



Link to the Digital Era





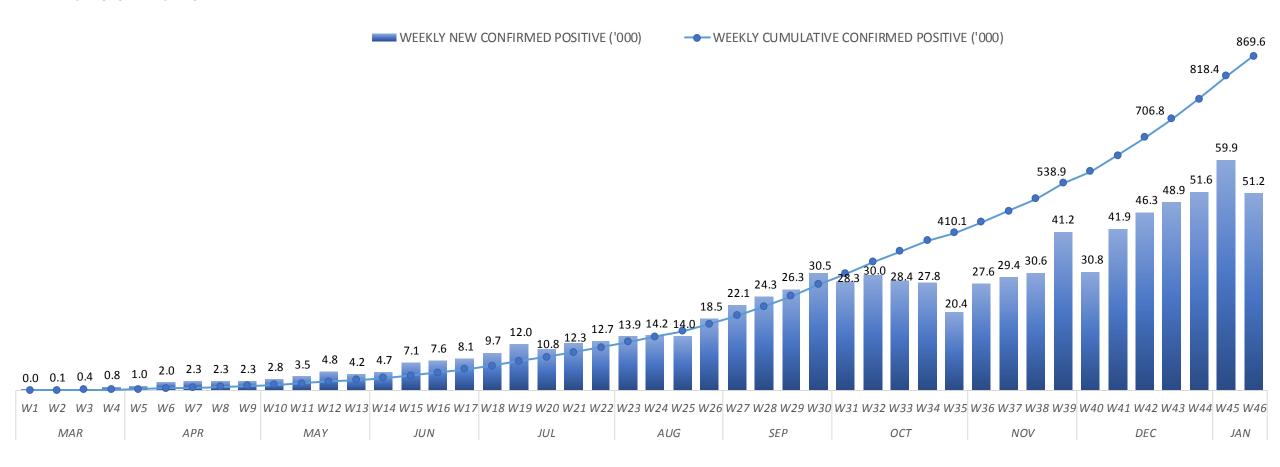
Indonesia in COVID-19



COVID-19 Situation in Indonesia

INDONESIA WEEKLY CASES & POSITIVE RATE

2 Mar 2020 - 14 Jan 2021







Vaccination Plan in Indonesia

- Vaccine types: Sinovac (China), Novavax (America), AstraZeneca (England), Pfizer (German America).
- Plan to supply **426 million** dossage, to vaccinate **181.5 million** people
- Vaccination to be completed originally in 15 months, and changed to be within 12 months as per-request by President.
- Vaccination prioritization:
 - 1. 1.4 million medical workers [Jan Apr 2021]
 - 2. 17 million public workers (army, police, civil servant) [Jan Apr 2021]
 - 3. **25 million** old people [May 2021]
 - 4. Public [May 2021 Apr 2022]









Macro-economy Stability in Indonesia is sustaining and gaining higher investors' confidence level



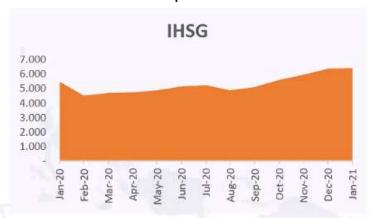
Inflation rate is stable and low

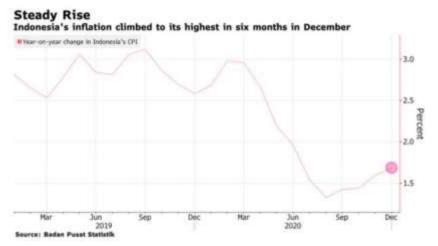


IDR to USD exchange rate is getting stronger and sustaining at around Rp 14,000



IHSG has started to rebound to the level before pandemic





Economic Outlook:

- Global: -4.4% (during pandemic 2020) & **4%** to **5%** (2021)
- Indonesia: -2.9% to 0.9% (during pandemic 2020) & 4.8% (2021)
- Indonesia Consumer Confidence: close to 9.5%



Part 1

Impact of COVID-19 to the Industry



Link Net

Drastic Changing Behaviors During Covid-19 Situation

WFH

May relevant for certain business and certain functions

- More productive no commuting time
- Cost efficients no need office space & utilities

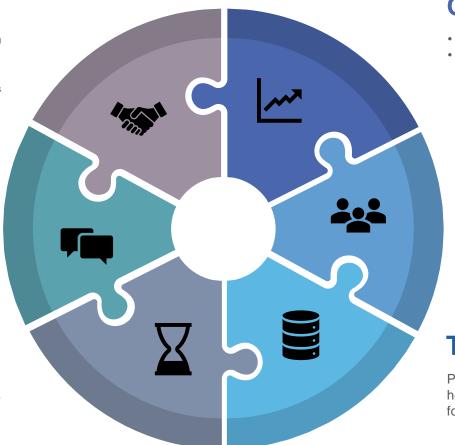


Be more confident to make meetings online for certain topics

- Easier schedule arrrangement
- No commuting time, no space needed

E-COMMERCE

High potential to overtake the traditional channels - grocery shopping, foods delivery.



