

Highly competent and complementary founders

team



Annema Refsnes Founder and head trainer

Certified AFPT fitness trainer and kettlebells instructor.

Former journalist and entrepreneur. One of Norway's most respected fitness trainers and media personalities.



Ole Petter Hjelle Co-founder and public health guru

Ph.d neurology, medical doctor, Norwegian champion marathon and known as the «Fitness doctor».

Also serial entrepreneur, podcaster and main speaker at health and fitness and corporate events.



Arnulf RefsnesFounder and CEO

M.sc. and ECFA. Serial entrepreneur - Founder and CEO of Brødboksen A/S (raised 11 mill USD) and Fluid Net A/S (sold)

6 years experience from Nordea Markets and 6 years as a Schlumberger field enginer.



Jitendra Rai Co-founder and CTO

B.Sc. (Mathematics and Physics) and B.Tech (Computer Science & Engineering).

14+ years experience as a CTO, enterprise architect and developer for various enterprises and startups.



Lars Løseth Co-founder and Chairman of the board

Head of AI and analytics Capgemini.

Extensive experience both operational and as a board member for several startups.

- Naardic internal IT-team of 4 senior developers (AI/ML, WebRTC, back-end and front-end) and 4 junior developers/QA
- Admin, corporate sales and customer support team in place (4 people)



NAARDIC concepts





Naardic focus primarily on live video. Not streaming, but live and **interactive** classes



Private members pay monthly memberships Corporate members pay for employees.



Members can choose from 15+ different daily classes (HIIT, Yoga, CrossFit, running, pilates, 60+, post/prenatal ++)



Uses Naardic videoconference system, custom made for fitness



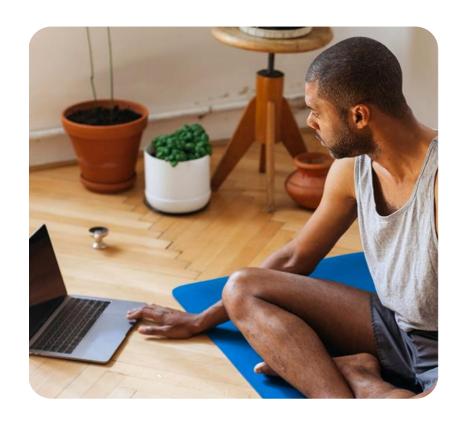
Results

- 70% conversion rate after 14-day trial period
- 99% of members finish classes they have started
- Low churn rate high lifetime value (LTV) of customers



NAARDIC

- combining best of both worlds







Fitness in the future

"More than 60 percent of Americans who exercise regularly say they will likely prefer a mix of working out at a gym and at home in the future."

McKinsey & Company

Sweating for the fitness consumer

UN goal 3.4 - Reduce mortality from lifestyle diseases

24 percent of worldwide population is overweight or obese, including children u

United Nations

Sustainability goals 2030

Interaction - the key to retention

Naardic - Interaction in three dimensions:

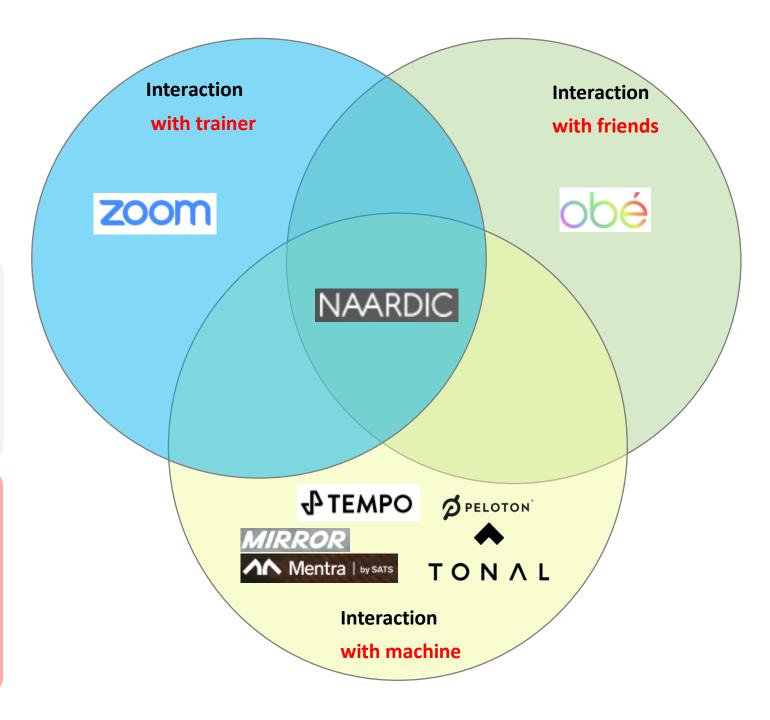
- Member and trainer (video dialog, chat)
- Member and friends (video dialog, chat, share statistics)
- Member and machine (repetition counting, avatar, pose detection etc)

Competitors - No or low level interaction:









Coming for the service, staying for the network!

