# XMReality: Record sales pipeline and stellar cost control

**XMReality Research Update** 2023-04-28 ① 07:00 **Updated** 2023-04-28 ① 07:10

Redeye states that the company has demonstrated excellent cost control during the first quarter of 2023, as evidenced by the noteworthy margin improvement. However, sales showed a modest increase, while ARR grew flat. In response to the report, we have made minor adjustments to our estimates while maintaining our fair value range and base case.



Alexander Flening

### Sales in line with estimates

The company reported net sales of SEK5.1m, representing a 6% growth y/y, and a 5% sequential increase. Conversely, the ARR grew flat, which the company attributes to the startup of several pilot projects that have not yet converted to recurring subscriptions. Additionally, sales to existing customers is taking longer than previously estimated. Nevertheless, the company reveals it has successfully sealed multiple deals during the reporting period, indicating future growth potential.

# Stellar cost control

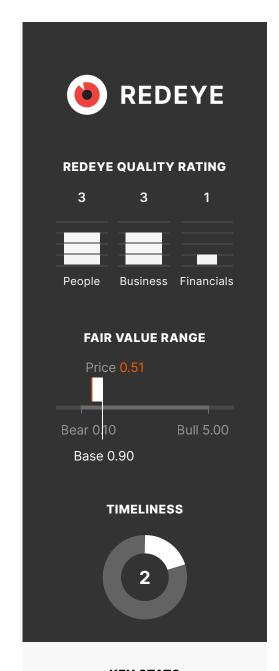
The company's EBIT for the period was -SEK6.4m, resulting in a margin of -125%, demonstrating a significant improvement from the same period last year. The company has effectively lowered its cost base, particularly in product development and maintenance costs. Moreover, the completion of the investment in the basic offering is a favourable development that highlights the company's strong operating leverage.

# **Valuation**

Based on the report, we have revised our short-term sales projections downward but also lowered our cost base projections, reflecting the company's impressive cost control measures. The updated estimates have had no significant impact on our fair value range. However, should we observe indications of sales picking up momentum, we will adjust our estimates accordingly. Our fair value range for XMReality remains at SEK0.1–5, with our base case at SEK0.9.

# **Key financials**

SEKm	2020	2021	2022	2023E	2024E
Revenues	21	22	19	22	33
Revenue Growth	73.6%	6.2%	(14.4%)	16.6%	48.7%
EBITDA	(20)	(28)	(31)	(21)	(12)
EBIT	(25)	(33)	(37)	(26)	(18)
EBIT Margin	(118.5%)	(151.7%)	(195.6%)	(120.3%)	(56.6%)
Net Income	(25)	(33)	(37)	(26)	(18)
EV/Revenue	10.7	4.5	2.3	5.1	4.1
EV/EBIT	(9.0)	(3.0)	(1.2)	(4.2)	(7.2)



Market Cap	45.4 MSEK
Entprs. Value (EV)	40.8 MSEK
Net Debt (2023e)	-4.6 MSEK
30 Day Avg Vol	74 K
Shares Outstanding	118.8 M
Price / Earnings	N/A
PEG	N/A
Dividend Yield	N/A

# IMPORTANT INFORMATION

All information regarding limitation of liability and potential conflicts of interest can be found at the end of the report.

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# Q1 2023: Financial recap

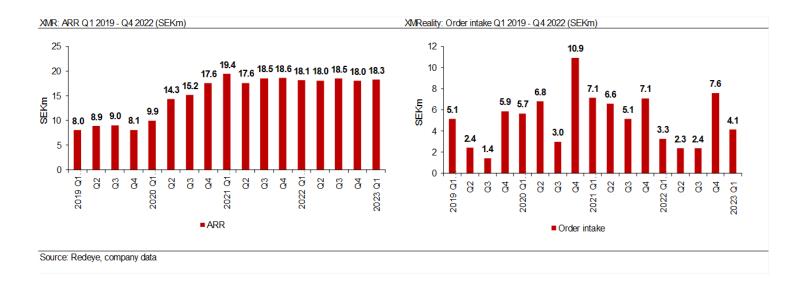
During Q1 2023, XMReality's ARR reached SEK18.3m, showing a minor growth of 1% both q/q and y/y. According to management, the modest growth in ARR is due to the startup of various pilot projects that have yet to convert to recurring subscriptions. Additionally, uplift to existing customers is taking longer than anticipated. Nonetheless, the company has successfully closed multiple deals during the reporting period.

