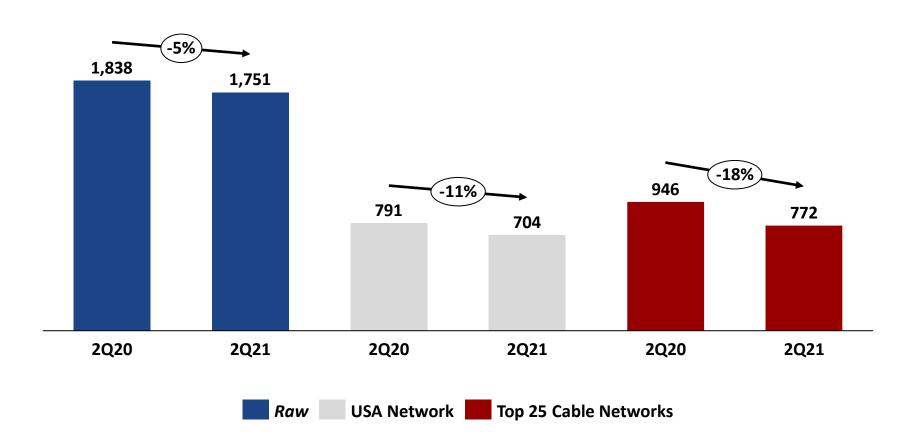


# **Key Performance Indicators**

### **AVERAGE US PRIMETIME CABLE TV VIEWERSHIP**

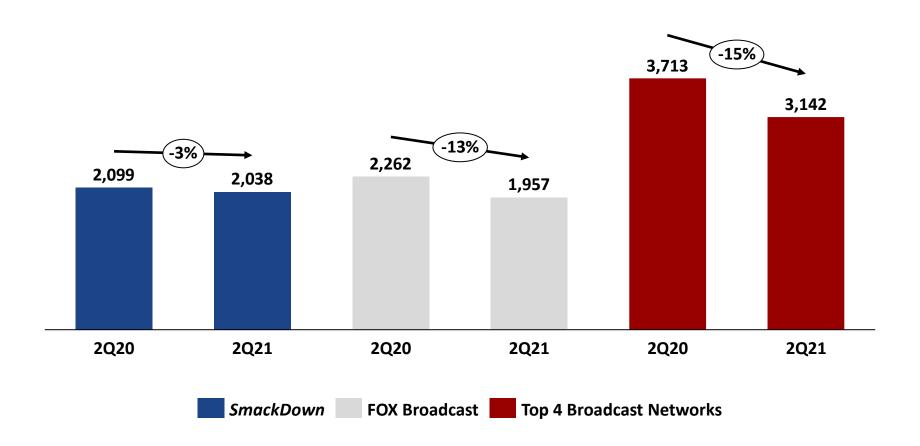
## **RAW** AND PRIMETIME CABLE TV P2+ VIEWERSHIP (000s)





