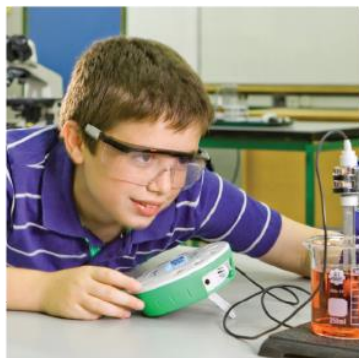




NASDAQ: BOXL

Investor Presentation
February 2019



Interactive Learning Technologies

Forward-Looking Statements

This presentation contains “forward-looking statements.” Forward-looking statements reflect our current view about future events. When used in this presentation, the words “anticipate,” “believe,” “estimate,” “expect,” “future,” “intend,” “plan,” or the negative of these terms and similar expressions—as they relate to us or our management—identify forward-looking statements. Such statements include, but are not limited to, statements contained in this presentation relating to our business strategy, our future operating results, and liquidity and capital resources outlook. Forward-looking statements are based on our current expectations and assumptions regarding our business, the economy, and other future conditions.

Our most recent reports on Form 10-K and Form 10-Q filed with the U.S. Securities and Exchange Commission provide information about these and other factors, which we may revise or supplement in future reports. These documents are available for free by visiting EDGAR on the SEC website at www.sec.gov. Alternatively, copies may be obtained from Boxlight Corporation, Investor Relations, 1045 Progress Circle, Lawrenceville, GA 30043. Telephone: 360-464-4478. Email: investor.relations@boxlight.com.

Key Statistics

Trading Data

Stock Price
\$2.97

\$1.14 - \$17.40
52 Week Range

1,016,067
Avg. Volume (3 months)

Valuation Measures

Market Cap
\$30.21M

10.17M
Shares Outstanding

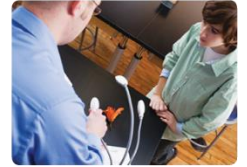
Financial Highlights

(\$ in thousands)	9 Months Ended Sep 30, 2018	12 Months Ended Dec 31, 2017
Revenue	\$25,856	\$25,744
<i>YoY Growth</i>	<i>27%</i>	<i>26%</i>
Net Loss	\$(6,583)	\$(6,540)
Adj. EBITDA⁽¹⁾	\$(3,508)	\$(1,675)
Total Assets	\$28,735	\$20,453
Net Current Assets	\$(2,572)	\$(1,113)
Total Equity	\$8,175	\$9,050



Note: Based on equity market data as of Feb 7, 2019.

(1) Boxlight defines Adjusted EBITDA as net income (loss) plus depreciation and amortization, interest expense, stock compensation and warrant expense, and one-time IPO expenses.



Interactive Learning Technologies

We develop, sell, and service interactive classroom technologies for the global education market.

We're a vertically integrated, total solution provider with hardware engineering and manufacturing, software and content development, and comprehensive services including installation, training, consulting and maintenance.