In terms of financial performance, the EBIT for the period was -SEK6.4m, with a margin of -125%, indicating a significant improvement from the same period last year, which had a margin of -224%. The company's success in reducing its cost base, particularly in product development, and maintenance costs, as well as the completion of its investment in the basic offering, are positive developments that demonstrate a strong operating leverage.

XMReality has not disclosed the churn rate for Q1 2023. However, they have previously reported a churn rate of about 10% for the preceding quarter, Q4 2022. The company attributed this to the effects of a weaker global economy and some customers choosing not to renew their licenses after adopting XMReality's solution during the pandemic.

XMReality: forecast d	leviations							
						Actual	Estimate	
SEKm	Q1 2022	Q2 2022	Q3 2022	Q4 2022	2022	Q1 2023	Q1 2023	Diff (%)
Net sales	4.8	4.6	4.5	4.9	18.8	5.1	5.3	-4%
Growth YoY (%)	-18%	-18%	-17%	-4%	-14%	6%		
Growth QoQ (%)	-6%	-4%	-3%	9%	0%	5%		
Other income	1.0	4.4	2.9	4.1	12.4	2.9	3.5	
Total income	5.8	9.0	7.4	9.0	31.2	8.0	8.8	
Gross profit	4.5	4.4	4.3	4.6	17.8	5.0	5.1	-3%
Gross margin (%)	94%	95%	97%	94%	95%	97%	96%	
EBITDA	-9.4	-7.9	-6.3	-7.1	-30.7	-5.0	-7.6	34%
EBITDA (%)	-195%	-172%	-140%	-145%	-163%	-98%	-143%	
EBIT	-10.8	-9.4	-7.9	-8.7	-36.8	-6.4	-9.0	29%
EBIT (%)	-224%	-203%	-177%	-178%	-196%	-125%	-169%	
ARR	18.1	18.0	18.5	18.0	18.0	18.3		
Source: Redeye (estim	ates), compan	y data (histo	oricals)					

XMReality's financial targets include achieving positive cash flow during 2024 and reaching SEK75m in ARR with an EBITDA of 15% by 2025, which we regard as ambitious. To achieve its growth target, the company would need to grow its ARR with a compound annual growth rate (CAGR) of approximately 61% from 2023 to 2025. However, given the current trends and challenges facing the company, we expect XMReality to reach its target ARR in 2026.



XMReality's order intake increased by 27% y/y to SEK4.1m, which is positive news. However, it declined from the previous quarter's SEK7.6m, which is likely attributed to seasonality. The backlog also decreased sequentially by 8% from SEK13.9m in Q4 2022 to SEK12.8m in Q1 2023. Nonetheless, XMReality has started several pilot projects, which did not contribute to the ARR in the quarter. This is a positive development as successful pilots have the potential to drive additional growth in the future.

# **Operational Update**

XMReality has reported its largest sales pipeline to date. The management has emphasized the increasing order intake through its partners, which we consider to be a critical factor for the company's growth. Furthermore, XMReality has closed more deals through its reseller agreement with the undisclosed global industrial customer, which employs over 100,000 workers in more than 100 countries. This partnership is a positive development for the company and has the potential to attract many new customers and showcases the company's ability to provide a secure management system for information security, indicating future growth potential ahead.

The current economic downturn is affecting multiple industries, leading companies to strategically consider cost-saving measures. Therefore, providing products that can assist companies in reducing expenses is especially important during times of economic weakness. As the demand for XMReality's products expands and gains recognition, the company's sales are likely to increase, demonstrating its resilience to fluctuations in the economic cycle.

