## BROGENT智威集團







全世界最大的飛行劇院供應商



成立時間 : 2001

董事長暨執行長:歐陽志宏

實收資本額 : NT\$5.57億元

員工人數 : 272人



#### 集團成員

智崴資訊科技股份有限公司

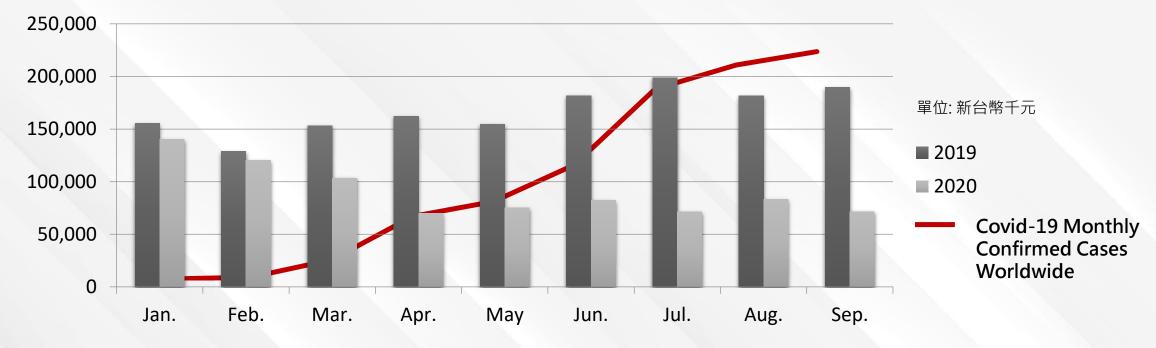
智崴全球股份有限公司

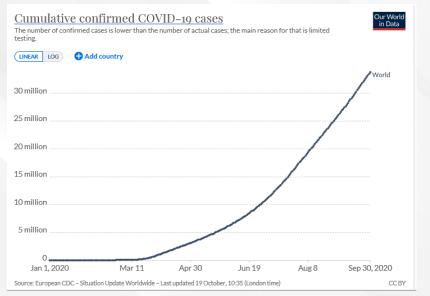
StarLite Design & Planning Ltd.(Canada)

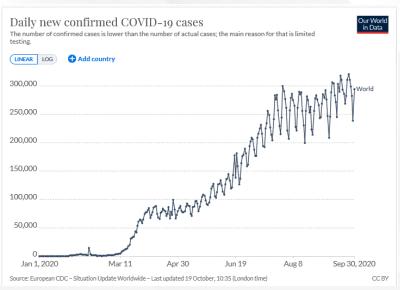
Brogent Japan Entertainment株式會社

## Monthly Revenue Page 3 Confidential Proprietary BROGE





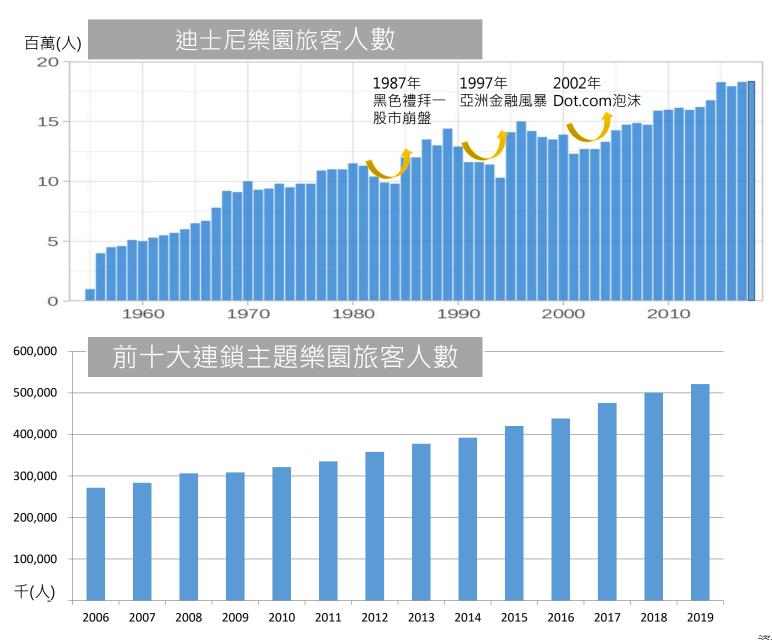




#### 全球趨勢

#### 娛樂產業指標

- 娛樂產業在各種環境變異 下仍處於成長趨勢
- 後疫情時代謹慎樂觀





#### 2017-2021

#### 開幕專案

2017

2021

預計開幕專案



2020

20台設備

#### 美洲

美國 i-Ride\*2 Las Vegas – Viad 美國 m-Ride\*2 California – 樂高樂園 美國 i-Ride New York – 時代廣場 加拿大 i-Ride Toronto - Viad