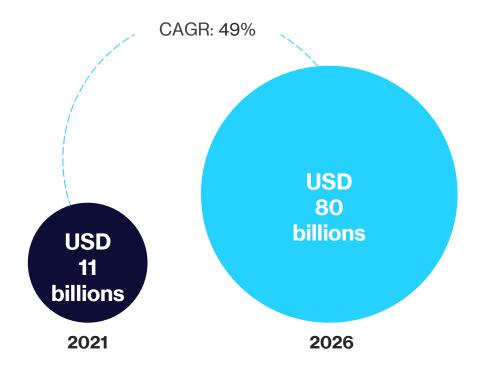






Online fitness \$80B market size

Estimated global market development



Estimated CAGR 2021 – 2026 per category







40%

54%

55%

On-demand streaming

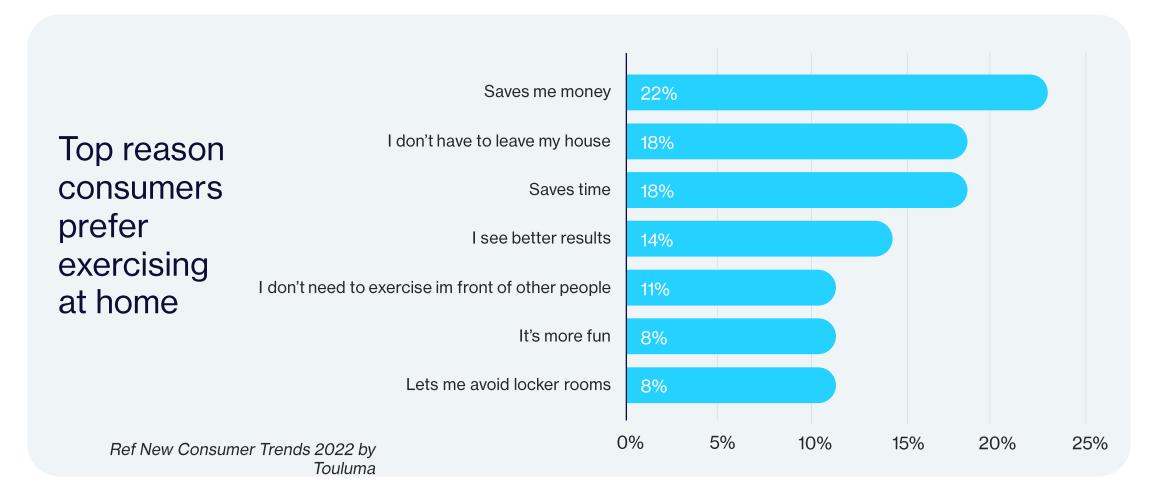
Live streaming

Solo session

- Expected market size \$80B in 2026 and a CAGR of 49%
- Innovation and concept are considered "key drivers"
- On-demand has historically dominated online fitness market, live streaming is expected to have the highest growth in the forecast period. "Interactive" is next level.
- Mirror acquired by Lululemon September 2020 for \$500M
- Peloton is valued at \$5B. Gympass valued at \$2,2B

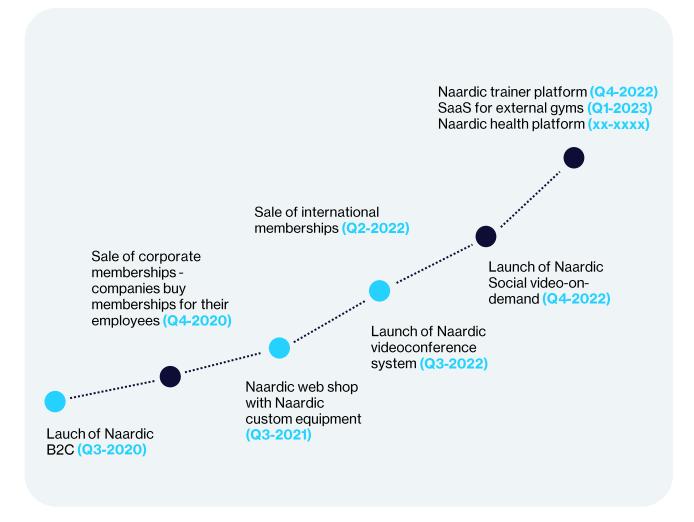
COVID forced people to exercise at home

- cost and convenience keep them there



NAARDIC growth strategies





United Nations sustainable developemt goals

UN Goal 3.4:

«2030 reduce by one-third pre-mature mortality from non-communicable (lifestyle) diseases through prevention and treatment, and promote mental health and wellbeing"

UN goals and facts:

24 percent of population overweight and obese, including children under 5

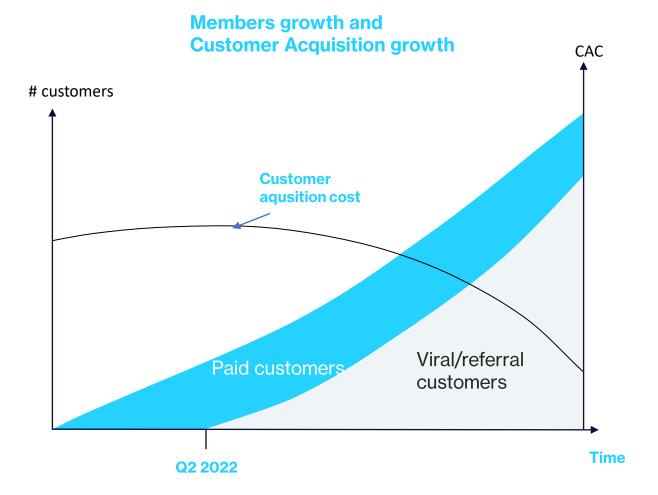
Reduce probability of dying between ages 30 and 70 from any of cardiovascular disease, cancer, diabetes or chronic respiratory disease

Marketing – CAC og LTV



Customer can invite friends for "fitness parties" starting Q2 2022

lower Customer Acquisition Cost



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Corona effect on customers

- Short-term boost from corona
- "Getting back to normal" phase with limited growth
- Long-term growt intact
- Customer behavior, corporate contacts and brand recognition remains post corona