The company has successfully decreased its cost base, reporting a 12% reduction compared to the same period last year and a significant 17% reduction from Q4 2022. As a result, the company has seen improved margins, with -129% in Q1 2023 compared to -177% in Q4 2022. The company credits the margin expansion to the reduced costs, particularly in product development and maintenance costs, as well as the completion of its investment in the basic offering. This is a positive development that demonstrates strong operating leverage and potential for future margin expansion as ARR growth ramps up.

### Warrant conversion uncertain

XMReality has recently raised capital through a unit issue, with attached warrants currently trading on the Nasdaq First North Growth Market. These warrants possess the potential to raise a maximum of cSEK23.8m for the company, provided that all warrants are exercised at the highest possible striking price of SEK1.00. However, it is important to note that the strike price will correspond to 70% of the volume-weighted average price (VWAP) of XMReality's shares between 21 April to 5 May, with a minimum of SEK0.55 and a maximum of SEK1.00 per share.

We previously estimated that XMReality would receive approximately SEK11m from the warrants. Given recent developments in the share price, we anticipate that the exercise price will be positioned towards the lower end of the spectrum. We will, however, continue to monitor share price developments throughout the subscription period.

Considering a minimum 50% warrant exercise rate, the impact of the strike price on our valuation range and base case is expected to be negligible. However, the conversion rate and resultant proceeds for the company are subject to uncertainty, contingent on the underlying share price performance during the subscription period. Should the warrants be considered "out of the money", warrant holders may not have an immediate short-term financial incentive to exercise their warrants since it would require them to purchase the company's stock at a premium.

# **Operational highlights**

XMReality has strengthened its financial position and forged several strategic partnerships throughout and after the reporting period. We provide a summary of these developments below.

- The company has received full payment for the preferable and directed unit issuances, which has led to a significant improvement in its financial position.
- On 18 January 2023, XMReality secured a one-year subscription deal with Toshiba
  America Business Solutions, enabling the latter to utilize XMReality's services to
  streamline and optimize the time spent on service while minimizing travel. Although the
  financial details of the agreement remain undisclosed, this development is a positive
  indicator of XMReality's expanding presence in the US and demonstrates the
  endorsement of the solution by a major technology company.
- XMReality and Viveo entered into a partnership agreement on 17 February 2023, wherein
  Viveo will offer XMReality to the Swedish real estate market. The first order from Viveo
  has already been received by XMReality. While the financial details of the order remain
  undisclosed, this development is promising. XMReality reports that the first use case of
  this partnership involves SBB, a prominent Swedish property owner and manager of
  residential and commercial properties. Furthermore, XMReality notes a significant uptick
  in interest from various real estate companies, indicating promising growth prospects in
  this sector.
- On 20 Mars XMReality announced a new customer win together with its partner
  Pointmedia which offers the product "Remoto Solution", a white label branding, that is
  based on XMReality's Remote Guidance software. The new customer is the Norwegian
  company Mycoteam which will utilize the Remoto solution to facilitate damp and mould
  inspections within the construction industry.
- The company has also signed its first enterprise-licensed customer in Mexico. The
  customer, ILSCO is a subsidiary of ECM Industries, an existing customer of XMReality. As
  a producer of power and grounding connectors and accessories, ILSCO plans to leverage
  XMReality's technology to support remote video collaboration for its manufacturing
  equipment.

In conclusion, Partnerships constitute an important strategic sales channel for XMReality. Partnering with other companies can help XMReality to reach customer bases that would have been challenging to access on its own. Partnerships can be particularly useful in expanding geographic presence as the company can use partners' existing networks to expand its reach. In addition, partnerships offer the advantage of tapping into existing agreements and customer relationships.

# Forecast and changes to estimates

XMReality has set itself ambitious financial targets, which include attaining positive cash flow by 2024 and achieving SEK75m in ARR with an EBITDA of 15% by 2025. The company's growth plan is dependent on achieving a CAGR of approximately 61% in its ARR from 2023 to 2025. However, considering the trends and the challenges facing the company, we anticipate that XMReality will achieve its ARR target during 2026.