#### 歐洲

丹麥 m-Ride Billund – 樂高樂園 英國 m-Ride Windsor – 樂高樂園

#### 亞太

中國 v-Ride Dome 珠海 - 長隆樂園

全球最大體感設備

m-Ride 貴州 i-Ride 新疆 m-Ride\*2 新疆 v-Ride\*2 新疆 m-Ride\*2 廈門

哈薩克 i-Ride 突厥斯坦 越南 v-Ride 360 富國島

日本 i-Ride 日本



2018

2019



#### 面對新冠肺炎

#### 智崴的優勢與劣勢

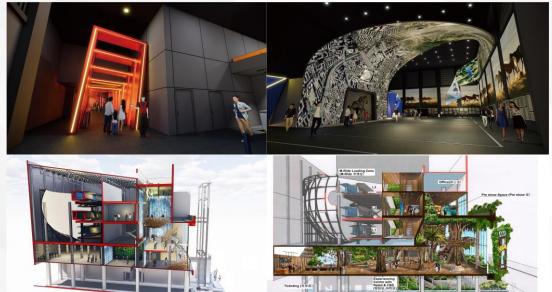
#### 優勢

- 技術優勢
- 體感產業整合全面
- 提供客製化整套方案
- 財務體質佳
- 產業鏈完整優於同業
- 客戶體質穩健

#### 劣勢

- 偏重大型體感設備
- 產品長交期
- 國外客戶為主





#### BROGENT

#### 面對新冠肺炎

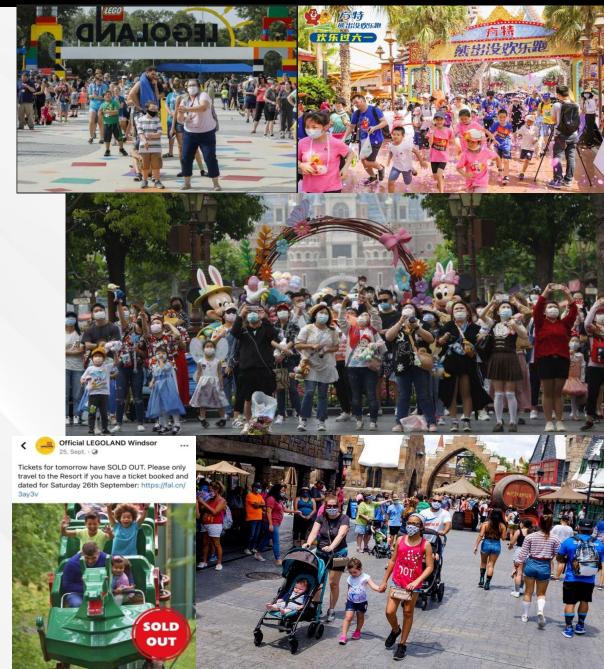
#### 智崴的機會與威脅

#### 機會

- 娛樂產業趨勢往上
- 人追求實體娛樂需求不變
- 市場需求早於經濟復甦
- 主題樂園客群以國內旅客 為大宗
- 新科技帶來新市場機會
- 後疫情市場重新洗牌

#### 威脅

- 疫情未明顯控制
- 匯率影響





#### 策略1

#### 開發多元且具彈性之產品項目

#### 提升營運動能、擴大市場規模

擴大產品線彈性(跨越時間跟空間)



