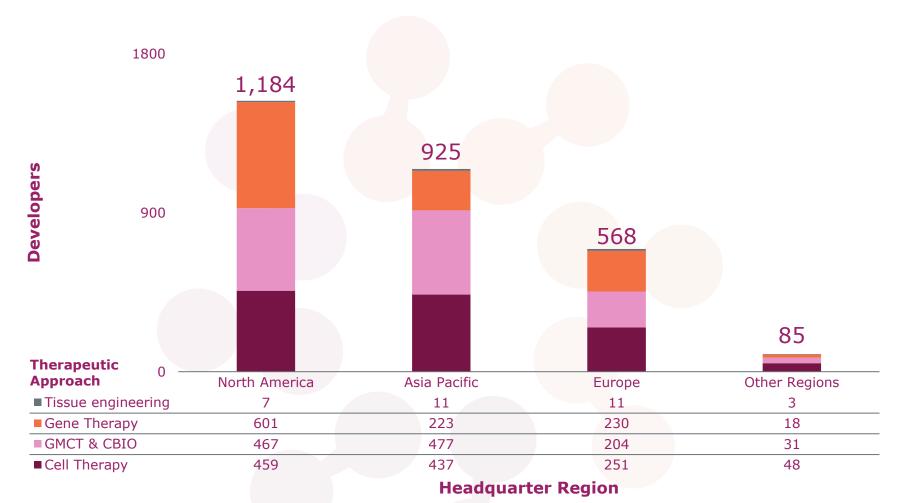
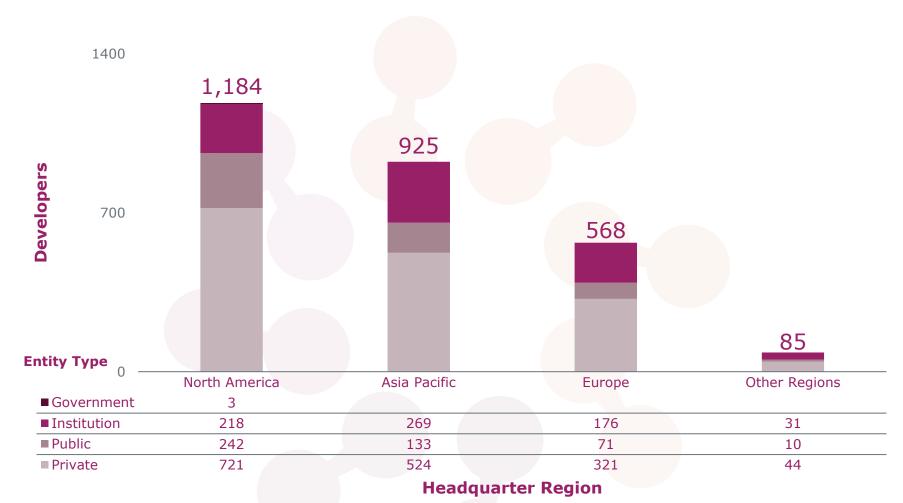
Developers by Headquarter Region and Therapeutic Approach





Developers by Headquarter Region and Entity Type

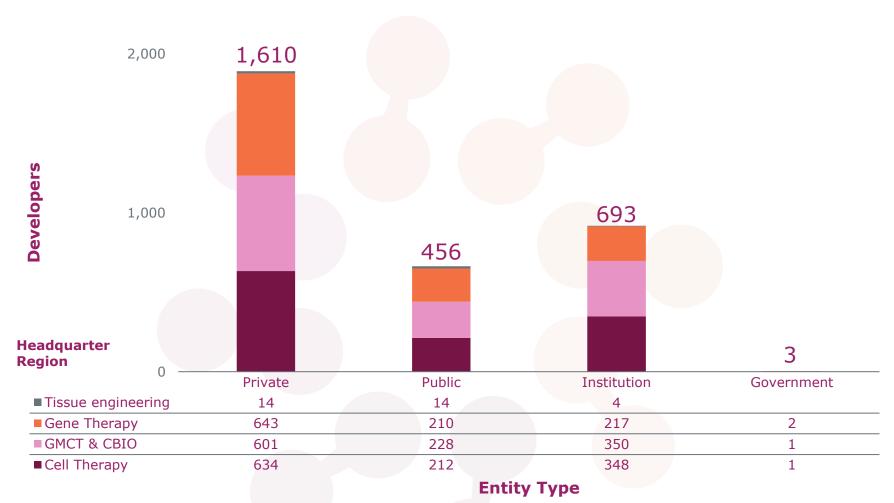




- Within-graph labels represent therapeutic approach totals
 Developers may work across multiple therapeutic approaches; sum of therapeutic approach totals will not be equivalent to regional totals
 Please see "Methodology Notes" for additional details

