

# HEXAWARE INVESTOR & ANALYST MEET 2019

**Infrastructure Management Services** 

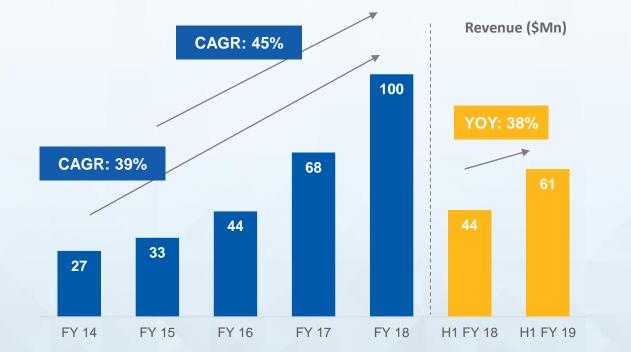
## We are in the middle of a journey





#### **Performance Snapshot**





- 45% CAGR from FY15-FY18
- IMS 2.0 will continue to drive the business momentum

## Lessons from IMS 1.0



Business	Share of sales	Growth	Profitability	Performance Drivers
Managed Services	40%	★★☆☆	★★★☆	<ul> <li>First Time Outsourcers have done better than Rebid</li> <li>Digitizing End User Services – key play</li> <li>Automation a key driver</li> </ul>
Automation as a Service	15%	★ ★ ★ ☆	****	<ul> <li>Value Add play in Fortune 250 market</li> <li>Experimenting with a variety of business models</li> <li>We have clear thought leadership in this space</li> </ul>
Hybrid Cloud	25%	★★★☆	★★★☆	<ul> <li>Alignment with OEMs critical to success</li> <li>Hybrid Cloud / Multi Cloud a reality</li> <li>Cloud Ops and Governance model is maturing</li> </ul>
System Integration	20%	* * & &	****	<ul> <li>Has been a reactive play , need to pivot focus</li> <li>Excellent Execution in complex projects</li> <li>Need to align with a new set of OEMs</li> </ul>
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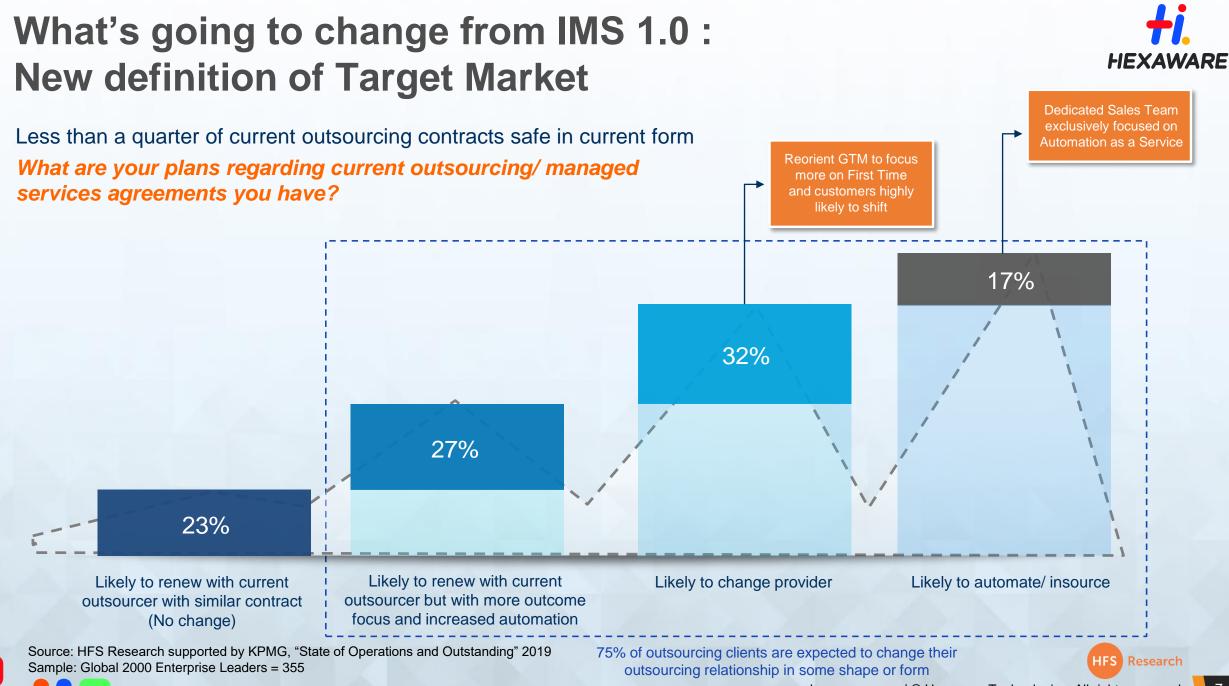


## What's going to change from IMS 1.0

#### **IMS 2.0 – Three Evolving Service Lines**







## What's going to change from IMS 1.0 :



Reorient our Managed Services proposition to be heavily driven by Platform centric ops

	IMS 1.0	IMS 2.0
Delivery Content	Labor: Automation 60:40	Labor: Automation 30:70
Solution Construct	Customized	Catalogue Driven/Standardized
Delivery Construct	Discrete/FTE based	Virtual Engineer as a Service
What to operate	Below the OS	Above the OS
KPIs	Service Level Agreements	Experience Level Agreements

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## What's going to change from IMS 1.0 :



Aligning with customers to help them create a Platform based service delivery framework that allows them to create, run and operate Modern Apps

Creating skills at scale that will allow for customers to deliver to the above vision



**Transform Developer Experience** 



## What's going to change from IMS 1.0 :

bottom guartile.



#### **Employee Experience : New High Growth Proposition**

According to recent survey\* conducted of 281 executives the difference between the top and bottom quartile on EMPLOYEE EXPERIENCE



quartile.

#### Given the war for Talent , Employee is now the center of the Enterprise Universe

Employee experience is becoming a board subject

versus 24% for the bottom quartile

- The objective is to transform all digital and physical touch points that an employee has with the organization and make them frictionless
  - IT and Non IT : "Canteen to Compute".

- Customers are allocating significant budgets to this objective
- Brings together three areas of expertise for us. Digital
   Workplace, Enterprise Services, Customer Experience ...
   most likely our next Super Horizontal.

collaboration.

#### We are in the middle of a journey HEXAWARE **Our Ambitions** 30% CAGR • 45% CAGR 🔺 3-year CAGR from FY15 - FY18 2016 - 2018 2020 - 2022 IMS 1.0 IMS 2.0 2019 2015 www.hexaware.com | © Hexaware Technologies. All rights reserved. 11



Innovative Services

#### Passionate Employees

Delighted Customers



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