# KaKaO Q2 2025 Earnings Results

2025. 8. 7 | Kakao Investor Relations





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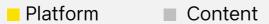
## Revenue

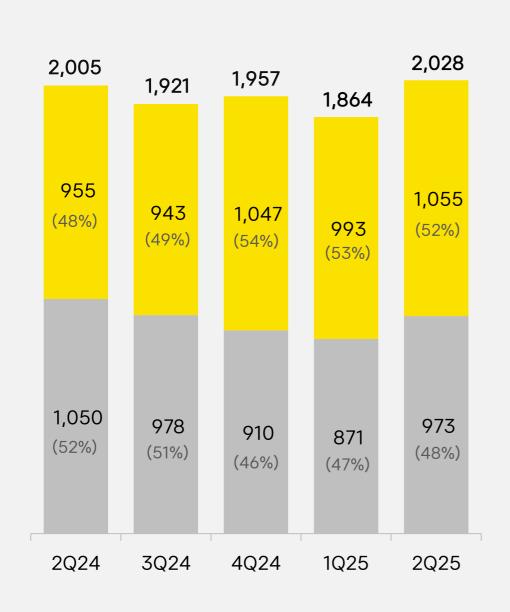
#### Q2 Revenue +1% YoY / +9% QoQ

Q2 MIX: Platform 52%, Content 48%

(in bn KRW)

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| Revenue Breakdown |                     |   |  |  |  |  |  |
|-------------------|---------------------|---|--|--|--|--|--|
| Platform          | Talk Biz            | Advertising :<br>Bizboard, Talk Channel, Emoticon                                     |  |  |  |  |  |
|                   |                     | Commerce :<br>Gift, Store, Kakao Friends Online                                       |  |  |  |  |  |
|                   | Portal Biz          | Daum PC / Mobile<br>Kakao Story / Style / Page<br>Other Subsidiaries' Ad              |  |  |  |  |  |
|                   | Platform-<br>Others | Mobility Pay Enterprise Makers<br>Healthcare Other Subsidiaries                       |  |  |  |  |  |
| Content           | Game                | Mobile PC Other   |  |  |  |  |  |
|                   | Music               | SM Entertainment Melon Digital Music Distribution Album Distribution Music Production |  |  |  |  |  |
|                   | Story               | Entertainment   |  |  |  |  |  |
|                   |                     | Piccoma   |  |  |  |  |  |
|                   | Media               | Video Production Talent Agency  |  |  |  |  |  |

