Date: August 17, 2021

To
The Manager
BSE Limited,
P.J. Towers,
Dalal Street,
Mumbai – 400001

Subject: Investor Presentation by the Company in regards to Overview of performance of the Company

Reference: Regulation 30 read with Schedule III of (Listing Obligations and Disclosure Requirements) Regulations, 2015.

Scrip Code: 540654

Sir/Madam,

Pursuant to Regulation 30 and Schedule III of SEBI (Listing Obligations and Disclosure Requirements) Regulations, 2015, we are enclosing our investor presentation with regards to Company products, different verticals and financial highlights.

Kindly take note of the same

FOR GLOBALSPACE TECHNOLOGIES LIMITED

Swati Arora
Company Secretary & Compliance Officer
Memb No.: A44529

Enclosed: Investor Presentation

GLOBALSPACE TECHNOLOGIES LIMITED   CIN: L64201MH2010PLC211219
Formerly known as ' GlobalSpace Technologies Private Limited'
Formerly known as ' GlobalSpace Tech Private Limited'
Regd. Off: Office No. 605, 6th Floor, Rupa Solitiare Building, Millennium Business Park, Mahape, Navi Mumbai 400710
Tel.: 022-49452000 | Email: info@globalspace.in | Website: www.globalspace.in

GlobalSpace TECHNOLOGIES

GlobalSpace Technologies Ltd

CLOUD | MOBILITY| BIG DATA | AI | ROBOTICS

Corporate Presentation - August 2021

Executive **Summary**

- **Incorporated** in the year 2010, GlobalSpace Technologies Ltd is a HealthTech & EduTech Digital platform company.

- The Company focuses on software product platforms & solutions based on new age Technology stack viz Cloud/ Mobility/ Big Data/ Robotics/ Artificial Intelligence.

- The Company provides solutions across the two key verticals viz Healthcare & Education

  Health-Tech – provides 360 degree solution for Digital Healthcare ecosystem – Patients, Doctors, Pharma channel & Pharmaceutical companies

  Education-Tech – facilitating robotics & AI learning in the underpenetrated STEAM learning market in India.

- Awarded as Top 100 SME Companies in India for the year 2017-18 by THE INDIA SME FORUM & Recognised as emerging entrepreneurs of 2018 in ECONOMIC TIMES

Key Highlights

Dominant Player in HealthTech	• Fully integrated solutions in the Healthcare Verticals – to position it as one of the leading player in the Domain • Catering to the entire Pharma / Healthcare chain with solutions catering to Pharma Companies – Pharma Channels – Doctors - Patients
Riding the Digital wave in Healthcare Ecosystem	• Company has harnessed the power of technology to meet the current challenges of healthcare ecosystem post the COVID pandemic . It is empowering the specialists/ medical practitioners to set up virtual clinic which is the need of the hour. • The Company has a ready go to market product to resolve the current requirement of healthcare ecosystem. • Company has made strategic tie-ups with two pharma major viz Cadila and Macleods for its product
EduTech – Early Mover Edge	• Early mover Advantage in an underpenetrated STEAM learning market in India • Strategic tie-up with a leading robotics company in China – Makeblock to promote STEAM learning in India • 360 degree solutions – robotics kits, software programming. Mobile apps through tie-ups with Institutions, Franchisees & Digital academy
Integrated Delivery Model	• Strategic alliances with leading companies like MakeBlock, Intel, Microsoft provides authenticity, goodwill and reputation to the products • Marquee Clients viz Cadila, Macleods, Cipla, Wockhart, Glenmark, SBI, Axis Bank, Poddar School, Tata Communications etc.
Experienced Management Team	• Founded & Led by Mr Krishna Singh having vast experience of 20 years as a Leader, Manager & Executor across various functions in Pharma, Healthcare, Banking & Telecom • Senior Management Team has substantial experience in the various Domains / Verticals driving the overall Growth Strategy of the Company

Management Team – First generation entrepreneurs supported by experienced team

Krishna Singh
Founder & CMD

- Over 20 years of experience as a leader, manager & executor across various functions in Pharma, Healthcare, Banking & Telecom
- Green Field Specialist; thought leader with innovation & team building as core strengths

Prodyut Bhattacharya
Chief Financial Officer

- 30 years of experience in Finance and Accounts & has worked in companies like HDFC Ltd, Dabur amongst others
- Expertise in Investment Banking, Merchant Banking, Mergers and Acquisitions, Private Equity, Debt Financing and Restructuring

Amitabh Sinha
CEO

- Over 24 years of top management experience in Pharma sector; worked in Sanofi, Wockhardt and Reliance Life Sciences

Amit Verma
Director, Education Vertical

- Prior to this, headed the business group for Windows Embedded as a country manager at Microsoft

Rajeev Srivastava
VP, Pharma Vertical

- Over 16 years of experience in Sales & Marketing
- Has previously worked with Cipla Ltd, Reliance Life Sciences and Glaxo SmithKline Pharmaceuticals

MV Subramaniam
Independent Director

- Banker having worked with two nationalized banks, Standard Chartered Bank and with Axis Bank
- Joined Axis Bank to create and head the Risk Department in 2002 and after two years moved on to head the Relationship Department for large corporates