Global Expansion

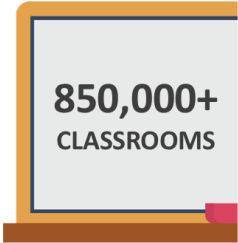
PRODUCTS



SOFTWARE



HELPING CHILDREN LEARN IN



GLOBAL PARTNERS

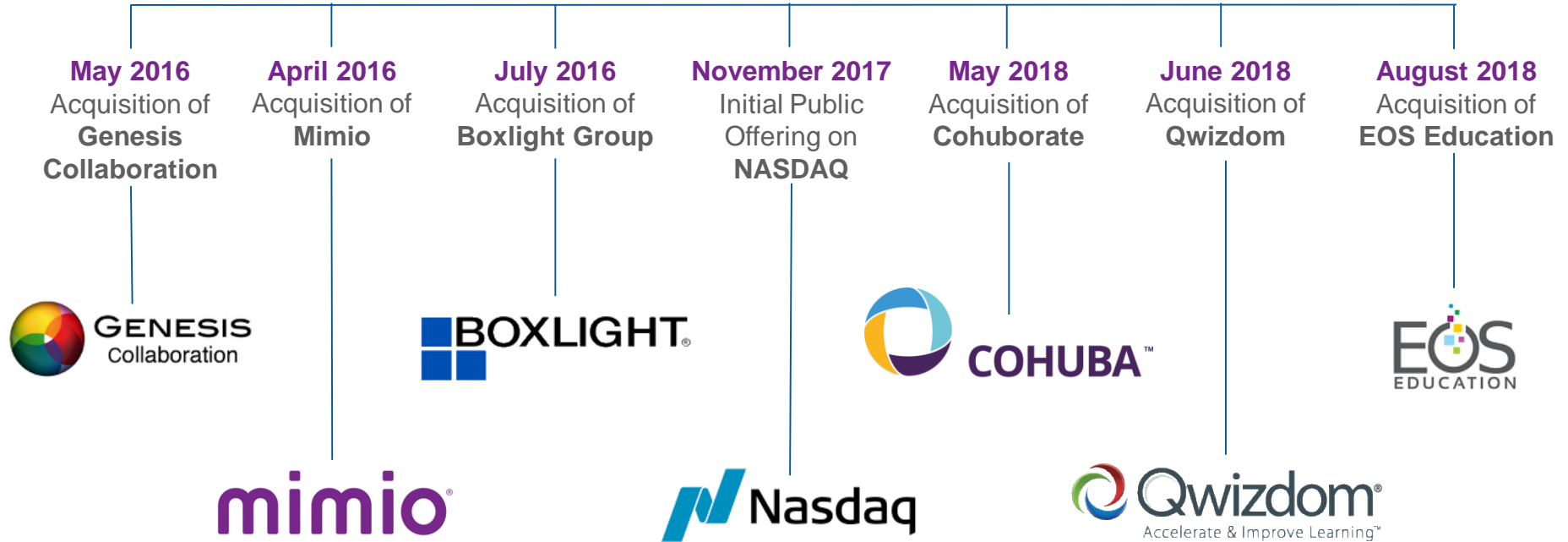


RESELLERS

CUSTOMER REFERENCES



Boxlight Timeline



Leadership Team



MARK ELLIOTT
CEO



MICHAEL POPE
PRESIDENT



HANK NANCE
COO



TAKESHA BROWN
CFO



PAT HENRY
EVP SALES



LORI PAGE
VP MARKETING

Promethean,
President

Vert Capital,
Managing Director

Boxlight, President

Boxlight, Controller

Promethean, VP of
Marketing

Cox Automotive,
Director of Marketing

Apple, Senior Director

Taylor Family, CFO
and COO

Projector.com,
General Manager

General Electric,
Controller, Financial
Reporting Manager

Apple, Senior
Manager

Promethean, VP of
Marketing

E3 Corporation,
President

Omniture, SEC
Reporting / M&A

Prine, Project
Manager

Ernst & Young, Audit
Sr. Manager

McGraw-Hill, Sales
Manager

Eastman Kodak,
Public Relations
Manager

Board of Directors



HAROLD BEVIS

OmniMax

General Electric

Emerson Electric



RUDY CREW

NYC School District

Harvard University

Miami-Dade
County Public
Schools



TIFFANY KUO

Everest Display

ExxonMobil

Deloitte



MARK ELLIOTT

Promethean

Apple

E3 Corporation



MICHAEL POPE

Vert Capital

Omnicore

Grant Thornton



DALE STRANG

Healthline Media

SpinMedia

Viximo



STEVE HIX

Circle Technology

Infocus

Planar

Change the Classroom. Change the World.

If I'm not learning the way you teach,
maybe you should teach the way I learn.



