



Action Report

Report Summarizing Coverage of Professional Audiovisual Industry Activity

December 2019



— PJ —
SOLOMON

December 2019

Special Highlights in this Issue

- Holography is the Future
 - Key 2020 AV Trends
 - Engaging with In-Store Tech is Key for Retailers
 - AV Consumer Purchase Habits
 - eSports as Significant Opportunity for AV
-

Recent 2019 PJ SOLOMON Transactions



Sold to



Served as financial advisor to New Seasons Market LLC



Sale of

 to LE TOTE


Served as financial advisor to Hudson's Bay Company



Has agreed to acquire



Serving as strategic and financial advisor to Banijay



Sold to




Served as financial advisor to MJR Digital Cinemas




Sold to

Transform Holdco

Served as financial advisor to the Special Committee of Independent Directors of Sears Hometown and Outlet



Has been sold to



Served as financial advisor to IPIC



Sold to



Served as financial advisor to the Special Committee of Independent Directors of Sears Hometown and Outlet



Led the Series A financing round in



Served as financial advisor to Five Below



Sold select advertising assets in Chicago to



Served as exclusive strategic and financial advisor to Total Outdoor

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A large Buddha statue is the central focus, seated on a raised platform with a water feature. The statue is surrounded by lush greenery. In the background, a restaurant interior is visible with many people seated at tables, some eating and some talking. The lighting is warm and ambient, typical of a high-end restaurant.

**Mark Your Calendars:
The OAAA & PJ SOLOMON
Cocktail Party @ CES 2020**

Indulge 2020

RSVP

TAO Las Vegas

**January 7, 2020
5:00pm to 6:30pm**

Holography

A Quantum Leap in the Audio Visual Landscape

Mark Boidman, Ben Zinder and Sam Natbony

- Holograms, three-dimensional images created by the interference of light beams, are being utilized by Audiovisual (AV) professionals to transform and disrupt industries
- While any industry that relies upon AV is vulnerable to holographic disruption, the most imminent use cases include **enterprise conference calls, entertainment, business networking events, retail and HR / employee training**



Conference Calls

- Holographic projectors could eventually take an individual's entire body from long distance and augment it as a digital overlay into a physical meeting room
- Holographic meeting attendees will have the ability participate as if they were physical attendants



Entertainment

- Through AV, artists can "perform" simultaneously across numerous local venues, increasing the aggregate number of production opportunities for AV businesses
- Holography can "resurrect" musicians and celebrities



Networking

- AV technology could allow for speaker duplication across events, allowing for more events without compromising headline speaker quality
- Holography allows for people to "attend" multiple events at the same time



Retail

- In the future, retailers will equip their stores with dynamic holographic AV setups that allow consumers to interact with virtual hospitality representatives
- Ricoh USA is in the process of rolling out virtual concierges that automatically deliver highly targeted messages to customers



Employee Training

- Companies with strong access to hologram technology will be better positioned to capitalize on continued growth in the AV sector

HOLOGRAPHY
A QUANTUM LEAP
IN THE AUDIOVISUAL
LANDSCAPE

[Click for full article](#)

AV Industry 2020 Trends

Trends continue to focus on advancements in technology and engaging viewers

Technology

AVaaS & UCaaS

- AVaaS (Audio Visual as a Service) enables end users to purchase products in an economical way
- Customers are looking for tools that enable a unified way of communicating with each other, both in the same building and in remote locations

8K & 10K

- As organizations continue to invest in new AV systems, industry experts expect demand for higher video resolutions to climb as pricing becomes more competitive

Software-Based AV&C

- Expectation of new features and functionality being added to existing ecosystems with a simple firmware upgrade
- IT system administrators can utilize AV data coming in from monitoring services to help reduce service costs and increase service uptime

SDVoE

- SDVoE (Software Defined Video Over Ethernet) will be a big trend in 2020 as its ASIC version of the semiconductor is released
- The new lower-power IC will allow the technology to be adopted more easily into displays and wall plates

Signal Distribution

- The proliferation of high-performance IP-based matrix switching solutions
- An increase in the use of Active Optical Cables as a replacement for traditional signal extension technologies

In-Home Technologies

- Increased presence of micro- and mini-LED technologies shown off at trade shows
 - The smaller pixels in these technologies allow manufacturers to improve resolutions without necessarily increasing display size

Source: AV Network.

Engaging with In-Store Tech

Main street's reliance on AV technology continues with customer engagement changing the retail shopping experience

- Stores must go beyond merely using AV to shape the in-store customer experience, by deploying AV technologies more strategically to shape the future of the high street shopping experience
 - As more people move towards online shopping, the high street is striving to become “a day out with family”
 - Lighting, sound and visual displays are being used to make shopping more experiential, together with additional attractions such as cinemas, climbing walls and VR spaces in shopping centers
- As customers come to expect tech in-store, retailers have an ever greater challenge to grab attention and engage with customers
 - Many want to install once and prolong the investment as long as possible – this is where AV technologies are key
- Experiential retail displays are becoming more commonplace, with large LED displays ever more prominent and increasingly sophisticated content moving away from the static, still image based installations of the past
 - LED displays lend themselves well to retail because there is no limit to the overall image size as they are based on a modular system where installers can simply add more LED panels to achieve a greater size
- As AV technology continues to advance, digital displays are doing more than just providing visuals
 - Digital displays act as tools to allow retail customers to interact in-store and gather relevant information
 - Kiosks with touch screens are often set up near various entrances to assist patrons with navigating shopping malls using integrated store directory details and wayfinding solutions

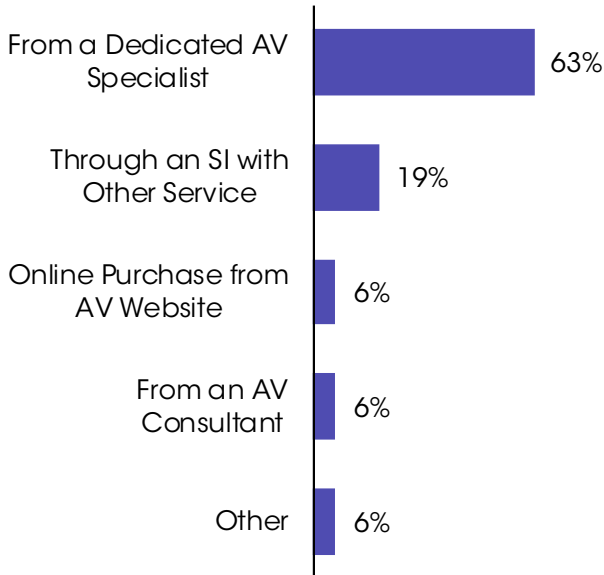


Source: AV Magazine.