VS Venkatesh
Independent Director

- Retail Healthcare Start-Up & Turnaround Specialist, C-level executive, trained by Harvard Business School & Wharton on Leadership & Strategy
- Was awarded "Emerging CEO of the Year 2015"
- Strongly focused on creating Healthcare Services Value and Brand, Patient Service Excellence

Business Update

During this quarter, the company has taken significant steps into health tech verticals:

- Cadila extends DocExa tie-up by one more year

- Launch of upgraded verson of DocExa mobile app for both Android & iOS platforms

- Significant Process has been made towards integration of Mediapp with DocExa platforms

- Mediapp unified vaccine sales and distribution platform is launched

- Makebot launched its coding competition codingbee in association with Times of India

**COMPANY VERTICAL –
PHARMA & HEALTHCARE**

Healthcare is becoming part of information technology - BILL MARIS

6

Digital Healthcare Ecosystem

VODO

Pharm CRM/CLM

Virtual Detailing

Analytics

DOCEXA

Virtual Clinic for Drs

Telehealth

Patients EMR

medi app

Doctors Virtual Pharmacy

Hyperlocal ePhramacy

Pharma Channel ERP & Mobile App

B2B Ecomm for generics

Comprehensive digital healthcare Ecosystem

Digital Healthcare Ecosystem- Details

Product	Revenue Streams
Docexa	Per Dr per month Subscription charges
	Percentage of per consultation fee
	Macro data analytics to Pharma companies
	Per Virtual detailing by Pharma sales rep
	Restricted medicine advertisement
Mediapp	Commission income for Platform uses
	Margins on direct distribution
	Restricted medicine advertisement
	Macro data analytics to Pharma companies
Vodo	Per rep per month on SAAS model
	Analytics dashboard

Product	Current Status
Docexa	Onboarded Network of Over 60000 Doctors
	3 Strategic Pharma Partners
	Endorsement from 2 large Drs associations
Mediapp	Network of 48260 Pharmacies
	800 Stockiest
	9 large Pharma Partners
Vodo	14 Pharma partners