ONLINE PAYMENT





- Increase the trust level of using online payment
- Touchless payment vs "high-touch" form of cash more health safety.

ONLINE LEARNING

To reinforce Schools, teachers, students and parents on faster adoption of eLearning complementing with th face-toface class.



TELEMEDICINE





Patients may still prefer to visit their doctors in person at first: however, telemedicine platform may become a complementary for regular medical consultation with their preferred doctors.

















Demand of Video Conferencing Increased Significantly

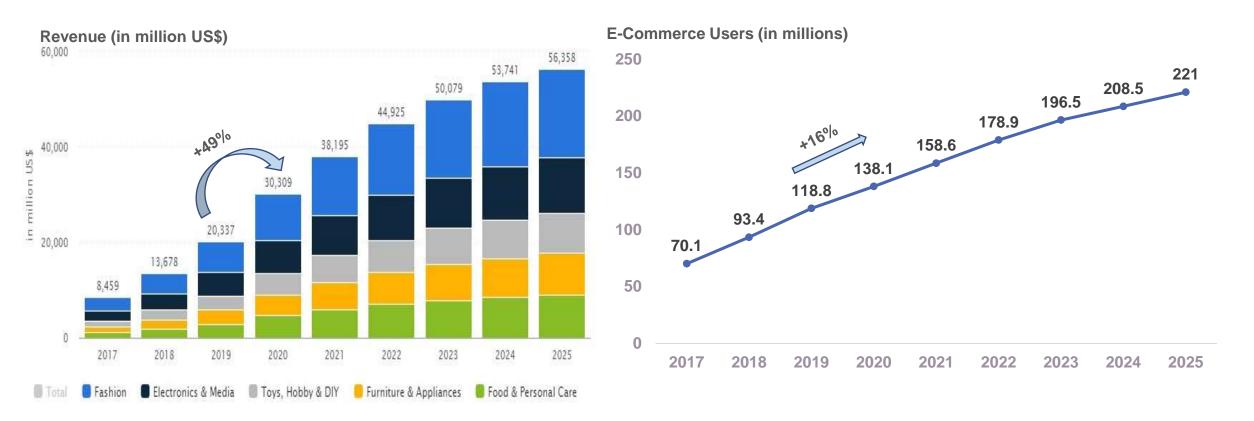
Pengguna aktif aplikasi online meeting (dalam jumlah orang pengguna)

	28 Feb-5 Maret	6-12 Maret	13-19 Maret	20-26 Maret
Zoom	8.714	8.985	91.030	257.853
Hangouts Meet	1.448	1.554	7.917	10.454
Skype	60.614	60.641	65.875	71.115
Cisco Web Meeting	3.983	4.123	8.257	8.748
GoToMeeting	479	505	696	977

Sumber: Statqo Analytics, 2020

Link Net

Indonesia e-Commerce Revenue and Users Increased Significantly



E-Commerce Revenue Grew 49% in 2020 vs 2019; while E-Commerce Users Increased 16% in 2020 vs 2019





84.9 mn

(+28%)

No. of Visitors (Tokopedia)* 98.3 mn

(+18.1%)

No. of Transactions*

+34%**

+54%**



Food and Beverage

+45%**



Entertainme nt



Households



+32%**

Personal Healthcare

Global e-Commerce Revenue

Top 5	
1. China	US\$1,260,539m
2. Mulited States	US\$469,245m
3. Japan	US\$112,465m
4. 🚟 United Kingdom	US\$103,916m
5. 💻 Germany	US\$94,998m
9. — Indonesia	US\$38,195m

Source: https://www.tokopedia.com/blog/kilas-balik-tren-belanja-online-2020-di-tokopedia/

Source: https://www.statista.com/outlook/243/120/ecommerce/indonesia#market-revenue

Source: https://www.sirclo.com/jumlah-pengguna-e-commerce-indonesia-di-tahun-2020-meningkat-pesat/

Source: https://databoks.katadata.co.id/datapublish/2020/09/28/belanja-bahan-makanan-meningkat-selama-pandemi-corona

^{* %} increase vs 2019

^{** %} increase vs before COVID-19



Covid-19 Force Digital Transformation

COVID-19: INCREASE IN ONLINE AND DIGITAL ACTIVITIES

SPENDING LONGER USING SOCIAL MEDIA

WATCHING MORE ON DIGITAL ENTERTAINMENT

SPENT MORE PLAYING VIDEO GAMES







45%

SPENT MORE
ON E-LEARNING

CREATING & UPLOADING VIDEO

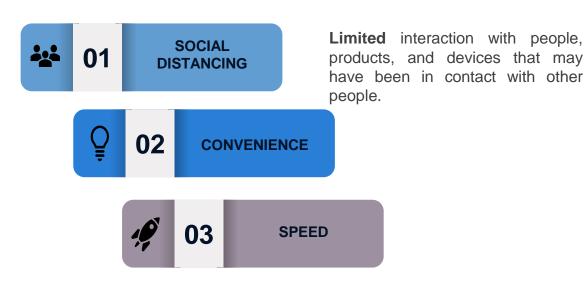






15%

Key Essential Factors Triggering Behaviors changes



People who haven't been as comfortable with ecommerce and other digital technology have been pushed to overcome their hesitancy.



