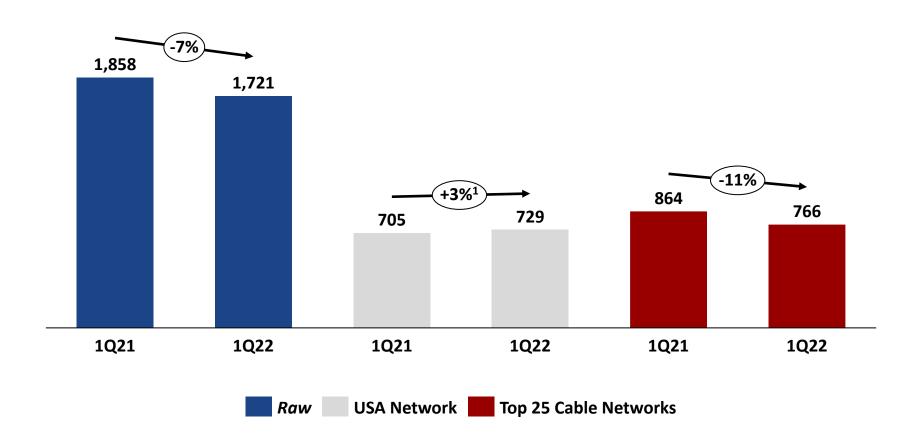


## **Key Performance Indicators**

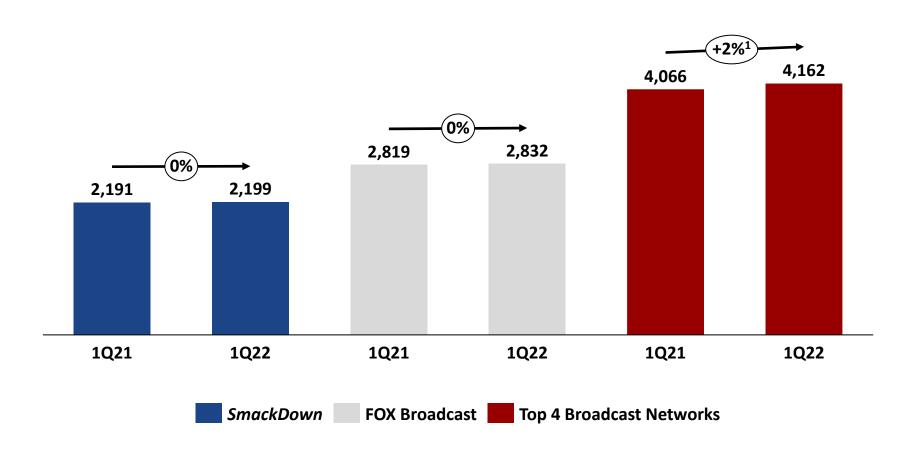
### **AVERAGE US PRIMETIME CABLE TV VIEWERSHIP**