DOCEXA

A.I Enabled Virtual Clinic

Aapka Apna Clinic
In Just A Click

#AatmaNirbharBharat

GlobalSpace
TECHNOLOGIES

Drs Virtual clinic

Dr Specific

Patient appointment

Customized prescription

E-Prescription

Call, Video-Call & Text Options

Rate card for doctors

Patients mobile based EMR

Scientific Information

Approval system for the doctors

Network of over 50K Drs

Digital distribution of Pharmaceuticals

B2B eCom platform

Enabling neighbourhood ePharmacy

Pharma channel digitization

Contract salesforce

Pharma Distribution CRM

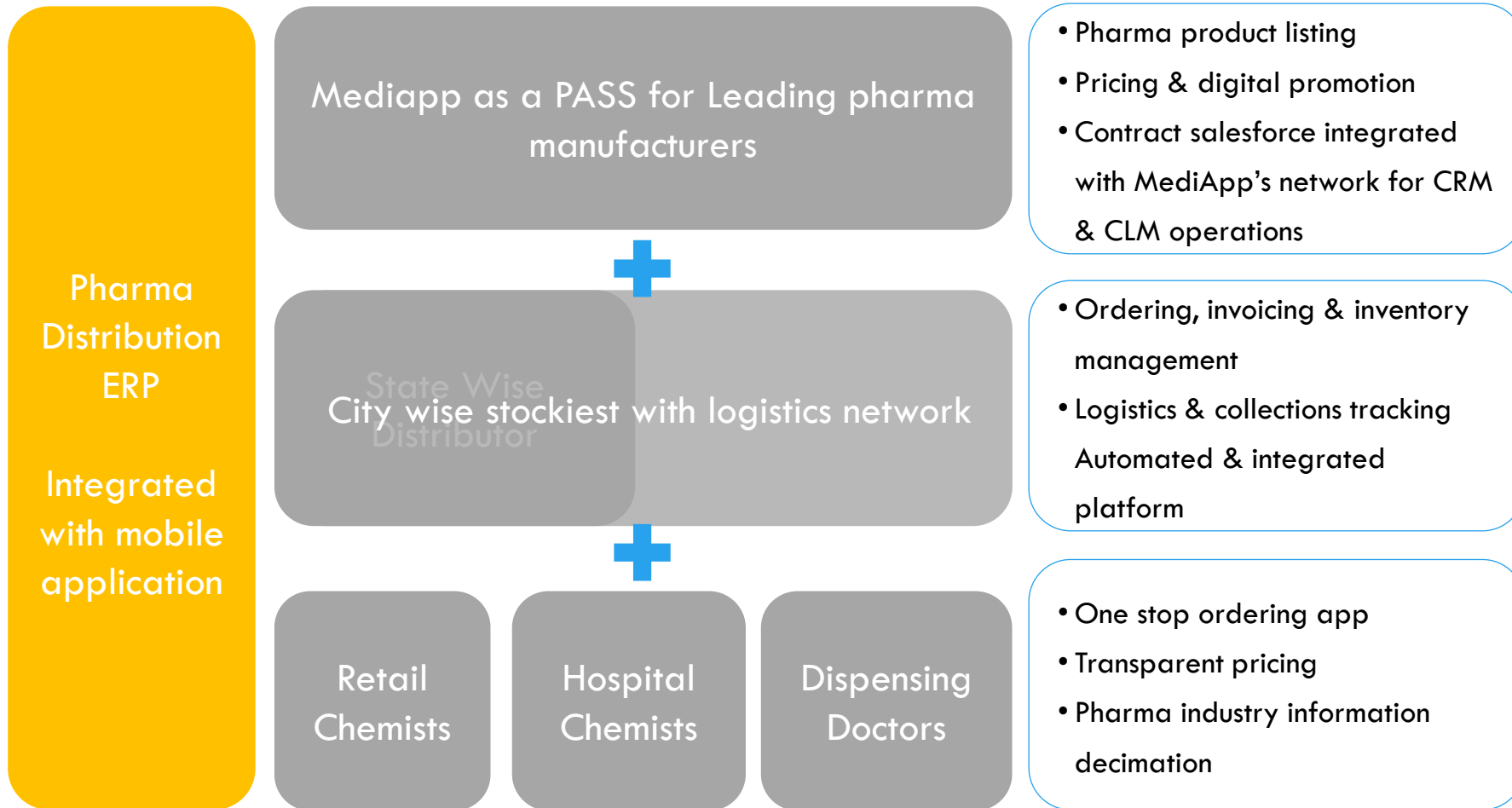Drs Connect

Pharma company connect

Promotional offers

Asset lite distribution

About **Mediapp's tech Platform**

Digital disruption in pharma supply chain

Pharma Distribution ERP

Integrated with mobile application

Mediapp as a PASS for Leading pharma manufacturers

- Pharma product listing
- Pricing & digital promotion
- Contract salesforce integrated with MediApp's network for CRM & CLM operations

State Wise Distributor
City wise stockiest with logistics network

- Ordering, invoicing & inventory management
- Logistics & collections tracking Automated & integrated platform

Retail Chemists

Hospital Chemists

Dispensing Doctors

- One stop ordering app
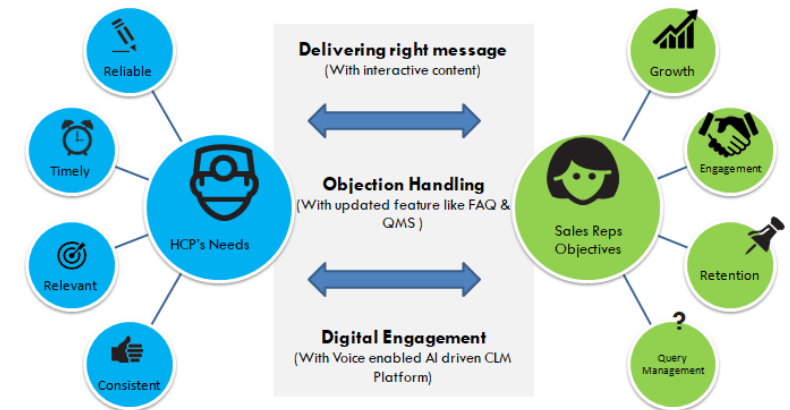- Transparent pricing
- Pharma industry information decimation

VODO **Integrated**

- VODO Suite would be industry's first platform that would integrate Pharma sales force with Chemists, Distributors and Doctors on a single digital Platform

VODO CLM

An integrated Closed Loop Marketing Tool

- ➢ Closed loop marketing tool
- ➢ Web to TAB integrated content management, distribution & analytics platform
- ➢ Strategic aid to top management of Pharma Company
- ➢ Enhanced customer interface tool for front line sales person
- ➢ Single click mass deployment of content
- ➢ Automation of Pharma product management function

VODO **SFAssist**

Cutting Edge Sales Force Automation for Planning & Reporting

VODO SFASSIST

Medical Rep	Sales & Marketing Manager	Administration	Utility
Organizing Planning Reporting Expense Analytics	Organizing Planning Reporting Expense Analytics	Master Data Management Ad-hoc	Utility Features

Globalspace's Corporate Structure

Globalspace Technologoes Ltd

Listed on BSE SME in the year 2017
Migrated to BSE main bord in 2020

Miljon Mediapp LLP

Acquired by Mr. Krishna in the personal capacity in 2018
Globalspace owns 51%stakes in Mediapp

Makebot Robotics Solution Pvt Ltd

80% owned by Globalspace

Mediapp merged with Globalspace to create a 360 degree health tech company

Globalspace's Edutech subsidiary

COMPANY VERTICAL
- EDUCATION

Everyone should learn to code, it teaches you how to think. ~ Steve Jobs

STEAM Education - Makebot

- The Company has introduced concept of STEAM education learning through robotics and has branded the same as "**Makebot**"

- STEAM is an educational approach to learning that uses **Science, Technology, Engineering, the Arts and Mathematics** as access points for guiding student inquiry, dialogue, critical thinking and work through the creative process. The programs constitutes STEAM kits in form of **robotics, artificial intelligence (AI) and internet of things (IOT).**

- Makebot offers comprehensive STEAM programs with a **360 degree solution** including STEAM Lab setup, competition kits, in-school curriculum, digital academy, on-demand learning app and mentorship programs for teachers.

