



Let Children's lives
lead to infinite possibilities



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I. Overview of SPC Group



III. Overview of Market



II. Operating Performance



*IV. Future Operating
Layout and Prospects*

Profile & History of SPC



Chairman -- Shu-Ling Tseng

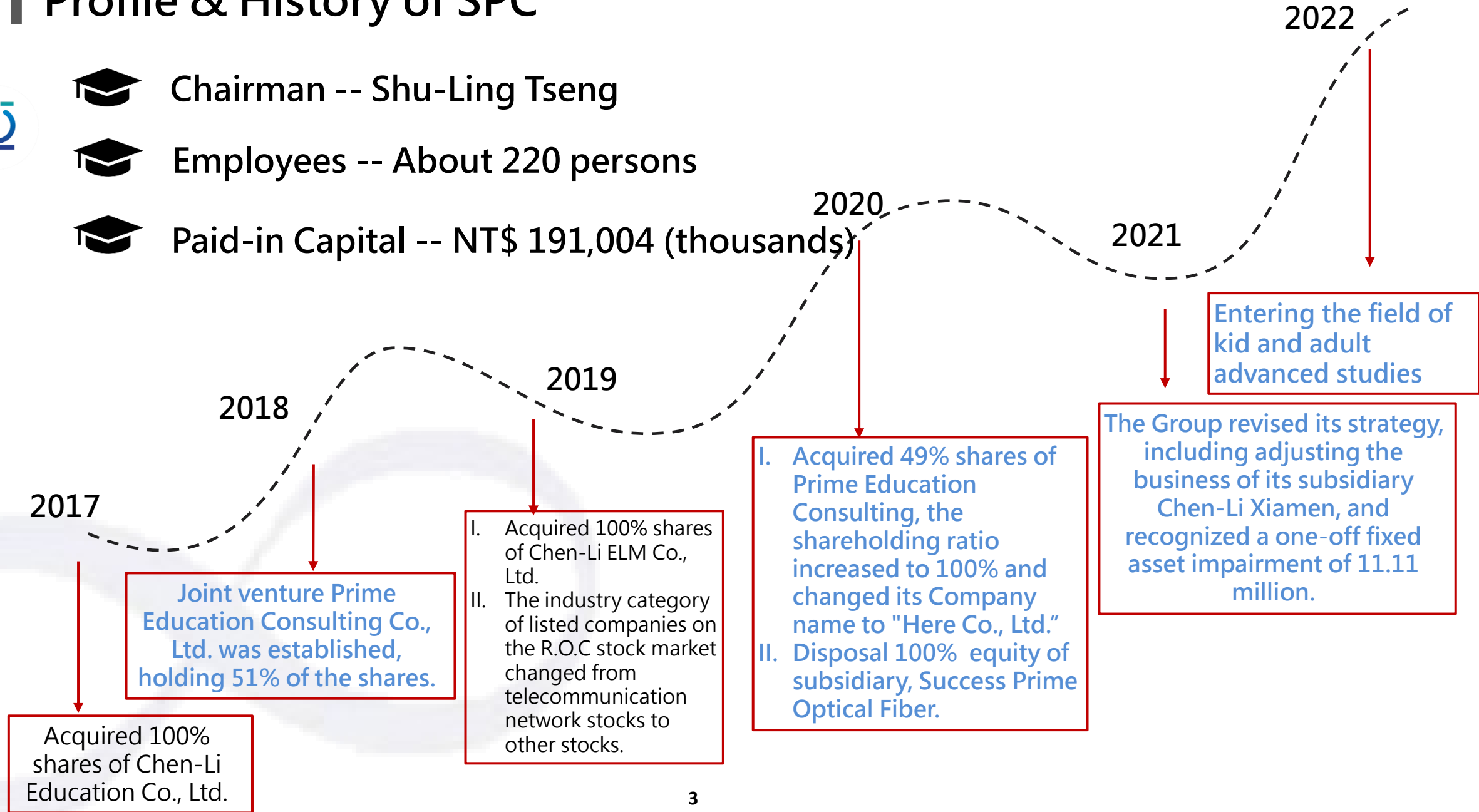


Employees -- About 220 persons



Paid-in Capital -- NT\$ 191,004 (thousands)