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#### Revenue

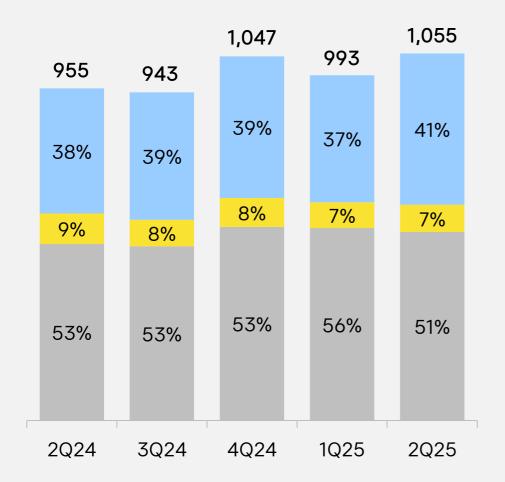
#### **Platform**

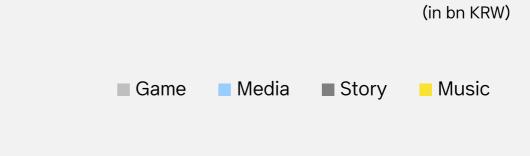
2Q25 +10% YoY, +6% QoQ

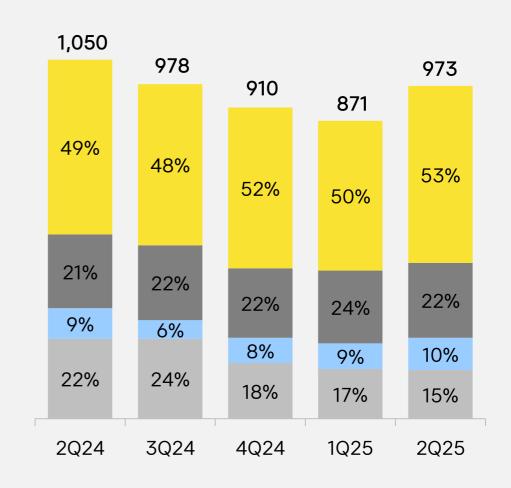
## Content

2Q25 -7% YoY, +12% QoQ



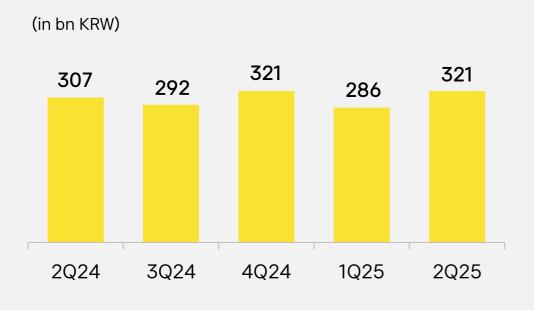






## Platform | Talk Biz

## Advertising

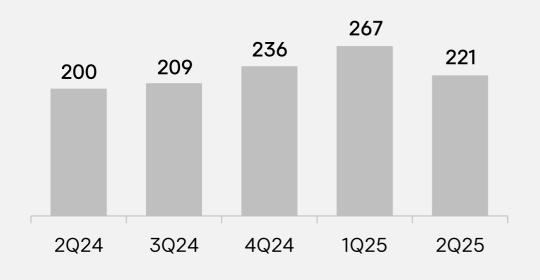


#### 2Q25 +4% YoY, +12% QoQ

- (YoY) Biz Message maintained solid growth, offsetting high base from strong ad spend by Chinese
   e-commerce advertisers
- (QoQ) High seasonality

#### Commerce

(in bn KRW)



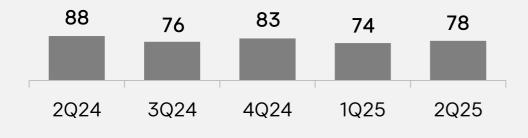
#### 2Q25 +10% YoY, -17% QoQ

- Total Commerce GMV: 2.5tn, +6% YoY, -4% QoQ
- Talk Gift GMV: +8% YoY, -9% QoQ
- (YoY) Self purchase GMV in Talk Gift grew +43% YoY, driving overall growth
- (QoQ) High base from increased 1P during Lunar Holidays

## Platform | Portal, Others

#### **Portal Biz**

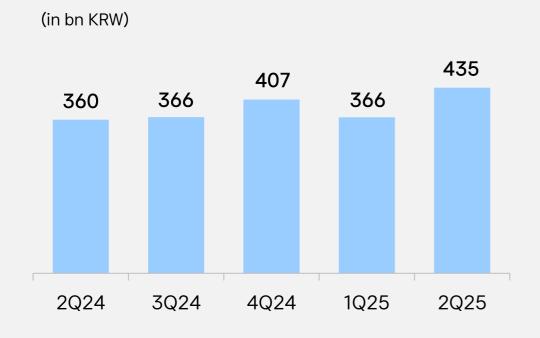
(in bn KRW)



#### 2Q25 -11% YoY, +6% QoQ

 (YoY) Impact from decline in search queries and preparations for establishment of AXZ, new entity (QoQ) High seasonality

#### **Platform-Others**



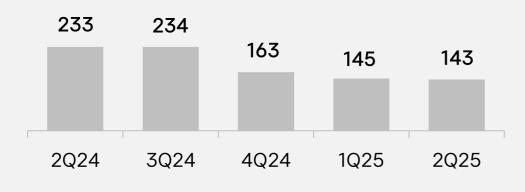
#### 2Q25 +21% YoY, +19% QoQ

- Mobility: Solid growth led by parking and quick delivery
- Pay: Double-digit revenue growth driven by strong finance and platform services; OP turned positive for two consecutive quarters on cost efficiency

## Content | Game, Music

#### Game

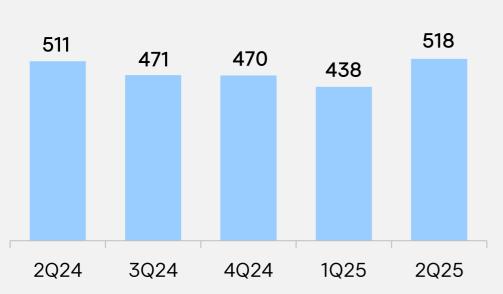
(in bn KRW)



• (YoY/QoQ) Prolonged absence of new titles

## Music

(in bn KRW)



