

VR

Metaverse ETF

FUND OBJECTIVE

The Global X Metaverse ETF (VR) seeks to provide investment results that correspond generally to the price and yield performance, before fees and expenses, of the Global X Metaverse Index.

For informational purposes only. This document should be used to highlight some of the criteria to be used by index provider when publishing index constituents and is not comprehensive.

ETF Category:
Growth - Disruptive Technology

As of 4/28/22

Index Provider: GLOBAL X



KEY FEATURES



High Growth Potential



Expanding Horizons



Unconstrained Approach

GLOBAL X METAVERSE INDEX

SELECTION

- The index is designed to track the performance of companies that have business operations in the provision of metaverse technologies.
- Companies that have exposure to the following sub-themes are reviewed for inclusion:
 - Augmented/Virtual/Mixed Reality and Spatial Computing
 - Creator Platforms
 - Creator Economy
 - Digital Infrastructure/Hardware
- Companies involved in business activities associated with these sub-themes are further classified into the below categories:
 - Pure Play Metaverse Leaders—Companies that derive greater than or equal to 50% of revenues from the sub-themes listed above.
 - Pre-Revenue Metaverse Leaders—Companies that have primary business operations in the sub-themes listed above but do not currently generate revenues.
 - Diversified Metaverse Leaders—Companies that derive greater than 0% but less than 50% of revenues from the sub-themes listed above.
- All eligible Pure-Play and Pre-Revenue Metaverse Leaders are included as index components, up to a limit of 30, ranked by market capitalization.
- All eligible Diversified Metaverse Leaders are included as index components, up to a limit of 10, ranked by market capitalization.
- If fewer than 40 companies qualify for inclusion in the Index, then all the constituents will be included as index components, subject to the above limits.

SELECTION POOL

- Eligible companies must have:
 - Primary listing in Developed or Emerging Markets defined by Indxx Country Classification, excluding India and Russia.
 - Minimum market capitalization of \$200 million if they are not current constituents and \$160 million if they are current constituents.
 - Average daily turnover greater than or equal to \$2 million over the last six months and \$1.4 million for existing constituents.
 - Minimum free float percentage of 10% of shares outstanding.

WEIGHTING SCHEME

- Index components are weighted by security-level market capitalization with the following constraints:
 - The maximum weight of an index component is 6% and the minimum weight is 0.3%.
 - The aggregate weight of components weighted above 4.5% is capped at 40%. The remaining index components are capped at 4.5%.



- The aggregate weight of Pre-Revenue and Diversified Metaverse leaders cannot exceed 15%, and the maximum weight of a Pre-Revenue or Diversified Metaverse Leader is 4%.

REBALANCES/REVIEWS

- The index follows a semi-annual reconstitution schedule. Adjustments are made on the close of last trading day of May and November.
- The index follows a semi-annual review schedule. Adjustments are made on the close of last trading day of February and August. If the aggregate weight of Diversified Metaverse Leaders is greater than 20%, then it is capped at 18%. If the aggregate weight of Pure Play and Pre-Revenue Metaverse Leaders weighted above 4.5% is above 40%, the excess weight is redistributed proportionally to the Pure Play and Pre-Revenue Metaverse Leaders that are weighted below 4.5% up to a maximum of 4.5% for each company.

For more information on the Index, please visit Indxx's website.

*For the complete and current index methodology please refer to the index provider's website. This summary document is accurate as of the time of its publication and Global X does not guarantee that it is current at any point thereafter.

The selection of the index constituents and their weighting is made by the index provider at its sole discretion.

Carefully consider the fund's investment objectives, risks, and charges and expenses. This and other information can be found in the fund's full or summary prospectus, which may be obtained by visiting globalxetfs.com. Please read the prospectus carefully before investing.

Investing involves risk, including the possible loss of principal. The investable universe of companies in which VR may invest may be limited. The companies in which the Fund invests may be subject to rapid changes in technology, intense competition, rapid obsolescence of products and services, loss of intellectual property protections, evolving industry standards and frequent new product productions, and changes in business cycles and government regulation.

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. Emerging markets involve heightened risks related to the same factors as well as increased volatility and lower trading volume. VR is non-diversified.

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. Indices are unmanaged and do not include the effect of fees, expenses or sales charges. One cannot invest directly in an index.

Global X Management Company LLC serves as an advisor to Global X Funds. The Global X Metaverse Index is owned and was developed by Global X Management Company LLC for use by Global X Funds. The Funds are distributed by SEI Investments Distribution Co. (SIDCO, 1 Freedom Valley Drive, Oaks, PA, 19456), which is not affiliated with Global X Management Company LLC or Mirae Asset Global Investments.