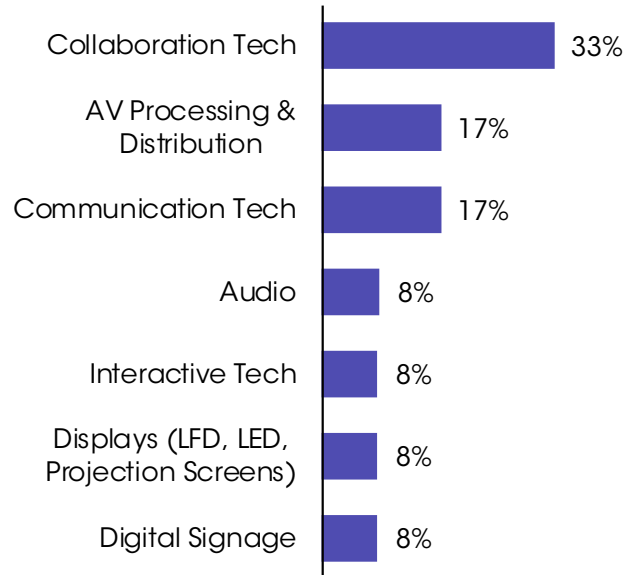
What are users buying?

The global pro-AV market will be worth almost \$250B this year

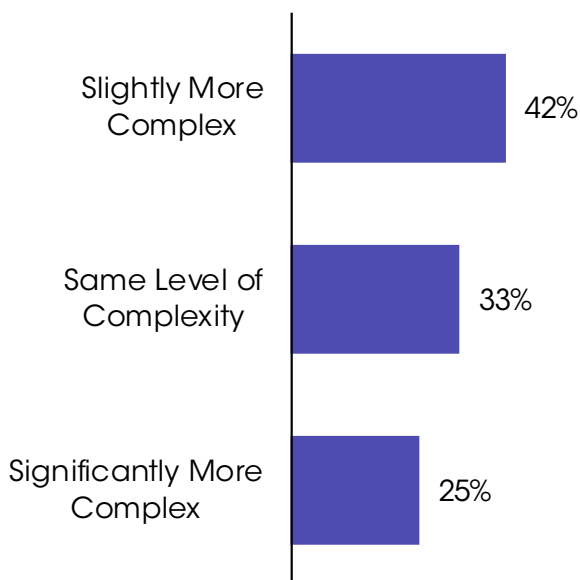
End Users: Where do you buy your AV equipment?



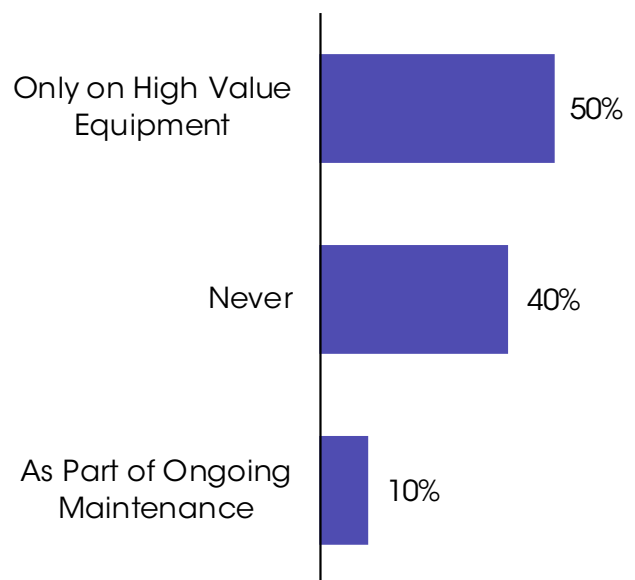
Which AV technologies are a priority investment?



How will specification and installation of AV systems change?



Where do you buy your AV equipment?



Source: AV Magazine and AVIXA.

The eSports Opportunity

eSports has come to Pro AV

- eSports installations are vastly different from a typical AV installation
 - Compared to a typical sports arena – where the main action is on the field – for eSports, the audience is only seeing the game action through the AV system
- AV equipment in arenas need to have a precise purpose
 - Integrators must understand that technology is a tool to help facilitate an experience
 - Technology should contribute to the gamer’s and the audience’s experience without getting in the way
- It is important that a broadcast element be incorporated into the production
 - Create an engaging atmosphere that allows for an audience to watch their favorite athletes competing while listening to multiple points of view
- In addition to visuals, audio will need to be heavily factored into the installation
 - Given that teams of gamers need to communicate constantly and confidentially, it is critical that integrators create a system where teams are independently communicating
- Latency is a potential pitfall for operators
 - A delay of any magnitude can lead to large scale issues for gamers
 - Industry experts recommend splitting the signal – sending one feed to the broadcast booth and keeping the signal local to the player – as a solution for latency issues
- It is equally as important for AV integrators to create a spectacle as it is to utilize flawless technology
 - For the audience, the experience goes far beyond just watching the events on the screen – the “performance” matters just as much

\$906M

Global 2018 eSports Revenues

335M

Total 2017 eSports Viewing Audience

557M

Projected 2021 eSports Viewing Audience

49.5M

Total Hours Streamed during the 2017 League of Legends World Championship^(a)