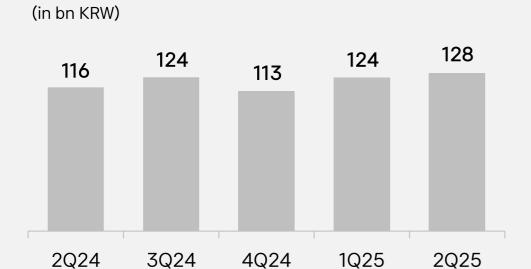
#### 2Q25 +1% YoY, +18% QoQ

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- (Label) Strong album and MD sales
- (Distribution) Maintained solid No.1 market position
- (Melon) Continuous focus on profitability

## Content | Story

## **Piccoma**

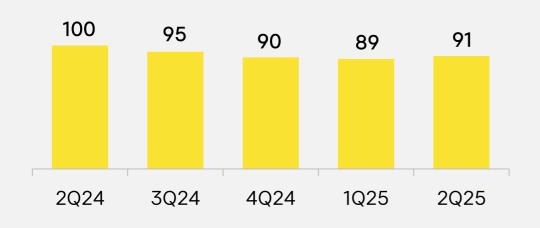


#### 2Q25 +10% YoY, +3% QoQ

- (in JPY) GMV -5% YoY, -0.2% QoQ Revenue -3% YoY, -3% QoQ
- Achieved record-high quarterly OP driven by continued marketing efficiency

#### **Entertainment**

(in bn KRW)



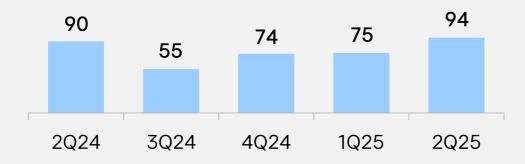
#### 2Q25 -9% YoY, +3% QoQ

- (YoY) Maintained efficient marketing execution
- (QoQ) Increase in secondary IP monetization
- Ongoing efforts to strengthen IP competitiveness and enhance global operational efficiency

## Content | Media

## Media

(in bn KRW)



 (YoY/QoQ) Increase in number of revenue-recognizing titles; progress of ongoing titles front-loaded in 1H

## **Earnings Summary**

| (in bn KRW)               | 2Q24  | 1Q25  | 2Q25  | YoY    | QoQ     |
|---------------------------|-------|-------|-------|--------|---------|
| Total Revenue             | 2,005 | 1,864 | 2,028 | 1%     | 9%      |
| Platform                  | 955   | 993   | 1,055 | 10%    | 6%      |
| Talk Biz                  | 508   | 553   | 542   | 7%     | -2%     |
| Portal Biz                | 88    | 74    | 78    | -11%   | 6%      |
| Platform-Others           | 360   | 366   | 435   | 21%    | 19%     |
| Content                   | 1,050 | 871   | 973   | -7%    | 12%     |
| Game                      | 233   | 145   | 143   | -39%   | -2%     |
| Music                     | 511   | 438   | 518   | 1%     | 18%     |
| Story                     | 216   | 213   | 219   | 1%     | 3%      |
| Media                     | 90    | 75    | 94    | 5%     | 25%     |
| OPEX                      | 1,871 | 1,758 | 1,842 | -2%    | 5%      |
| Operating Profit          | 134   | 105   | 186   | 39%    | 76%     |
| Operating Profit Margin   | 6.7%  | 5.7%  | 9.2%  | 2.5%pt | 3.5%pt  |
| Net Profit                | 87    | 200   | 172   | 97%    | -14%    |
| Controlling Interests     | 101   | 172   | 161   | 59%    | -6%     |
| Non-controlling Interests | -14   | 28    | 11    | ТВ     | -63%    |
| Net Profit Margin         | 4.3%  | 10.7% | 8.5%  | 4.1%pt | -2.3%pt |

## **Operating Expenses**

| (in bn KRW)                    | 2Q24  | 1Q25  | 2Q25  | YoY  | QoQ |
|--------------------------------|-------|-------|-------|------|-----|
| Operating Expenses             | 1,871 | 1,758 | 1,842 | -2%  | 5%  |
| Labor                          | 481   | 479   | 489   | 2%   | 2%  |
| Cost of Revenue                | 797   | 701   | 717   | -10% | 2%  |
| Outsourcing / Infrastructure   | 196   | 206   | 233   | 19%  | 13% |
| Marketing                      | 108   | 87    | 88    | -19% | 1%  |
| Depreciation &<br>Amortization | 207   | 206   | 222   | 7%   | 8%  |
| Misc.                          | 82    | 80    | 93    | 13%  | 16% |