Part 2

Introduction to Link Net







With over 20 years of experiences in the network industry, **PT Link Net Tbk** always strives to provide unlimited high speed broadband internet connections and home entertainment solutions for **residential customers**, also complete connectivity and ICT solutions for **enterprise customers**.

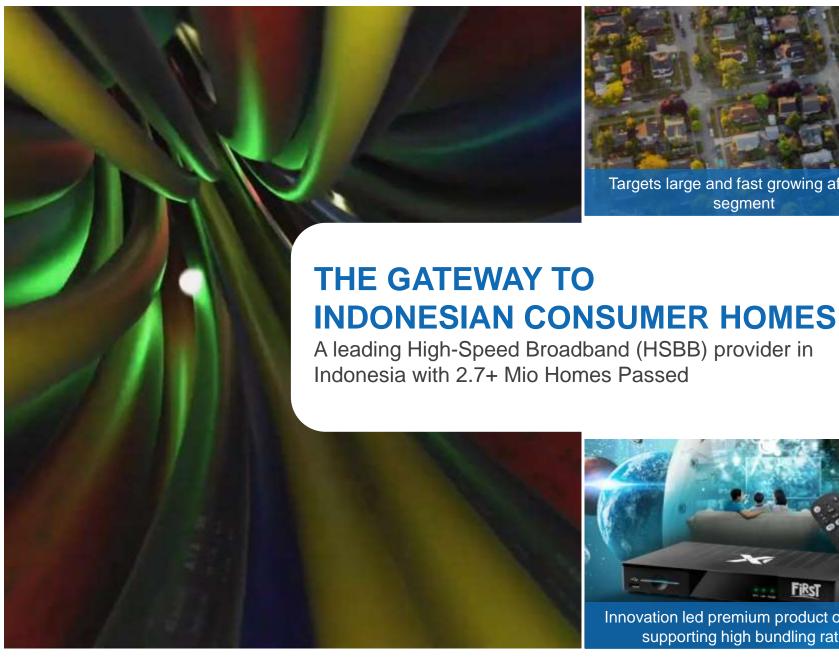
Our products are supported by the latest technology, infrastructure of Fiber-To-The-Home (FTTH) and Hybrid Fiber Coax (HFC) cable system.

VISION

To be the first Choice for Broadband and Media Services

MISSION

We transform lives by providing innovative and exceptional Broadband, Media Services and Solutions





Targets large and fast growing affluent segment



Strong enterprise portfolio offering with many industries including IDX



Innovation led premium product offering

supporting high bundling rate













Link Net's Culture

When we look at the culture of organization, we are looking at the values and behaviors of all employees in Link Net.

I Am First Squad as our identity and pride of every employee.

In 2020, Link Net adapted **First Squad Connect** as our digital platform for all employees to communicate, recognize and measure our culture in actions. This is part of our strategy to reinforce our culture by strengthen our camaraderie as First Squad and grow to served our customer better.

Great Place To Work®

The global authority on building, sustaining and recognizing High-Trust, High-Performance CultureTM at workplaces and partners more than 10,000 organizations every year around the world. Link Net is certified as **Great Place To Work** ® for Jan-Dec 2021. This is our achievement and trust from our employee that they agree Link Net is a **Great Place To Work** ®



Balanced Scorecard (BSC)

Link Net has been implementing BSC since 2019 as a strategic management performance matrix to identify and improve Link Net's internal business functions as well as to measure and provide feedback in achieving goals.

BSC is currently applied from middle manager up to senior management in organization.