1900



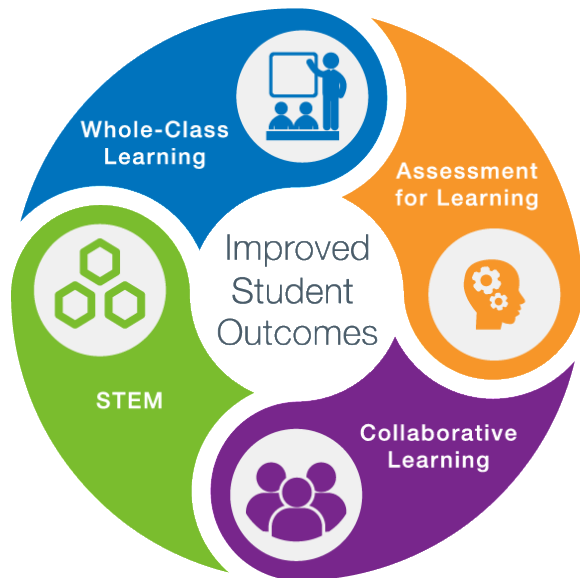
2000



Today

EDUCATION TECHNOLOGY PROGRESSION

The Boxlight Classroom



Boxlight provides whole-class learning, small-group collaboration, formative assessment, and STEM-based learning. Our services include software and classroom technology that enable teachers to easily and effectively enhance student outcomes and build essential skills such as critical thinking, collaboration, communication, and creativity.

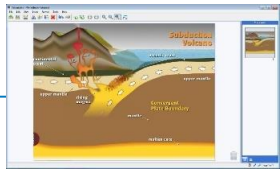


Whole-Class Learning Solutions



Whole-class learning is a key aspect in the modern classroom. It provides multi-modal learning capabilities and opens the world to the students.

- Effective, engaging, and easy way to provide teacher-led instruction—no matter the budget.
- 4K touch-technology to a 130-inch brilliant projected area.
- Software allows educators to teach from anywhere in the room, using almost any content.



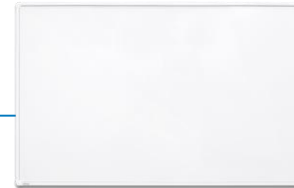
CLASSROOM SOFTWARE
\$45–\$225



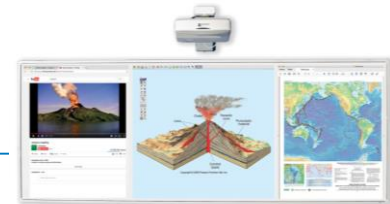
**INTERACTIVE FLAT
PANEL DISPLAYS**
\$3,499–\$7,999



**STANDARD AND
INTERACTIVE PROJECTORS**
\$499–\$4,999



INTERACTIVE TOUCHBOARD
\$1,149–\$1,299



**MIMIOSPACE
COLLABORATIVE AREA**
\$8,199



Whole-Class Learning Solutions



Whole-class learning is the perfect tool for introducing new concepts to the entire class or for reviewing material that most of the students found difficult.

- Touch and interactive solutions that leverage the whiteboard, projector, and classroom computer schools already own.
- Networked classroom audio system allows students to hear and participate in learning whether they are working as a whole class or in small groups.
- Cloud-based content, curation, and management with a local point of resource storage.



PORTABLE IWB
\$895



**MIMIOFRAME
TOUCHBOARD KIT**
\$1,149



**MIMIOCLARITY
CLASSROOM AUDIO SYSTEM**
\$1,550



**MIMIO MICROCLOUD
CLASSROOM CONTENT CLOUD**
\$600–\$1,500



Collaborative Learning



Studies show that collaborative learning teams develop higher-level thinking and retain information longer. Collaborative and cooperative learning brings a deeper understanding of content, increased overall achievement, higher motivation, improved confidence, and teamwork skills.

- Facilitate group learning through interactive displays, tables, boards, and student devices.
- Varied tools to fit students' learning styles.
- Build skills important for success in today's classroom and beyond.



