



Annual General Meetings in cyberspace

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- / Adopted in Danish Company law 2003
- / Background
 - / International competition
 - / Active ownership
 - / Flexibility
 - / Logistics
 - / Cost reducing
- 1. Partly electronic general meeting:

The shareholder can choose how to participate

2. Completely electronic general meeting All shareholders participates electronically

Challenges of a completely Virtual GM (VGM)

- / Exercising shareholders' individual rights. Ensuring that shareholders can participate, express their opinions and vote
 - / shareholders can participate
 - / express their opinions
 - / vote
- Functionality required for the electronic system (technical requirements).
 - / enable free interaction among the individual attendees, the company's board and management and the chairperson
 - correctly identify every single participant at the meeting(e.g. by using a password or other type of identification mechanism)
 - / determine which voting right the shareholders represent
 - \checkmark determine the results of the voting



- / Web solution via integrated white label portal in the issuer's website
- / Multiple language solution. Today in Danish and English
- / Communication channels:
 - prerecorded material can include texts, images, sounds and films. (webcasting)
 - / prerecorded material is made centrally available to all participants via the chairperson/administrator.
 - / other communication and interaction between the individual attendees, i.e. real-time/interactive communication, occur via electronic text on a screen, e.g. using chat/forum functionality.



Web-site link:

/ http://www.virtualgeneralmeeting.com

Link to demo:

/ <u>http://www.virtualgeneralmeeting.com/VGM_Flash/index.h</u> <u>tml</u>

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