Regional Expansion through Java Backbone

The intercity backbone will open doors to 45 cities



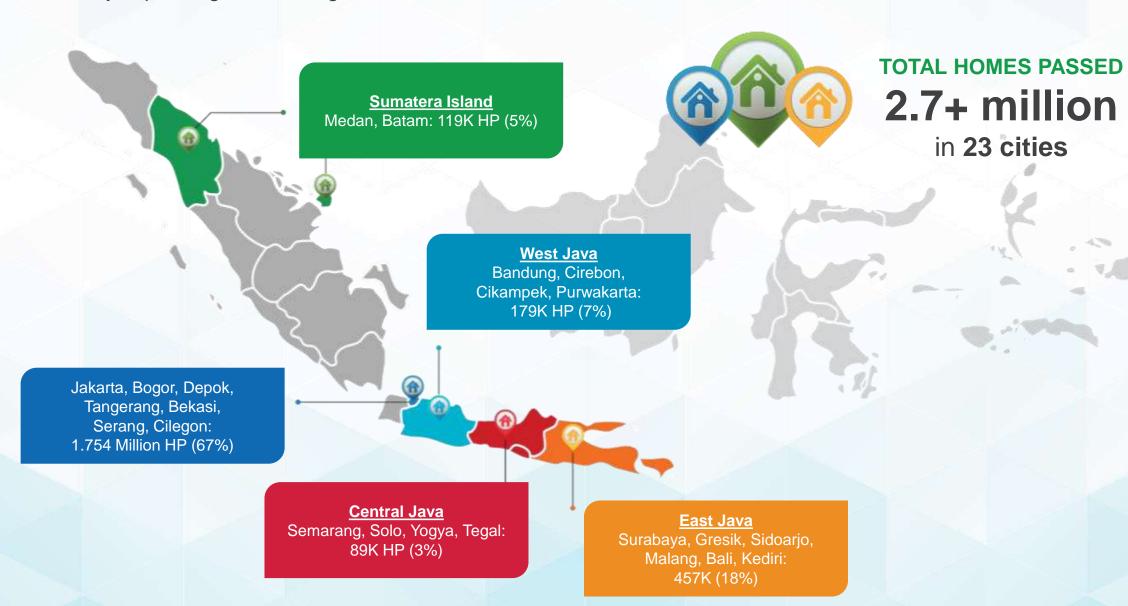
Current Coverage

Semarang Jakarta Solo Bogor Depok Yogyakarta Tangerang Tegal Bekasi Surabaya Bandung Malang Cirebon Gresik Cikampek Sidoarjo Purwakarta Kediri Serang Denpasar Medan Cilegon Batam

OUR FOOTPRINTS



Continuously expanding our coverage to reach more cities in Indonesia



Technologically Resilient HSBB Network



Link Net has already completed most of its end-to-end network infrastructure, assuring network quality and reducing future investment requirement **International Gateway Inter-city Connection Intra-city Connection** Last Mile Roll-out **Vertically Integrated End-to-end Network Infrastructure** 3 international fiber lines / Ultimate Java Backbone 32,300 km of cable network(b) submarine cables providing (connecting 45 Cities) bandwidth to Singapore Jakarta - Merak Cable B2JS Substantially self-owned last mile 100% proprietary intra-city **JSSC** Surabaya Denpasar Cable System roll-out(c) connection in all of the MCS operating cities Jakarta Surabaya Submarine Cable (planned) Selective Usage of Third-Party Network for Quality

Note:

a) Link Net acquired a 15-year right to use the Ultimate-Java backbone in 2017

b) Total cable length includes HFC and FTTH as of December 2020

c) Limited exceptions for certain last mile owned by property developers

OUR COMPETITIVE EDGE

Link Net

Always serves customers with best products & service quality



Most Channels & Highest number of HD channels of any provider in Indonesia (235 channels; 106 HD)

OTT (Catchplay, HBO GO, VIU, and more to come)

Digital Smart Box X1

An interactive smart TV experience

FirstMediaX

TV anywhere application

DOCSIS 3.1

Ready (up to 10Gbps

SuperWifi

Mesh Wifi router for best coverage

SLA (3 – 4 hours)

