#### **UNITED STATES** SECURITIES AND EXCHANGE COMMISSION

WASHINGTON, D.C. 20549

#### FORM 6-K

REPORT OF FOREIGN PRIVATE ISSUER PURSUANT TO RULE 13a-16 OR 15d-16 UNDER THE SECURITIES EXCHANGE ACT OF 1934

For the month of January, 2024

Commission File Number 001-39349

## DoubleDown Interactive Co., Ltd. (Translation of registrant's name into English)

Joseph A. Sigrist, Chief Financial Officer c/o DoubleDown Interactive, LLC 605 5th Avenue, Suite 300 Seattle, WA 98104 +1-206-408-4545 (Address of principal executive offices)

Indicate by check mark whether the registrant files or will file annual reports under cover of Form 20-F or Form 40-F. 🗵 Form 20-F 🗆 Form 40-F

#### INFORMATION CONTAINED IN THIS FORM 6-K REPORT

#### Corporate Presentation

On January 9, 2024, DoubleDown Interactive Co., Ltd. (the "Company") updated its investor presentation (the "Corporate Presentation"), which is available on the Company's website and furnished as Exhibit 99.1 attached hereto. The Company will present at the iAccess Alpha Virtual MicroCap Conference on January 9, 2024 using the Corporate Presentation.

A copy of the Corporate Presentation furnished in this report as Exhibit 99.1 shall not be deemed to be "filed" for the purposes of Section 18 of the Securities Exchange Act of 1934, as amended, or otherwise subject to the liabilities of that section, and shall not be deemed to be incorporated by reference into any filing of the Company under the Securities Act of 1933, as amended, or the Exchange Act, as amended, except to the extent specifically provided in such a filing.

#### EXHIBIT INDEX

Exhibit No. Description

99.1 <u>Corporate Presentation of the Company</u>

SIGNATURES

Pursuant to the requirements of the Securities Exchange Act of 1934, the registrant has duly caused this report to be signed on its behalf by the undersigned, thereunto duly authorized.

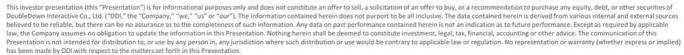
#### DOUBLEDOWN INTERACTIVE CO., LTD.

Date: January 9, 2024

By: /s/ Joseph A. Sigrist
Name: Joseph A. Sigrist
Title: Chief Financial Officer



# Disclaimer



#### Forward Looking Statements

Certain statements included in this Presentation are not historical facts but are forward-looking statements for purposes of the safe harbor provisions under the United States Private Securities Litigation Reform Act of 1995. Any statements regarding the Company's future financial and business performance are forward-looking statements. Forward-looking statements may include projections and estimates concerning our possible or assumed future results of operations, financial condition, business strategies and plants, market opportunity, comportunity, industry environment, and potential growth opportunities. In some casses, you can identify forward-looking statements by terms such as "may," "will," "should," "design," "target," "aim," "expect," "could," "intend," "plan," "anticipate," "estimate," "believe," "continue," "predict," "project," "project," "potential," "goal," "budget," "forecast" or other words that convey the uncertainty of future events or outcomes. You can also identify forward-looking statements by discussions of strategy, plans or intentions. These forward-looking statements include, but are not limited to, statements are forward-looking statements and forecasts of other financial and performance metrics (including key performance indicators), and projections of market size and opportunity. The expectations, estimates, and projections of the business of DDI may differ from actual results and, consequently, you should not rely on these forward-looking statements as predictions of future events. These statements are based on various assumptions and on the current expectations of be Company and its management and are not predictions of actual performance. While our management on side of future events and sevents are actuall

#### Market and Industry Data

This Presentation contains references to industry market data and certain industry forecasts. Industry market data and industry forecasts are obtained from publicly available information and third-party industry publications.

