

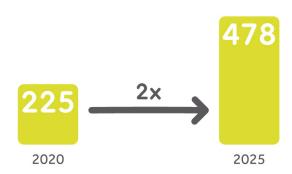
## SMART HOME MARKET GROWTH POTENTIAL

### **2020-2025 SMART HOMES**

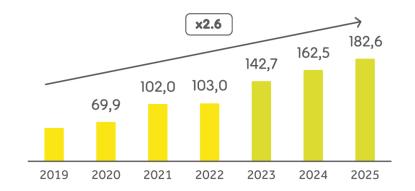
#### SMART HOME PENETRATION GLOBALLY

# 2020 2025

#### NO. OF SMART HOMES IN MILLIONS



#### SMART HOME - GLOBAL FORECAST (IN \$BN)



Global smart home penetration is expected to hit 31% by 2025.

This means that almost a third of all households will be smart to some degree.

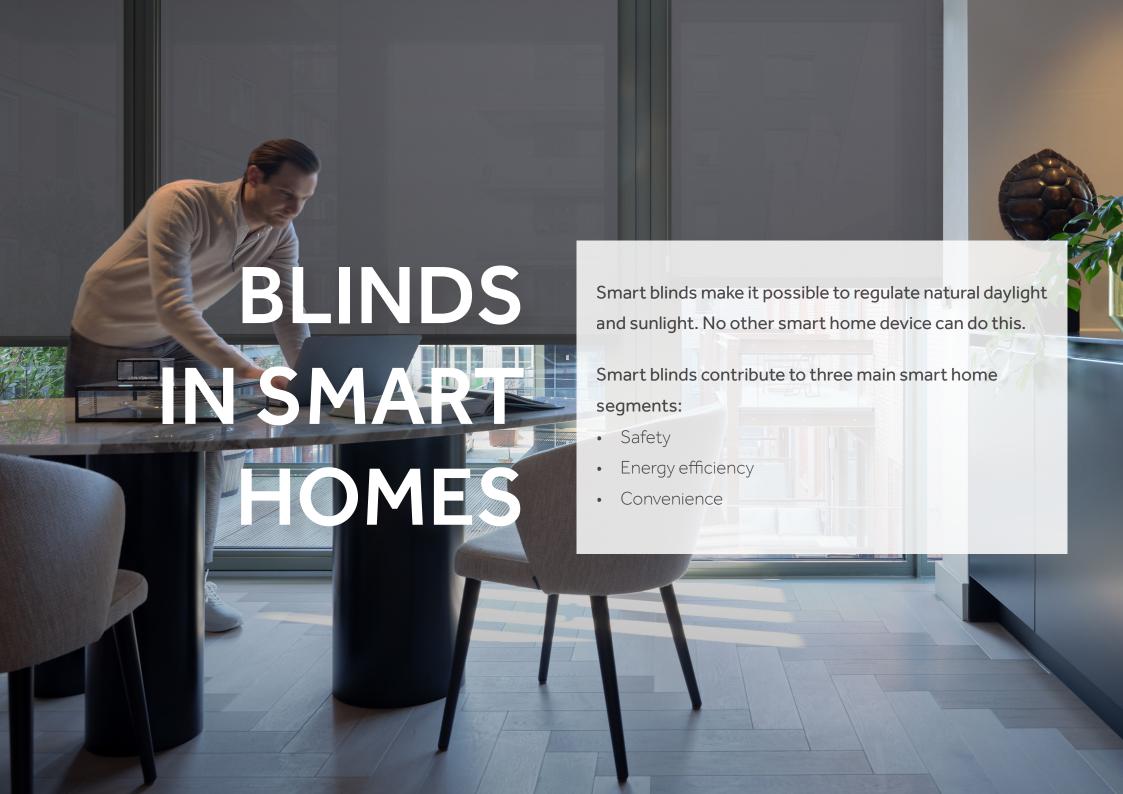
By 2025, there are expected to be 478 million smart homes worldwide. This is more than double the amount of 225 million smart homes in 2020.

Revenue in the smart home market is projected to reach \$182.6 billion in 2025. This means that smart home revenue will almost triple between 2020-2025.