to respond to network issues

24 Hours Call Centers

Dedicated Lines to Premium Customers

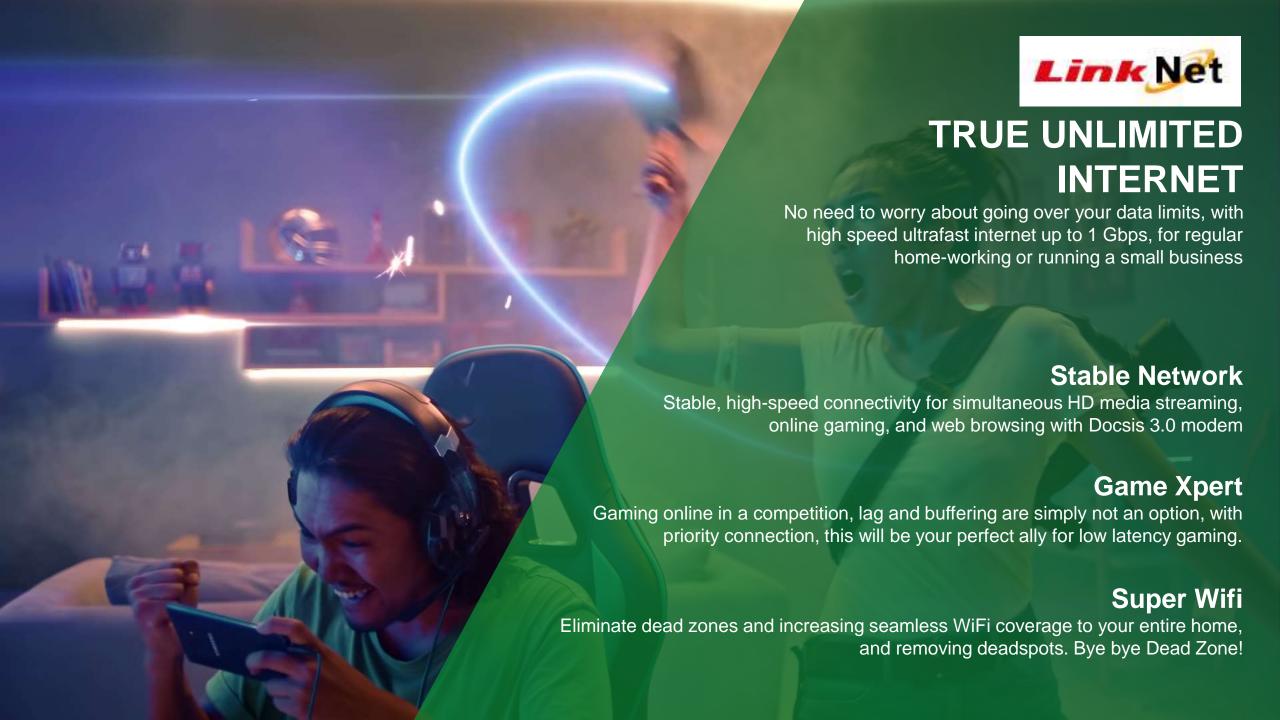
My FirstMedia App

one stop digital self care for 24 hours quick solution

Regular upgrade & maintain networks

Implementation of **CNH** (Customer Network Health Status), a system that monitors the general health of our Network

20 years of experience in Network Architecture





UNLIMITED WORLD ENTERTAINMENT

Watch 235 live TV channels with 106 HD, 129 SD channels, and stay up-to-date with lots of genre choices

Crystal Clear 4K Resolution

Be the first to feel 4K ultra HD quality, brings epic series, concerts and documentaries more alive

Smart Box X1

Smart STB with android tv technology ,7 days catch up, on demand, video streaming, and many more

FirstMediaX

Watch live TV, your favourite movies or stay up-to-date with On Demand TV on your mobile. Anytime, Anywhere!

OTT

Enjoy more contents with ease, seamless and convenient way through OTT services, integrated in SmartBox X1





DON'T MISS YOUR FAVORITE TV MOMENTS WITH THE FIRST TV ANYWHERE



PLAY LIKE A PRO GAMER
WITH PRIORITY CONNECTIONS



THE SHIFT TO AGILE CONNECTIVITY AT YOUR COMFORT ZONE!







Expand Entertainment Services Beyond our Network Coverage





Total ICT Solutions for Enterprise Customers

OUR SERVICES



Connectivity



Data Center



Manage Services



Cloud Services



Voice



Financial Services



Hospitality



Telecommunication



Government & Public Services



Energy & Resources

INDUSTRY SOLUTIONS



Media & Entertainment



Manufacture



Education



Property



Transportation



FIRST KLAZ



HUMAN TEMPERATURE SCREENING SYSTEM



CISCO WEBEX MEETING



IdeaHUB

Enjoy excellent Learning Management System and learning experience with integrated solution for School, Teacher, Parents, Students.



Detect fever real time per millisecond with AI and face recognition for preventive solution to minimize risk for manufacture and office building



Working at home or remotely shouldn't impact your normal business meetings, no matter what device you are on for small, medium and large enterprise



Breaks the limitation of traditional conference and space by all in one collaborative boards to have more efficient teamwork



Serve More Than 2500 Enterprise Customers



Financial Sector Industry (FSI)





































Digital Business / e-commerce







































Retail











Hospitality







Government















2020 Awards & Recognitions





For the 4th time received The Best Contact Center Indonesia Award



For the 3rd time in a row received Indonesia Content Marketing Awards



For the 5th time received Indonesia WOW Brand Award



For the 3rd time in a row received Service Quality Award



Indonesia Customer
Experience Award 2020
for Fixed Internet
Broadband & Pay TV

Categories:

- Customer Experience
- Technology Innovation
- Digital Media
- Business Contribution
- Operations
- People Development
- Employee Engagement

ISO CERTIFICATION

9001:2015 Quality management system

14001:2015 Environmental management system

20000-1:2011 IT Service Management System

27001:2013 Information security management system



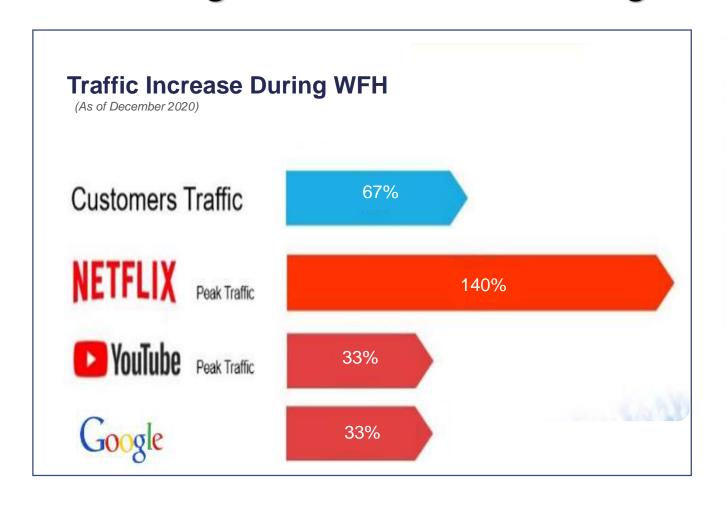
Part 3

Impact of COVID-19 to Link Net





Increasing Internet Traffic During WFH



Stream Quality	Data Per Hour	Data Per Month
1976: SG	0999389200	14.1GB
Low	300MB	14.1GB
Standard Definition	1GB	47GB
High Definition	3GB	141GB
Ultra HD (4K)	7GB	329GB