I. Overview of SPC Group



Condensed Income Statement

Unit: NT\$ thousands



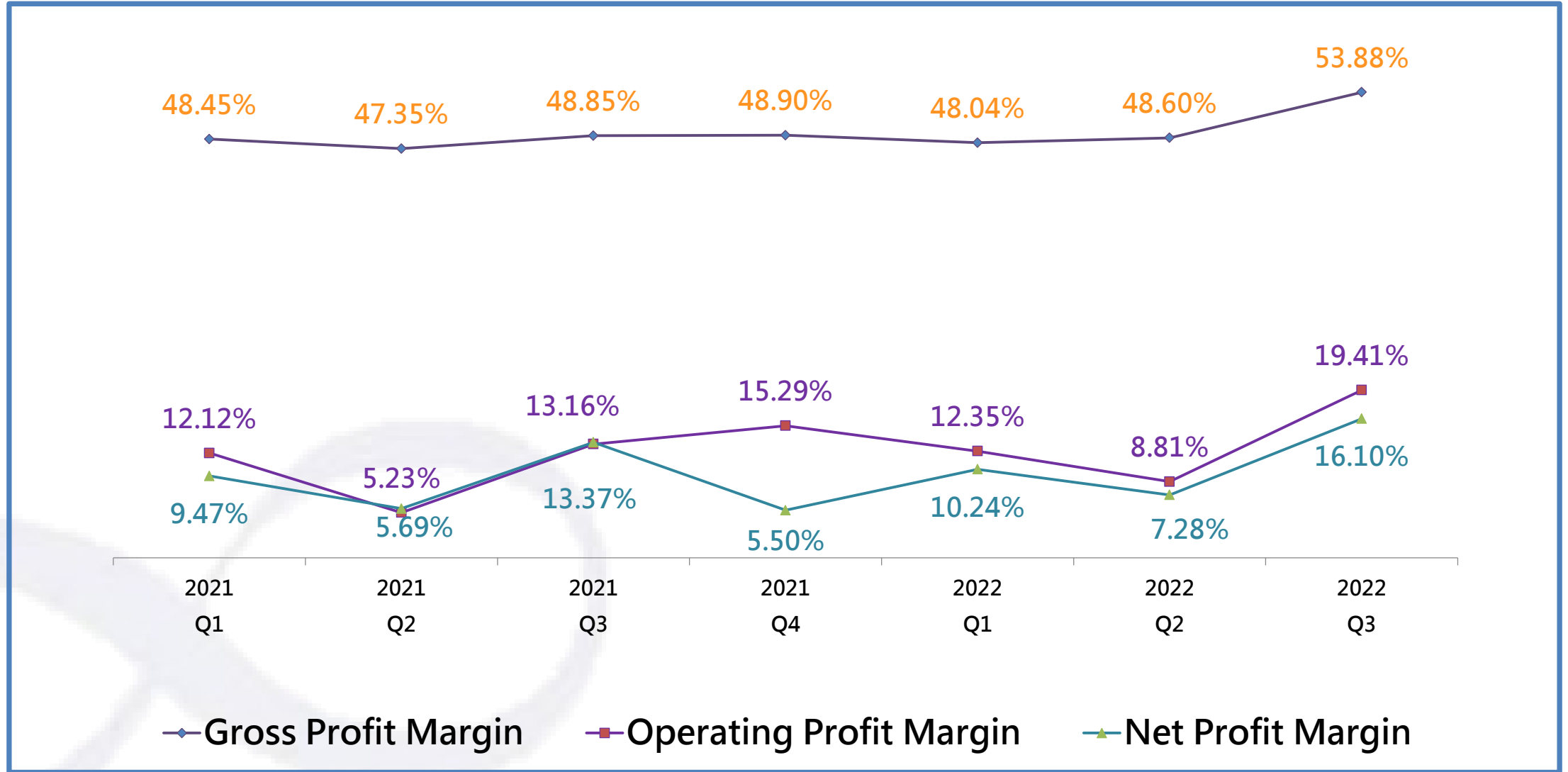
	1-3Q/2022	1-3Q/2021	YoY	2021
Operating Revenue	510,305	483,209	5.61%	661,920
Operating Costs	252,695	250,079	1.05%	341,399
Gross profit	257,610	233,130	10.5%	320,521
Gross Profit Margin	50.48%	48.25%	—	48.42%
Operating Expenses	186,838	182,958	2.12%	243,309
Operating Profit	70,772	50,172	41.06%	77,212
Operating Profit Margin	13.87%	10.38%	—	11.66%
Non-operating Income and Expenses	3,058	7,954	-61.55%	(2,956)
Net Income after Tax	59,303	46,788	26.75%	56,623
Net Profit Attributable to Owners of the Parent	58,914	46,821	25.83%	56,900
EPS(NTD)	3.11	2.49	24.90%	3.02