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

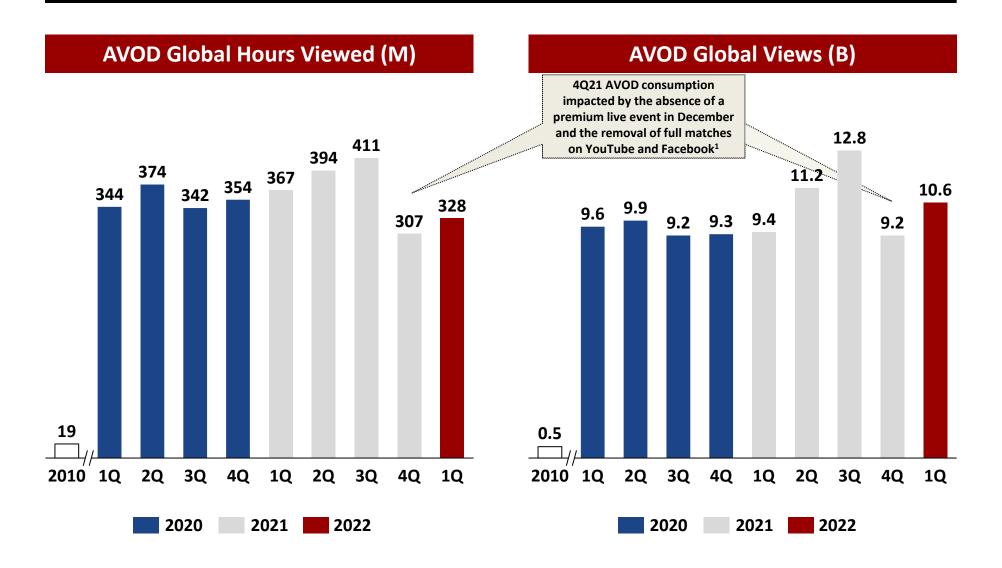


### **AVERAGE US PRIMETIME BROADCAST TV VIEWERSHIP**

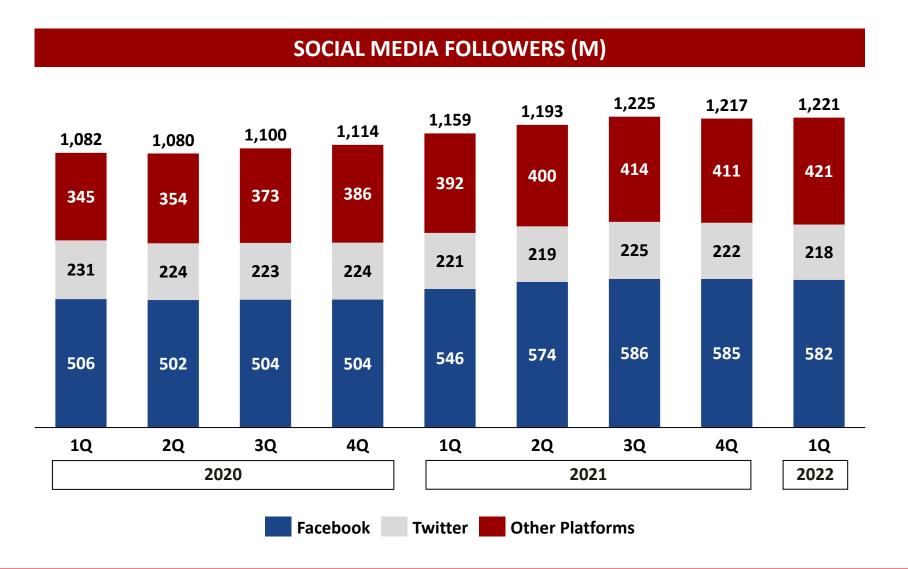
## **SMACKDOWN** AND PRIMETIME BROADCAST TV P2+ VIEWERSHIP (000s)



### MEDIA CONSUMPTION: WWE AVOD CONSUMPTION



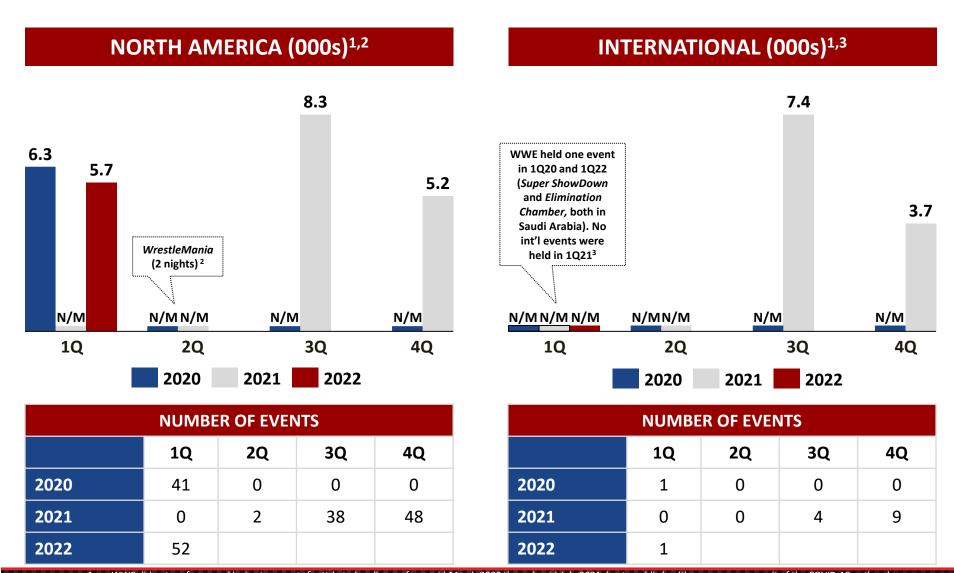
## **SOCIAL MEDIA: WWE REACH**





# WWE AT A GLANCE: 1Q22 HIGHLIGHTS LIVE EVENT AVERAGE ATTENDANCE

WWE returned to live event touring of its weekly, in-ring events for ticketed audiences on July 16, 2021





**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 1Q22 and 1Q21, total U.S. television persons included an average of approximately 311 million and 308 million persons, respectively. Television viewership is measured on a Live+SD basis for 1Q22 and 1Q21
- Average Viewers P18-49: An average of the U.S. viewing audience (persons ages 18-49, as measured by Nielsen) for each minute of a program or daypart expressed as an absolute number, in thousands. During both 1Q22 and 1Q21, total U.S. television persons included an average of approximately 130 million and 129 million persons, respectively. Television viewership is measured on a Live+SD basis for 1Q22 and 1Q21
- Top 25 Cable Networks reflect those 25 networks with the highest total primetime Average Viewers P2+ or P18-49 (duration-weighted) in 1Q21 (excludes broadcast and premium networks)
- Top 4 Broadcast Networks include ABC, CBS, FOX and NBC. Note that total primetime Average Viewers P2+ or P18-49 (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, Twitch, Twitter, YouTube) and WWE (WWE.com and WWE App) platforms. Beginning 2Q20, figures include consumption on the Free Version of WWE Network. Facebook consumption reflects an increase in the related measurement window from 30 days to 6 months in 2Q21 and, effective 3Q21, the related measurement window increased from 6 months to 12 months. Due to potential data re-statements 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
- 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