Zoom data usage a group call

Quality	Download	Upload	Total
High	450MB per	360MB per	810MB per
	hour	hour	hour
720p	675MB per	675MB per	1.08GB per
	hour	hour	hour
1080p	1.2GB per	1.2GB per	2.4GB per
	hour	hour	hour



Increased Data Downloaded by Subscribers per Month

Year	Approx. Data Downloaded per Month (GB)
2018	246
2019	261
2020	325

These factors cumulate into us getting a record number of subscribers and thus growing revenue and earnings. In 2020 we built a larger client base and these clients will help to generate revenue and earnings for years to come.



Part 4

Link Net's Response to COVID-19



CSR Programs

Link Net

Appreciation to Medical Workers & Giving Back to Communities

Free 3-mths FM Services for Medical Workers:3K registered customers

TANDA KASIH UNTUK
TENAGA MEDIS INDONESIA

GRATIS 3 BULAN
LAYANAN FIRSTMEDIA

Provide 63.5K multivitamins & 4.5K Hazmat suit, donated to 16 Hospitals located in 10 cities - Jabodetabek, Bandung, Cirebon, Surabaya, Sidoarjo, Malang, Semarang, Yogyakarta, Batam, Medan



In collaboration with

- Donated 1,000 rapid test kit to Pemkab Tangerang
- Donated 1,050 test kit COVID-19 & 15K groceries packages to Perkumpulan Adat Marga Simbolon





CSR Programs Giving Back to Communities



First Community program, First Media donated several trash cans (25 units) to the Jatimulya Housing area, Tambun, East Bekasi which was hit by the flood in early January 2020.



Scholarship Program in collaboration with UPH for FM subscribers



In Collaboration with BeritaSatu Media Holdings and Palang Merah Indonesia (PMI) held First Festival From Home '10.000 Cinta Untuk Indonesia', music streaming concert with fund raising program to provide medical needs in hospitals and health centers







Community Engagement & Relationship Building During COVID-19

First Squad Home Services (FSHS):

- Building sanitization stations within communities
- Offering home sanitization service for new installation and network maintenance
 - Providing sanitization packs to communities











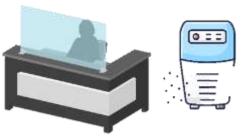
Encouragement and Appreciation for Our Staff



70% WFH Ratio since the start of the COVID-19 pandemic



Split offices to reduce COVID-19 exposures



Installed plexiglass and air purifier to safeguard employees



Routine Serology and PCR testings



Provide free meals for employees working in the office



Provide mask, hand sanitizer and vitamins for employees on monthly basis

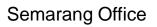
Business Continuity Plan



Jakarta office - NRO Building



Kediri Office





Gatsu Bandung Office





Jakarta BSP & Karawaci office





Part 4

Financial and Operational KPIs



Definitions



Home Passed

- ➤ A home is classified as a 'home passed' where we have physically rolled our network passed the curb of the home. This is the clearest and most accurate and genuine way to define a 'home passed'. Any of our homes passed can be connected to our service very rapidly upon signing up to our service
- ➤ Importantly our definition does not mean that a home is within 200-300 meters of a Network Access Point or HFC Port. If we were to use this definition this would expand our homes passed significantly

Gross Subscribers

➤ Is the number of new subscribers which were added by our sales team in a time period. This does not include the number of accounts which churned (disconnected) out of our service

Net Subscribers

➤ Is the number of additional subscribers to our service after deducting those subscribers which have churned (disconnected)

Definitions



Backbone

- Cables that carry aggregation traffic from Last Mile, consist of:
 - Inner-City Backbone: connecting last mile aggregation
 - Inter-City Backbone: connecting cities
 - Internet Backbone (usually submarine cable for Indonesia): connecting the ISP to the internet

Last Mile

- These are the cables which are connected from the Network Access Point or HFC Node to the home
- Link Net's backbone is completely fiber. The last mile is a mixture of HFC & FTTH. Of our last mile of 2.679 million homes passed, 86% us HFC and 14% is FTTH. The total length of our cables, backbone and last mile is 32,337kms, of this 16,265kms are fiber and 16,072kms are HFC

Hybrid Fiber Coaxial (HFC)

- > Refers to a broadband telecommunications network that combines optical fiber and coaxial cable
- > Top Speed Link Net provides via HFC: 1Gbps
- Top theoretical speed with existing technology: 10Gbps

Fiber To The Home (FTTH)