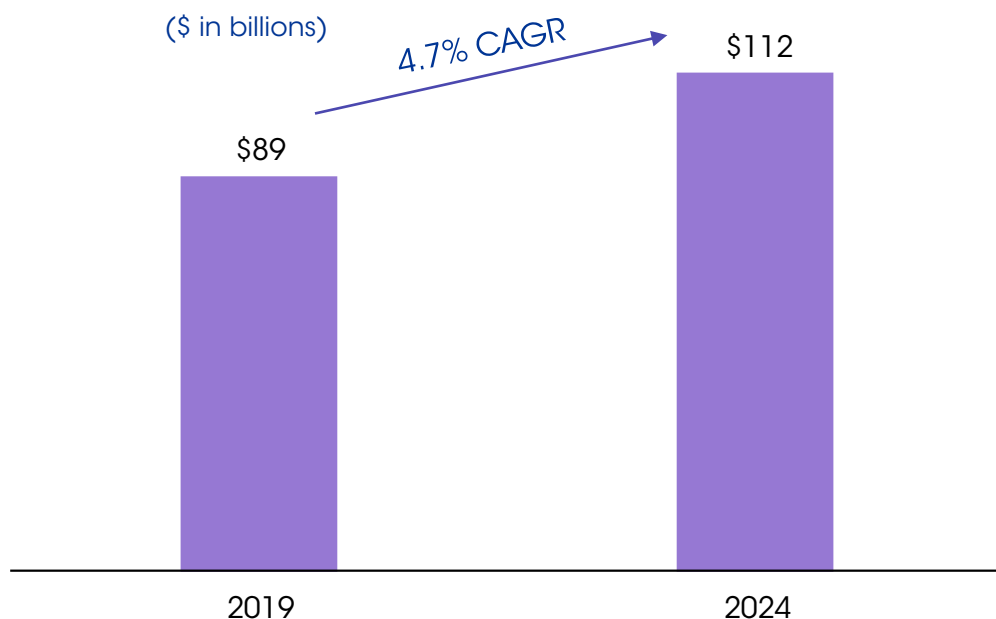
Source: AV Network.

(a) Most watched event on Twitch in 2017.

Americas AV Market

Pro AV Market in the Americas to Reach \$112 Billion in 2024

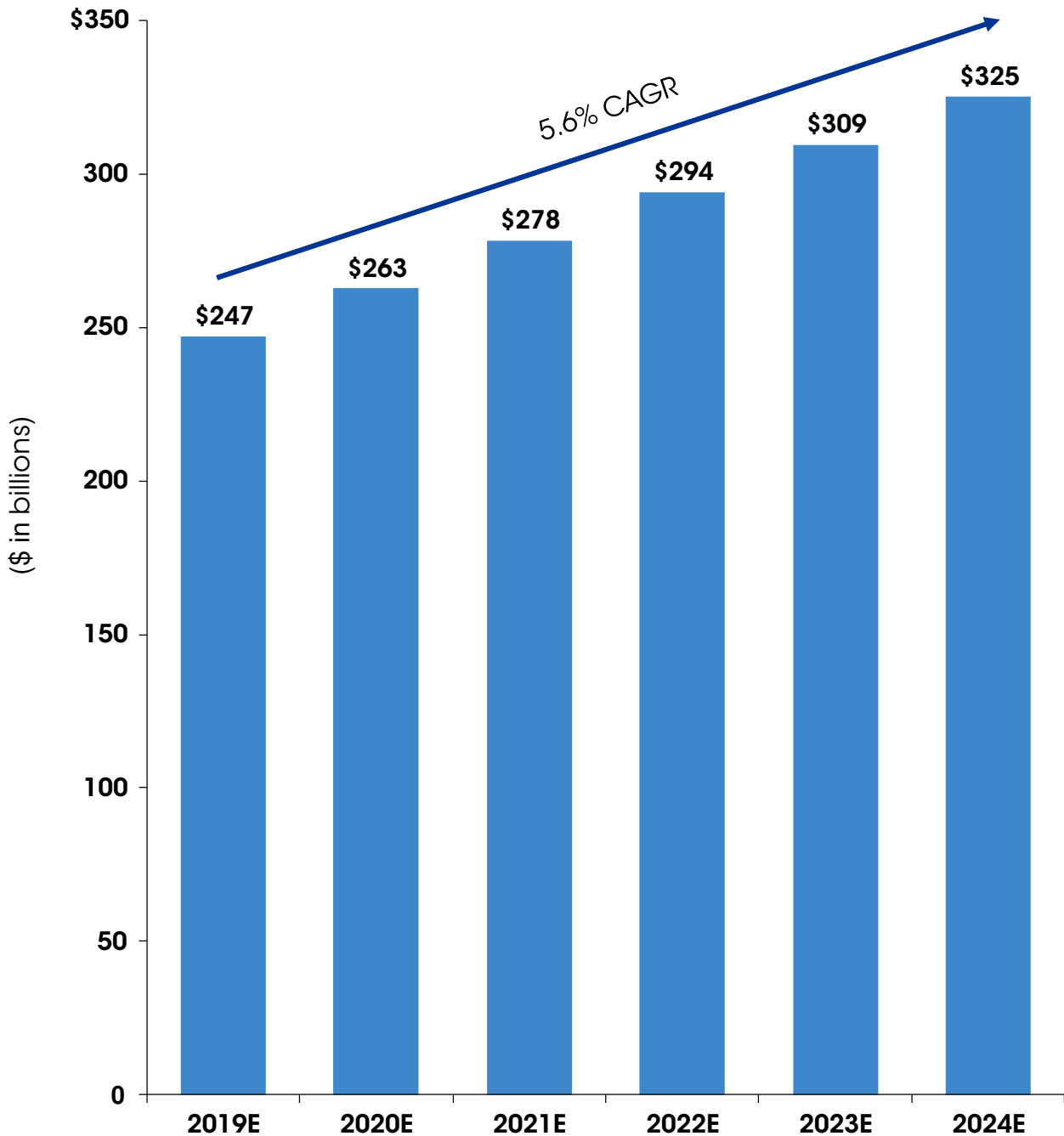
- The market for professional audiovisual solutions and services in the Americas will grow to more than \$112 billion in 2024, from \$89 billion in 2019, according to AVIXA, the Audiovisual and Integrated Experience Association
- Although the robust market bodes well for the region, forecasters expect the Asia-Pacific (APAC) market to surpass the Americas, reaching \$90.6 billion in 2019 and \$127.6 billion in 2024
- According to *IOTA Americas*, the largest solution segment in North America is streaming media, storage, and distribution (SMSD), with \$20.6 billion in revenue in 2019
 - The U.S. SMSD segment amounts to \$18.7 billion in 2019, while the Canadian market is nearly \$2 billion
 - Although the North American SMSD market is more than 13 times larger than the South American market, South America is set for faster growth
 - SMSD's strong numbers reflect large investment in back-end systems to support content distribution and control
- The pro AV video projection market in North America is set for a steep decline in the coming years, with revenue dropping to \$1.9 billion in 2024 from \$3 billion in 2019
 - Pro AV users in the region are turning away from projectors and toward larger-sized flat-panel displays due to displays' falling costs and less complex usage requirements