COLLABORATION APP
\$200-\$700



WIRELESS TABLET
\$299



INTERACTIVE TABLE
\$6,899

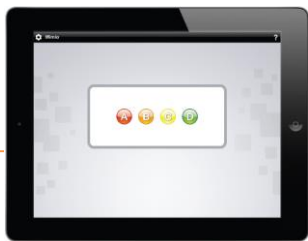


Assessment for Learning



Assessment is a key piece of the learning cycle. It helps to benchmark student comprehension of critical skills and their knowledge base. With assessment, we can better recognize which students need more whole-class learning, more team and small-group work, or more one-to-one focus.

- Tools for real-time formative assessment to summative assessment.
- Gauge understanding and personalize learning.



ASSESSMENT APP
\$200–\$700



ASSESSMENT CLICKER
\$1,599



“Labdisc listed as one of the **TOP 5 TAKEAWAYS** from ISTE 2016”

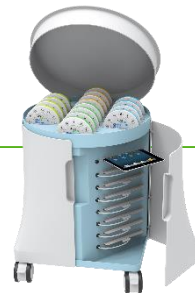


The key to students’ success is not only to learn science, technology, engineering, and math, but also to understand how those disciplines apply to the world around them. Students need to develop the critical skills that will enable them to be tomorrow’s engineers and innovators.

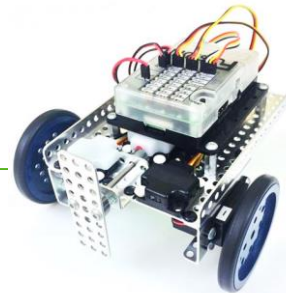
- The Labdisc is an entire lab of equipment made affordable and portable.
- Students can simply and easily explore the field of robotics and coding.
- Document camera allows students to see HD images and video of nature and science.



PORTABLE STEM LAB
\$599–\$699



MOBILE LAB CART
\$10,299–\$11,899

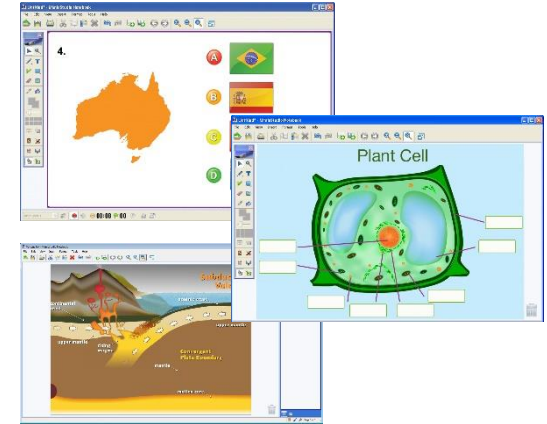
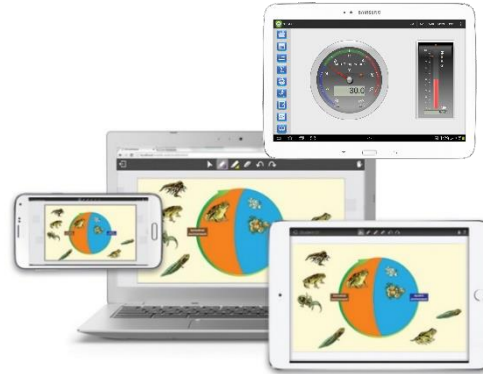


MYBOT
\$179–299



DOCUMENT CAMERA
\$499

Software and Learning Community



ONLINE EDUCATOR COMMUNITY

- Lessons and Activities
- Forums and Resources
- Training
- Support

ENABLING SOFTWARE

- Laptops & Tablets
- Windows, Mac and Android
- STEM software
- Annotation, curriculum and network tools
- Network hardware control and monitoring
- Natively Supports Competitive Solutions

CLASSROOM SOFTWARE

- Lesson Plan Development
- Presentation and Control
- Connectivity
- Security
- Assessment
- Boxlight Proprietary