- **one stop**, unified STEAM education platform using **robotics and artificial intelligence.**

Why STEAM Education?

By 2022, STEAM jobs will grow by 45% Out of the 20 fastest growing occupations, 15 require significant mathematics or science preparation

People inn STEAM fields can expect to earn **26% more money** on average and be less likely to experience job loss.

If we don't engage students by the 5th grade in STEAM, **92% of boys** and **97% of girls** will lose interest. (Source: Dr. Kenneth Wesson)

Offerings

A unified knowledge sharing platform for students and teachers on STEAM education

USPs Of Product

- DIY STEAM kits to teach robotics and AI at the age of 6+ years

- Unified application, integrated with school curriculum, virtual classroom and digital content.

- Certified STEAM trainers with skills including conceptual learning, gamified educations and experience in train the trainer programs

- Knowledge leader and market leader in STEAM education

Progress Story

GlobalSpace
TECHNOLOGIES

500,000+
students touchpoints

100+
Teachers training

5000+
Online Subscriptions

1200+
Schools Deployment

3
Robotic Competitions

Business Update

Launch of 'Codingbee' – World's Largest Coding Competition by Makebot, in association with Times of India

- Makebot (A subsidiary of Globalspace Technologies Limited) in association with Times of India had launched – 'Codingbee' world's largest online coding platform competition for students across grade 3rd to 12th .

- The launch of 'Codingbee' happened over a virtual event organized by Makebot was graced by the inspiring stars and stalwarts of the educating field motivating the aspiring students.

- 'Codingbee' enables children learn coding and create an app on the platform. Students who don't know coding can also be able to learn through free material, interactive workshops by industry experts. These ideas in form of working app prototype will be shared with global tech companies who may choose to take them forward in the real world.

- 'Codingbee' will also bring schools together to fuel innovation and do a culmination in form of 'Top 100 Innovative Schools' in India."

'Codingbee' is likely to give substantial visibility to Makebot in establishing its foothold in India and globally.

20

Go-to Market Plan
Customer Acquisition Channels

Enhance channel partner base PAN India

Increase number of certified STEAM trainers to empanel on portal

Global footprints through International partner base

ON-GROUND ACTIVATIONS

Global STEAM Awards

STEAM kits for schools and individuals with interdisciplinary curriculum across all age groups through online and partner sales channels across India

Digital platform for students and teachers to learn concepts of STEAM, robotics, artificial intelligence through a subscription based model with online classes & certification
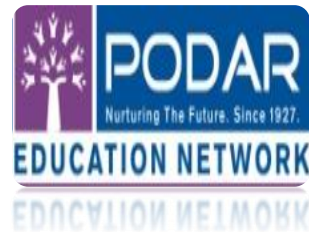

Interactive virtual classroom learning program to learn & understand concepts of STEAM, robotics, & AI in personalized sessions with certified trainers of their choice, at their convenience

STEAM Olympiad for domestic and international students, virtual robotics events and coding competition helps students to learn in a gamified format

CLIENTELE

STEAM Learning

Big Data

Technology Platform

Innovation

Digital Transformation

Artificial Intelligence

Robotics

Solutions

Cloud

Mobility

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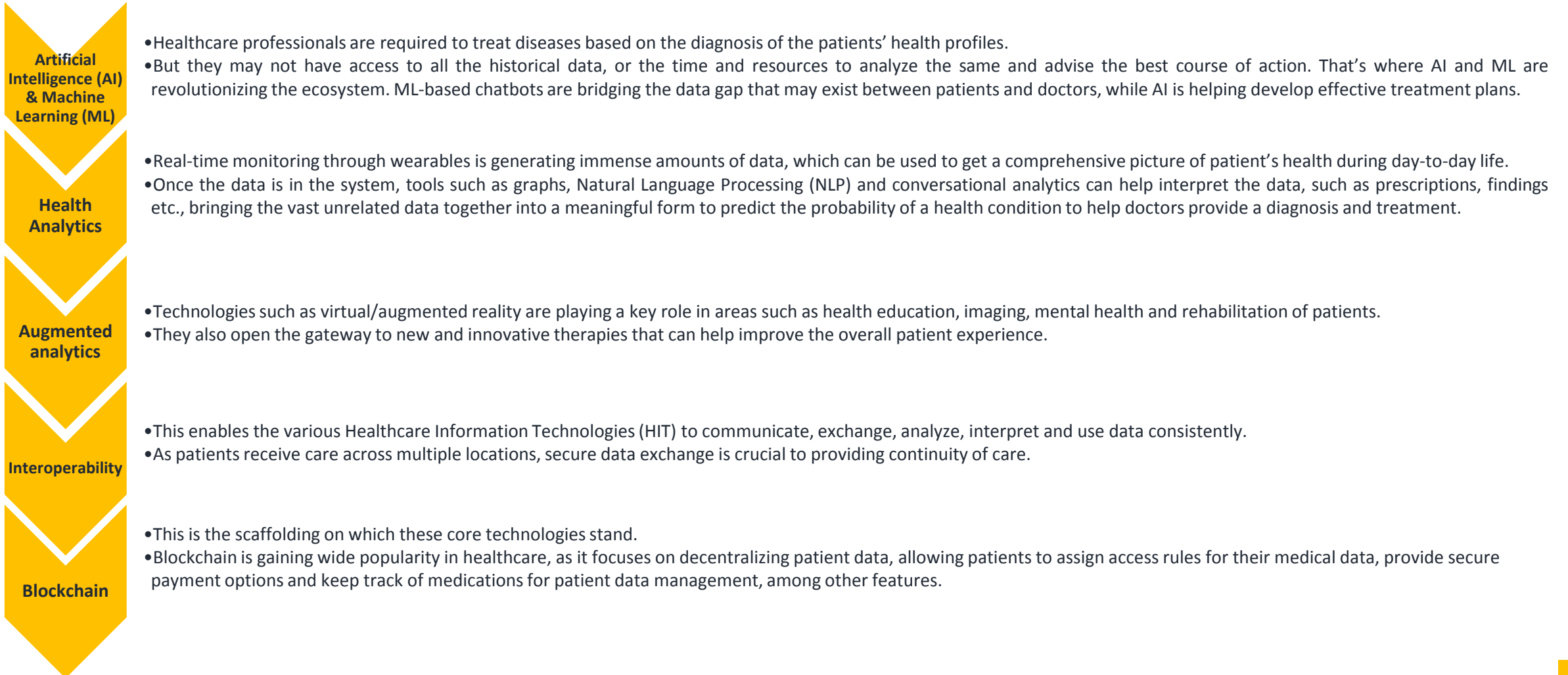
INDUSTRY OVERVIEW