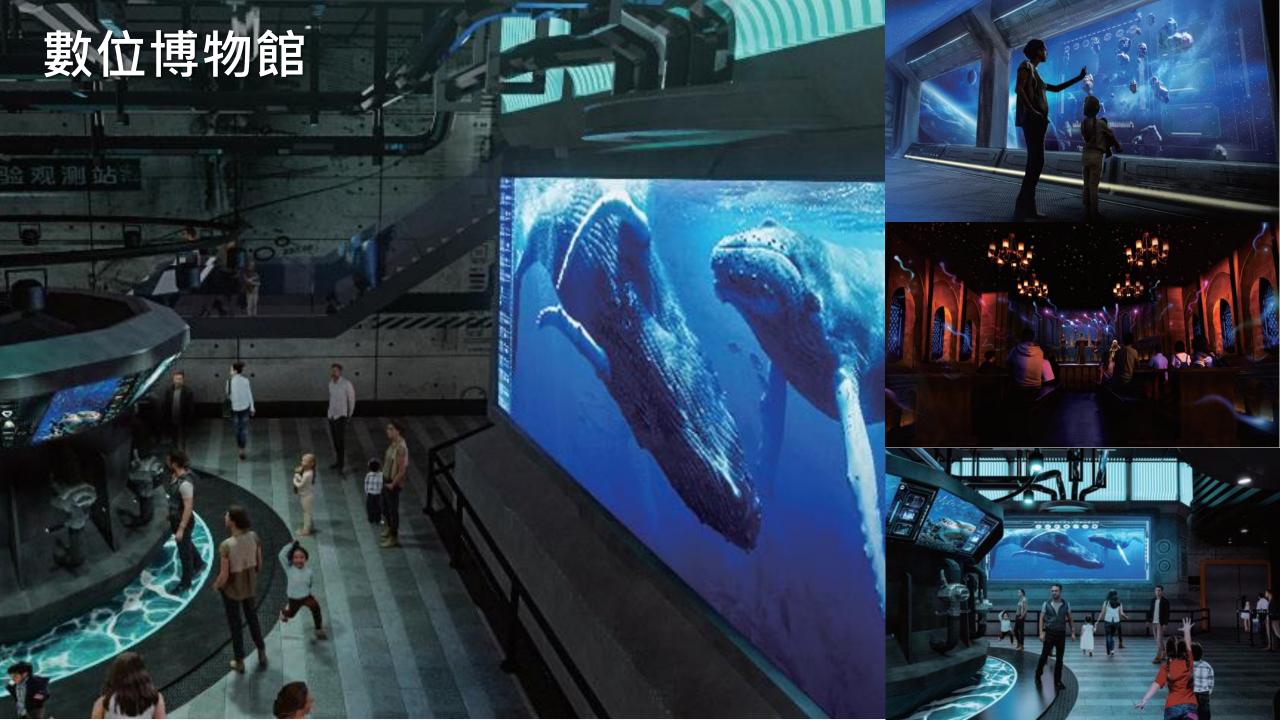
高端體感市場進軍 市場全覆蓋 (US\$300億元)

