

#### Disclaimers / Statements



#### Disclaimer

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#### **Forward Looking Statements**

This presentation includes forward-looking statements that are made pursuant to the "safe harbor" provisions of the private securities litigation reform act of 1995. Forward-looking statements reflect our current views with respect to future events and involve inherent risks and uncertainties which could cause actual results to differ materially from our historical experience and present expectations or projections as a result of various factors, including those risks and uncertainties described in the risk factors and in management's discussion and analysis of financial condition and results of operations sections of our annual report on form 10-k and subsequently filed quarterly reports on form 10-q, filed with the Securities and Exchange Commission. One can find many (but not all) of these statements by looking for terms such as "believe," "expect," "hope," "project," "may," "will," "should," "would," "could," "seek," "intend," "plan," "estimate," "anticipate" and similar terms. all statements other than statements of historical facts included in this presentation, including statements regarding our strategies, prospects, financial condition, operations, costs, plans and objectives are forward-looking statements.

We urge you to consider those risks and uncertainties in evaluating our forward-looking statements. We caution readers not to place undue reliance upon any such forward-looking statements, which represent our estimates and assumptions only as of the date hereof. Except as required by law, we undertake no obligation to update any forward-looking statement, whether written or oral, that may be made from time to time, whether as a result of new information, future developments or otherwise. We anticipate that subsequent events and developments will cause our views to change.



# **About Grom**



Grom Social Enterprises, Inc. is an entertainment, technology and social media company dedicated to family-friendly programming, web filtering technology and safe, secure social media for kids. What sets Grom apart is that we invite parents and caregivers to join us in playing an active role to keep kids safe, engaged and entertained.

Grom.....

Seriously safe. Seriously entertaining. Seriously satisfying.

# Our subsidiaries



### Grom Social, Inc.

The Company delivers content through mobile and desktop environments (iOS and Android) that entertain children, allow kids to interact with their peers safely, all while promoting good digital citizenship.



### **Grom Educational Services, Inc.**

Web Filtering for Schools, Federal/Municipal Government and Private Businesses.



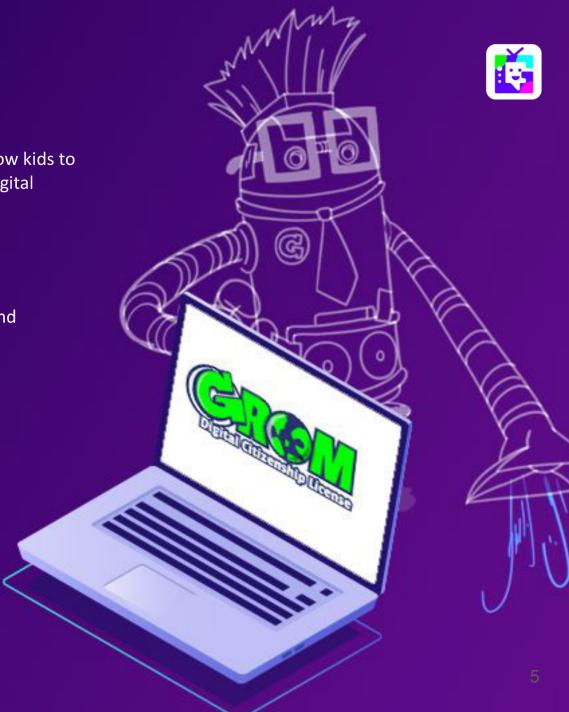
## **Top Draw Animation, Inc.**

An award-winning producer of top-quality animation and a leading source of 2D animated programming for global entertainment providers.



## **Curiosity Ink Media**

Curiosity is a cross-platform media & entertainment company serving kids and families with ground-breaking original story-telling content.



# **Grom Selfie**



## **Exclusive Content**

1450

Hours of exclusive Live streaming content

Grom's cost per episode \$2500

Web Security

# 2 Billion +

Filtered web attempts in US schools

Families Reached

# 25 Million\* +

Children, parents & students
Who have used our platforms

### Blue Chip Clients



### Original Storytelling

Animated Series
Graphic Novels
Early Reader Books
Theatrical Releases
Premium Partners

#### **Consumer Trust**

COPPA Compliant

Round-the-clock Monitoring

Parental Controls





# Parents Worry About Kids on Social Media

of today's parents worry their kids will be exposed to harmful/inappropriate content

in 4

teens reported being bullied online, half have witnessed it

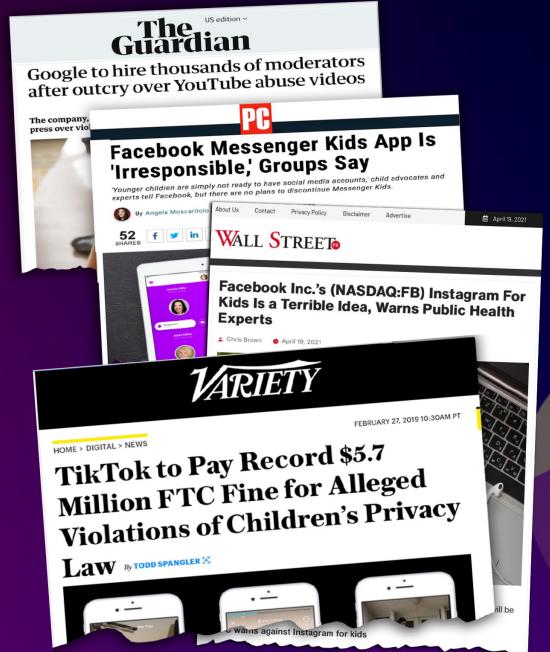
Source: technologyformindfulness.com

Negative/harmful posts often make kids feel inadequate, depressed and anxious

Parents cite safety as a major concern about their kids on social media and worry about their kids being exposed to predators, bullying, and hate speech, among other negative behaviors.