Focus on New Age Technology Stack

HealthTech Sector Trend

- The healthcare market in India is expected to reach USD 372 billion by 2022. Driven by rising incomes, greater health awareness and better health insurance, the industry has become one of India's largest sectors – both in terms of revenue and employment.

- As the ecosystem evolves, business and technology are going to be mutually driving each other in the future; digiceuticals or digital therapies being a case in point for the latter.

- Another interesting trend developing in the industry is the shift from a treatment-specific approach to a therapeutic and holistic approach.

- With medicine getting more personalized, the innovative application of artificial intelligence and machine learning will bring about non-invasive, digital solutions for diagnosis and treatment.

Technologies disrupting the Healthcare Industry, for the better

Artificial Intelligence (AI) & Machine Learning (ML)
- Healthcare professionals are required to treat diseases based on the diagnosis of the patients' health profiles.
- But they may not have access to all the historical data, or the time and resources to analyze the same and advise the best course of action. That's where AI and ML are revolutionizing the ecosystem. ML-based chatbots are bridging the data gap that may exist between patients and doctors, while AI is helping develop effective treatment plans.

Health Analytics
- Real-time monitoring through wearables is generating immense amounts of data, which can be used to get a comprehensive picture of patient's health during day-to-day life.
- Once the data is in the system, tools such as graphs, Natural Language Processing (NLP) and conversational analytics can help interpret the data, such as prescriptions, findings etc., bringing the vast unrelated data together into a meaningful form to predict the probability of a health condition to help doctors provide a diagnosis and treatment.

Augmented analytics
- Technologies such as virtual/augmented reality are playing a key role in areas such as health education, imaging, mental health and rehabilitation of patients.
- They also open the gateway to new and innovative therapies that can help improve the overall patient experience.

Interoperability
- This enables the various Healthcare Information Technologies (HIT) to communicate, exchange, analyze, interpret and use data consistently.
- As patients receive care across multiple locations, secure data exchange is crucial to providing continuity of care.

Blockchain
- This is the scaffolding on which these core technologies stand.
- Blockchain is gaining wide popularity in healthcare, as it focuses on decentralizing patient data, allowing patients to assign access rules for their medical data, provide secure payment options and keep track of medications for patient data management, among other features.

Current Scenario: COVID – 19 impact on Healthcare Sector

Digital disruption is becoming the order of the day, and healthcare leaders are trying to focus on measurable outcomes.

The pandemic has brought a massive shift in terms of the consumer mindset. Patients have started to realize a lot of value in health-tech. Patients now realize that they don't have to expose themselves to undue risk if healthcare can come directly to them.

The ongoing pandemic situation led to the majority of Indians depending on online tech based platforms for their doctor consultations and medicine deliveries.

Doctors have now started recognizing the need for technology to engage better with their patient base. Hospitals too have become receptive of the change, as most of them are seeing a 40%-50% reduction in footfall.

As digitisation is widening, it is necessary for healthcare leaders and hospital administrators to prioritize and emphasize the potentially disruptive trends, while keeping patient-centric delivery models at the core.

One of the greatest opportunities of the 21st century is the potential to safely harness the power of the technology revolution…to meet the challenges of improving health and providing better, safer, sustainable care for all.

— UK National Information Board, November 2014

EduTech Sector Trend

Practical benefits of EdTech

Virtual education is:

Cost-efficient
It reduces costs providing access to quality education on a global scale to people with limited resources, geographical restrictions and physical disabilities.

Flexible
Students can get assistance on demand in order to fit their individual pace and needs.

Effective
Different digital formats can improve learning outcomes and increase students' engagement by applying a multi-sense approach.