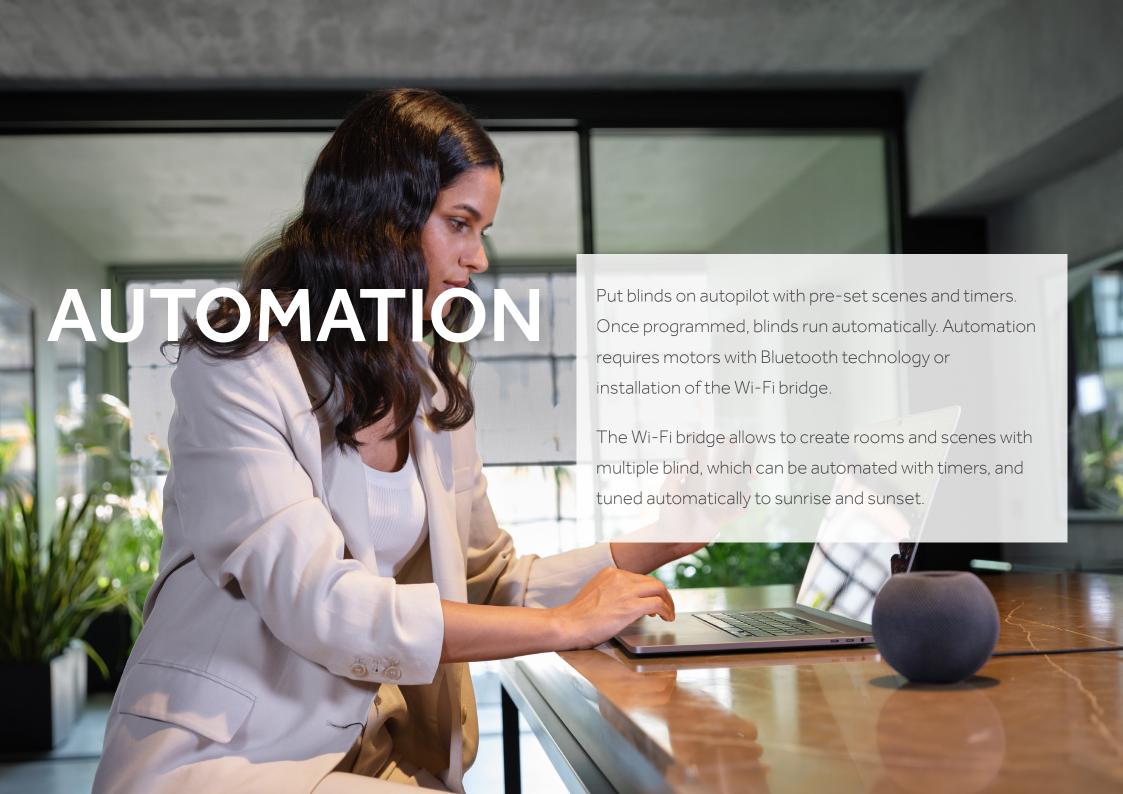
# THE MAIN DRIVERS FOR GROWTH

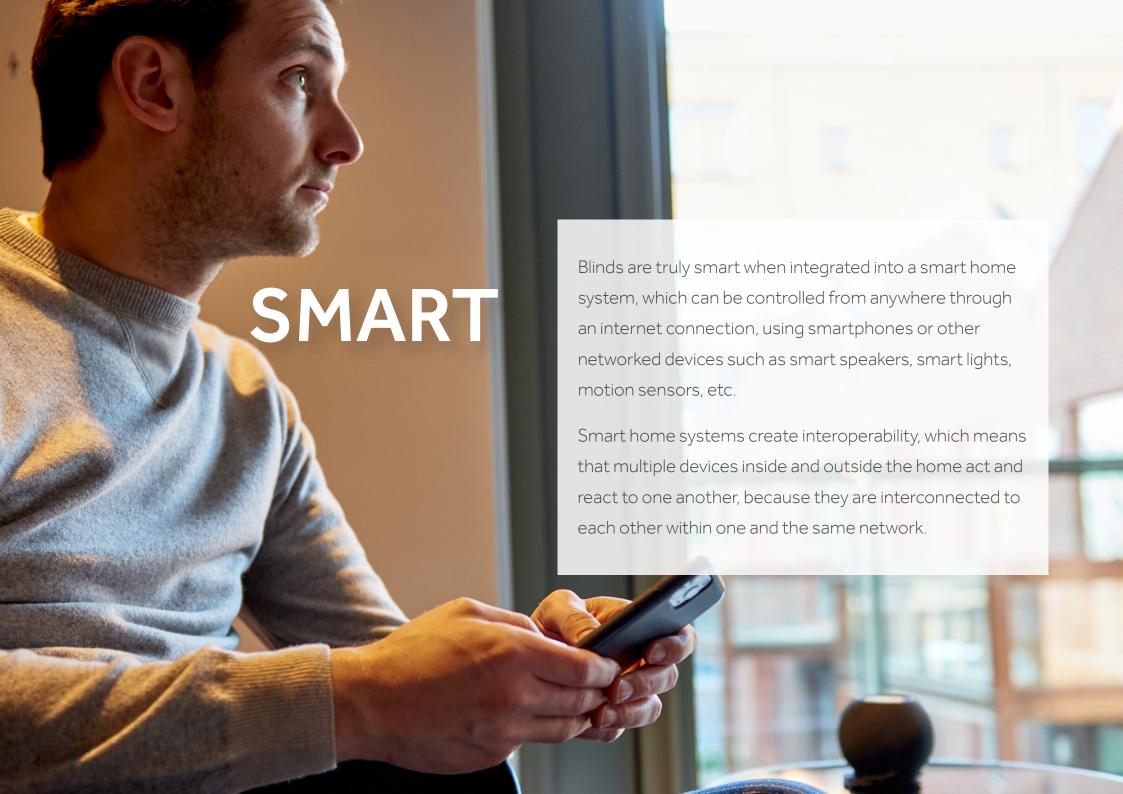
# Growth of smart home revenues comes from the following segments:

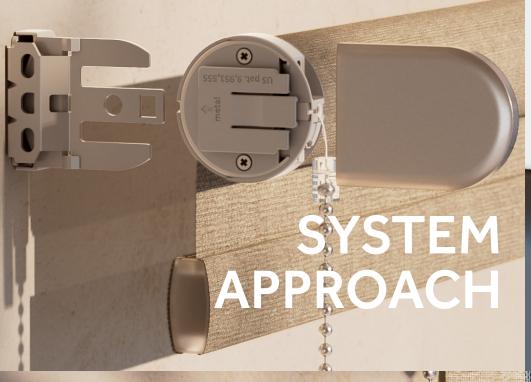
- Smart appliances
- Control & connectivity
- Comfort & lighting
- Security
- Energy management
- Home entertainment



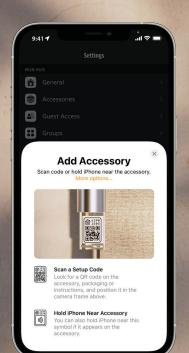
















### eve. | MOTIONBLINDS









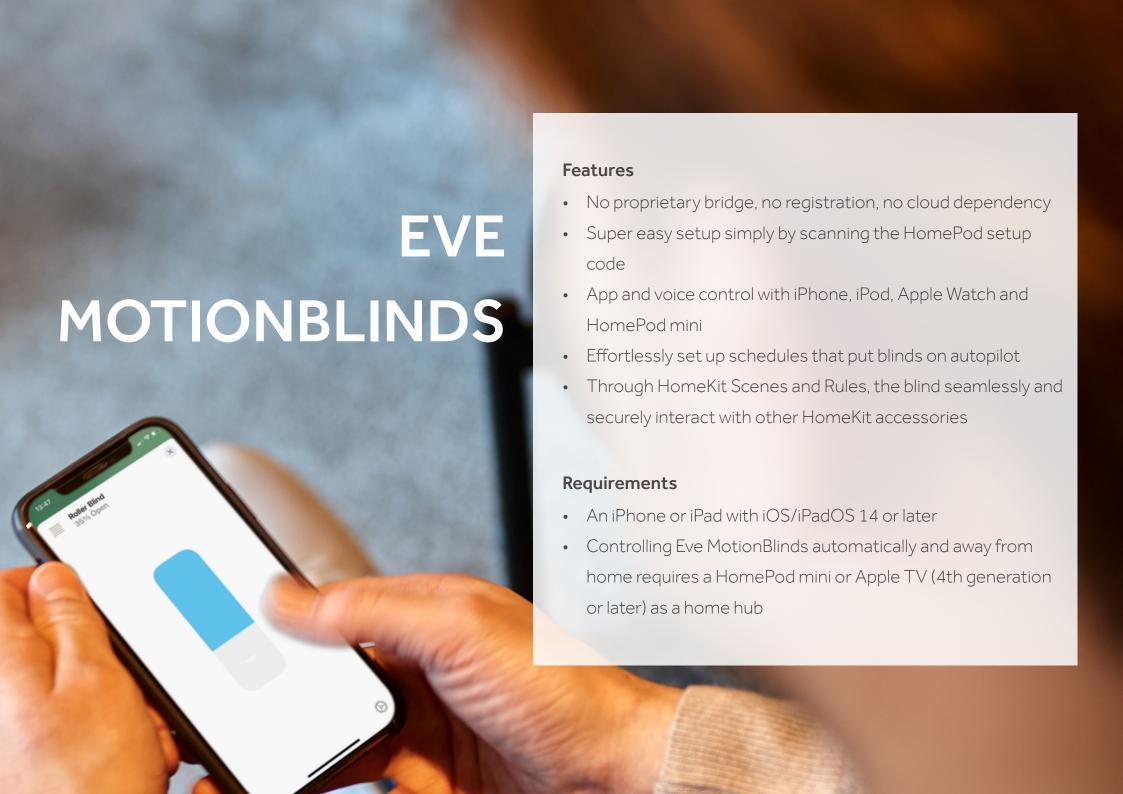
Eve System builds connected home products that set superior standards of comfort, safety, and control.