Industry publications generally state that the information contained therein has been obtained from sources believed to be reliable, but that the accuracy and completeness of that information is not guaranteed. Although we believe industry information to be accurate, it is not independently verified by us. This information is subject to change. In addition, this Presentation does not purport to be all-inclusive or to contain all of the information that may be required to make a full analysis of the Company. Viewers of this Presentation should each make their own evaluation of the Company and of the relevance and adequacy of the information and should make other such investigations as they deem necessary. In general, we believe there is less publicly available information concerning international social gaming industries than the same industries in the United States. Some data is also based on our good faith estimates, which are derived from our review of internal surveys or data, as well as the independent sources referenced above. Assumptions and estimates of our and our industry's future performance are necessarily subject to a high degree of uncertainty and risk due to a variety of factors. These and other factors could cause future performance to differ materially from our assumptions and estimates.

#### Non-GAAP Financial Measures

This Presentation includes key performance indicators and non-GAAP financial metrics that we use to help us evaluate our business, identify trends affecting our business, formulate business plans, and make strategic decisions. Adjusted EBITDA and Adjusted EBITDA margin are financial measures that are calculated and presented on the basis of methodologies other than in accordance with generally accepted accounting principles in the United States of America ("GAAP"). Definitions for such non-GAAP measures and a reconciliation of each of non-GAAP measures to their nearest GAAP measure can be found in our most recent Annual Report on Form 20-F and other documents we file with or furnish to the SEC. Any non-GAAP financial measures used in this Presentation are in addition to, and not meant to be considered superior to, or as substitute for, the Company's financial statement prepared in accordance with GAAP.

The Company believes these non-GAAP measures of financial results provide useful information to management and investors regarding certain financial and business trends relating to our financial condition and results of operations. The Company's management uses these non-GAAP measures to compare our performance to that of prior periods for trend analyses and for budgeting and planning purposes. These measures are used in monthly financial reports prepared for management and our board of directors. We believe that the use of these non-GAAP financial measures provides an additional tool for investors to use in evaluating ongoing operating results and trends in and in comparing our financial measures with other similar companies, many of which present similar non-GAAP financial measures to investors. Management does not consider these non-GAAP measures in including an alternative to financial measures determined in accordance with GAAP. The principal limitation of these non-GAAP financial measures is that they exclude significant expenses and income that are required by GAAP to be recorded in our financial statements. In addition, they are subject to inherent limitations as they reflect the exercise of judgments by management about which expense and income are excluded or included in determining these non-GAAP financial measures. Undue reliance should not be placed on these measures as the Company's only measures of operating performance, nor should such measures be considered in isolation from, or as a substitute for, financial information presented in compliance with GAAP. Non-GAAP financial measures as used in respect of the Company may not be comparable to similarly titled amounts used by other companies.

Additional information with respect to DDI is contained in documents filed with or furnished to the SEC and are available at the SEC's website, http://www.sec.gov, and on DDI's website, www.doubledowninteractive.com



Leading mobile game developer with high value player base

Access to multiple sources of high-performing casino content

Recent SuprNation acquisition diversifies offerings to real-money i-Gaming

Superior monetization capabilities leads to attractive financial profile

Free cash flow has created strong balance sheet to drive growth & shareholder returns

# A leading developer and publisher of digital games for mobile and web-based platforms

TTM Revenue \$302 million (TTM a/o 9/30/23)

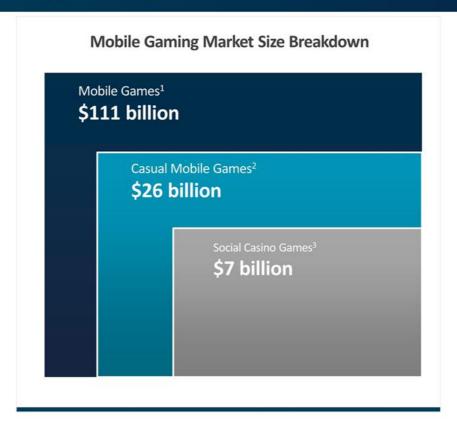
\$107 million (TTM a/o 9/30/23) TTM AEBITDA Margin of 35% (TTM a/o 9/30/23) Net Cash & ST Investments ~\$200 million (9/30/23)



## Casual / Free-to-Play Business



## Large market opportunity



Note: <sup>3</sup> IDC Worldwide Mobile and Handheld Gaming Forecast for 2023; <sup>2</sup> Eilers & Krejcik. Total projected global market in 2020 for social casino mobile games and other casual mobile games such as puzzles, cards, and match three games; <sup>3</sup> Eilers & Krejcik. Total estimated market in 2023 for social casino games.