#### 2Q Analysis

Labor (YoY/QoQ) Maintained conservative hiring

Cost of revenue (YoY) Effect from SM Entertainment accounting reclassification

(Cost of Revenue → Outsourcing/Infrastructure)

(QoQ) Increase in Content revenue

Outsourcing / (YoY) Effect from SM Entertainment accounting reclassification

Infrastructure (QoQ) Increase in production cost driven by higher album sales

Marketing (YoY) Strategic marketing cut by Piccoma

(QoQ) Maintained efficient marketing spend

Depreciation & (QoQ/YoY) Increase driven by investment in data center machinery and consolidation of DearU

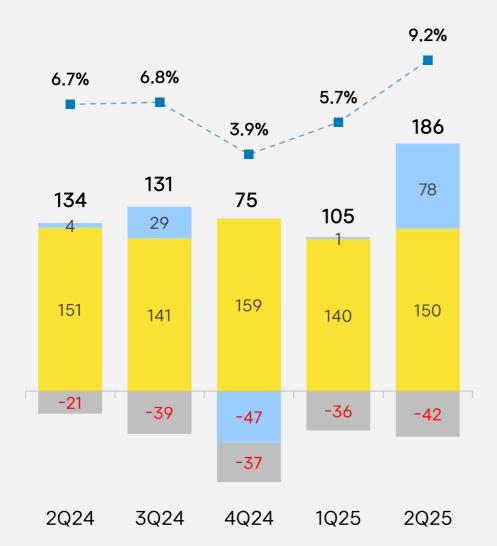
#### **Profits**

#### Operating Profit(M)

2Q25 +39% YoY, +76% QoQ



(in bn KRW)



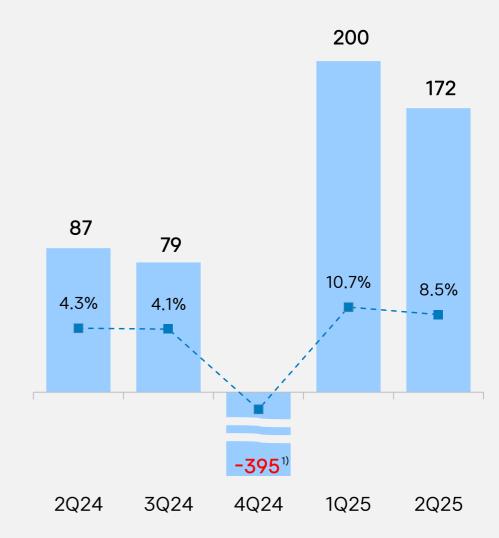
- 1) Kakao (Separate): OP on a separate basis ex. Al Services
- 2) Subsidiaries: All businesses ex. Kakao (Separate) and Al; incl. internal adj.
- 3) Al: Al Services within Kakao (Separate)

#### Net Profit(M)

2Q25 +97% YoY, -14% QoQ



(in bn KRW)



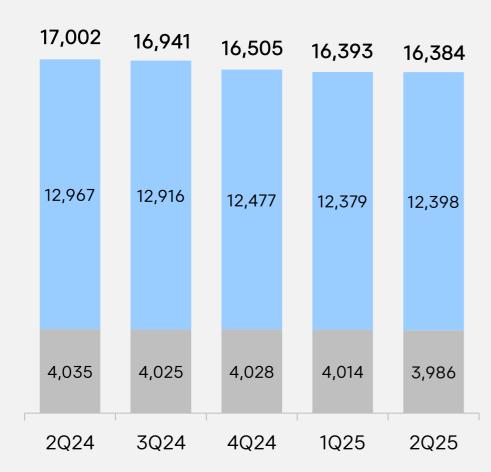
1) 4Q24: Impairment of goodwill (317.7bn) and equity-method stock impairment losses (98.1bn)

## **Employees / CapEx**

#### Employees 2Q25 -618 YoY, -9 QoQ

YoY Decline due to subsidiary divestments QoQ Flat due to conservative hiring

Subsidiaries<sup>1)</sup> Kakao (# of people)