How do we give kids a positive, inclusive social media experience without the negative aspects of social?

The answer is Grom Social !!!





# Entertaining & Protecting Kids 24/7

The <u>ONLY</u> COPPA-compliant social media app for kids under 13 that allows them to record and share videos.

Grom gives kids the social networking features they love.

- Sense of community with other Grom users
- Exclusive content
- Live commenting
- Hashtags
- Streaming video content
- Direct messaging to kids
- Message and chat with original
   Grom cartoon characters









### **Grom Educational Services, Inc.**

Web Filtering for Schools, Federal/Municipal Government and Private Businesses.

# Protecting Kids In School

Grom Educational Services, Digital Citizenship Program assist K-12 schools with their CIPA compliance while also providing online safety.



- Web filtering
- Digital Citizenship License course
- Exclusive educational content
- Protecting millions of kids online in thousands of US schools since 2003



**Children's Internet Protection Act (CIPA)** 

Was enacted by Congress in 2000 to address concerns about children's access to obscene content or harmful content over the internet.



# Award-Winning Animation Studio

- Producing premium animation content since 1999
- State-of-the-art facility in Manila, Philippines
- ◆ 400+ global animation experts
- NEW: Offer creative services additional revenue stream













# **Curiosity Ink Media**

Grom's Newest Subsidiary - Curiosity Ink Media - Brimming with IP!



## Santa.com - E-Commerce / Feature Film and Series

**Project Description:** The new North Pole where kids can interact with Santa, see the hottest Christmas toys -- get their wish lists to Santa's Helpers -- and streamline the path from e-commerce to underneath the Christmas Tree!! Plus, a new Christmas classic special in which Santa Claus oversees the automation of Christmas with new tech upgrades.

IP ownership: 50% / 50% plus royalties



### The Pirate Princess - Feature Film Franchise

**Project Description:** The first in a new series of animated films, this original franchise in partnership with a leading global leading toy company and comes with built-in worldwide mass market licensing and consumer products push!!!

**IP ownership:** 100% (revenue share with partner)



### Thunderous - Feature Film Franchise

**Project Description:** When an Indigenous teenager, Sage, disinterested in her Native American culture, finds herself suddenly transported to the spirit world, she quickly learns that the teachings her proud grandmother shares from her family's heritage are the very tools she now needs to survive and find her way home again.

**IP ownership:** 100% (revenue share with partner)

### **Curiosity Ink Media**



# Baldwin's Big Adventures - Preschool Franchise

**Project Description:** Preschoolers and their parents will want to hop aboard this original series -- The series will be about a young steam engine who takes to the rails on an adventure! Series comes complete with Publishing, Consumer Products, worldwide licensing and merchandising programs!



**IP ownership:** 50% / 50%



### Cats vs Pickles - International

Project Description: This new, lighthearted franchise transcends cultural and language barriers and has the ability to be a global instant classic....since it has no dialogue! Pet lovers everywhere will paw at this first installment in book series dropping in Q4 with Cepia Media, with animated series to follow! In success, consumer products and merchandising programs!

**IP participation::** Royalty share 2%



# **Curiosity Books Imprint:**

Project Description: Partnership with leading global graphic novel publisher to develop and produce Curiosity Ink Media owned IP into graphic novels, early-reader chapter books and picture books. Coming to shelves in Spring 2022! Plans to develop successful book titles as TV and/or Feature Film franchises.

## **Curiosity Ink Media - Content in Development**





### Odd Jobs:

**Project Description:** Obsessed with the latest electric scooter, three young friends undertake a variety of hilarious neighborhood odd jobs to fund the acquisition - all of which ultimately get wildly out of hand due to their attempt to cut corners, resulting in disastrous outcomes that threaten their whole town!

IP ownership: 100%





### Oothar the Blue:

**Project Description:** A mid-life crisis compels Oothar – a fantasy world's greatest barbarian and monsterslayer – to hang up his sword and move to our world for the suburbs and a desk job. When the same barbarian creatures he fought before suddenly show up on his lawn, he soon learns that the grass isn't always "bluer" on the other side.

**IP ownership:** 100% (revenue share with partner)

# Forgettable SUPERVILLAINS





## The Forgettable Supervillains:

**Project Description:** A group of terrible superheroes with a record of less-than-heroic feats, bands together to instead try their luck as villains. When they discover that the "real" superheroes everyone looks up to are actually evil, they're forced to once again pivot. Can they finally realize their collective dream of saving the day?

IP ownership: 100% (revenue share with partner)





### Aloha Hoko:

**Project Description:** On the beautiful islands of Hawaii, a spirited young girl and her 'ukulele - both powered by the Aloha Spirit of love, kindness, and compassion - makes it her mission to help her human and animal friends!

IP ownership: 50/50

# Why Grom?



# Grom is poised and ready to entertain today's kids and families like no other media company!

- Original Programming for content-starved SVOD market
   & traditional media from Curiosity Ink Media
- Consistent source of premium animation from Top Draw Animation
- Keeping America's kids safe through Grom's
   K-12 Educational NetSpective web-filter solutions
- Emerging brand-safe social media for kids in a COPPA-compliant environment that invites parental control!

# The New Grom:

- Premium Family-Friendly Content & Social media
- Cross-platform synergy that drives awareness, distribution and series development...to unlock revenue opportunities.

Seriously safe. Seriously entertaining. Seriously satisfying.