DOUBLEDOWN INTERACTIVE - INVESTOR PRESENTATION

-4-

### **Social Casino Highlights**

#### Leading content portfolio

#### High-value player base

Top 5

250+

1.7 million

0.7 million

92%

social casino game for the past several years<sup>1</sup>

casino game titles

MAU (Q3 2023)

(Q3 2023)

2022 revenue generated by 2010-2022 cohorts



### **Superior monetization**

\$1.06

\$245

5.9%

ARPDAU (Q3 2023) ARMPU (Q3 2023) Payer conversion (Q3 2023)

Source: Company information, Eilers&Krejcik, AppAnnie Note: <sup>1</sup> Ranking refers to DoubleDown Casino; Ranking based on annual revenue.

DOUBLEDOWN INTERACTIVE - INVESTOR PRESENTATION

-5-

### Access to multiple casino content development capabilities

Access to over 2,000 slot titles through our partnerships with IGT and DUG, and growing proprietary catalog of internally developed original slot titles

### Successful, authentic land-based casino content from IGT







Proven online social casino content developed by DUG





Proprietary IP developed by DDI's in-house game development team



75+ slot titles

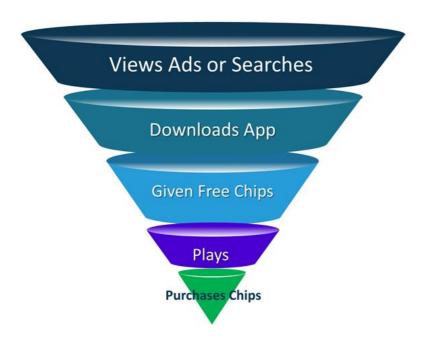


Source: Company information
DOUBLEDOWN INTERACTIVE – INVESTOR PRESENTATION

-6-

## Social casino player engagement & monetization processes

#### **Player Engagement Process**



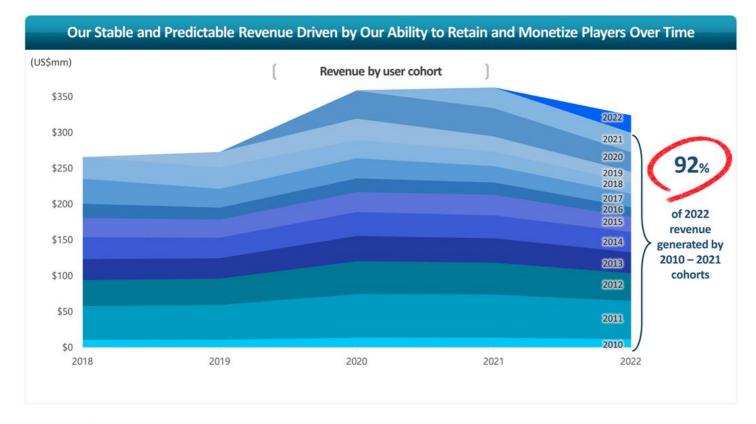
#### **Player Monetization**



DOUBLEDOWN INTERACTIVE - INVESTOR PRESENTATION

-7-

## Loyal and committed social casino players & payers

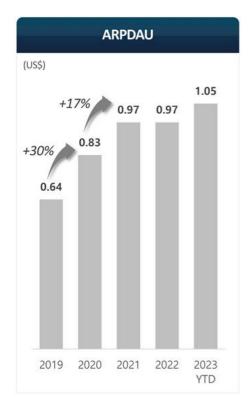


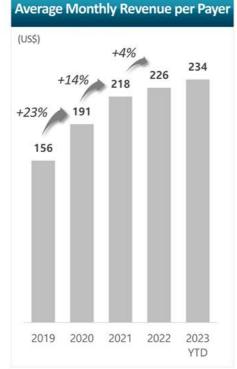
Source: Company information

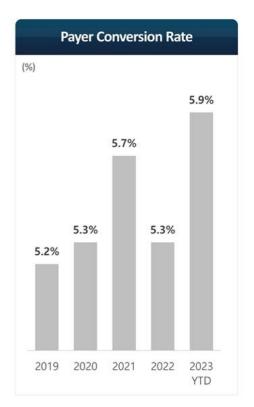
DOUBLEDOWN INTERACTIVE — INVESTOR PRESENTATION

-8

## Best-in-class player monetization







Source: Company information
Note: YTD as of 9/30/2023
DOUBLEDOWN INTERACTIVE — INVESTOR PRESENTATION



### **Focus on Optimizing Product & Marketing Investments**

- Deliver innovative & differentiated product enhancements to DoubleDown Casino players
  - Frequent release of new slot games
  - Exciting new "metagame" features (e.g., jackpots, quests, VIP rewards, etc.)
- Intelligently make marketing investments to acquire new players and retain existing high-value payers
- Use best-in-class business intelligence tools & expertise to tailor incentives & purchase offers for key player segments