Source: Credit Suisse

Technological advantages of EdTech

How the education landscape is changing forever

Multi-sense activation
robotics, videos, podcasts, virtual reality, and whiteboards; collaborative platforms generally run by Big Tech companies

Support for dyslexia, autism, etc.
online platforms catering to special needs students e.g. dyslexia and dyscalculia, SEND and Autism

Visual content platforms
video learning apps and access to curriculum related videos with additional resources

Cloud-based learning management system
for streaming digital tools and content; used both by students and teachers

Augmented Reality and Virtual Reality
to bring subjects to life for history or biology; collaborative platforms for online events or lectures

Source: Credit Suisse, Tech London Advocates: "Education"

- Education technology (EdTech) is one of the few industries experiencing a sharp upward demand, reinforcing its potential for profitability and the role it can play in societal wellbeing.

- Today's classrooms have moved beyond the clunky desktop computers that were once the norm and are now tech-infused with tablets, interactive online courses and even robots that can take notes and record lectures for students who are ill.

- This influx of EdTech tools are changing classrooms in a variety of ways: EdTech robots are making it easy for students to stay engaged through fun forms of learning; IoT devices are being hailed for their ability to create digital classrooms for students, whether they're physically in school, on the bus or at home; even machine learning and blockchain tools are assisting teachers with grading tests and holding students accountable for homework.

- India is home to the second-highest number of EdTech companies in the world.

4 Categories of Scaling Equitable EdTech Ecosystems

EDTECH SUPPLY AND BUSINESS MODELS

1.4 Mutually beneficial, cross-industry, public and private sector partnerships support access to, use of, and impact of EdTech products and services.

1.3 EdTech entrepreneurs have access to capital through appropriate business models, allowing them to survive and thrive.

1.2 There is an objective and simple way for users to select products that meet their needs.

1.1 Businesses have a cost-efficient marketing, sales, and distribution mechanism for reaching customers, whether business to government (B2G) or business to consumer (B2C).

ENABLING INFRASTRUCTURE

2.1 Individuals are using personal devices and mobile services at home and in the community.

2.2 There is universal access to internet throughout the population through wireless, wired, or other means.

2.3 There are school-specific networking infrastructure initiatives for affordable, reliable school connectivity.

2.4 eGovernment (GovTech) initiatives connect schools through administrative platforms (i.e., EMIS, eProcurement) whose infrastructure can be harnessed for EdTech.

HUMAN CAPACITY
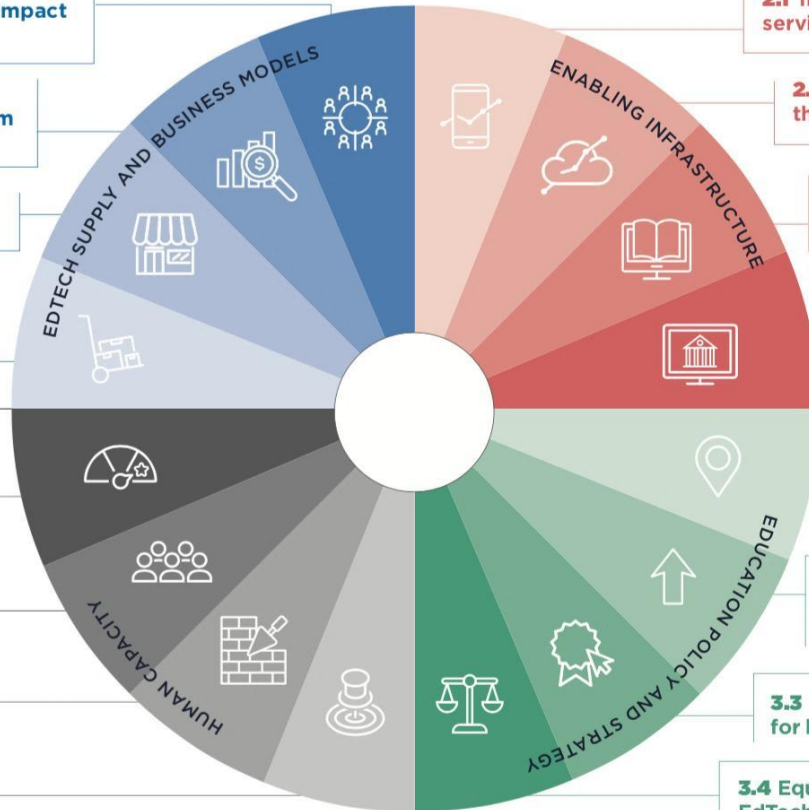
4.4 There are multiple and varied ways of communicating product effectiveness, research, evaluation, and user experience.

4.3 Nongovernment coalitions and advocacy groups support quality EdTech scale-up.

4.2 There are sufficient ongoing and equitable opportunities for stakeholder capacity building.

4.1 Local visionary leaders emerge to coalesce stakeholders around a bold common goal.

EDUCATION POLICY AND STRATEGY

3.1 A clear vision and strategy for EdTech from the highest level of the education system serves as a collective roadmap.

3.2 Performance standards set high expectations that incentivize improved performance and legitimize EdTech content development.

3.3 Education curriculum and policy include expectations for basic technology literacy for all teachers and students.

3.4 Equitable opportunity sources of funding exist for EdTech purchases and implementation support.

28

Current Scenario: COVID – 19 impact on Education Sector

- EdTech is essential and not just a luxury of the future. EdTech's practical value has rapidly improved from its pre-pandemic standing: Previously considered an option for quality education and a supplement to traditional schooling systems, it is now essential for preserving a progressing society.