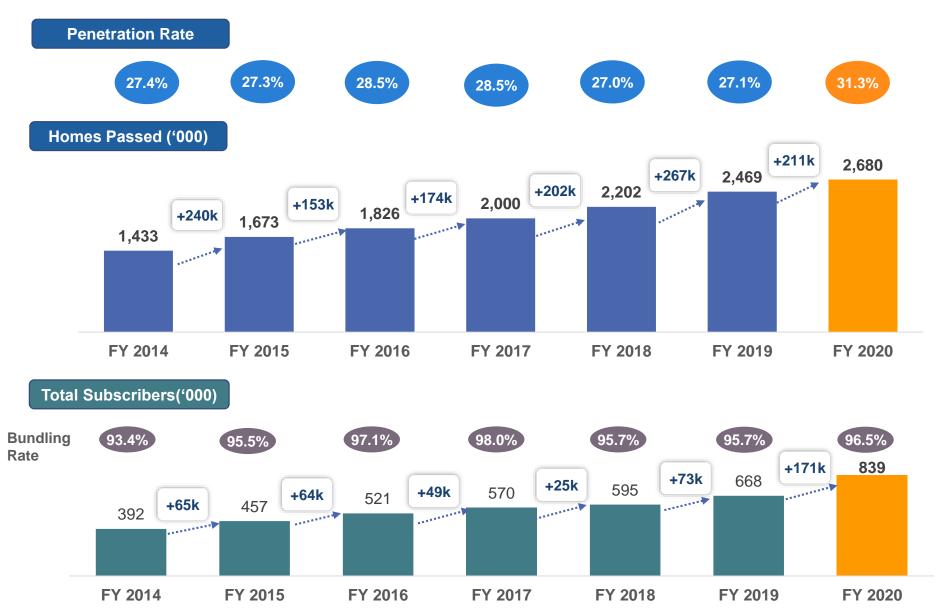
- Is broadband network architecture using optical fiber to provide all or part of the local loop used for last mile telecommunications
- Top Speed Link Net provides via FTTH: 1Gbps
- Top theoretical speed with existing technology: 10Gbps

What We Don't Use

Link Net does not use any copper based ADSL technology

Operational Overview







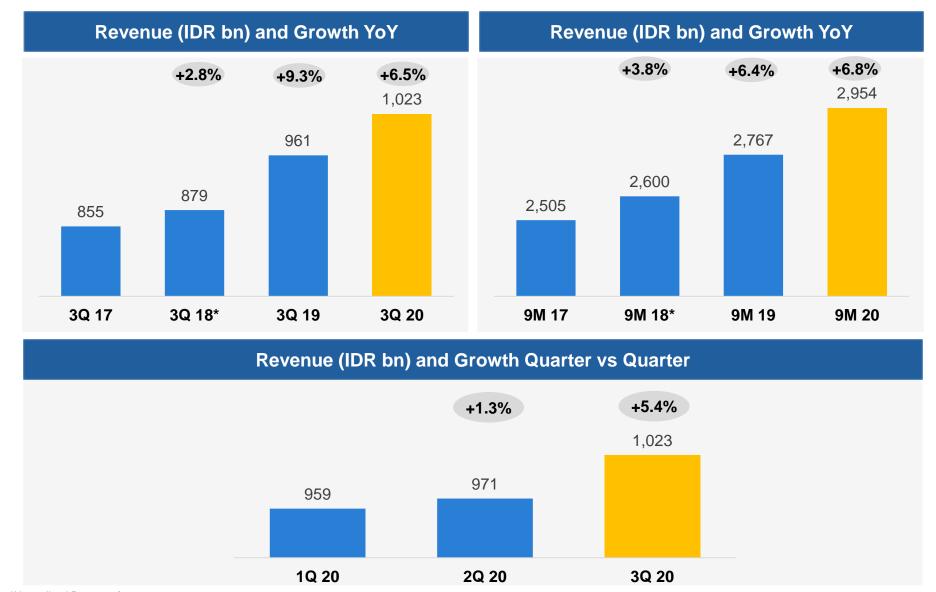
Consistently Increased Network Penetration

Penetration Rate	2014	2015	2016	2017	2018	2019	Dec-20
Overall Vintage 2014	14.6%	19.3%	23.1%	25.6%	26.1%	27.8%	31.7%
Overall Vintage 2015		17.0%	21.7%	22.5%	23.0%	25.3%	30.6%
Overall Vintage 2016			20.5%	22.5%	23.0%	24.7%	28.9%
Overall Vintage 2017				14.5%	15.8%	18.0%	25.1%
Overall Vintage 2018					18.3%	20.8%	28.0%
Overall Vintage 2019						19.8%	27.6%
Overall Vintage 2020							34.5%

Financial Results Overview

Link Net

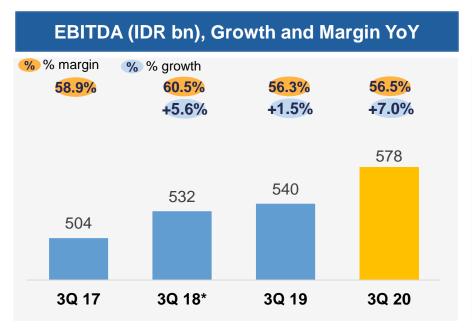
(IDR bn)