Source: Company information
DOUBLEDOWN INTERACTIVE – INVESTOR PRESENTATION

-10-



## **Real-Money / iGaming Business**





### Pursuing iGaming opportunity with SuprNation acquisition

Acquired in October 2023 for ~\$35 million in cash

# **SUPRNATION**



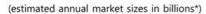
- <sup>1</sup> Revenue is unreviewed, unaudited and preliminary
- <sup>2</sup> European Gaming & Betting Association estimates

DOUBLEDOWN INTERACTIVE - INVESTOR PRESENTATION

#### **Highlights**

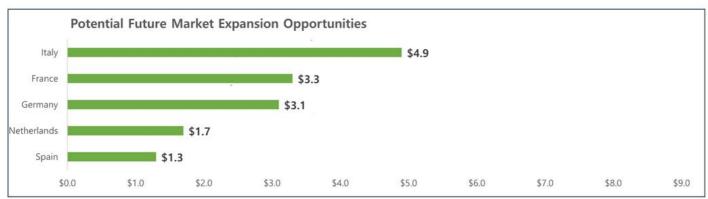
- Founded in 2015; based in Malta with approximately 50 employees
- "Fun first" casino iGaming strategy focused on "entertainment" players in W. Europe
- Revenue of ~\$20 million for nine months ended September 30, 2023<sup>1</sup>
  - 2/3rds in Sweden and the U.K.
  - Approximately 80% mobile
- European iGaming market expected to exceed \$40 billion in 2023<sup>2</sup>
- Significant DDI synergy opportunities in marketing, technology & casino gaming content

### Large addressable iGaming market opportunity in Europe









<sup>\*</sup> European Gaming & Betting Association estimates

DOUBLEDOWN INTERACTIVE - INVESTOR PRESENTATION



### Products focused on "entertainment" player

- Duelz flagship iGaming website/app allows players to compete against one another to gain rewards as they simultaneously play slot games
- Flexible gamification engine enables enhanced features such as "peer-to-peer" competition & elimination tournaments
- Future opportunities to leverage DDI technology and game development strengths





Source: Company information
DOUBLEDOWN INTERACTIVE — INVESTOR PRESENTATION

-14-



### Marketing initiatives target consistent growth

#### New Player Acquisition

- Current focus on iGaming affiliates
  - Fixed cost upon first deposit
  - Hybrid model lowers fixed cost with ongoing revenue share

#### Opportunity to increase direct marketing

- Utilize "performance marketing" leveraging DDI's experience & knowledge
  - SEO and direct advertising with Google, Facebook, etc.
  - Will result in lower CAC (customer acquisition cost)

#### Player Retention

- In-house CRM engine enables customized marketing campaigns & offers based on data analytics & player segmentation
- Tailored for new slot game promotion, "loyalty bonuses", cashback, etc.