Awards



2018 Tech Edvocate
Award Finalist
MimioFrame



2018 Tech Edvocate
Award Winner
MimioSpace



2018 Tech & Learning
ISTE Best in Show Award
MimioSpace



Impact Regional
Business Awards
Boxlight, Education



2018 Cool Tool
THE EDTECH AWARDS 2018
Boxlight P9 Projectors



AWARDS 2018
FINALIST

Bett Awards 2018
Tools for Teaching,
Learning and Assessment
Labdisc



2017 EdTech Digest
Cool Tool Award
Labdisc



Tech & Learning
Best of TCEA 2017
Labdisc



AWARDS 2017
FINALIST

Bett Awards 2017:
Tools for Teaching,
Learning and Assessment
MimioStudio with MimioMobile



Tech & Learning
Best of BETT 2017
Labdisc



District Administration 2016
Readers' Choice Top 100
MimioStudio with
MimioMobile



2016 Award of Excellence
Tech & Learning Magazine
MimioTeach

Global Smart Education and Learning Market

“ The smart education and learning market is estimated to grow from \$240 billion in 2017 to \$994 billion by 2024 at CAGR of 22.7%. ”

DRIVING FACTORS:

- Increased acceptance of e-learning
- Proactive government initiatives in developing markets
- Technological advancements
- Growth in mobile learning applications

- Allied Market Research
June 2018

Merger and Acquisition Strategy

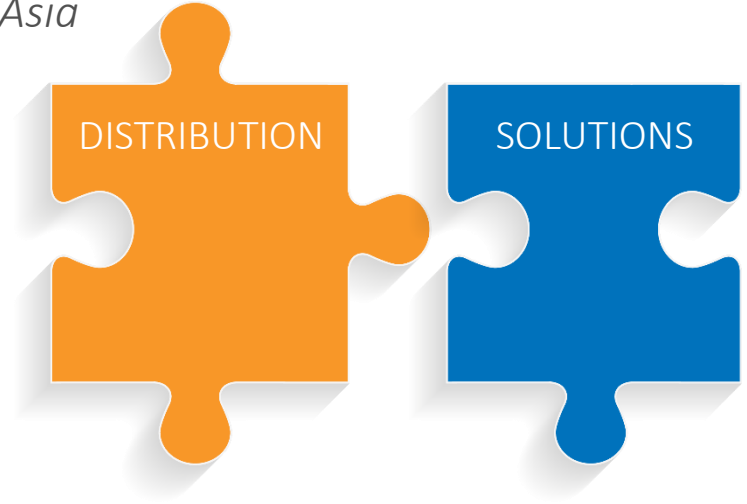
1. Distribution

Worldwide, including EMEA, Latin America and Asia

2. Solutions

Comprehensive, Integrated Suite

- Classroom collaboration
- Handheld connectivity
- Personalized learning and assessment
- Interactive content
- Professional development and services
- New technologies



Capitalization Table

As of December 31, 2018

	# of Shares	W.A. Price	% of Fully Diluted
Class A Common – Directors, Officers, Affiliates	4,828,406		39.8%
Class A Common - Other	5,348,027		44.0%
Stock Options	1,133,496 (1)	\$3.68	9.3%
Common Stock Warrants	835,059 (2)	\$1.68	6.9%

(1) 1,718,024 outstanding with W.A. exercise price of \$4.18

(2) 1,184,121 outstanding with W.A. exercise price of \$1.68

Recent Developments

May

- New product launches: MimioFrame, MimioTable and MimioSpace
- Acquisition of Cohuborate

June

- 3,200 classroom contract with Clayton County Schools, Georgia
- Acquisition of Qwizdom

August

- 382 classroom contract with McMinn County School System, Tennessee

September

- Acquisition of EOS Education
- 60 classroom contract with Huntington Beach City School District, California including MimioSpace, LabDisk and MimioTable

