

# ESPO VanEck Video Gaming and eSports ETF



As of March 31, 2024

## Fund Details

Fund Ticker	ESPO
Intraday NAV (IIV)	ESPOIV
Index Ticker	MVESPOTR
Total Net Assets (\$M)	253.60
Options	Available
Exchange	NASDAQ
Inception Date	10/16/18

## Fund Data

Number of Holdings	29
Currency	USD
Price/Earnings Ratio*	28.20
Price/Book Ratio*	3.22
Weighted Avg. Market Cap (\$M)	\$72,626
30-Day SEC Yield *	0.21%
NAV: 52 Week High/Low	\$64.26/\$49.43

\*30-Day SEC Yield is based on the most recent 30-day period and reflects the investment income earned after deducting a fund's expenses for the period. This yield does not necessarily reflect the yield that an investor will receive. Distributions may vary from time to time. A weighted harmonic average is used to calculate this metric. Price/Book Ratio is the price of a security divided by the book value per share of the security. Price/Earnings Ratio is the price of a security divided by the last twelve months earnings per share of the security.

Fees and Expenses	
Management Fee	0.50%
Other Expenses	0.09%
Gross Expense Ratio	0.59%
Fee Waivers and Expense Reimbursement	-0.03%
Net Expense Ratio	0.56%

\*Fees and Expenses Expenses for ESPO are capped contractually at 0.55% until February 1, 2025. Cap excludes acquired fund fees and expenses, interest expense, trading expenses, taxes and extraordinary expenses.

## Fund Description

VanEck Video Gaming and eSports ETF (ESPO<sup>®</sup>) seeks to replicate as closely as possible, before fees and expenses, the price and yield performance of the MVIS<sup>®</sup> Global Video Gaming and eSports Index (MVESPOTR), which is intended to track the overall performance of companies involved in video game development, esports, and related hardware and software.

## Top 10 Holdings

Holding Name	Ticker	% of Net Assets
TENCENT HOLDINGS LTD	700 HK	8.98
NETEASE INC	NTES US	7.09
ADVANCED MICRO DEVICES INC	AMD US	6.91
NINTENDO CO LTD	7974 JP	6.42
ELECTRONIC ARTS INC	EA US	5.96
ROBLOX CORP	RBLX US	5.34
TAKE-TWO INTERACTIVE SOFTWARE INC	TTWO US	5.23
APPROVIN CORP	APP US	5.02
UNITY SOFTWARE INC	U US	4.51
BANDAI NAMCO HOLDINGS INC	7832 JP	4.32
<b>Top 10 Total</b>		<b>59.78</b>

These are not recommendations to buy or to sell any security. Securities and holdings may vary.

## Performance History: Average Annual Total Returns\* (%)

Month End as of 03/31/24	1 MO	3 MO	YTD	1 YR	3 YR	5 YR	10 YR	10/16/18	LIFE
ESPO (NAV)	1.34	10.08	10.08	19.58	-1.11	15.92	--	15.00	
ESPO (Share Price)	1.49	10.21	10.21	19.39	-1.24	15.79	--	14.97	
MVESPOTR (Index)	1.15	9.94	9.94	20.00	-0.31	16.65	--	15.85	
Performance Differential (NAV - Index)	0.19	0.14	0.14	-0.42	-0.80	-0.73	--	-0.85	

Quarter End as of 03/31/24	1 MO	3 MO	YTD	1 YR	3 YR	5 YR	10 YR	10/16/18	LIFE
ESPO (NAV)	1.34	10.08	10.08	19.58	-1.11	15.92	--	15.00	
ESPO (Share Price)	1.49	10.21	10.21	19.39	-1.24	15.79	--	14.97	
MVESPOTR (Index)	1.15	9.94	9.94	20.00	-0.31	16.65	--	15.85	
Performance Differential (NAV - Index)	0.19	0.14	0.14	-0.42	-0.80	-0.73	--	-0.85	

\*Returns less than one year are not annualized.

In the absence of temporary expense waivers or reimbursements, the 30-Day SEC Yield for VanEck Video Gaming and eSports ETF would have been 0.22% on 03/31/24.

The performance data quoted represents past performance. Past performance is not a guarantee of future results. Investment return and principal value of an investment will fluctuate so that an investor's shares, when redeemed, may be worth more or less than their original cost. Performance may be lower or higher than performance data quoted. Please call 800.826.2333 or visit [vaneck.com](http://vaneck.com) for performance current to the most recent month ended.

The "Net Asset Value" (NAV) of a Fund is determined at the close of each business day, and represents the dollar value of one share of the fund; it is calculated by taking the total assets of the fund, subtracting total liabilities, and dividing by the total number of shares outstanding. The NAV is not necessarily the same as the ETF's intraday trading value. Investors should not expect to buy or sell shares at NAV.

# ESPO VanEck Video Gaming and eSports ETF

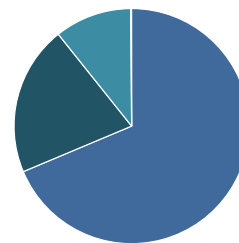
As of March 31, 2024

## Top 10 Countries

Country	% of Net Assets
United States	35.12
Japan	23.97
China	17.91
Taiwan Region	7.35
South Korea	5.73
Australia	4.19
Poland	1.60
France	1.57
Sweden	1.51
Ireland	0.93
<b>Top 10 Total</b>	<b>99.87</b>

## Sector Weightings

Sector	% of Net Assets
Communication Services	68.6
Information Technology	20.6
Consumer Discretionary	10.6
Other/Cash	0.1



Index returns are not Fund returns and do not reflect any management fees or brokerage expenses. Certain indices may take into account withholding taxes. Investors can not invest directly in the Index. Index returns assume that dividends have been reinvested.

An investment in the Fund may be subject to risks which include, among others, risks related to investing in video gaming and eSports companies, software industry, internet software & services industry, semiconductor industry, equity securities, communication services sector, information technology sector, consumer discretionary sector, depository receipts, small- and medium-capitalization companies, issuer-specific changes, special risk considerations of investing in Asian, Chinese and Japanese issuers, emerging markets issuers, foreign securities, foreign currency, market, operational, cash transactions, index tracking, authorized participant concentration, no guarantee of active trading market, trading issues, passive management, fund shares trading, premium/discount risk and liquidity of fund shares, non-diversified, and index-related concentration risks, all of which may adversely affect the Fund. Emerging market issuers and foreign securities may be subject to securities markets, political and economic, investment and repatriation restrictions, different rules and regulations, less publicly available financial information, foreign currency and exchange rates, operational and settlement, and corporate and securities laws risks. Small- and medium-capitalization companies may be subject to elevated risks.

MVIS Global Video Gaming and eSports Index is the exclusive property of MarketVector Indexes GmbH (a wholly owned subsidiary of Van Eck Securities Corporation), which has contracted with Solactive AG to maintain and calculate the Index. Solactive AG uses its best efforts to ensure that the Index is calculated correctly. Irrespective of its obligations towards MarketVector Indexes GmbH, Solactive AG has no obligation to point out errors in the Index to third parties. The VanEck Video Gaming and eSports ETF is not sponsored, endorsed, sold or promoted by MarketVector Indexes GmbH and MarketVector Indexes GmbH makes no representation regarding the advisability of investing in the Fund.

**Investing involves substantial risk and high volatility, including possible loss of principal. An investor should consider the investment objective, risks, charges and expenses of the Fund carefully before investing. To obtain a prospectus and summary prospectus, which contains this and other information, call 800.826.2333 or visit [vaneck.com](http://vaneck.com). Please read the prospectus and summary prospectus carefully before investing.**

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