II. Operating Performance

Profitability



II. Operating Performance

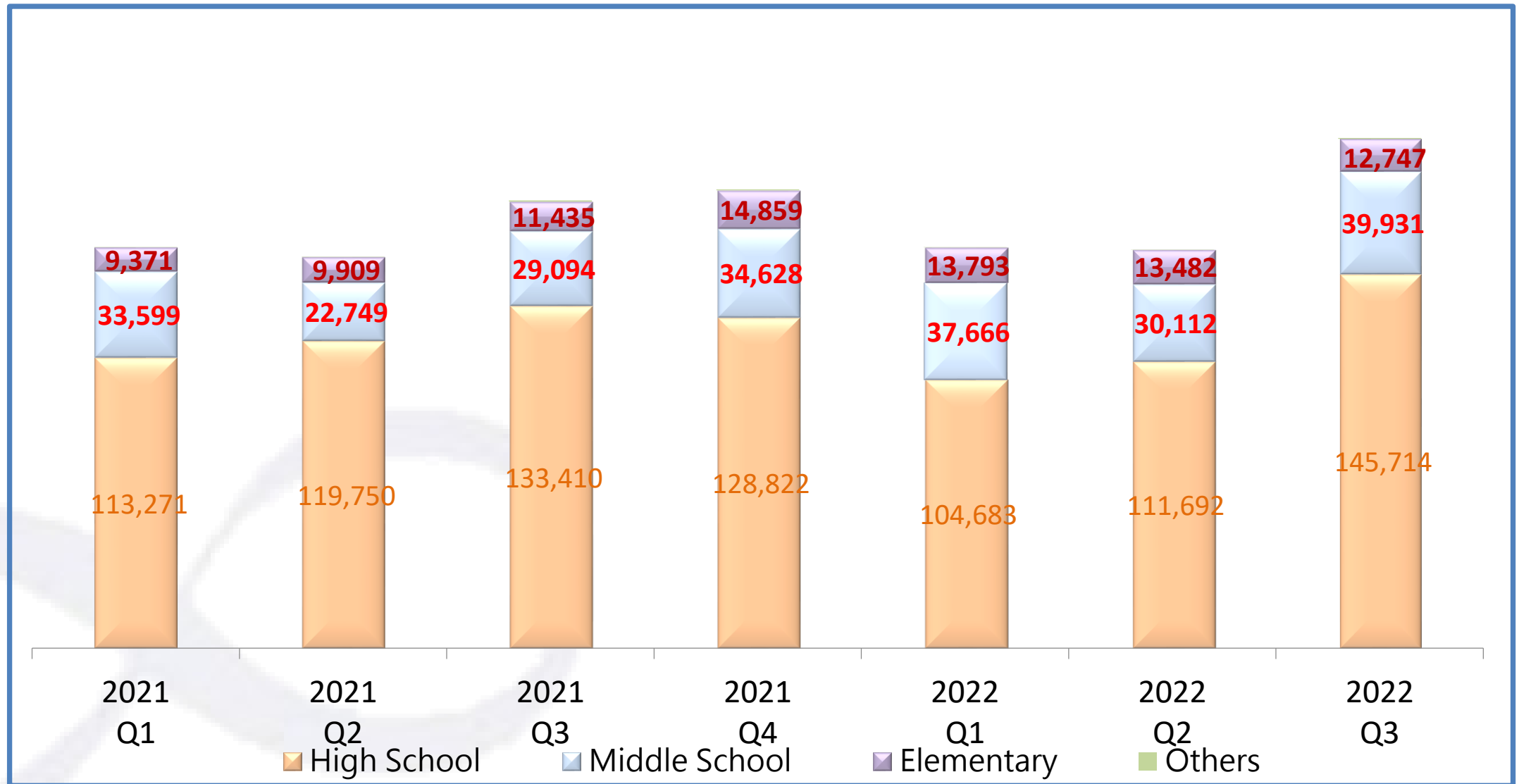


Revenue Distribution in Different Fields

Unit: NT\$ thousands



II. Operating Performance



Dividend Policy

Unit: NTD, %

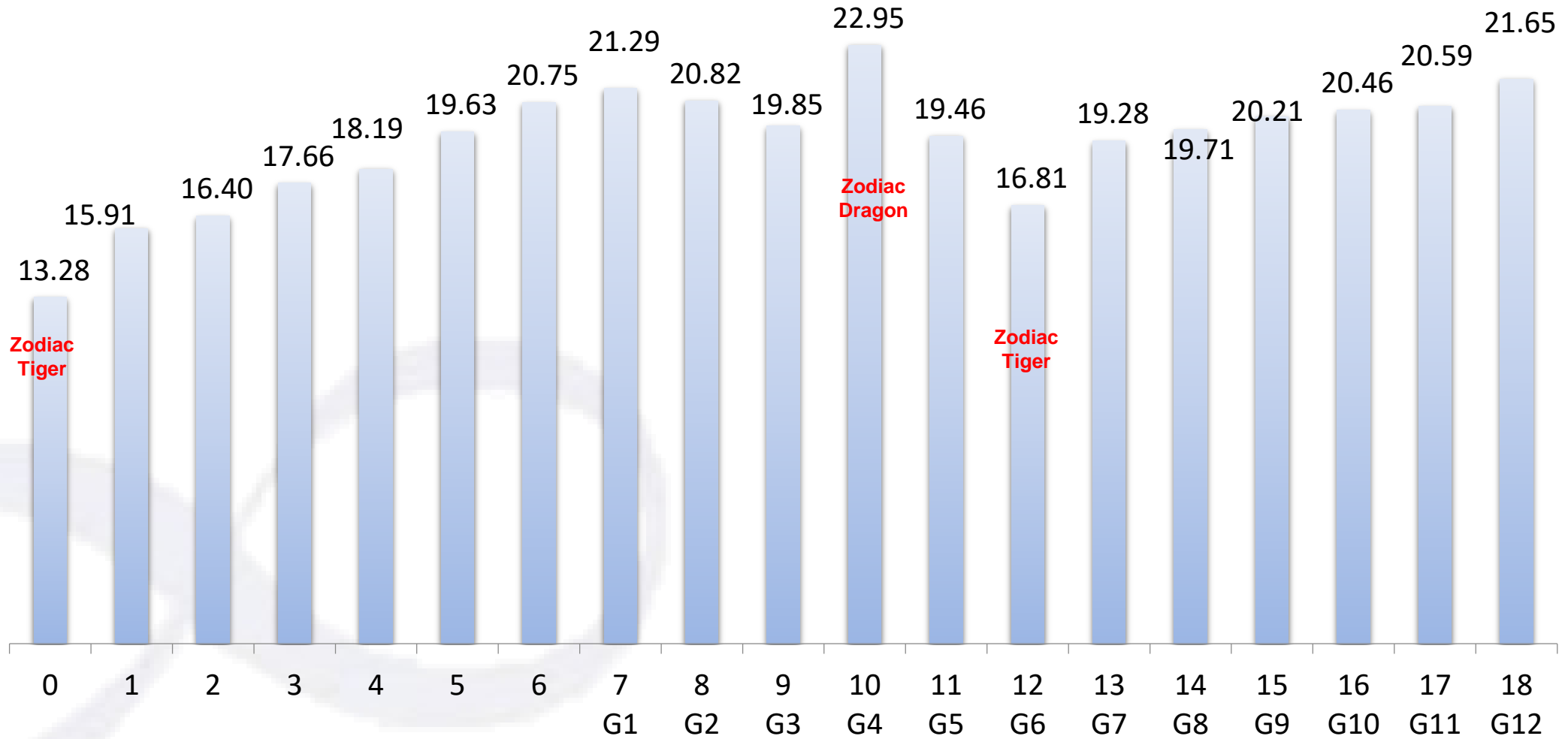


	2018	2019	2020	2021
EPS	7.18	4.41	3.30	3.02
Non-reimbursable rights issue retroactively adjusted EPS	7.18	4.01	-	-
Stock Dividend	-	1.0	-	-
Cash Dividend	4.0	1.5	4.5	3.0
Distribution Yield (NTD)	4.0	2.5	4.5	3.0
Dividend Payout Ratio (%)	56%	57%	136%	99%
ROE	16.12%	9.75%	7.84%	7.07%
ROA	9.92%	5.86%	4.78%	4.71%

Overview of Market

Unit : ten thousand people

Number of People in Each Age



III. Overview of Market



OUR FUTURE

Improve the Educational
Territory of the Group



Group Operating Key Projects



IV. Future Operating Layout and Prospects



SPC Group Educational Territory - Kid



IV. Future Operating Layout and Prospects

卓越成功(2496)