Source: Company information

DOUBLEDOWN INTERACTIVE – INVESTOR PRESENTATION

-15-



### **SuprNation & iGaming growth strategies**

- Grow market share in Sweden & the U.K. through increased marketing investment & by leveraging DDI marketing expertise
- Fine-tune operational processes including "live ops" to scale business foundation
- Leverage DDI strengths in technology, game development & business intelligence/decision science
- Secure potential new licenses to drive expansion in Western Europe

Source: Company information

DOUBLEDOWN INTERACTIVE – INVESTOR PRESENTATION

-16-







- 1 Steady growth at scale
- Best-in-class player monetization
- 3 Efficient cost structure led by disciplined approach to UA and R&D
- 4 Track record of strong profitability

-18-



## **Quarterly Results Summary**

### **Third Quarter 2023 Results**

Revenue: \$73.0 million

Net Income: \$26.9 million

Adjusted EBITDA: \$29.7 million

Adjusted AEBITDA Margin: 40.7%

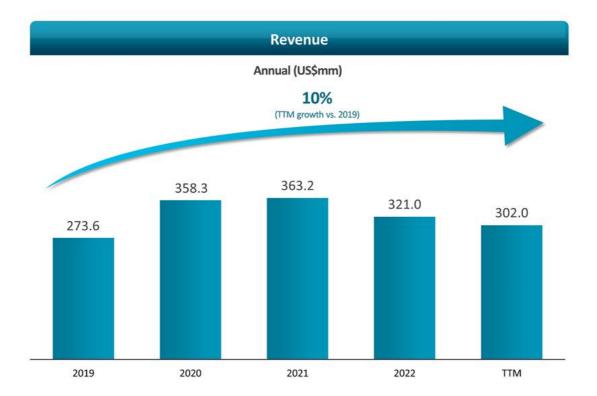
Average Revenue Per DAU: \$1.06

Average Monthly Revenue Per Payer: \$245

Source: Company information
DOUBLEDOWN INTERACTIVE — INVESTOR PRESENTATION

-19-

## **Top-line progression**

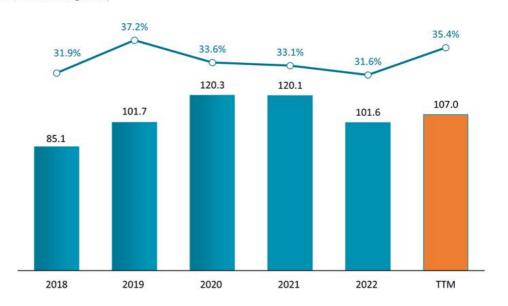


Source: Company information Note: TTM as of 9/30/2023 DOUBLEDOWN INTERACTIVE – INVESTOR PRESENTATION

## Track record of strong profitability

#### Adjusted EBITDA / Margin

(US\$mm; AEBITDA margin in %)



Source: Company information, Company filing, Company IR material Note: TTM as of 9/30/2023

DOUBLEDOWN INTERACTIVE - INVESTOR PRESENTATION



### **Investment Highlights**

- Compelling scale of core social casino business
- Generates consistent profitability & strong free cash flow
- SuprNation iGaming acquisition leverages core capabilities & diversifies markets to benefit top line growth
- Attractive monetization of loyal and committed social casino & casino iGaming players
- Possesses multiple growth opportunities including further expansion beyond core social casino business
- Capital efficient with cash equivalent of ~ \$4.00 per ADS (as of September 30, 2023)
- Attractive valuation

Source: Company information

DOUBLEDOWN INTERACTIVE – INVESTOR PRESENTATION

-22-