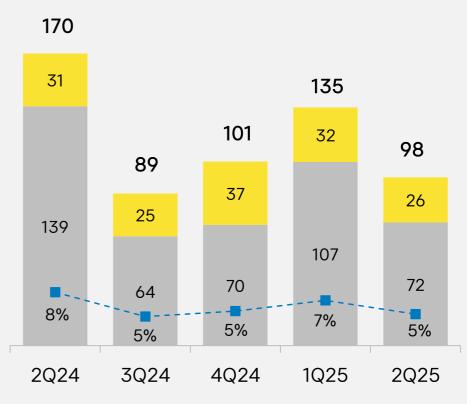


<sup>1)</sup> Headcount based on 13 key consolidated subsidiaries

#### CapEx 2Q25 -72.1bn YoY, -40.7bn QoQ

YoY Decline due to Al Campus completion and GPU purchase base effect QoQ Decline due to GPU purchase base effect

PP&E<sup>1)</sup> Intangible<sup>2)</sup>- 🖶 - Capex to Revenue (in bn KRW)



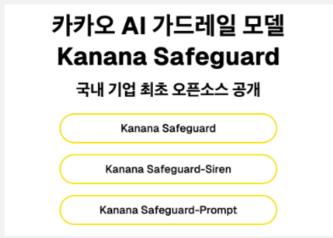
- 1) PP&E: Assets under construction related to data centers and machinery such as server networks
- 2) Intangible: Goodwill and other intangible assets including video production and distribution rights of story content

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#### **ESG Activities**







#### Kakao Group's Economic Contribution and Socioeconomic Value

- Generated KRW 51.4tn in production inducement, 24.5tn in value-added inducement, and 145k+ jobs over the past three years
- Contributed across ten areas, such as enhancing daily convenience,
   strengthening the social safety net, and advancing environmental initiatives

#### Release of 'Kanana Safeguard' Guardrail Models for Al Safety

Released 'Kanana Safeguard' — 'Safeguard,' 'Safeguard-Siren,'
 'Safeguard-Prompt' — the first AI guardrail model in Korea to be open-sourced for commercial use, built on Kakao's self-developed 'Kanana' to foster a safer AI ecosystem

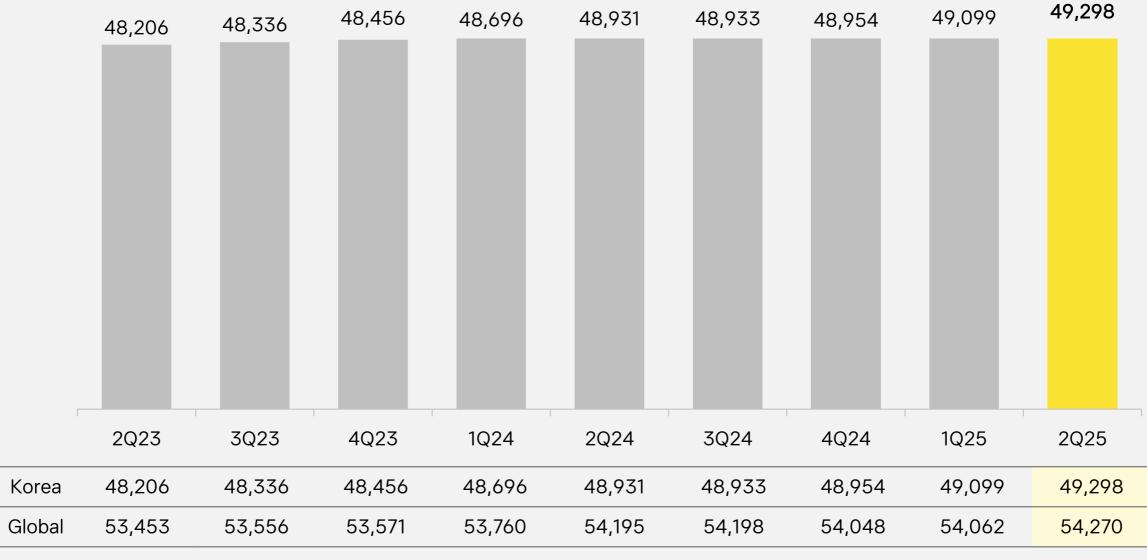
#### Publication of 2024 ESG Report

 Strengthened disclosure on key ESG areas, including climate action, Al safety and ethics, user data privacy and cybersecurity

#### KakaoTalk MAU

## Maintaining a stable 49 million domestic MAU

#### (in thousands)



Average of monthly MAUs. Global includes domestic MAUs.

## Thank You