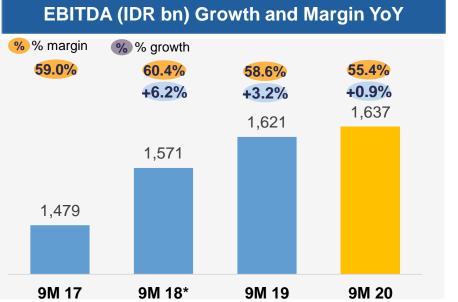


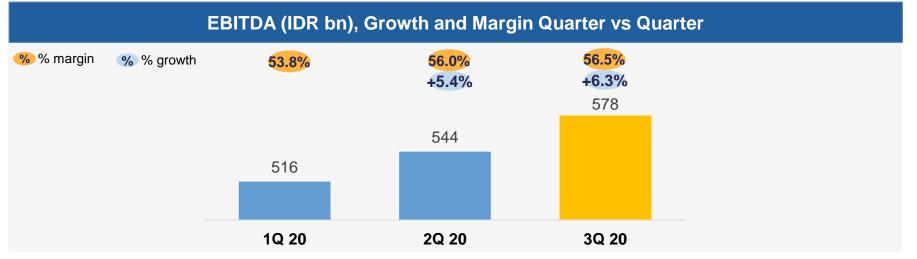
Financial Results Overview

Link Net

(IDR bn)









Historical Share Buy-Back

Issued Capital & Treasury Shares:

- Total issued capital: 2,863,195,484
- Since 2016 Link Net has bough back a total of 291,068,500 shares worth Rp1,240,009,065,500

Buyback Mandates:

- Maximum of 75,146,002, up until July 2020
- Approved New Buy-Back 211,173,546 until February 2021
- Total Buy-Back Mandate: 286,319,548

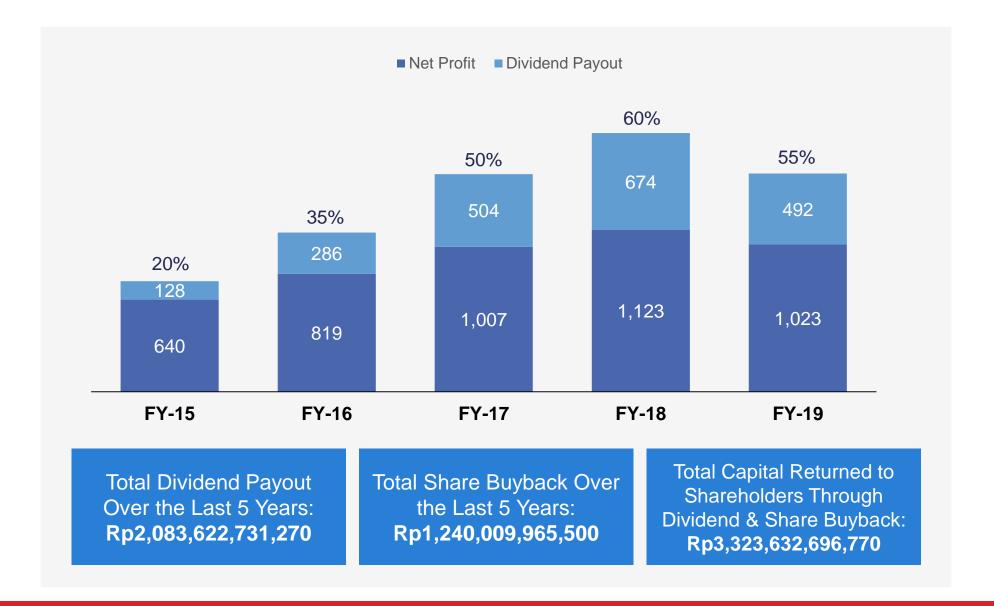
Price Limit of all Buy-Backs Rp6,000 Per-Share

Period	Amount (Rp)	Unit	Average Price
2016	386,228,396,000	83,963,800	4,600
2017	15,414,088,000	3,147,600	4,897
2018	223,627,798,500	43,796,900	5,106
2019	309,568,804,000	74,332,600	4,069
2020	305,170,879,000	85,827,500	3,556
Total	1,240,009,965,500	291,068,000	4,260



Historical Dividend Payout







Part 5

Migration Project



Link

Migration Project

- At present, around 47% of Link Net's network uses ICON+ electricity poles
- Under our previous contract, Link Net paid 1.8% net of our revenue for a 5-year period. Under the new arrangement, the price
 has moved up to 3.6% net of revenue. When we signed the previous contract in 2014, around 80% of our network was attached
 to ICON+ poles. Despite our reliance on ICON+ poles decreasing from 80% to 50% the rate is still paid as % of our total
 revenue
- To increase the Company's infrastructure independence and provide greater certainty for shareholders, the business has made the decision to migrate its network away from ICON+
- This project is estimated to cost around Rp3 trillion Rupiah
- The project will be funded from our business cash flow and credit facilities. Presently, Link Net has bank loans of Rp1.5 trillion and we are increasing this to Rp2.5 trillion to fund the project

Migration Project	Target (Poles)	Achievement (Poles)
2020	65,000	65,100
2021	200,000	
2022	100,000	



THANK YOU