Source: AVIXA.

AV Industry Market Sizing

Industry experiencing strong and stable growth from \$247B in 2019 to \$325B over next 5 years



Source: AVIXA research.

Sector News

Audio / Visual

- **11/26: Loom**
a San Francisco, California-based video messaging company, raised USD 30m in a Series B round led by **Sequoia Capital**
- **11/26: iMedia Brands**
an Eden Prairie, MN-based interactive media company, has acquired **Float Left Interactive**, a Jupiter, FL-based digital distribution technology developer
- **11/26: Genvid Technologies**
a New York-based developer of interactive streaming technologies, raised USD 27m in a Series B round led by **Galaxy Digital**
- **11/13: Sonos**
the Santa Barbara, California-based consumer electronics company, has acquired **Snips SAS**, an AI voice platform company in Paris, France, for approximately USD 37.5m
- **11/13: Threekit**
a Chicago, Illinois-based product visualization software firm, raised USD 20m in a Series A led by **Shasta Ventures**
- **10/20: Transperfect**
the New York-based provider of language and technology solutions for global business, has acquired **Sublime Subtitling & Translation**, the Spain-based provider of audiovisual translation and subtitling services for global entertainment clients
- **10/16: Whitlock Group**
a Richmond, Virginia-based provider of audiovisual and video collaboration solutions, has received an investment from **Marlin Equity Partners**
- **9/26: Audio Visual Management**
a Seattle, Washington-based provider of audiovisual services for hotels, resorts and event centers, has acquired **ELITE Audio Visual Solutions**

Digital Signage

- **12/9: LG**
installed over 10,000 digital displays at more than 50 Topgolf venues around the country
- **12/5: Samsung**
announced “The Wall” was added to Samsung display innovations showcase at the Executive Briefing Center in Ridgefield Park, NJ
- **11/27: Daktronics**
announced its second quarter results, reporting net sales of USD 175m and operating income of USD 9m
- **11/26: Environmental Lights**
the San Diego, California-based manufacturer of commercial LED lights, has been acquired by **Pfingsten**
- **11/25: Acuity Brands**
acquired **LocusLabs**, an Oakland, California-based indoor mapping and location platform
- **10/7: Media Resources**
an Oakville, Ontario-based service provider to the sign industry, has received an investment from **Fulcrum Capital Partners**
- **10/4: Acuity Brands**
the Atlanta-based provider of lighting and building management solutions, continues to watch for targets and has a strong pipeline of opportunities
- **9/19: Tripleplay**
a leading developer of IPTV, digital signage, and video streaming solutions has today announced it has been acquired by **Unigest**
- **9/12: Barco**
acquired 5% of **Unilumin**, gaining access to Unilumin’s LED manufacturing expertise while Unilumin gains a route into high-end market segments, including direct-view LED cinema screens

Source: Press releases, company filings and Wall Street research.

Sector News

Augmented Reality & Event Production

- **11/25: Salesforce**
the San Francisco, CA-based IT group, is looking into opportunities for acquisitions and investments in blockchain and augmented reality
- **11/11: PSAV**
a Schiller Park, Illinois-based trade show and conferences production company, has acquired **eclipse group**, an Emirati audiovisual and live event production and venue company
- **11/7: TAIT**
acquired **Brilliant Stages**, a premier provider of staging and design capabilities for live events
- **10/23: CircuitStream**
an Alberta, Canada-based provider of virtual reality and augmented reality training for industrial customers, is actively exploring external capital options
- **10/14: HumanEyes Technologies**
an Israel-based 3D-virtual reality (VR) technology company, has acquired San Dimas, California-based **HowToCreateVR**
- **10/9: Scaptic**
a Bengaluru, India-headquartered SaaS company that builds AR/VR-enabled content, is receptive to exploring majority or complete stake sale opportunities from large social media, e-commerce and marketing firms
- **9/30: Verizon Communications**
has acquired select assets from **Jaunt XR**, the San Mateo-based provider of technology for augmented and virtual reality applications
- **9/25: Hawkeye Technologies**
has acquired **Radiant Images**, a digital cinema company that develops augmented reality solutions for the motion picture industry
- **9/23: Ubimax**
a provider of integrated industrial augmented reality solutions, has acquired **ESSERT Digital**, one of Europe's leading companies for augmented reality based remote support solutions
- **9/20: RE'FLEKT**
a Munich, Germany-based specialist in augmented and mixed reality, is in advanced talks with investors to raise Series A extension funding round by year-end