- It is clear that this pandemic has utterly disrupted an education system that many assert was already losing its relevance.

- Use of technology in education is one of those methods that will help improve the quality of education in India. It is also altering the way education is provided in India.

- With the current pandemic, the opportunities to improve infrastructure across the Sector has risen.

- Several educational Institutions has already got onto the bandwagon of e-learning and smart classrooms.

- Now, considering the lock-down situation, one can imagine that a lot of EdTech companies will see and perhaps seize the opportunity to fill the gap that may exist in bringing more schools on to the digital platform.

- The next five years in India are likely to make virtual education the new norm.

STEAM Learning Trend

- Effective learning initiatives are now making an impact in the global education industry. Entrepreneurs and franchisors through their educational offerings are constantly trying to enhance this sector as the demand for such courses is generally increasing on a daily basis.

- STEAM education could be regarded as the modern-day learning technique that will be revamping the Indian education market. The changing demand of active learners and customers can be considered as a reason why sectors like this are gaining immense popularity among the people.

- People are now opting for such courses and programs that can educate them to be prepared for future-oriented goals, which eventually opens the gate for opportunities in the STEAM education sector.

- Globally, the concept for STEM initiative in education is already creating a buzz. STEAM is just an advanced form of STEM education initiative that deals with **Science, Technology, Engineering, Arts and Mathematics**.

- Educators and franchisors through STEAM education can focus on creative skills to boost engagement at their organizations. Since it's among the latest demands in the education industry, brands could attain great success by focusing on initiatives like STEAM education.

- As per demands, the industry is projected to triple in the next five years, generating numerous opportunities for potential investors and learners.

HealthTech And EduTech - The New Normal Post COVID-19

Health-Tech:

The post-Covid-19 world, the consumer behavior would shift towards online consultations. The consumer's fundamental pain point has never been about saving money on healthcare or ignoring it, it's always about access. It's about the inconvenience of going to a doctor's clinic, waiting for several hours, and having to leave work early.

With online based model they can consult the doctor anywhere without having to go through the hassle of visiting a clinic.

Edu-Tech:

While the Edu-Tech platforms have been gaining significant traction over the years, the traffic towards them has risen considerably due to the pandemic. As more Edu-Tech platforms strive to bring real-time, immersive and interactive content to their users without any limitations, the shift towards Edu-Tech based learning appears to be a gradual and permanent trend.

Everyone including students, teachers, and parents are today hopping on to the digital bandwagon and Edu-Tech platforms are making their access easier no matter how remote the end-user's location is.
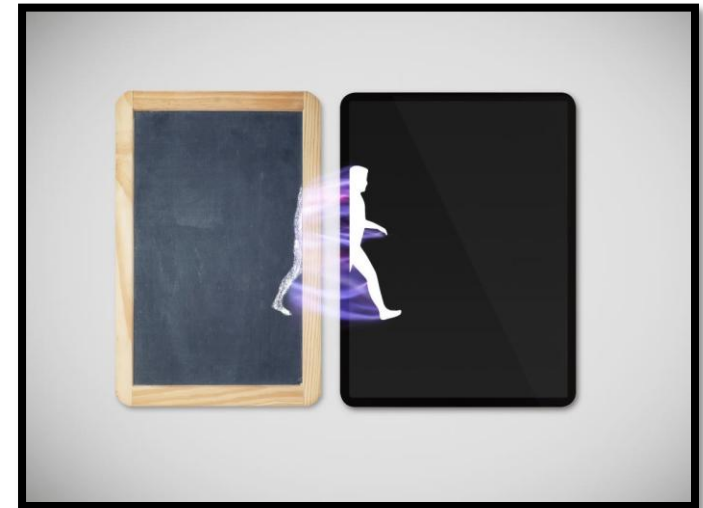
Both HealthTech and EduTech have seen significant uptake during COVID scenario, with bullish long term outlook

E-Commerce Vertical	COVID-19 Impact
eGrocery	
EdTech	Beneficiary
eHealth	Beneficiary
Content	
Payments	
E-tailing - Horizontal	
Classifieds	
E-tailing - Vertical (excl. Grocery, Pharma)	
Food-tech	
Mobility (Rides)	
Travel	
Stay	Struggler

Future Outlook

eHealth

- "Online doctor consultation surge to sustain after lockdown"

- "Online medicine ordering will become significantly more common"

Edtech

- "Paid User base to grow to grow ~2-3x "

- "Multiple winners; Innovations around content, pricing, and delivery "

Source(s) : RedSeer Interviews with Internet players and Investors

Market Opportunity

HEALTH & PHARMA VERTICAL

- By the year 2020, customers will manage 85% of their relationship with the enterprise without interacting with a human

- Full digitalizing to add ~60% to the profitability for the pharma companies

- 60% of hospitals and 80% of doctors are located in urban areas, serving only 28% population; digitization to improve patient-doctor ratio

- Indian healthcare technology market is underpenetrated – less than 1% of the total healthcare market

The Indian pharmaceutical & healthcare industry is expected to reach $335 billion by 2020, with the industry shifting towards digitization