> 體感產業市場蓬勃 除了大型設備以外之市場 皆可包羅

延伸大型設備優勢 開發小型、中小型設備 能因應市場快速建置 並且不佔據面積







## 智崴研發之小型體感設備

閃電對決 e-Sport Simulator 賽車模擬平台 Racing Car Simulator

飛行模擬器 Flight Simulator





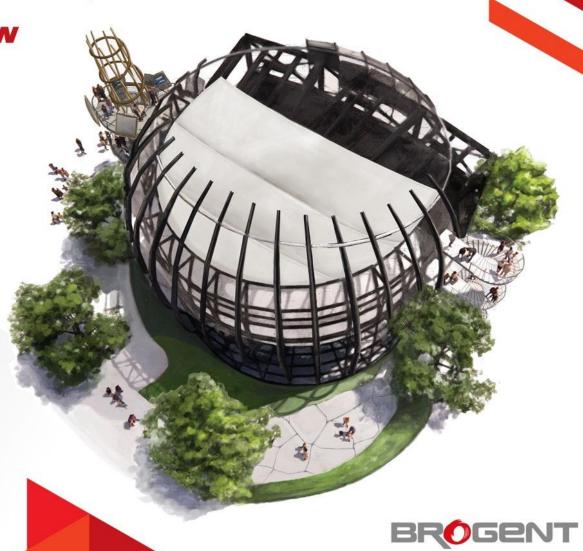




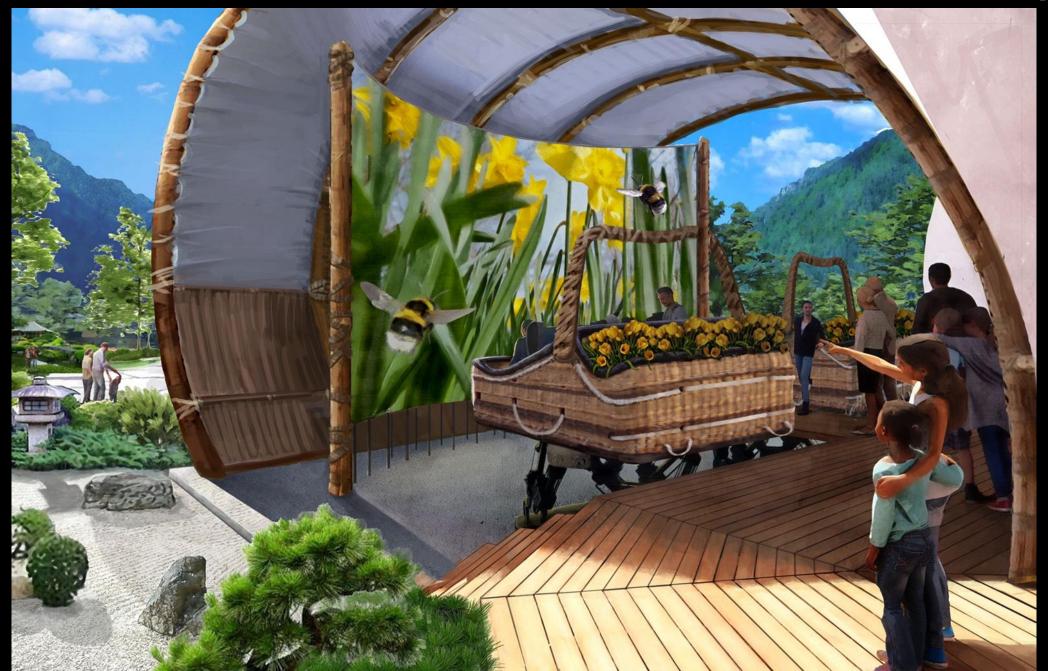
## I-RIDE

**OUTDOOR EDITION** 

| Capacity           | 70 seats  | // |      |
|--------------------|---|----|------|
| THRC               | 700 pph   |    |      |
| Space Requirements | 20m x 21m x 16m   |    | <br> |
| Weight             | 248 tons  |    |      |
| Power Supply       | 400V – 50/60 Hz, Three Phase<br>Each gondola 50 KW (total 380 KW) |    |      |





















#### 策略2

## 新科技應用與研發

5G AI IOT

主題樂園應用





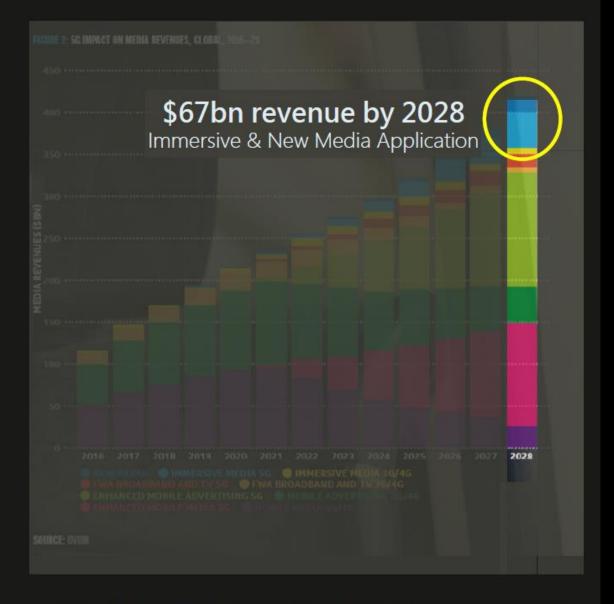
# Immersive & New Media Application Will Generate revenue of US \$ 67bn annually in 2028.

#### Immersive media (AR, VR and cloud gaming):

This corresponds to augmented reality (AR) and virtual reality content and applications, as well as cloud gaming delivered over 5G. AR, VR, and cloud gaming are not new, but 5G offers the opportunity to unlock their use to mass market level.

