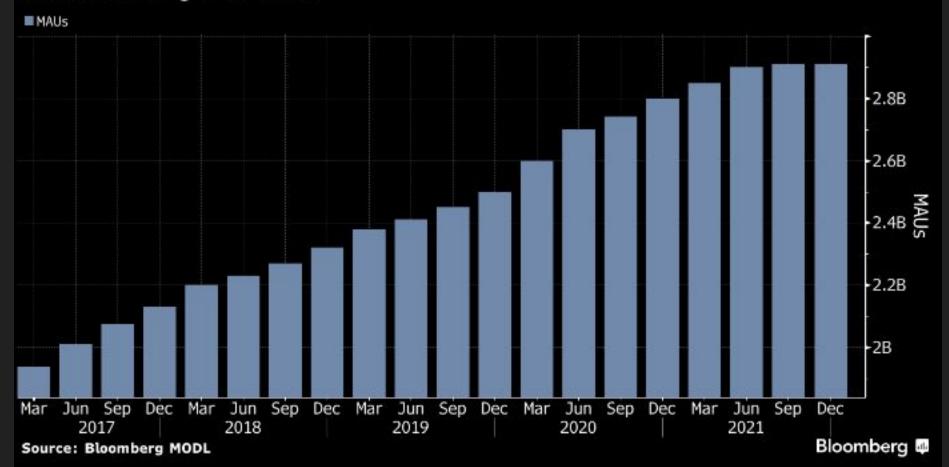
# META Sell

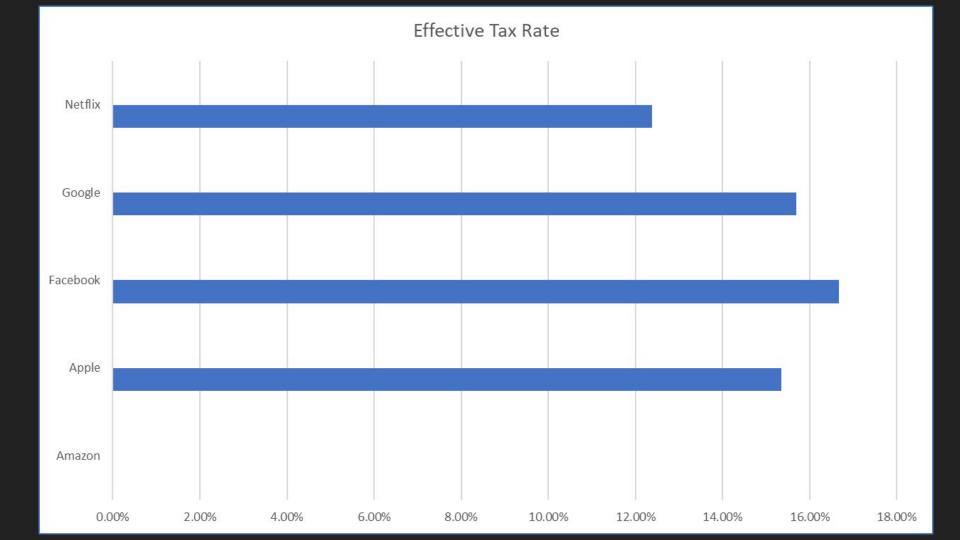
By Lucas Horigan & Sam Harrell



## Users Plateau Facebook MAU growth stalls



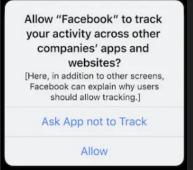




### How META is impacted by APPL privacy changes

- In April of 2021, Apple enabled iPhone users to to choose whether or not they allowed apps to track them.
- During their Q4 Earnings call, the CFO at the time David Wehner was quoted,
   "The impact of iOS overall as a headwind on our business in 2022 is on the order of \$10 billion," aka they estimate they will lose \$10 billion in ad revenue

for 2022



#### Apple Taking Ad Revenue Share

- Apple has been posting jobs for developing a mobile advertising platform
- iPhones will act as a "Walled Garden" where user data will be made available only to Apple and not competition such as Snapchat, TikTok, and Facebook
- Facebook's ad revenue is currently: 114.93 Billion (97.5% of revenue)
- This competition is not made in current forecasts and will harm Facebook's main revenue driver

#### Premiumization of the Ad Space

- Social Media apps such as Tiktok, Snap, and Facebook are seeking out more monetization on their apps since revenue fell
- Creator's ad revenue will be taken starting in 2024, the attrition of users for this is hard to predict
- Facebook is reducing the the priority on ecommerce by taking Instagram's ecommerce away

### Track Record of Privacy Violations

- Facebook has a long history of large violations that cost them significant sums of money regularly
- Details from a class-action lawsuit as of September 15th will likely make
   Facebook pay over \$650 million USD
- Cambridge Analytica cost Facebook \$5 Billion USD in 2019
- Facebook has a lower "Social" score according to ESG vs. FAANG peers

#### Metaverse Stalling

- Facebook's VR/AR
   "Metaverse" arm Reality Lab struggles
- VR Market remains small, while VR Headsets continue to increase in price
- Analyst forecasts of VR users by 2025 is expected to be 50 million

#### Comparison of Apple vs. Meta's Device Uptake

	Apple	Meta
Device:	iPhone	Standalone Oculus headset
Launch Year:	2007	2018
App Store:	App Store	Oculus Store (now Meta Quest Store)
Launch Year:	2008	2018
Installed Devices at App Store Launch Year:	2008: 11 Million	2018: 1.8 Million*
# of Apps:	~5,000	~1,000
Apps / 10,000 Installed Devices:	4.5	5.56
Installed Devices 3 Years Post-App Store Launch:	115 Million	16 Million
# of Apps:	~262,000	~1,000
Apps / 10,000 Installed Devices:	22.8	0.63
Note: installed devices at app store launch year and 3 years post-app store launch are estimates; * Meta's installed devices as of 2018 include sales of Rift; Meta's # of Apps at end-2021 include Oculus Quest and Oculus App Lab		Bloomberg 💵

# Sell All 40 \$META Shares

At: \$140 Dollars

Realizing \$5,600