population 2020
 3: Statista Global Social Network Penetration 2017-2025

AR Photos / Videos per Day Methodology

Overall: Calculations were done by age groups in the 2021 Global Deloitte Digital Study commissioned by Snap Inc. and netted up into a generational view. The following methodology was used for each age group (Ages: 13-17, Ages 18-24, Ages: 25-34, Ages: 35-44, Ages: 45-50)

2021 and 2022 Baselines



35

2023-2025 Forecast



1: United Nations Population Division Department of Economic and Social Affairs, World Population Prospects 2019, World Population 2020
 2: 2021 Global Deloitte Digital Study commissioned by Snap Inc.
 Base = Aggregate (n=1,044)

Q: How many photos or videos do you capture on your phone's native (non-app) camera and across all apps in a day? And thinking about all the photos and videos you capture on your phone in a day, what percent of them are captured with or edited to include AR?
 3: AR Insider Article, "ARCore Reaches 400 Million Devices"

4: Statista Research, "Augmented reality (AR) and virtual reality (VR) headset shipments worldwide 2020-2025"

Expert Interviews

First Name	Last Name	Country	Company	Date
Glen	Gainor	United States	Amazon Studios	2/13/2021
Raimon	Homs	Spain	Deloitte	2/16/2021
Bryan	Rokoszak	United States	Deloitte Digital	2/16/2021
Alan	Smithson	Canada	MetaVRse	2/16/2021
Ed	Grieg	United Kingdom	Deloitte	2/17/2021
Adrian	Mills	Australia	Deloitte Digital	2/17/2021
Bill	Briggs	United States	Deloitte	2/18/2021
Yagna	Akuluri	India	Deloitte	2/22/2021
Joanna	Popper	United States	HP	2/22/2021
Jason	Williamson	United States	Deloitte	2/22/2021
Donald	Brady	United States	Deloitte Digital	2/23/2021
Shashi	Deethi	India	Deloitte	2/23/2021
Ram	Chandel	United States	Deloitte	2/23/2021
Lokesh	Ohri	United States	Deloitte	2/23/2021
Steven	Bailey	United States	Deloitte	2/23/2021
Jean-Emmanuel	Biondi	United States	Deloitte	2/23/2021
Dea	Lawrence	United States	Variety	2/23/2021
Shrenik	Sadalgi	United States	Wayfair	2/24/2021
Mike	Boland	United States	ARtillery	2/24/2021
Jason	Yim	United States	Trigger Global	2/25/2021
Paul	McDonagh-Smith	United Kingdom	MIT	2/26/2021
Kaitlyn	Kuczer	United States	Deloitte Digital	2/26/2021
Max	Dawes	United Kingdom	Zappar	2/26/2021
Alex	Sanger	United States	Universal Pictures	2/26/2021
Walter	Delph	United States	Magic Leap	3/1/2021
Snehaal	Dhruv	India	SuperFan	3/1/2021

Expert Interviews

First Name	Last Name	Country	Company	Date
Tony	Parisi	United States	Unity	3/3/2021
Anwar	Noriega	Mexico	CEO / Cofounder at Wabisabi Design	3/4/2021
Ines	Alpha	France	3D Makeup Artist	3/5/2021
Alice	Bezirard-Fischer	United Arab Emirates	Wella Company	Write-in
Kirsten	Soumas	United States	Verizon	3/8/2021
Shane	Horneij	United Kingdom	Performance Marketing King	3/9/2021
Qi	Pan	United Kingdom	Snap	3/9/2021
Kimberlee	Archer	United States	Snap	3/9/2021
Carolina	Arguelles	United States	Snap	3/9/2021
Robert	Triefus	Switzerland	Gucci	3/12/2021
Clara	Bacou	United Kingdom	Lens Creator	3/11/2021
Timoni	West	United States	Unity	3/16/2021
Lara	Bean	United Kingdom	adidas	3/16/2021
Peggy	Johnson	United States	Magic Leap	3/19/2021
Jon	Cheney	United States	Seek XR	3/17/2021
James	Clarke	United States	Frito-Lay North America	Write-in
Andrew	McPhee	United States	Snap	3/17/2021
Eitan	Pilipski	United States	Snap	3/17/2021
Allan	Cook	United States	Deloitte Digital	3/18/2021

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