#### New media:

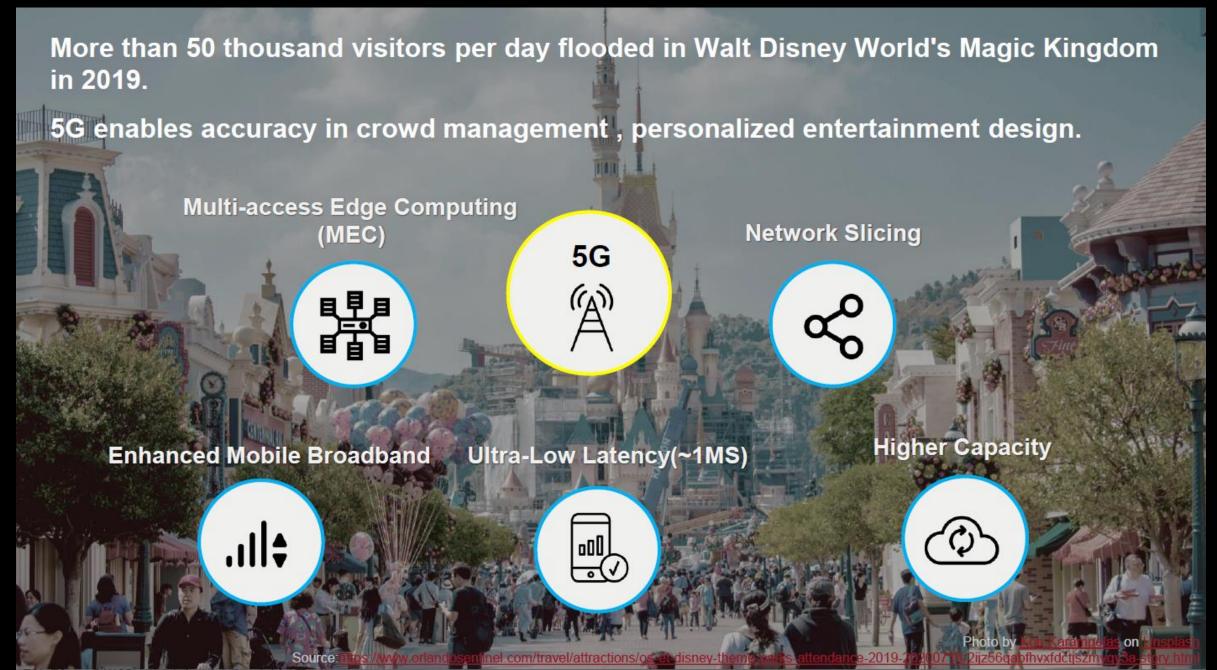
This corresponds to new applications that do not really exist today and that 5G will enable in the future. This includes self-driving car entertainment, 3D holographic display, and connected haptic suits among others.