Diversified AV

- **12/10: Solutionz**
a Fernandez Holdings portfolio company, has purchased **Unified Technology Systems**
- **12/7: Hitachi**
landed a contract worth USD 460m to build and maintain train cars for a British high-speed rail system
- **12/6: Panasonic**
announced its plan to build a new consumer electronics plant in China, the first such plant built in China in 16 years
- **11/12: Internet Media Services**
a Miami, Florida-based digital communications and marketing company and subsidiary of **Sony Pictures Television Networks**, has agreed to acquire the majority ownership stake in itself from Sony, which will remain a minority shareholder
- **10/30: LG**
announced its Q3 earnings, reporting sales of 15 trillion Korean Won
- **10/25: Sony**
is seeking opportunities to sell its US-based **PlayStation Vue** which includes Sony's streaming service technology as well as a list of about 500,000 subscribing households
- **10/8: Samsung**
announced its earnings guidance for Q3 2019, with expectations for sales and operating profit at 62 and 8 trillion Korean Won, respectively
- **9/26: Logitech**
a Swiss computer and mobile peripherals manufacturer, will acquire **Streamlabs**, a San Francisco, California-based live streaming software firm, for up to USD 118m
- **9/26: Sony**
has decided to turn down the request earlier made by activist investment firm **Third Point**, which demanded for the company to spin off Sony's semiconductor business

Source: Press releases, company filings and Wall Street research.

Audio / Visual M&A

Recent deals in the Audio / Visual market

(\$ in millions)

Date Announced	Acquiror	Target	Enterprise Value
Dec-19	Solutionz	Unified Technology Systems	ND
Nov-19	Sony Pictures Television Networks	Internet Media Services	ND
Nov-19	Pfingsten	Environmental Lights	ND
Nov-19	iMedia Brands	Float Left Interactive	ND
Nov-19	TAIT	Brilliant Systems	ND
Nov-19	Sonos	Snips SAS	\$37.5
Nov-19	Acuity Brands	LocusLabs	ND
Nov-19	PSAV	eclipse group	ND
Oct-19	HumanEyes Technologies	HowToCreateVR	ND
Sep-19	Verizon Communications	Jaunt XR	ND
Sep-19	Hawkeye Technologies	Radiant Images	ND
Sep-19	Ubimax	ESSERT Digital	ND
Sep-19	Logitech	Streamlabs	\$118.0
Sep-19	Uniguest	Tripleplay	ND
Sep-19	Audio Visual Management	ELITE Audio Visual Systems	ND
Sep-19	Acuity Brands	Luminaires Group	ND
Sep-19	Barco	Unilumin (5% Stake)	\$54
Sep-19	Diversified	Advanced	ND
Aug-19	Rizing Holdings	Transcend Spatial Solutions	ND
Aug-19	Reliance Industries Limited	Tesseract Imaging Private Limited	ND
Aug-19	Barcodes	Plasco	ND
Jul-19	Mercury Systems	American Panel Corp	100
Jul-19	Shure	LANDR Audio	19
Jul-19	Bublar Group AB	Sayduck Oy	14
Jul-19	Applied Materials	Kokusai Electric Corporation	2,200
Jun-19	HF Company	VOXX	19
Jun-19	Acuity Brands	WhiteOptics	ND
May-19	CMC Magnetics Corporation	Mitsubishi Kagaku Media	32
May-19	Ulthrhaptics Limited	Leap Motion	30
May-19	SnapAV	Control4 Corporation	617
May-19	DCC	Comm-Tec	ND
May-19	ZF Friedirchshafen	SMI Reality Motions Systems	ND
Apr-19	Vizrt Limited	NewTek	ND
Mar-19	Ideal Industries	Cree (Lighting Unit)	ND
Jan-19	ZAGG	HALO	43

Source: Press releases, company filings and Wall Street research.

(a) Equity investment valued Pioneer's enterprise value at roughly ¥60 billion.

(b) Financials reflect combined values of Kandor and Stampede.

Market Indicators

Share Price Performance

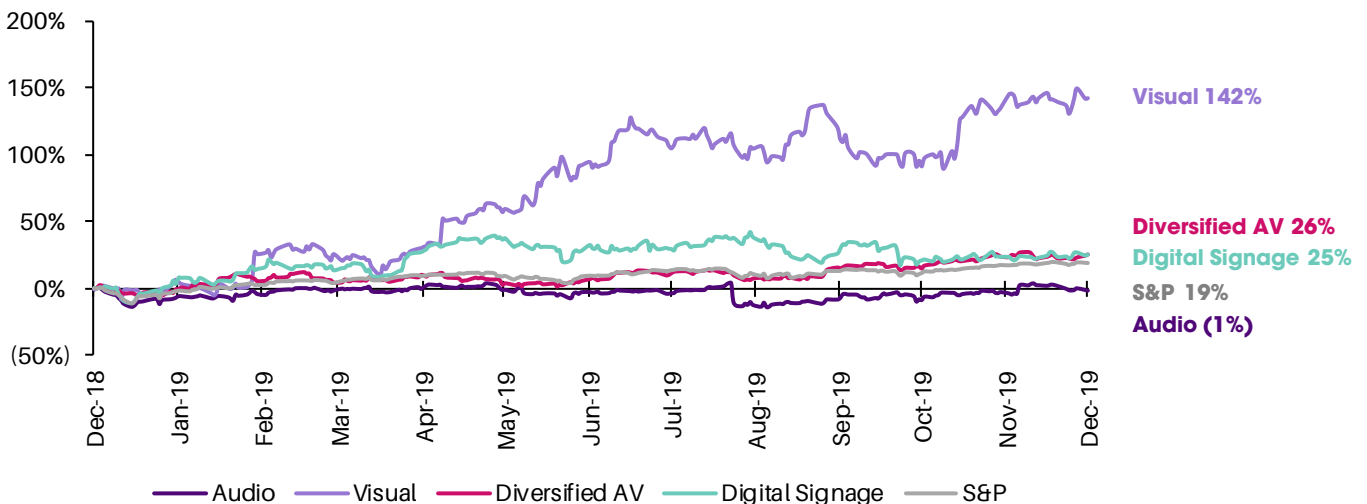
	Stock Price 12/11/19	1-Week % Change	1 - Month % Change	YTD% Change
Audio				
Dolby	\$66.65	(0%)	0%	8%
Plantronics	22.92	(7%)	(10%)	(31%)
Sonos	13.51	2%	(10%)	38%
B&O	5.61	2%	(0%)	(59%)
ZAGG	7.57	(5%)	(11%)	(23%)
VOXX	4.44	(2%)	(2%)	12%
Audio Median		(1%)	(6%)	(7%)
Audio Mean		(2%)	(5%)	(9%)

