ESPO VanEck Video Gaming and eSports UCITS ETF

Fund Details

Base Currency	USD
Inception Date	24 June 2019
Domicile	Ireland
Net Assets	USD 553.2M
Shares Outstanding	13,850,000
Total Expense Ratio	0.55%
Product Structure	Physical (Full Replication)
UCITS Compliant	Yes
Rebalance Frequency	Quarterly
Distribution Frequency	None
Income Treatment	Reinvestment
Swiss Valor	48637719
ISA Eligibility	Yes
SIPP Available	Yes
Countries of Registration	AT, CH, DE, DK, ES, FI, FR, IE, IT, LU, NL, NO, PL, PT, SE, UK

Index Information

Index Provider	MarketVector Indexes GmbH
Index Type	--
Currency	USD
Inception Date	22 Jul 2022
Rebalance Frequency	Quarterly
Bloomberg Ticker	MVESPGTR
Reuters Ticker	.MVESPGTR

Fund Data

Number of Holdings	25
Price/Earnings Ratio*	28.21
Price/Book Ratio*	3.19
Weighted Avg. MCap	USD 72.6B

* Last 12 Months

Country Breakdown

United States	35.07%
Japan	24.16%
China	17.87%
Taiwan Region	7.43%
South Korea	6.83%
Australia	4.19%
Other/Cash	4.44%

Fund Description

31 March 2024

The VanEck Video Gaming and eSports UCITS ETF (ESPO) is a UCITS-compliant exchange-traded fund that invests in a portfolio of equity securities with the aim of providing investment returns that closely track the performance of the MVIS® Global Video Gaming and eSports Index (MVESPOTR).

The MVIS Global Video Gaming & eSports Index is a global index that tracks the performance of the global video gaming and esports segment. The index includes companies with at least 50% (25% for current components) of their revenues from video gaming and/or esports.

Performance History* (%)

Month End as of 31 Mar 2024	1 MO*	3 MO*	YTD*	1 YR	3 YR	5 YR	10 YR	ETF INCEPTION
ETF	1.31	10.29	10.29	18.56	-1.12	--	--	15.60
MVESPGTR (Index)	1.26	10.35	10.35	19.14	-0.52	16.51	--	16.25

Past performance does not predict future returns.

Performance quoted represents past performance. Current performance may be lower or higher than average annual returns shown. Discrete performance shows 12 month performance to the most recent Quarter end for each of the last 5yrs where available. E.g. '1st year' shows the most recent of these 12-month periods and '2nd year' shows the previous 12 month period and so on.

Performance data for VanEck ETFs is displayed on a Net Asset Value basis, in Base Currency terms, with net income reinvested, net of fees. Brokerage or transaction fees will apply.

Top 10 Holdings

TENCENT HOLDINGS LTD	8.93%
NETEASE INC	7.06%
ADVANCED MICRO DEVICES INC	6.92%
NINTENDO CO LTD	6.42%
ELECTRONIC ARTS INC	5.93%
ROBLOX CORP	5.32%
TAKE-TWO INTERACTIVE SOFTWARE INC	5.21%
APPLOVIN CORP	5.02%
UNITY SOFTWARE INC	4.48%
BANDAI NAMCO HOLDINGS INC	4.30%
SUBTOTAL - TOP 10	59.58%
REMAINING HOLDINGS	40.12%
OTHER/CASH	0.30%
TOTAL	100.00%

For a complete up-to-date listing of Fund holdings, please visit www.vaneck.com

ESPO VanEck Video Gaming and eSports UCITS ETF

VanEck®

Trading Information

31 March 2024

EXCHANGE	TRADING CURRENCY	ISIN	EXCHANGE TICKER	BLOOMBERG TICKER	REUTERS TICKER	SEDOL	IOPV SYMBOL
LONDON STOCK EXCHANGE	USD	IE00BYWQWR46	ESPO	ESPO LN	ESPO.L	BJYHVS4	ESPOUSIV
LONDON STOCK EXCHANGE	GBP	IE00BYWQWR46	ESGB	ESGB LN	ESGB.L	BJYHVT5	ESPOUSIV
DEUTSCHE BÖRSE	EUR	IE00BYWQWR46	ESP0	ESP0 GY	ESP0.DE	BKFVBB5	ESPOEUIV
SIX SWISS EXCHANGE	CHF	IE00BYWQWR46	ESPO	ESPO SE	ESPO.S	BJLT213	ESPOUSIV
BORSA ITALIANA	EUR	IE00BYWQWR46	ESPO	ESPO IM	ESPO.MI	BKF2WP9	ESPOEUIV

Key Risks

Equity Market Risk: The prices of the securities in the ETF are subject to the risks associated with investing in the securities market, including general economic conditions and sudden and unpredictable drops in value. Thus, an investment in the Fund may lose money.

Industry or Sector Concentration Risk: The Fund's assets may be concentrated in one or more particular sectors or industries. An eSports ETF may be subject to the risk that economic, political or other conditions that have a negative effect on the relevant sectors or industries will negatively impact the Fund's performance to a greater extent than if its assets were invested in a wider variety of sectors or industries.

Risk of Investing in Smaller Companies: The securities of smaller companies may be more volatile and less liquid than the securities of large companies. Smaller companies, when compared with larger companies, may have a shorter history of operations, fewer financial resources, less competitive strength, may have a less diversified product line, may be more susceptible to market pressure and may have a smaller market for their securities. This is a risk factor of an eSports ETF.

For more information on risks, please see the “Risk Factors” section of the relevant Fund’s prospectus, available on www.vaneck.com.

IMPORTANT INFORMATION

This is a marketing communication. Please refer to the prospectus of the UCITS and to the KID before making any final investment decisions.

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VanEck Asset Management B.V., the management company of VanEck Video Gaming and eSports UCITS ETF (the "ETF"), a sub-fund of VanEck UCITS ETFs plc, is a UCITS management company incorporated under Dutch law and registered with the Dutch Authority for the Financial Markets (AFM). The ETF is registered with the Central Bank of Ireland, passively managed and tracks an equity index. Investing in the ETF should be interpreted as acquiring shares of the ETF and not the underlying assets.

Investors must read the sales prospectus and key investor information before investing in a fund. These are available in English and the KIDs in certain other languages as applicable and can be obtained free of charge at www.vaneck.com or from the Management Company.

MarketVector™ Global Video Gaming & eSports ESG Index is the exclusive property of MarketVector Indexes GmbH (a wholly owned subsidiary of Van Eck Associates 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 (“MarketVector”), Solactive AG has no obligation to point out errors in the Index to third parties. The VanEck Video Gaming and eSports UCITS ETF (the “ETF”) is not sponsored, endorsed, sold or promoted by MarketVector and MarketVector makes no representation regarding the advisability of investing in the ETF.

Effective December 16, 2022 the MVIS Global Video Gaming and eSports Index has been replaced with the MarketVector™ Global Video Gaming & eSports ESG Index.

It is not possible to invest directly in an index.

All performance information is based on historical data and does not predict future returns.

Note: no guarantee can be provided that the fund will attain its objective. Investing is subject to risk, including the possible loss of principal.

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The IOPV is calculated by S&P Global Ltd.

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