BrainMax

最·強·大·腦

桌遊新品發表會

讓孩子們掌握先機「贏」戰未來

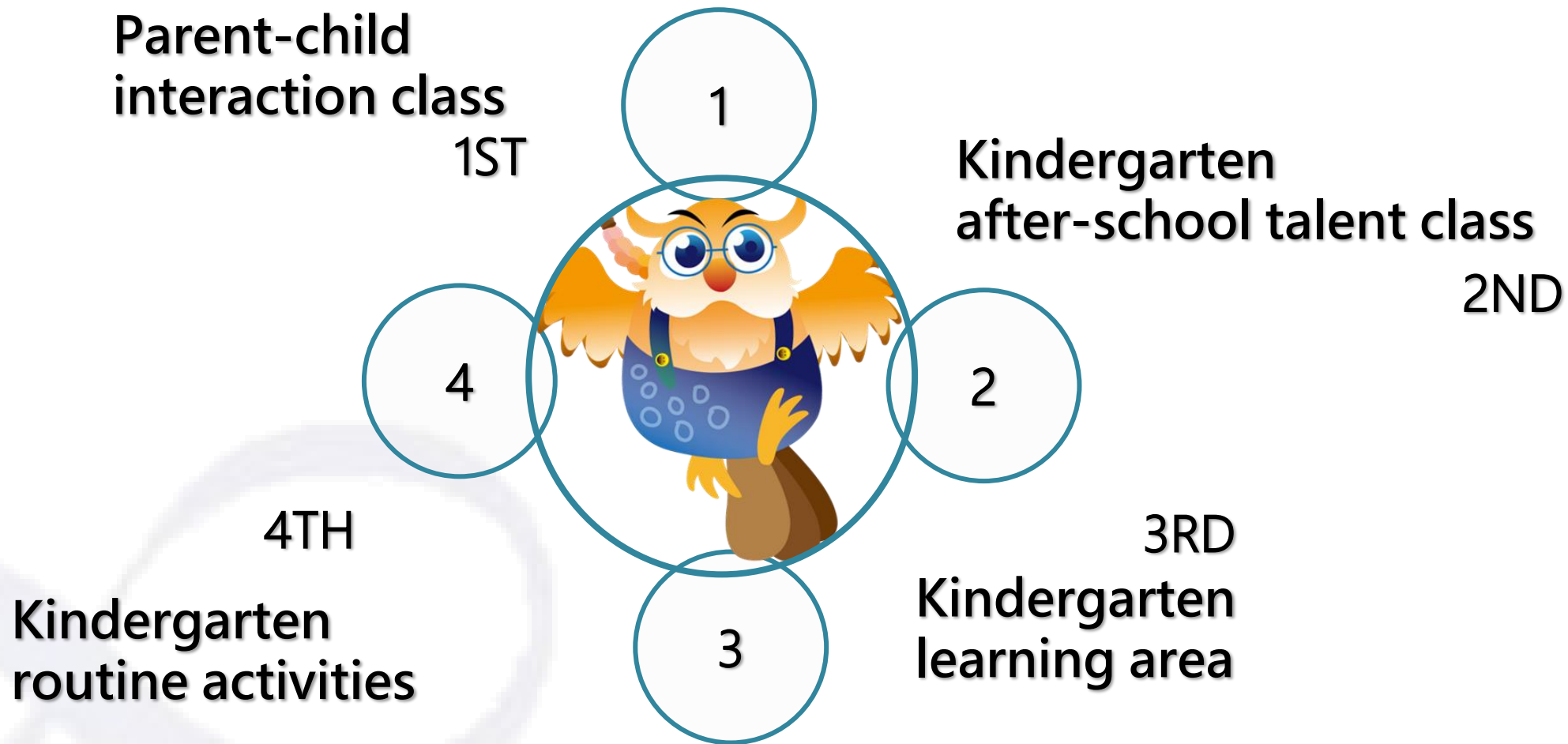
專為3~6歲學齡前幼兒研發的數學概念桌遊，運用大腦感官發展的學習模式，讓幼兒在適齡時從遊戲中自然學會數學的基礎概念，為未來添加優質養分。

遊戲盒封面包括：食物射擊王、冒險家、瘋狂音樂、橘子英雄、終極代碼戰、打怪、起點任務、眼力大考驗、鐘點戰、記憶王、管理高手、排排隊、對決頭銜、水果、樓梯鎮。

SPC Group Educational Territory - Kid



IV. Future Operating Layout and Prospects





Omnidirectional Learning Platform

Graphic design

UI/UX

Web front-end design

Front-end engineering

Python software development

Machine learning

Self-media

SPC Group Educational Territory



IV. Future Operating Layout and Prospects

3~6 years old
Brain Max board
game teaching
aid learning
system

Developing in
the area of
elementary,
middle and
high school

Adult online
Advanced
Studies





THANK YOU