Diversified AV				
Samsung	\$43.22	3%	(4%)	24%
Sony	66.65	2%	11%	37%
Philips	47.25	3%	7%	33%
Hitachi	39.61	1%	1%	48%
Panasonic	9.73	3%	4%	8%
Toshiba	34.08	(4%)	3%	21%
LG	59.75	1%	(0%)	7%
Logitech	43.61	2%	5%	39%
Hisense	1.35	(1%)	(0%)	7%
Diversified AV Median		2%	3%	24%
Diversified AV Mean		1%	3%	25%

	Stock Price 12/11/19	1-Week % Change	1 - Month % Change	YTD% Change
Visual				
TCL	\$0.59	8%	14%	65%
Sharp	15.66	1%	3%	56%
Barco	236.88	5%	5%	109%
Konka	0.60	5%	(2%)	27%
Japan Display	0.63	(3%)	(4%)	(5%)
Technicolor	0.78	(1%)	(14%)	(29%)
Funai Electric	6.55	(4%)	7%	36%
ClearOne	1.98	13%	10%	58%
Visual Median		3%	4%	46%
Visual Mean		3%	2%	40%

Digital Signage				
NEC	\$41.81	1%	5%	40%
Cree	43.70	3%	(12%)	2%
Acuity Brands	133.53	4%	4%	16%
AUOptronics	0.31	11%	16%	(23%)
Leyard	0.92	4%	(8%)	(18%)
Unilumin	1.23	8%	(6%)	7%
EPISTAR	1.11	2%	17%	32%
Everlight	1.13	(1%)	21%	17%
Daktronics	6.24	3%	(10%)	(16%)
Dialight	3.23	(4%)	(21%)	(37%)
LSI	5.95	5%	10%	88%
Digital Signage Median		3%	4%	7%
Digital Signage Mean		3%	2%	10%

LTM Indexed Stock Performance

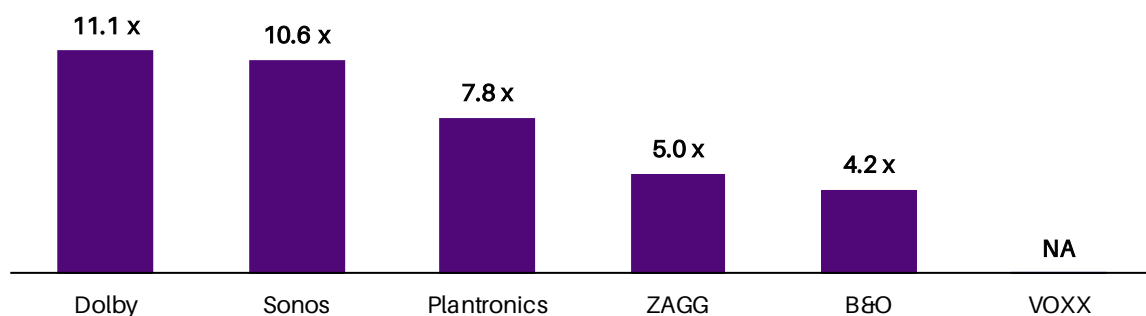


Source: Capital IQ as of December 11, 2019, Bloomberg and Wall Street Research.

