

## Overview of GIGABYTE

Material Topics of This Chapter	Financial Performance
<b>Management Approach</b>	Be responsible for shareholders, and take into consideration environmental and social aspects for financial performance.
<b>Policy and Action</b>	<ul style="list-style-type: none"> <li>Hold regular Shareholders' Meetings and Institutional Investor Conference to provide transparent information.</li> <li>Establish and improve the internal audit system and appoint accountants to ensure the proper use of the Company's financial resources.</li> <li>Track industry trends to ensure that product research and development is advancing with the times.</li> </ul>
<b>Vision and Goals</b>	<ul style="list-style-type: none"> <li>Maintain stable profitability, strengthen sufficient capital for Company operations and innovation.</li> <li>Actively research and develop new products, explore new fields, expand product lines and market positioning.</li> </ul>
<b>2021 Major Achievement</b>	<p>[ ● ] The revenue has grown for 6 consecutive years. The revenue in 2021 increased by 44.09% compared with the previous year</p> <p>[ ● ] Continued to develop emerging technologies and services of servers, autotronics, AI and edge computing in order to expand the markets for intelligent solutions and reverse logistic services.</p>

[ ● ] Stage objectives completed [ ● ] In progress [ ○ ] Not yet implemented [ ● ] Incomplete objective

GIGABYTE was founded in 1986. "Upgrade Your Life" has always been the mission and goal of GIGABYTE. We strongly believe that continued progress depends on the continuous creation of new value – and quality can only be realized through the pursuit of perfection.

As a leading global technology brand, GIGABYTE drew on more than three decades of R&D experience in motherboards and PCs to expand into new fields and craft solutions to meet industry requirements. We have more than twenty years of experience in server development and the cloud industry that align with the latest and most important technology trends today such as AI, edge computing and data centers. GIGABYTE is now making great strides towards cloud and 5G with our customers to explore the unlimited possibility of technology. (For more smart technology applications please refer to [GIGABYTE INDUSTRY](#))

## ◆ GIGABYTE Profile

<b>Listing</b>	First listed on the Taiwan Stock Exchange on September 24, 1998 (Stock Code 2376)
<b>Company Name</b>	GIGA-BYTE Technology Co., Ltd.
<b>Capital</b>	NTD 6.36 billions
<b>Number of Employees</b>	7,026 employees worldwide
<b>Date of Establishment</b>	April 1986
<b>Manufacturing Factory</b>	Taiwan Taoyuan Nanping Factory, China Dongguan Factory, China Ningbo Factory
<b>Operating Headquarters</b>	No.6, Baoqiang Rd., Xindian Dist., New Taipei City
<b>Operating Locations</b>	Taiwan, China, America, Europe, Asia, and other regions of the world
<b>Key Products and Services</b>	Motherboards, graphics cards, AORUS Tactical Gaming range, AERO series products for content creators, BRIX Ultra compact computers, computer peripherals, high performance servers Reverse logistic solutions, smart application solutions
<b>Chairman</b>	Yeh, Pei-Chen
<b>General Manager</b>	Lee, E-Tay

Thanks to active and effective integration of strengths and resources from each department, GIGABYTE has now developed many innovative, high-tech products such as our data center offering better energy efficiency, lower power consumption, and thus less GHG emissions. These more eco-friendly, secure and high-performance cloud communications products provided to public sector, private sector, and even individual users help reduce unnecessary waste of resources and also encourage the industry to adopt a wider range of environmental initiatives. In terms of consumer electronic products, GIGABYTE's AERO series of content creator notebooks and the AORUS premium e-sports brand not only provide users with a great sensory experience but also facilitate the formation of sustainable supply chains by upstream/downstream suppliers.

We do believe that technological progress should not be an excuse to waste resources and that we should live in harmony with nature. The subsidiary Bestyield International, founded in

2018, had obtained BS 8001 circular economy standard certification in 2020. Following that, in 2021, GIGABYTE moved onto even more advanced sustainability projects such as adoption of Dayuan Beach in Taoyuan and mobilizing "Reduction. Sharing. Love the Earth" Alliance members for joint coastal clean-ups. These initiatives fulfilled our commitment to consumers on sustainability and mission of protecting the environment.