In our detailed forecast, we anticipate XMReality to demonstrate a CAGR of approximately 38% in sales from 2022 to 2026. While this figure is slightly lower than our earlier projection of around 42%, we acknowledge the company's impressive cost management in the quarter and thus have adjusted our cost forecasts downwards. We do, however, anticipate that expenses will increase in line with sales, albeit at a more moderate pace. As a result, we anticipate the company's EBITDA margin to improve, resulting in a positive EBITDA during H1 2025.

XMReality: Financial forecasts											
SEKm	2020	2021	2022	Q1 23	Q2 23e	Q3 23e	Q4 23e	2023e	2024e	2025e	2026e
Net sales	21	22	19	5	5	6	6	22	33	49	70
Growth YoY (%)	74%	6%	-14%	6%	16%	26%	18%	17%	49%	51%	42%
Other income	2	2	12	3	3	3	3	12	13	14	15
Total income	23	24	31	8	8	9	9	33	45	63	85
COGS	-2	-2	-1	0	0	0	0	-1	-1	-1	-2
Gross profit	19	20	18	5	5	5	6	21	32	48	68
Gross margin (%)	90%	92%	95%	97%	97%	97%	97%	97%	97%	97%	97%
Personnel	-20	-23	-34	-8	-8	-8	-8	-33	-35	-40	-44
External	-20	-27	-27	-5	-5	-5	-5	-20	-21	-22	-24
Other costs	-1	0	0	0	0	0	0	0	0	0	-1
EBITDA	-20	-28	-31	-5	-5	-5	-5	-21	-12	-1	15
EBITDA (%)	-94%	-128%	-163%	-98%	-96%	-91%	-92%	-94%	-37%	-2%	21%
D&A	-5	-5	-6	-1	-1	-1	-2	-6	-6	-8	-9
EBIT	-25	-33	-37	-6	-7	-7	-7	-26	-18	-9	6
EBIT (%)	-119%	-152%	-196%	-125%	-122%	-117%	-118%	-120%	-57%	-18%	8%
Net finance	0	0	0	0	0	0	0	0	0	0	0
PTP	-25	-33	-37	-7	-7	-7	-7	-26	-18	-9	6
Net income	-25	-33	-37	-7	-7	-7	-7	-26	-18	-9	5
EPS	-0.7	-0.8	-0.9	-0.1	-0.1	-0.1	-0.1	-0.3	-0.2	-0.1	0.1
EPS, diluted	-0.7	-0.8	-0.9	-0.2	-0.2	-0.2	-0.2	-0.3	-0.2	-0.1	0.0
Source: Redeye (forecasts), con	npany dat	ta (histor	icals)								

# **Valuation**

At present, XMReality's market capitalization stands at around SEK45m. If the company meets its ARR target in 2025, it is currently trading at a 2025 EV/ARR ratio of roughly 0.35x. This translates to a significant discount compared to a group of Nordic SaaS companies, which trade at a median 2023 EV/S ratio of about 2.7x, declining to approximately 2.4x by 2024. If the company can maintain its cost management while accelerating its sales growth, we expect the stock to appreciate.

Based on the report, we have revised our short-term sales projections downward but also lowered our cost base projections, reflecting the company's impressive cost control measures. The updated estimates have had no significant impact on our fair value range. However, should we observe indications of sales picking up momentum, we will adjust our estimates accordingly.

We derive our fair value range from a fundamental DCF framework for three scenarios, base case (most likely), bear case (pessimistic), and bull case (optimistic), using a WACC of 13% across all scenarios. Due to the uncertain nature of XMReality's long-term growth and profitability, our fair value range spans SEK0.1–5, with our base case valuation being SEK0.9.