October

- 1,750 classroom contract with Beaufort County School District, South Carolina
- 270 classroom contract with Connellsville Area School District, Pennsylvania

Recent Developments (continued)

November

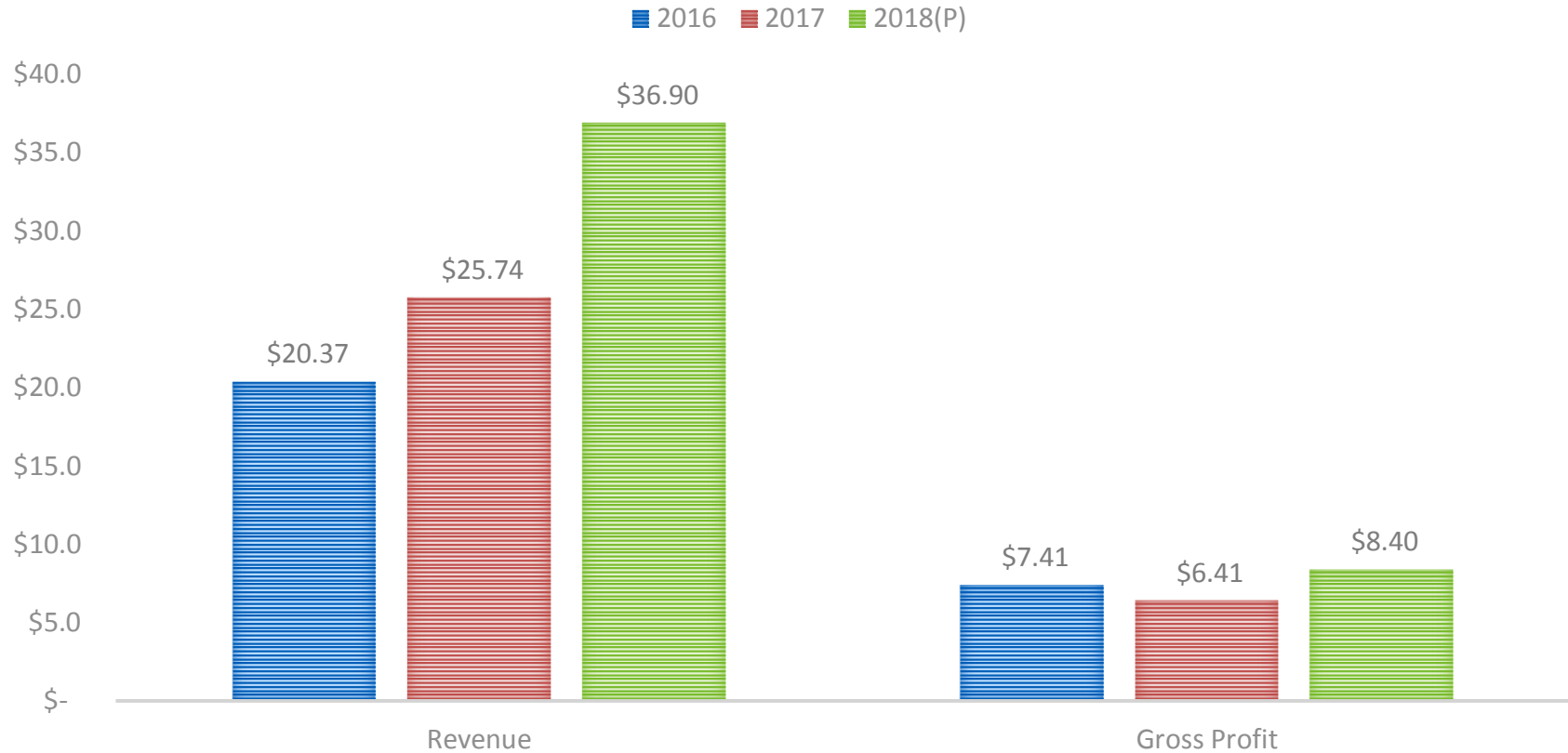
- Reported Q3 2018 Financial Results
 - Revenue increase of 27% year-over-year to \$25.9 million for the first nine months of 2018
 - \$5.7 million in deferred revenue and over \$4 million in backorders at September 30, 2018
 - Projecting \$11 million in revenue for Q4 2018, an increase of 100% over the same period in 2017

