

# HERO

## Global X Video Games & Esports ETF

ETF Category: Thematic Growth – Disruptive Technology  
As of 12/31/2021



### REASONS TO CONSIDER



#### High Growth Potential

The global gaming market increased more than 20% from 2019 to 2020, exceeding \$175bn - larger than Hollywood or professional sports. Forecasts suggest the market could surpass \$200bn by 2023.<sup>(1)</sup>



#### Social Experiences

Gaming is increasingly a social medium, enabling the sharing of virtual experiences and interaction with friends and strangers around the world.



#### New Consumer Preferences

The pandemic accelerated the adoption of at-home entertainment options, with many turning to gaming and esports for the first time, broadening the theme's reach.

### KEY INFORMATION

Inception Date	10/25/2019
Underlying Index	Solactive Video Games & Esports Index
Number of Holdings	40
Assets Under Management	\$428.90 mil
Total Expense Ratio	0.50%
Distribution Frequency	Semi-Annually

### TRADING DETAILS

Ticker	HERO
CUSIP	37954Y392
Exchange	NASDAQ
Bloomberg IOPV Ticker	HEROIV
Index Ticker	SOLHERO

### PERFORMANCE (%)

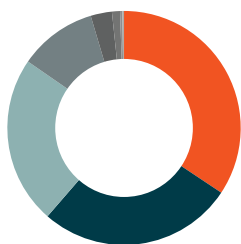
	1M	YTD	1Y	Since Inception
NAV	-3.50%	-7.92%	-7.92%	34.79%
Market Price	-3.71%	-8.45%	-8.45%	34.57%
Index	-3.45%	-7.39%	-7.39%	35.44%

### TOP 10 HOLDINGS (%) *Holdings Subject to Change*

Nvidia Corp	10.71%	Take-two Interac	5.16%
Electronic Arts Inc	6.09%	Activision Blizzard Inc	4.79%
Netease Inc-adr	6.00%	Nexon Co Ltd	4.54%
Sea Ltd-adr	5.52%	Konami Holdings Corp	4.20%
Nintendo Co Ltd	5.42%	Embracer Group Ab	4.09%

The performance data quoted represents past performance and does not guarantee future results. Investment return and principal value of an investment will fluctuate so that an investor's shares, when sold or redeemed, may be worth more or less than their original cost. Current performance may be higher or lower than the performance quoted. High short-term performance of the Fund, when observed, is unusual and investors should not expect such performance to be repeated. Returns for periods greater than one year are annualized. For performance data current to the most recent month end, please call 1-888-493-8631, or visit [www.globalxetfs.com](http://www.globalxetfs.com).

### INDUSTRY BREAKDOWN (%)



Recreational Products	34.32%
Internet Software/Services	27.05%
Packaged Software	23.22%
Semiconductors	10.78%
Miscellaneous Commercial Services	2.95%
Information Technology Services	1.11%
Electronics/Appliances	0.32%
Casinos/Gaming	0.23%

### COUNTRY BREAKDOWN (%)



United States	30.81%
Japan	24.90%
South Korea	16.11%
China	9.47%
Sweden	5.61%
Singapore	5.52%
France	3.63%
Ireland	2.68%
Hong Kong	0.64%
Others*	0.62%

\* Taiwan 0.36%, Canada 0.26%

### RISK CHARACTERISTICS SINCE ETF INCEPTION

	Solactive Video Games & Esports Index	MSCI ACWI Index
Annualized Volatility	22.77%	20.19%
Beta	0.73	1.00
Sharpe Ratio	1.59	0.99



## DEFINITIONS

Solactive Video Games & Esports Index	The Solactive Video Games & Esports Index is designed to provide exposure to exchange-listed companies that are positioned to benefit from increased consumption related to video games and esports, including companies whose principal business is in video game development/publishing, video game and esports content distribution and streaming, operating/owning esports leagues/teams, and producing video game/esports hardware. To be eligible for the Solactive Video Games & Esports Index, a company is considered by the Index Provider to be a Video Games & Esports Company if the company generates at least 50% of its revenues from video games and esports activities, as determined by the Index Provider.
MSCI ACWI Index	MSCI ACWI Index captures large and mid cap representation across 23 Developed Markets (DM) and 25 Emerging Markets (EM) countries. The index covers approximately 85% of the global investable equity opportunity set. DM countries include: Australia, Austria, Belgium, Canada, Denmark, Finland, France, Germany, Hong Kong, Ireland, Israel, Italy, Japan, Netherlands, New Zealand, Norway, Portugal, Singapore, Spain, Sweden, Switzerland, the UK and the US. EM countries include: Brazil, Chile, China, Colombia, Czech Republic, Egypt, Greece, Hungary, India, Indonesia, Korea, Kuwait, Malaysia, Mexico, Peru, Philippines, Poland, Qatar, Russia, Saudi Arabia, South Africa, Taiwan, Thailand, Turkey and United Arab Emirates.
Annualized Volatility	The annualized standard deviation of the daily returns of the security using the closing levels of the index during the 22 index-day period preceding that day.
Beta	Measures the volatility of the Fund price relative to the volatility in the market index and can also be defined as the percent change in the price of the Fund given a 1% change in the market index. A beta below one suggests that the Fund was less volatile than the market benchmark.
Sharpe Ratio	Measures the return for each unit of risk. The risk free rate is subtracted from the mean return and is divided by the standard deviation of returns.

(1) NewZoo, May 2021

Investing involves risk, including possible loss of principal. The investable universe of companies in which HERO may invest may be limited. Video Game and Esports Companies are subject to risks associated with additional regulatory oversight with regard to privacy/cybersecurity concerns, shifting consumer preferences, and potential licensing challenges. The Fund invests in securities of companies engaged in Information Technology, which can be affected by rapid product obsolescence and intense industry competition. International investments may involve risk of capital loss from unfavorable fluctuation in currency values, from differences in generally accepted accounting principles or from social, economic or political instability in other nations. HERO is non-diversified. The information provided is not intended for trading purposes, and should not be considered investment advice.

**Carefully consider the Fund's investment objectives, risk factors, charges, and expenses before investing. This and additional information can be found in the Fund's full or summary prospectus, which may be obtained by calling 1.888.493.8631, or by visiting [globalxetfs.com](http://globalxetfs.com). Please read the prospectus carefully before investing.**

Shares of ETFs are bought and sold at market price (not NAV) and are not individually redeemed from the Fund. Brokerage commissions will reduce returns. Beginning October 15, 2020, market price returns are based on the official closing price of an ETF share or, if the official closing price isn't available, the midpoint between the national best bid and national best offer ("NBBO") as of the time the ETF calculates current NAV per share. Prior to October 15, 2020, market price returns were based on the midpoint between the Bid and Ask price. NAVs are calculated using prices as of 4:00 PM Eastern Time. The returns shown do not represent the returns you would receive if you traded shares at other times. Indices are unmanaged and do not include the effect of fees, expenses or sales charges. One cannot invest directly in an index.

Since the Fund's shares typically do not trade in the secondary market until several days after the Fund's inception, for the period from inception to the first day of secondary market trading in Shares, the NAV of the Fund is used to calculate market returns.

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