EV / 2020E EBITDA

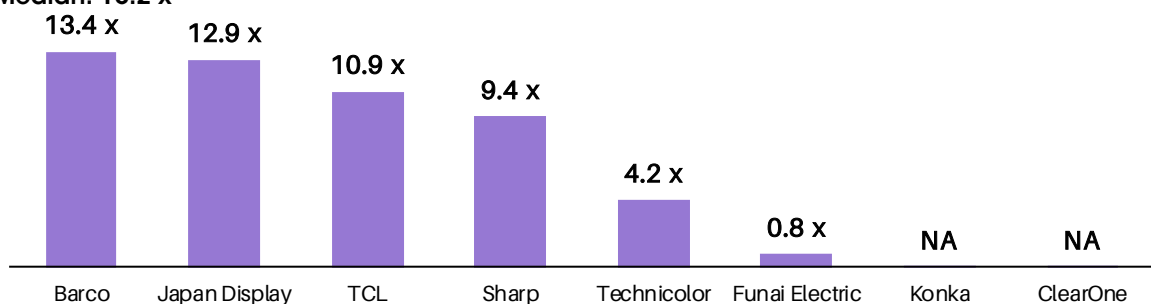
Audio

Median: 7.8 x



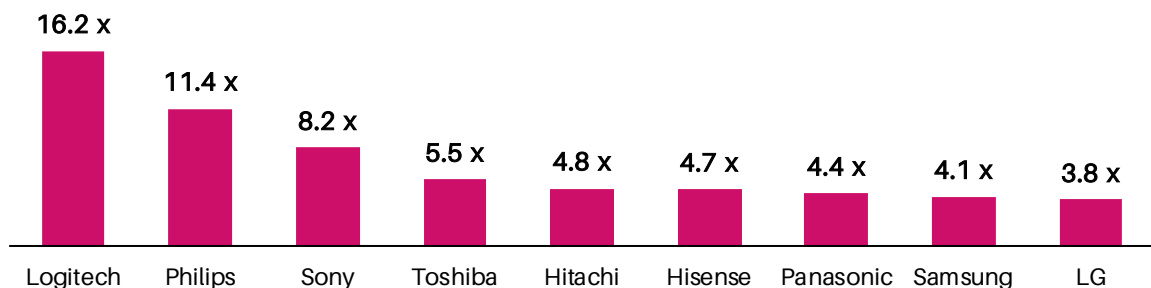
Visual

Median: 10.2 x



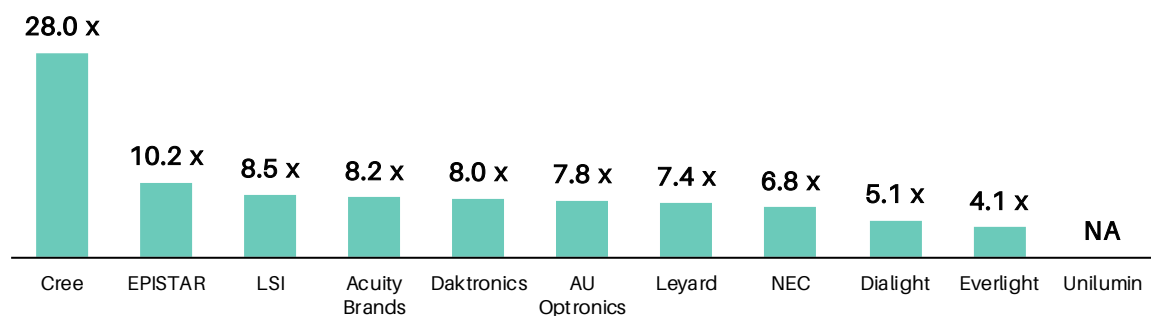
Diversified AV

Median: 4.8 x



Digital Signage

Median: 7.9 x



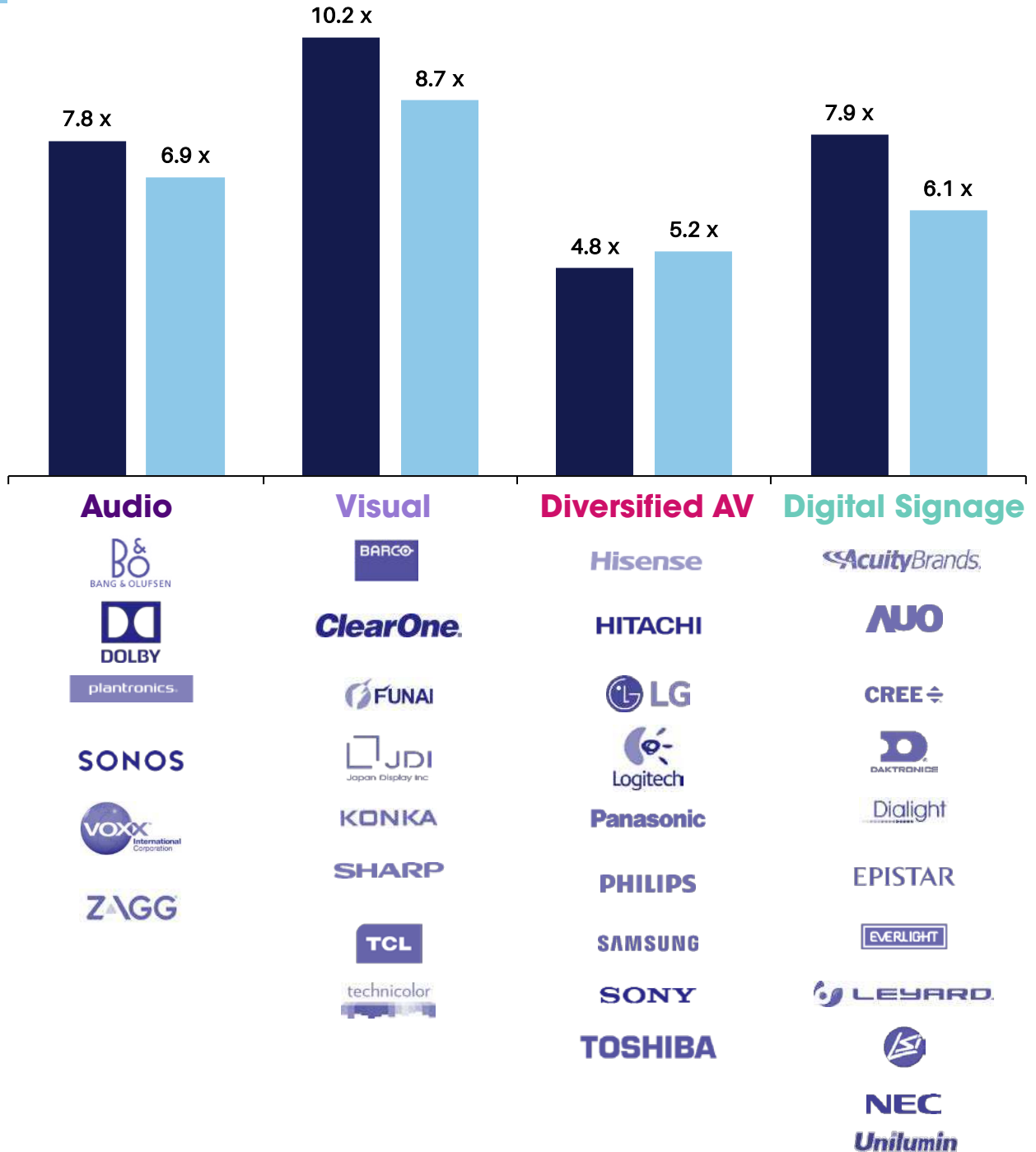
Source: Capital IQ as of December 11, 2019, Bloomberg and Wall Street Research.

Valuation Summary

Current market trading multiples

EV / 2020E EBITDA

EV / 2021E EBITDA



Source: Capital IQ as of December 11, 2019.