January

- New Product Launches
 - Boxlight NDMS (Network Device Management System)
 - MimioStudio 12
 - MimioInteract
- New Partnerships
 - Modern Robotics
 - Critical Links

Revenue / Gross Profit Growth

(\$ in millions)



Selected Income Statement Data

	Nine Months Ended Sep 30, 2018		Six Months Ended Sep 30, 2017		\$ Var	% Var
(\$ in thousands)						
Revenues	\$	25,856	\$	20,407	\$ 5,449	27%
Cost of revenues		20,218		14,596	5,622	39%
Gross profit		5,639		5,811	(172)	-3%
Total operating expense		11,552		7,407	4,145	56%
Loss from operations		(5,913)		(1,596)	(4,317)	270%
Other expense		(670)		(309)	(361)	117%
Net loss	\$	(6,583)	\$	(1,905)	\$ (4,678)	246%
Adjusted EBITDA⁽¹⁾	\$	(3,508)	\$	(883)	\$ (2,625)	297%
Adjusted EPS⁽¹⁾	\$	(0.11)	\$	0.14	\$ (0.25)	-179%

(1) Boxlight defines Adjusted EBITDA as net income (loss) plus depreciation and amortization, interest expense, stock compensation and war rant expense, and one-time IPO expenses.

Selected Balance Sheet Data

	<u>Sep 30, 2018</u>	<u>Dec 31, 2017</u>	<u>\$ Var</u>	<u>% Var</u>
(\$ in thousands)				
ASSETS				
Cash and cash equivalents	\$ 1,586	\$ 2,010	\$ (424)	-21%
Accounts receivable	6,626	3,090	3,536	114%
Inventories	3,905	4,627	(722)	-16%
Other current assets	<u>5,052</u>	<u>388</u>	<u>4,664</u>	1202%
Total current assets	17,170	10,115	7,055	70%
Long term assets	<u>11,566</u>	<u>10,339</u>	<u>1,227</u>	12%
Total assets	<u>\$ 28,735</u>	<u>\$ 20,453</u>	<u>\$ 8,282</u>	40%
LIABILITIES AND STOCKHOLDERS' EQUITY				
Current liabilities	\$ 19,741	\$ 11,228	\$ 8,513	76%
Long-term debt	383	-	383	N/A
Other	<u>437</u>	<u>175</u>	<u>262</u>	150%
Total liabilities	20,561	11,403	9,158	80%
Total stockholders' equity	<u>8,175</u>	<u>9,050</u>	<u>(875)</u>	-10%
Total liabilities and stockholders' equity	<u>\$ 28,735</u>	<u>\$ 20,453</u>	<u>\$ 8,282</u>	40%

Q4 2018

- Revenue > \$11 million, strongest quarter in company history
- Gross profit ~ 25%

Why Boxlight?



MARKET

- Large and growing market
- Replacement market



PROVEN LEADERSHIP TEAM

- Winning leadership team and BOD
- Track record of success and relationships



GLOBAL BRAND RECOGNITION

- Outstanding customer base
- Industry awards for innovation and service



OPTIMIZED GLOBAL DISTRIBUTION

- Channel sales only
- Local and loyal
- Sales base for new technologies and growth



COMPREHENSIVE INTEGRATED SOLUTION SUITE

- Award-winning products, services, and support
- Software natively supports competitors' platforms
- Protects customers' investments
- Strong suite of intellectual property



NEED FOR DISRUPTIVE THOUGHT LEADER

- Fragmented market
- Weakened competitors in a risk-averse market
- Ideal market for consolidation

Thank You



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www.boxlight.com