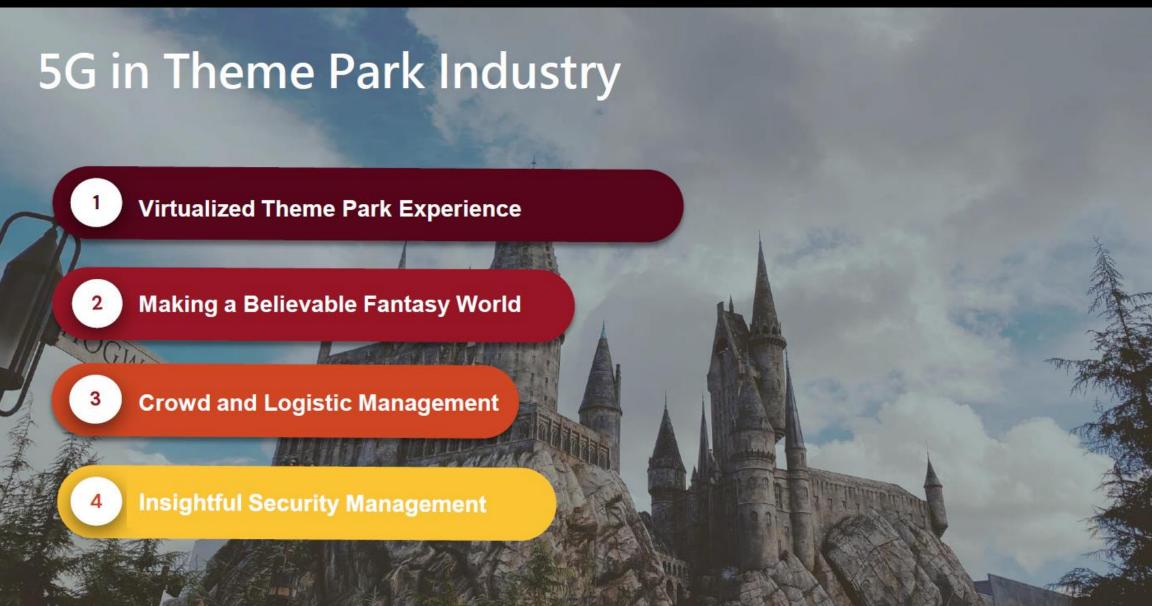


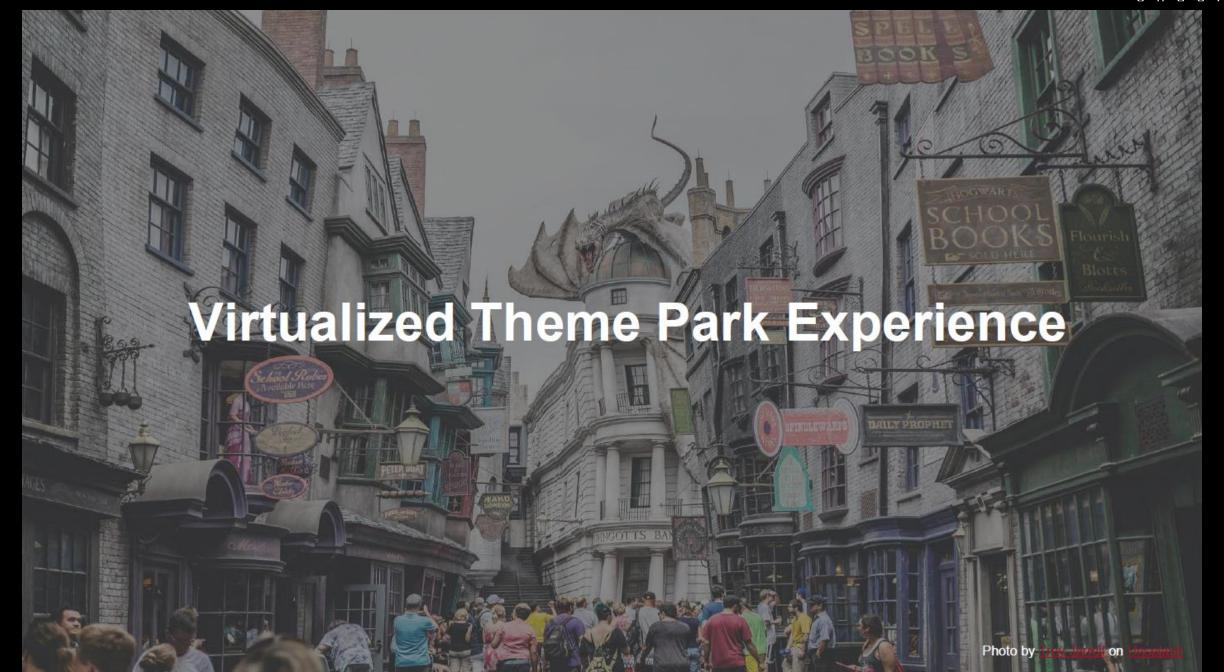
















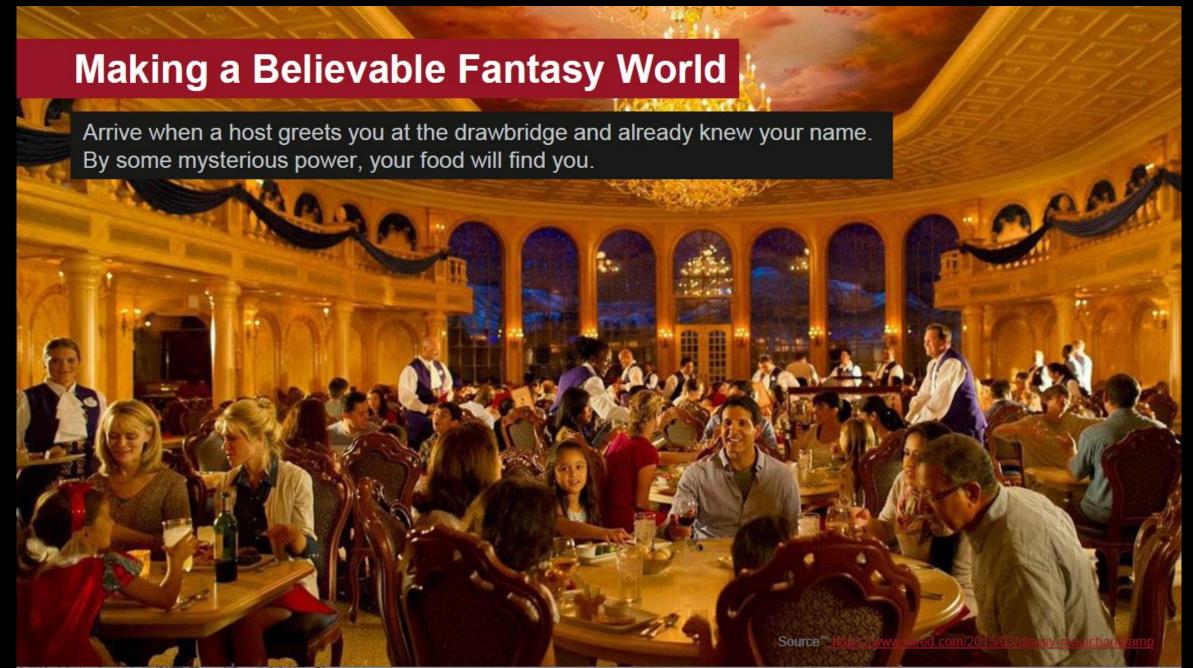




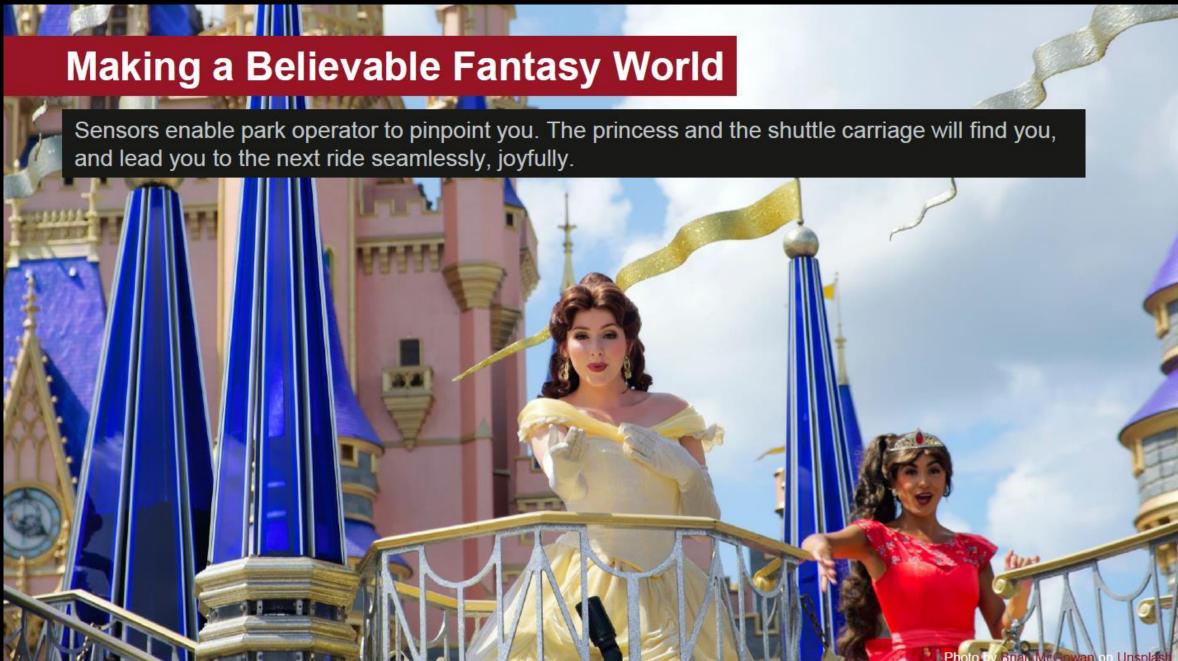




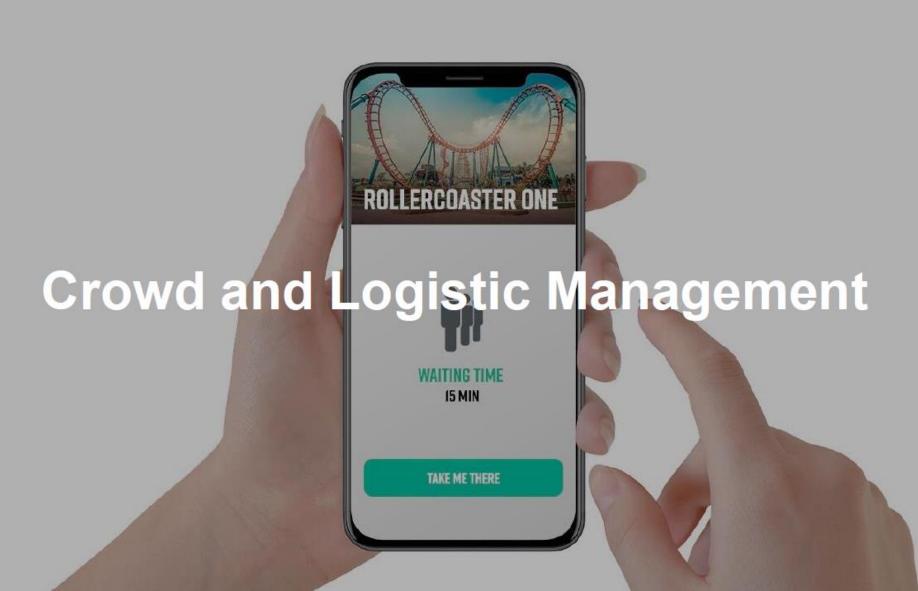












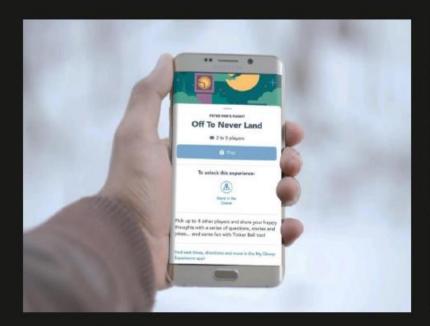


#### **Crowd and Logistic Management**

#### **Enhanced Proximity Content**

Creating proximity-based content experiences helps transform wait times into positive, entertaining experience. Standing in line for a specific ride could unlock extra scenes from a film, or a mobile game that guests can play to pass the time.