EDUCATION VERTICAL

- AICTE has made it mandatory for first year engineering students to study big data analytics, artificial intelligence with robotics in their four year undergraduate programme

- STEAM education provides an opportunity of $2bn, ~2500 schools would be provided with Tinkering labs in the next 2 years

- The Asian education system is the biggest in the world: more than 600 million students are enrolled in K-12 schools in Asia

- There are more than 1.5 mn schools in India & technology penetration is too low in these schools

STEAM education adoption in India still at a nascent stage compared to Asian peers

FINANCIAL
PERFORMANCE

GlobalSpace
T E C H N O L O G I E S

Profit & Loss Statement (Consolidated)

Sr. No.	Particulars Rs. in Lakhs (except earnings per share)	Consolidated			
		Quarter Ended			Year Ended
		30-Jun-21 (Un-Audited)	31-Mar-21 (Audited)	30-Jun-20 (Un-Audited)	31-Mar-21 (Audited)
1	**INCOME**				
a.	Revenue from operation	443.64	756.87	587.13	2,708.95
b.	Other Income	0.04	-1.24	9.00	8.58
	Total Income	**443.68**	**755.62**	**596.13**	**2,717.53**
2	**Expenses**				
	Cost Of materials Consumed	23.95	60.44	146.65	1,104.05
	Changes in Inventory of Stock in trade	50.63	365.51	24.44	181.44
	Employee Benefits Expenses	45.29	11.17	32.66	93.81
	Depreciation and Amortisation Expenses	101.79	168.73	51.43	228.49
	Finance Cost	33.08	-77.64	21.77	78.49
	Other Expenses	76.63	176.60	44.16	312.02
	Total Expenses	**331.37**	**704.81**	**321.11**	**1,998.31**
3	**Profit/Loss Before Exceptional Iteams and tax(1-2)**	**112.30**	**50.81**	**275.02**	**719.22**
	Exceptional Iteams	-	-	-	-
4	**Profit/(Loss)before tax**	**112.30**	**50.81**	**275.02**	**719.22**
	Tax Expense				
	Current Tax	30.84	-11.10	54.97	118.25
	Deferred Tax	4.87	13.63	13.56	33.28
	Total Tax Expenses	**35.71**	**2.53**	**68.53**	**151.53**
6	**Net Profit/(Loss) after tax(4-5)**	**76.59**	**48.28**	**206.49**	**567.68**
7	**Other Comprehensive Income**				
	Items that will not be reclassified into Profit or Loss	-	32.75	-0.51	31.16
8	**Total Comprehensive Income for the year (after tax) (5+6)**	**76.59**	**81.03**	**205.98**	**598.84**
9	**Paid-up Equity Share Capital (Face Value of Re. 10 /- each)**	1,145.66	1,145.66	1,145.66	1,145.66
10	**Earnings per Equity Share (of Rs. 10/- each)**				
	Basic	0.67	0.71	1.80	5.19

Profit & Loss Statement (Standalone)

Sr. No.	Particulars Rs. in Lakhs (except earnings per share)	Standalone			
		Quarter Ended			Year Ended
		30-Jun-21	31-Mar-21	30-Jun-20	31-Mar-21
		(Un-Audited)	(Audited)	(Un-Audited)	(Audited)
1	**INCOME**				
a.	Revenue from operation	438.53	643.13	550.25	2,502.96
b.	Other Income	0.04	-0.99	9.00	8.58
	Total Income	**438.56**	**642.14**	**559.25**	**2,511.54**
2	**Expenses**				
	Cost Of materials Consumed	23.42	41.21	146.65	1,067.61
	Changes in Inventory of Stock in trade	50.69	332.16	23.99	155.41
	Employee Benefits Expenses	31.53	9.70	14.85	70.56
	Depreciation and Amortisation Expenses	99.58	45.22	45.17	191.10
	Finance Cost	18.22	19.41	20.68	74.65
	Other Expenses	63.93	155.72	38.42	236.55
	Total Expenses	**287.37**	**603.42**	**289.76**	**1,795.88**
3	**Profit/Loss Before Exceptional Iteams and tax(1-2)**	**151.19**	**38.73**	**269.49**	**715.66**
	Exceptional Iteams	-	-	-	-
4	**Profit/(Loss)before tax**	**151.19**	**38.73**	**269.49**	**715.66**
	Tax Expense				
	Current Tax	30.84	-1.10	54.97	118.25
	Deferred Tax	4.87	10.95	8.68	30.60
	Total Tax Expenses	**35.71**	**9.86**	**63.65**	**148.86**
6	**Net Profit/(Loss) after tax(4-5)**	**115.48**	**28.87**	**205.84**	**566.81**
7	**Other Comprehensive Income**				
	Items that will not be reclassified into Profit or Loss	-	31.04	-0.51	30.35
8	**Total Comprehensive Income for the year (after tax) (5+6)**	**115.48**	**59.91**	**205.33**	**597.16**
9	**Paid-up Equity Share Capital (Face Value of Re. 10 /- each)**	1,145.66	1,145.66	1,145.66	1,145.66
10	**Earnings per Equity Share (of Rs. 10/- each)**				
	Basic	1.01	0.52	1.79	4.95

36

Safe Harbour

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Thank You

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