### Membership of Associations

GIGABYTE is an active participant in many international organizations. We are a Supporting Organization of the Open Infrastructure Foundation, and a founding member of MLCCommons. We invest in the development of open-source architectures and data sets so that organizations all around the world can have equal access to key technologies. We also hope to recruit more technical experts from around the world and contribute what we learned to the common knowledge platform shared by all mankind.

GIGABYTE also plays an active role in important domestic industry associations, including Taiwan Electrical and Electronic Manufacturers' Association (TEEMA), Taipei Computer Association (TCA), and Taiwan Excellent Brand Association, and actively participates in the events held by the associations. GIGABYTE has been a partner in the Trans-Action Award for 8 consecutive years and strives to cultivate talented individuals for the industry.

In addition to technological developments, GIGABYTE joins the New Taipei City Disaster Prevention Association and helps organize community disaster preventions, takes part in the CDP, and voluntarily complies with the Responsible Business Alliance (RBA) Code of Conduct and the Task Force on Climate-related Disclosure (TCFD) framework. These standards are used by GIGABYTE for the transparent disclosure and reporting of our efforts in social and environmental responsibility.

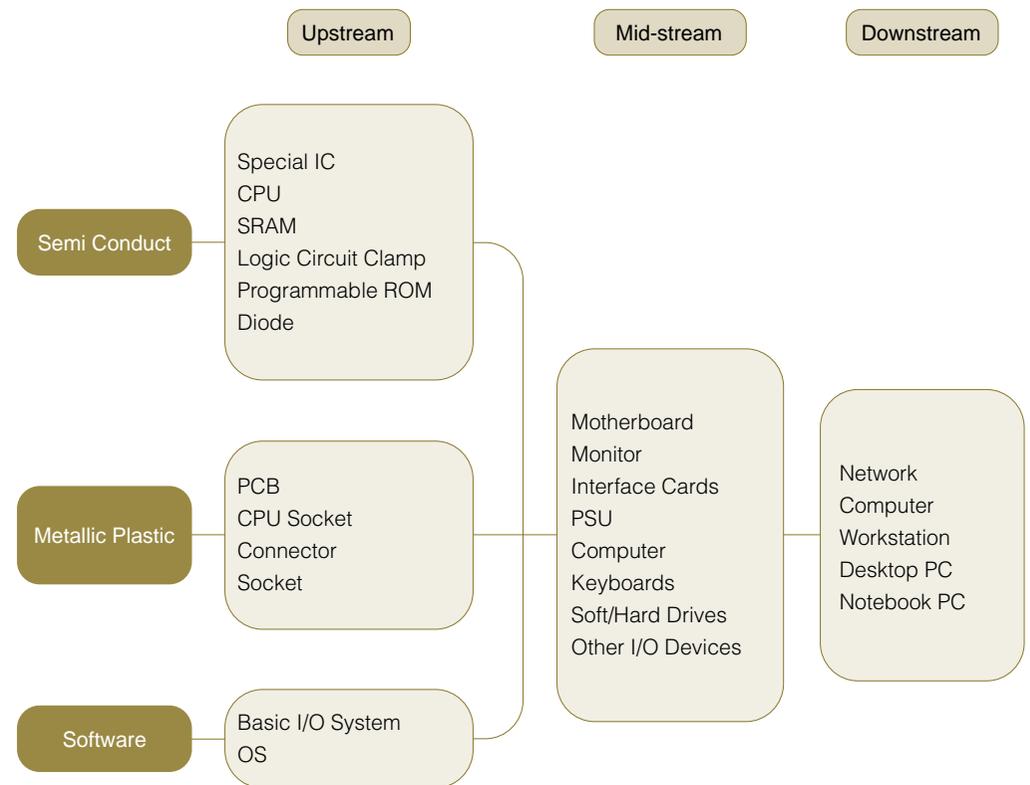
### Industry Overview and Business Performance

