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## GLOSSARY OF TECHNICAL TERMS

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*This glossary of technical terms contains explanations of certain technical terms used in this Document. As such, these terms and their meanings may not correspond to standard industry meanings or usage of these terms.*

“a consumer survey conducted by iResearch”	a consumer questionnaire survey conducted by iResearch from January to March 2026 to assess consumer perceptions of our products
“AI”	artificial intelligence
“App spatialization”	a capability that seamlessly converts traditional 2D mobile applications into 3D spatial display mode
“AR”	augmented reality
“AR eyewear”	near-eye smart eyewear with display based on augmented reality, relying on the optical see-through solution to deliver enclosed virtual displays
“ASP”	average selling price
“BOM”	bill of materials
“C2M”	customer-to-manufacturer
“CAGR”	compound annual growth rate
“CES”	a technology tradeshow owned and produced by the Consumer Technology Association
“CMF”	color, material and finish, a specialized area of industrial design focusing on the sensory and aesthetic qualities of a product
“CRM”	customer relationship management
“CV”	computer vision
“DFX”	design-for-X, a set of engineering and design methodologies that emphasize optimizing a product for specific attributes or objectives, such as manufacturability, reliability, cost, sustainability, or serviceability
“DoF”	degrees of freedom, the number of independent movements a mechanical system can perform, typically involving translational and rotational motions
“DTC”	direct-to-consumer
“DVT”	design validation test

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“dynamic dimming”	a display technology capability that adjusts brightness levels in real time based on content, ambient lighting, or user context, enhancing visual comfort, contrast, and energy efficiency
“EC”	electrochromic
“edge coprocessor”	a coprocessor that handles data directly on the device, reducing delay, saving bandwidth, and enabling fast real-time responses without relying only on the cloud
“electrochromic lenses”	lenses that can change their light transmission properties when an electrical voltage is applied, allowing them to switch between clear and tinted states for glare reduction, privacy, or adaptive brightness control
“ERP”	enterprise resource planning
“EVT”	engineering validation test
“FoV”	field of view
“GFA”	gross floor area
“GPU”	graphics processing unit, a specialised electronic circuit designed to manipulate and alter memory to accelerate the creation of images
“HCM”	human capital management
“HDMI”	High Definition Multimedia Interface, a digital interface for transmitting high-definition video and audio between devices
“IMU”	inertial measurement unit, an electronic device that measures and reports a body’s specific force, angular rate and sometimes the orientation
“KOL”	key opinion leader
“Micro-OLED”	a type of display technology that integrates organic light-emitting diodes onto a silicon substrate, enabling high-resolution, compact and energy-efficient displays
“motion-to-photon”	the time delay between a user’s physical movement and the corresponding visual update reaching their eyes as emitted photons on a display, a critical metric in AR/VR systems that affects responsiveness, immersion, and comfort

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“MR”	mixed reality
“MSRP”	manufacturer suggested retail price
“multimodal model”	an artificial intelligence model designed to process and integrate multiple data modalities — such as text, images, audio, video, and structured data — within a unified framework. It enables understanding of complex relationships across diverse inputs, facilitating richer and more context-aware predictions or outputs
“non-display eyewear”	near-eye smart eyewear without display, but with smart functions like audio and photo/video-taking
“optical engine”	the core module in AR eyewear that generates and projects visual images into the user’s eyes
“OST”	optical see-through
“PC”	personal computer
“PLM”	product lifecycle management
“plug-and-play”	installation-free systems designed for rapid deployment and partial home backup power without modifying home wiring
“PoV”	point of view
“Puck”	a standalone external computing unit that provides the primary computing power, AI inference and application runtime environment
“PVT”	production validation test
“sales volume”	the total number of units sold during the relevant period, excluding prototype sales and net of returned products
“SDK”	software development kit, a collection of software tools, libraries, and documentation used to develop applications for specific hardware platforms or operating systems
“SiP”	system-in-package
“SLAM”	simultaneous localization and mapping, a computational technique used by robots to build a map of an environment while simultaneously determining their location within it
“smart eyewear”	devices in the form of eyewear, equipped with software and smart hardware to enable functions like gaming, video-watching, audio, photo-taking, etc., including AR eyewear and non-display eyewear
“SoC(s)”	System on a chip(s)

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“spatial tracking”	the capability of processing sensor data locally and determine the precise position and orientation of the user in 3D space, enabling accurate alignment of digital content with real-world movements
“VR”	virtual reality
“VST”	video see-through
“XR Headsets”	near-eye full-color display headsets based on VR and MR technologies, featuring high resolution and strong immersion and relying on the VST solution to deliver enclosed virtual displays