Valuation Metrics

(\$ in Millions, Except Per Share Values)

	Stock Price 52-Week		52-Week High	Equity Value	Enterprise Value	Valuation Multiples		Growth	
	12/11/19	Low				EV / Revenue	EV / EBITDA	'18A - '20E CAGR Revenue	EBITDA
Audio									
Dolby	\$66.65	\$57.38	\$69.91	\$6,678	\$5,768	4.3 x	11.1 x	7%	21%
Plantronics	22.92	22.92	53.26	878	2,296	1.3 x	7.8 x	12%	51%
Sonos	13.51	9.58	15.46	1,464	1,159	0.8 x	10.6 x	11%	43%
B&O	5.63	5.12	21.62	230	199	0.4 x	4.2 x	(3%)	10%
ZAGG	7.57	5.42	12.23	220	317	0.5 x	5.0 x	4%	(6%)
VOXX	4.44	3.50	5.29	107	68	NA	NA	NA	NA
Audio Median						0.8 x	7.8 x	7%	21%
Audio Mean						1.5 x	7.7 x	6%	24%
Visual									
TCL	\$0.59	\$0.34	\$0.63	\$7,717	\$18,316	1.9 x	10.9 x	(22%)	11%
Sharp	15.52	8.74	15.73	9,480	14,621	0.6 x	9.4 x	4%	1%
Barco	237.88	105.63	241.23	2,967	2,675	2.1 x	13.4 x	6%	26%
Konka	0.60	0.46	0.86	1,209	3,448	NA	NA	NA	NA
Japan Display	0.62	0.47	0.87	525	2,290	0.5 x	12.9 x	(6%)	(40%)
Technicolor	0.78	0.77	1.39	323	1,459	0.3 x	4.2 x	(3%)	20%
Funai Electric	\$6.49	\$4.54	\$7.48	\$222	\$3	0.0 x	0.8 x	(8%)	NM
ClearOne	1.98	1.18	2.44	33	29	NA	NA	NA	NA
Visual Median						0.5 x	10.2 x	(5%)	11%
Visual Mean						0.9 x	8.6 x	(5%)	3%
Diversified AV									
Samsung	\$44.10	\$32.07	\$45.98	\$292,838	\$226,347	1.1 x	4.1 x	1%	(13%)
Sony	66.06	42.22	66.06	81,057	94,209	1.2 x	8.2 x	2%	10%
Philips	47.45	32.42	49.40	42,520	47,304	2.1 x	11.4 x	6%	20%
Hitachi	39.26	25.46	39.63	37,936	50,472	0.6 x	4.8 x	1%	16%
Panasonic	9.64	7.30	10.03	22,494	25,601	0.4 x	4.4 x	(3%)	3%
Toshiba	33.78	26.41	35.83	15,323	16,014	0.5 x	5.5 x	(5%)	NM
LG	\$60.96	\$50.69	\$70.73	\$10,350	\$17,921	0.3 x	3.8 x	4%	8%
Logitech	43.65	29.58	44.61	7,289	6,707	2.2 x	16.2 x	6%	11%
Hisense	\$1.36	\$1.06	\$1.79	\$1,777	\$803	0.1 x	4.7 x	4%	53%
Diversified AV Median						0.6 x	4.8 x	2%	11%
Diversified AV Mean						0.9 x	7.0 x	2%	13%
Digital Signage									
NEC	\$41.44	\$29.77	\$43.22	\$10,758	\$16,331	0.6 x	6.8 x	4%	26%
Cree	43.70	38.70	68.50	4,707	4,193	4.1 x	28.0 x	(20%)	14%
Acuity Brands	133.53	105.80	146.33	5,237	5,133	1.4 x	8.2 x	(0%)	7%
AU Optronics	0.31	0.23	0.42	2,961	4,417	0.5 x	7.8 x	(8%)	(35%)
Leyard	0.92	0.85	1.43	2,324	2,387	1.5 x	7.4 x	20%	17%
Unilumin	1.24	1.02	1.84	1,145	1,174	1.1 x	NA	30%	NA
EPISTAR	\$1.12	\$0.70	\$1.13	\$1,206	\$1,169	1.8 x	10.2 x	(2%)	(10%)
Everlight	1.14	0.88	1.16	507	387	0.6 x	4.1 x	(6%)	(2%)
Daktronics	\$6.24	\$5.86	\$8.39	\$282	\$249	0.4 x	8.0 x	3%	32%
Dialight	3.27	3.20	7.60	106	133	0.5 x	5.1 x	4%	29%
LSI	5.95	2.51	6.15	155	177	0.5 x	8.5 x	1%	12%
Digital Signage Median						0.6 x	7.9 x	1%	13%
Digital Signage Mean						1.2 x	9.4 x	2%	9%

Source: Capital IQ and Wall Street Research as of December 11, 2019.

Upcoming Events

Dates	Name	Location	Description
January 7 – 10, 2020	CES 2020	Las Vegas, NV	<ul style="list-style-type: none"> ▪ CES showcases more than 4,500 exhibiting companies, including manufacturers, developers and suppliers of consumer technology hardware, content, technology delivery systems and more ▪ PJ SOLOMON's Mark Boidman and Ben Zinder to attend
February 11 – 14, 2020	ISE 2020	Amsterdam	<ul style="list-style-type: none"> ▪ Integrated Systems Europe is the world's largest exhibition for AV and systems integration
March 26-28, 2020	InfoComm China	Beijing, China	<ul style="list-style-type: none"> ▪ InfoComm China is Asia Pacific's foremost platform where Pro-AV and Experiential Communications players, manufacturers and users from across all industries meet
March 31 – April 3, 2020	DSE 2020	Las Vegas, NV	<ul style="list-style-type: none"> ▪ Digital Signage Expo is a fully immersive event that explores every aspect of experiential technologies ▪ DSE provides leading-edge digital signage solutions, interactive technologies and content platforms to create innovative and memorable customer engagement
April 19 – 22, 2020	NAB Conference	Las Vegas, NV	<ul style="list-style-type: none"> ▪ NAB is the world's largest and most comprehensive convention encompassing the convergence of media, entertainment and technology ▪ NAB advances radio and television interests in legislative, regulatory and public affairs
June 13 – 20, 2020	InfoComm 2020	Las Vegas, NV	<ul style="list-style-type: none"> ▪ InfoComm is the largest show in the US for audiovisual technology with the greatest collection of audio, digital signage and collaboration companies under one roof ▪ PJ SOLOMON's Mark Boidman and Ben Zinder to attend

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