### Investment thesis

### **聞 Case**

# Scalable business model

Once XMReality completes a customer's initial deployment and onboarding, the marginal cost of adding more licensed users is negligible. The potential of achieving operating leverage and high profitability is reflected, in our opinion, in the company's 90%+ gross profit margins. We have a favourable view of the strategy of creating a large installed base, which can scale its usage and licenses with time. We forecast a 2021–25 sales CAGR of 24% and EBIT breakeven from 2025/26. We think this growth will stem (evenly split) from scaling deployments with existing customers and winning new agreements. Partnerships (e.g., Atea, NTT and Microsoft) currently account for ~10% of sales. We understand that there is upside optionality to expanding the partner network, which would grant XMReality a global reach at a limited customer acquisition cost.

# **Q** Evidence

## Focused core business areas

XMReality has gained a strong market position in several verticals, including (1) the food and beverage industry with customers such as Nestlé, AB InBev, and Heineken, (2) the packaging industry with customers such as Sidel, and (3) the Swedish energy sector with customers such as Tekniska Verken Linköping and Borås Energi. Two additional exciting verticals are facility management and medtech - especially medical equipment, sharing similarities with the packaging industry.

### **Supportive Analysis**

Demand for Remote Guidance increased on the back of the pandemic, and the question is whether interest will continue to be as strong. We think less business travel and a greater focus on CO2 control should be expected. Mordor Intelligence, a research firm, expects the Enterprise AR Software market to be worth ~USD18bn by 2025, reporting a 2019–25 CAGR of 56%.

# ① Challenge

# **Delayed adoption**

So far, the adoption of Remote Guidance has been somewhat slow, and the company hasn't achieved the critical mass required to become profitable. Perhaps, some customers and employees prefer legacy models and are unwilling to receive AR-based assistance.

# ① Challenge

# **Price pressure**

XMReality applies a premium price strategy that could be difficult to retain if new competitors can offer solutions with a similar value proposition as XMReality. It becomes even more relevant in the long run if the technology becomes a standardized solution within industrial service operations.

# **♦ Valuation**

# Low EV/sales

We derive our fair value range from a fundamental DCF framework for three scenarios, base case (most likely), bear case (pessimistic), and bull case (optimistic), using a WACC of 13% across all scenarios. Due to the uncertain nature of XMReality's long-term growth and profitability, our fair value range spans SEK0.1–5, with our base case valuation being SEK0.9.

# **Quality Rating**

People: 3

Management shows a solid understanding of the market and is focused on increasing sales in selected core verticals, namely food and beverage, packaging, medtech, and manufacturing. The board possesses a broad area of expertise covering experience from start-ups, the IT industry, and management positions for large global companies. Additionally, we regard the ownership of Spiltan as a rubber stamp of approval toward its qualities – holding >20% of the capital.

# **Business: 3**

XMReality is active in a rapidly growing market, where numerous globally leading industries are showing interest in technologies that can rationalize their service operations. Although the company has several direct competitors, its product offering seems competitive so far. XMReality's business model is scalable, and the company applies a licensing model for its software offering, which enables recurring revenues and high margins.

# Financials: 1

The company has negative earnings and cash flow profiles. The retrospective nature of the rating impedes XMReality from achieving a better score. At the same time, we forecast significant sales growth over the foreseeable future.

# **Financials**

# **Income statement**

SEKm	2020	2021	2022	2023E	2024E
Revenues	21	22	19	22	33
Cost of Revenue	2	2	1	1	1
Operating Expenses	41	51	61	53	56
EBITDA	(20)	(28)	(31)	(21)	(12)
Depreciation	1	1	1	0.17	0.33
Amortizations	4	5	5	6	6
EBIT	(25)	(33)	(37)	(26)	(18)
Shares in Associates	-	-	-	-	-
Interest Expenses	0.29	0.03	0.02	0.02	0.02
Net Financial Items	(0)	(0)	0	(0)	(0)
EBT	(25)	(33)	(37)	(26)	(18)
Income Tax Expenses	-	-	-	-	-
Net Income	(25)	(33)	(37)	(26)	(18)