#### Overview of the Industry

The COVID-19 pandemic raged on in 2021 causing disruptions to the semiconductor and server component supply chain. Market demand for 5G and AI remained strong, and this coupled with the rise of tele-education and working online from home as part of the epidemic prevention lifestyle meant demand in the server, PC, and peripherals markets still exceeds supply. The popularity of e-gaming products continued unabated as well with the associated software and competitions forming a complete industry eco-system. The stand-out success of work-related products led to GIGABYTE's strong promotion of creator notebooks. We expect creator notebooks to form into their own independent industry eco-system and become a growth driver of motherboard, graphics card, notebook and peripheral

products. To meet the surge in server demand, GIGABYTE continues to expand the application market for autonomous driving, 5G edge computing, transportation, and artificial intelligence (AI) in keeping with the spirit of continuous innovation. In addition to maintaining our technology and product advantages in the legacy server and X86 architecture, we also focus on the development and introduction of new servers based on a new structure (e.g. CPU+GPU+DPU), ARM64 architecture products, as well as liquid cooling and immersion cooling technologies to provide customers a more diverse, high-performance and eco-friendly carbon reduction solution.

#### ◆ Upstream and Downstream Linkages of Key Products



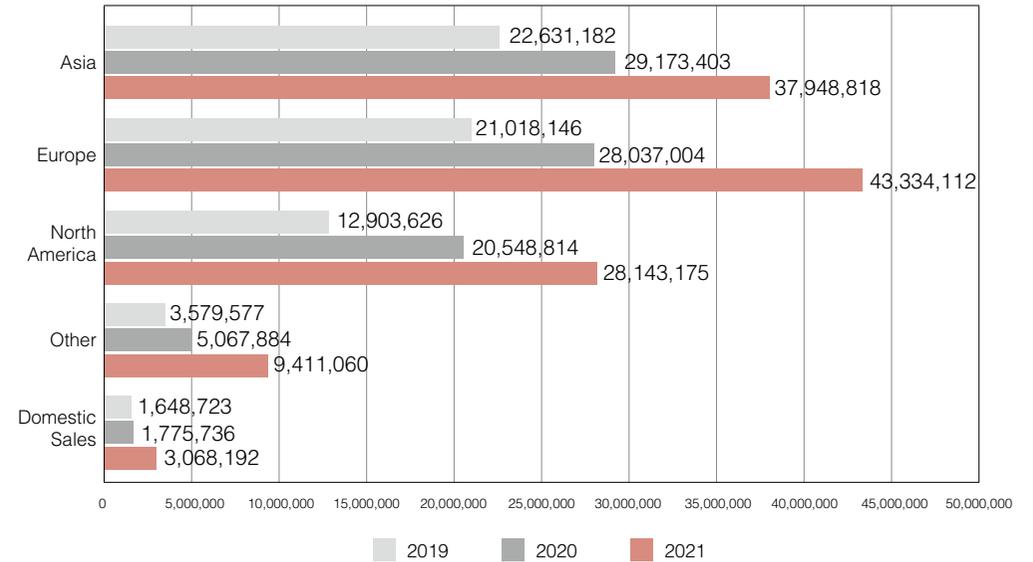
◆ Generation and Distribution of Direct Economic Value over the Last 3 years

Unit: NTD Thousand

Operational Performance	2019	2020	2021
Generation of Direct Economic Value			
Operating Income	61,781,254	84,602,841	121,905,357
Generation of Direct Economic Value			
Operating Cost	52,190,385	70,138,404	92,315,325
Employee Salary and Benefits	3,269,995	4,688,799	10,670,727
Payments to Investors	1,908,810	1,398,516	2,542,756
Income Tax	355,705	1,119,570	2,778,226
Retained Economic Value	4,056,359	7,257,549	13,598,323

◆ Sales by Regions in the Last 3 Years

Unit: NTD Thousand



◆ Production Output and Value in the Last 3 Years

Unit: 1000 pcs, NTD Million

Key Products	2019		2020		2021	
	Output	Value	Output	Value	Output	Value
Motherboards and Graphics Cards	14,492	40,061	18,990	55,328	17,630	63,641
Other	694	15,877	1,630	12,895	3,646	32,216
Total	15,186	55,938	20,620	68,223	21,277	95,856