### **AVERAGE US PRIMETIME BROADCAST TV VIEWERSHIP**

## **SMACKDOWN** AND PRIMETIME BROADCAST TV P2+ VIEWERSHIP (000s)

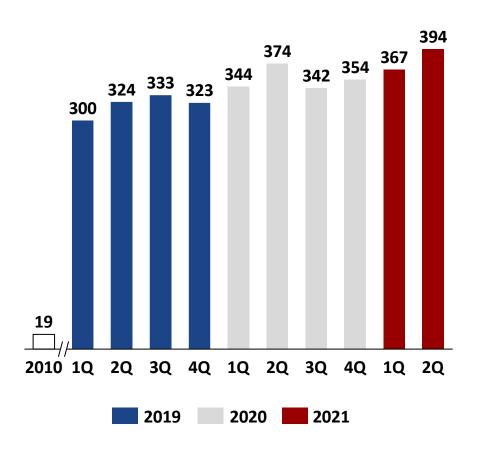


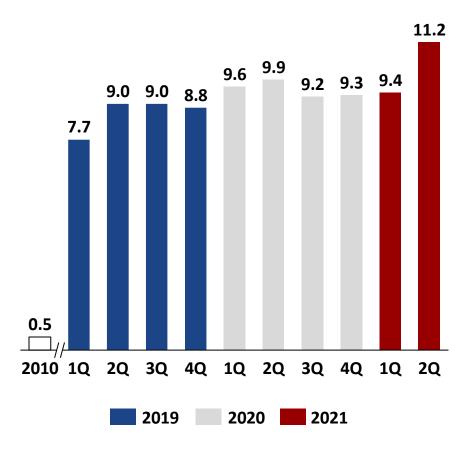


#### MEDIA CONSUMPTION: WWE AVOD CONSUMPTION

## **AVOD Global Hours Viewed (MM)**

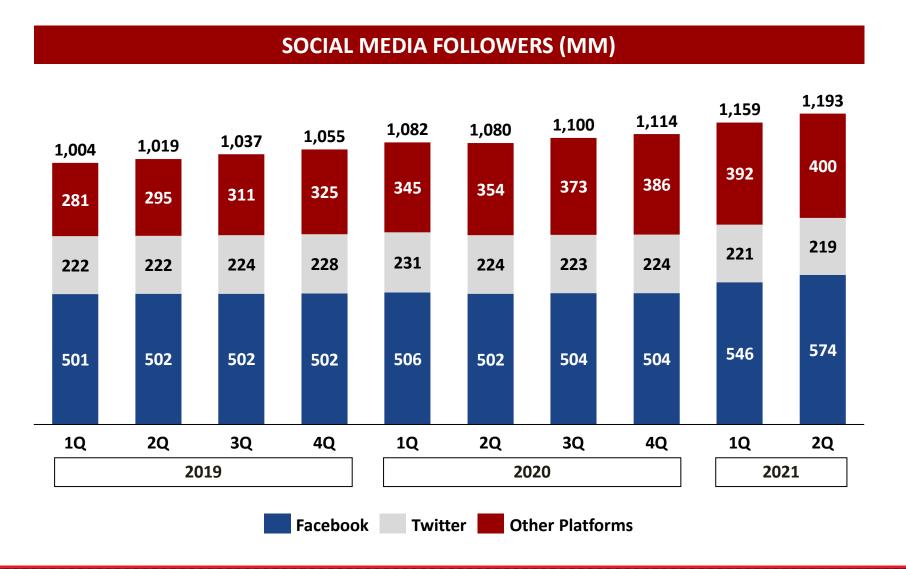
## **AVOD Global Views (B)**





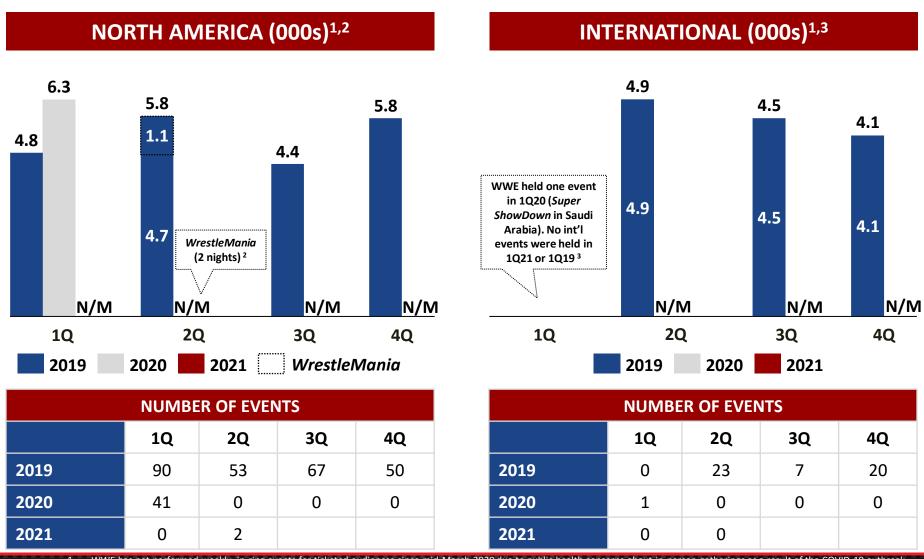


**SOCIAL MEDIA: WWE REACH** 





WWE has not performed weekly, in-ring events for ticketed audiences since mid-March 2020





**APPENDIX** 



#### **FOOTNOTES – DEFINITION OF METRICS**

- Average Viewers P2+: An average of the U.S. viewing audience (persons age 2+, as measured by Nielsen) for each minute of a program or daypart expressed as an absolute number, in thousands. During 2Q21 and 2Q20, total U.S. television persons included an average of approximately 308 million and 307 million persons, respectively. Television viewership is measured on a Live+SD basis for 2Q21 and 2Q20
- Top 25 Cable Networks reflect those 25 networks with the highest total primetime Average Viewers P2+ (duration-weighted) in 2Q20 (excludes broadcast and premium networks)
- Top 4 Broadcast Networks include ABC, CBS, FOX and NBC. Note that total primetime Average Viewers P2+ (duration-weighted) are defined as Monday-Saturday 8-11pm, Sunday 7-11pm for ABC, CBS and NBC, and Monday-Saturday 8-10pm, Sunday 7-10pm for FOX
- Media Consumption AVOD is defined as ad-supported video on demand. Consumption includes videos viewed on third-party (Facebook, Instagram, Snapchat, TikTok, Twitter, YouTube) and WWE platforms (WWE.com and WWE App). 2018-2019 figures include Facebook, Instagram, Snapchat, Twitter, YouTube and WWE platforms. Beginning 4Q19, data includes TikTok. Beginning 1Q20, data includes Twitch and Snapchat Discovery. Beginning 2Q20, figures include consumption on the Free Version of WWE Network. Due to potential data restatements by YouTube, rounding differences may occur. Third-party consumption figures, including Facebook and YouTube, are based on Google Analytics and WWE platform consumption figures are based on internal data. Effective 2Q21, Facebook consumption reflects an increase in the related measurement window from 30 days to 6 months after posting
- Social media followers represent the number of followers for each individual platform Facebook, Twitter, etc.as sourced from each platform; as such, total followers shown have not been adjusted for duplication among or within platforms and do not represent the number of "unique" followers