With 5G-enabled proximity-based content, it will be possible to overlay visual heatmaps to help guide park goers from experience to experience.



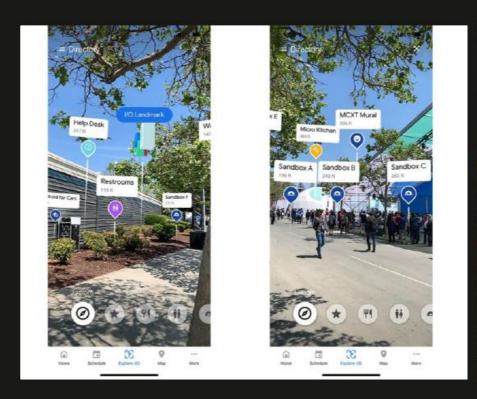




#### Crowd and Logistic Management

#### **Enhanced Wayfinding Experience**

One of the major benefits of 5G connectivity is improved triangulation. Combine this with higher data speeds and lower latency, information for key landmarks, the distance towards experiences, interactive augmented reality installations, and food services are at a simple glance.











#### **Insightful Security Management**

#### 5G IoT

Sensors embedded in theme park rides can collect and transmit a stream of valuable data pertaining to the ride's performance, enabling managers, technicians and engineers to gain unparalleled insight into when the ride needs checking, repairing or upgrading.

In turn, this prolongs the working life of rides, it improves safety and compliance by supporting a more proactive and informed approach to ride testing and maintenance, and it enables more maintenance and repair work to be proactively scheduled for less busy times, improving park operations.

It can even help inform future ride design, by collecting information on how the machinery performs over time.









#### 策略3

## 財務策略

降低融資利息

減少匯率變動風險



## Thank You!