Eve products integrate into Apple HomeKit flawlessly, intuitively, and most importantly, securely.

Eve's Bluetooth & Thread module Eve Core is built into Eve Motion Blinds motors. This makes Eve MotionBlinds motors compatibile with hundreds of devices with Apple HomeKit technology.

Eve MotionBlinds works directly from the iPhone, without the need for a bridge, registration or any cloud dependency.





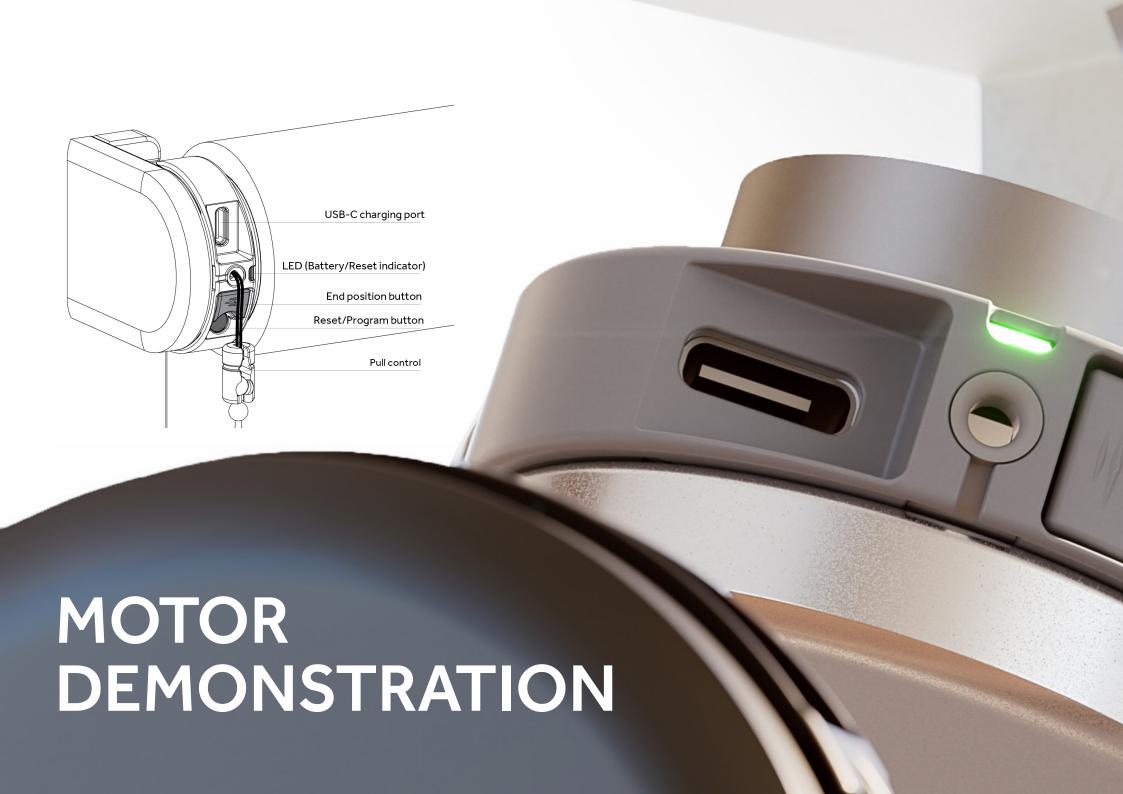


Matter is a smart home standard of the future that is currently being developed by Apple, Google, Amazon, Smart Things and many others.

As soon as Matter is available, Eve MotionBlinds motors will be Matter certified and work directly with all leading smart home systems without the need for a proprietory bridge.

This only requires a firmware update, which means that Eve MotionBlinds motors sold today will work with Matter in the future.







POWERED BY **EVE. | MOTION**BLINDS