# **Balance sheet**

# **Assets**

### Non-current assets

SEKm	2020	2021	2022	2023E	2024E
Property, Plant and Equipment (Net)	0.35	0.13	0.12	0.1	0
Goodwill	_	-	-	-	-
Intangible Assets	13	10	16	22	27
Right-of-Use Assets	-	-	-	-	_
Other Non-Current Assets	0.05	0.05	0.05	0.05	0.05
Total Non-Current Assets	14	11	16	22	27

# **Current assets**

SEKm	2020	2021	2022	2023E	2024E
Inventories	0.26	0.4	0.24	0.28	0.42
Accounts Receivable	9	8	29	7	11
Other Current Assets	-	-	-	-	-
Cash Equivalents	19	45	8	20	(2)
Total Current Assets	28	53	37	27	9
Total Assets	42	64	53	50	37

# **Equity and Liabilities**

# Equity

SEKm	2020	2021	2022	2023E	2024E
Non Controlling Interest	-	-	-	-	-
Shareholder's Equity	25	45	31	30	11

# Non-current liabilities

SEKm	2020	2021	2022	2023E	2024E
Long Term Debt	0.05	0.05	0.05	0.05	0.05
Long Term Lease Liabilities	-	-	-	-	-
Other Non-Current Lease Liabilities	-	-	-	-	-
Total Non-Current Liabilities	0.05	0.05	0.05	0.05	0.05

### **Current liabilities**

SEKm	2020	2021	2022	2023E	2024E
Short Term Debt	0.33	-	-	5	5
Short Term Lease Liabilities	-	-	-	-	-
Accounts Payable	7	9	-	(0)	(1)
Other Current Liabilities	-	-	22	15	23
Total Current Liabilities	17	19	22	20	26
Total Liabilities and Equity	42	64	53	50	37

# Cash flow

SEKm	2020	2021	2022	2023E	2024E
Operating Cash Flow	(17)	(25)	(48)	(6)	(10)
Investing Cash Flow	(2)	(2)	(12)	(11)	(12)
Financing Cash Flow	38	54	22	30	_

# **Rating definitions**

# **Company Quality**

Company Quality is based on a set of quality checks across three categories; PEOPLE, BUSINESS, FINANCE. These are the building blocks that enable a company to deliver sustained operational outperformance and attractive longterm earnings growth.

Each category is grouped into multiple sub-categories assessed by five checks. These are based on widely accepted and tested investment criteria and used by demonstrably successful investors and investment firms. Each sub-category may also include a complementary check that provides additional information to assist with investment decision-making.

If a check is successful, it is assigned a score of one point; the total successful checks are added to give a score for each sub-category. The overall score for a category is the average of all sub-category scores, based on a scale that ranges from 0 to 5 rounded up to the nearest whole number. The overall score for each category is then used to generate the size of the bar in the Company Quality graphic.

# **People**

At the end of the day, people drive profits. Not numbers. Understanding the motivations of people behind a business is a significant part of understanding the long-term drive of the company. It all comes down to doing business with people you trust, or at least avoiding dealing with people of questionable character.

The People rating is based on quantitative scores in seven categories:

• Passion, Execution, Capital Allocation, Communication, Compensation, Ownership, and Board.

# **Business**

If you don't understand the competitive environment and don't have a clear sense of how the business will engage customers, create value and consistently deliver that value at a profit, you won't succeed as an investor. Knowing the business model inside out will provide you some level of certainty and reduce the risk when you buy a stock.

The Business rating is based on quantitative scores grouped into five sub-categories:

• Business Scalability, Market Structure, Value Proposition, Economic Moat, and Operational Risks.

# **Financials**

Investing is part art, part science. Financial ratios make up most of the science. Ratios are used to evaluate the financial soundness of a business. Also, these ratios are key factors that will impact a company's financial performance and valuation. However, you only need a few to determine whether a company is financially strong or weak.

The Financial rating is based on quantitative scores that are grouped into five separate categories:

• Earnings Power, Profit Margin, Growth Rate, Financial Health, and Earnings Quality.

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