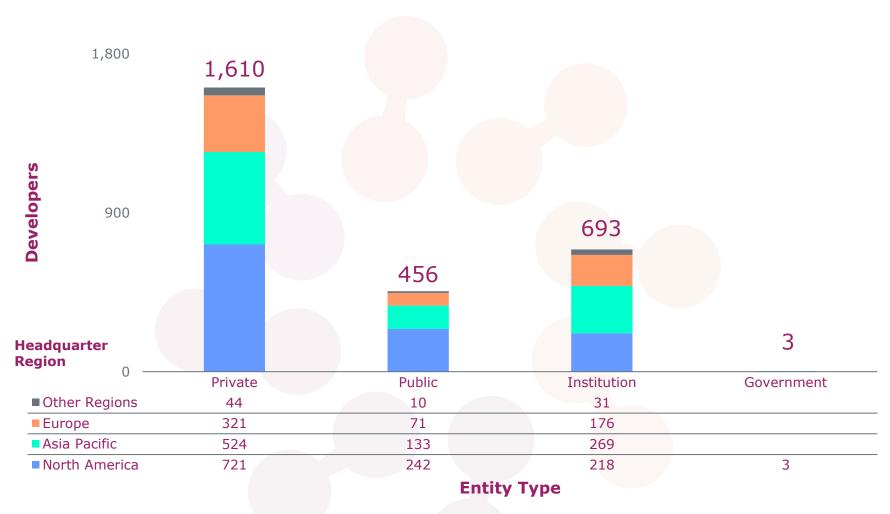
Developers by Entity Type and Headquarter Region





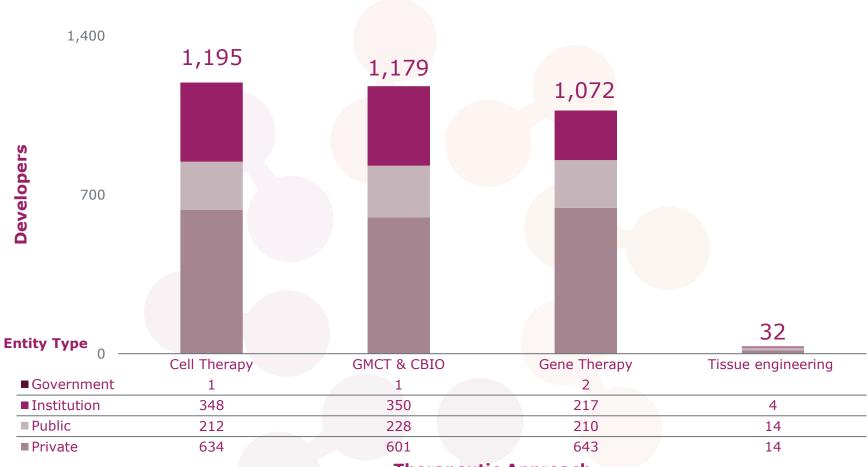
Developers by Entity Type and Headquarter Region





Developers by Therapeutic Approach and Entity Type

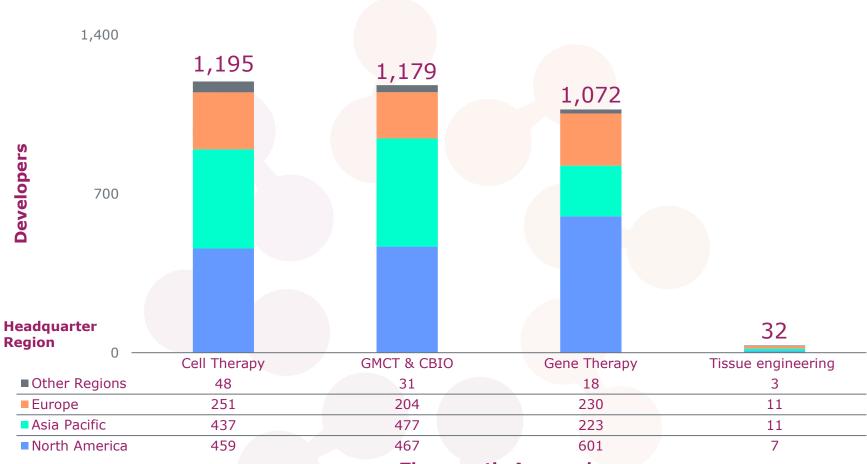




Therapeutic Approach

Developers by Therapeutic Approach and Headquarter Region





Therapeutic Approach

Methodology Notes for Developer Data



Methodology Notes

- 1. Developer data represent a snapshot in time; this snapshot was taken in December 2023.
- 2. *Developer data consist of the primary owners of a therapeutic drug or platform considered to be part of the durable regenerative medicine sector by ARM. This includes cell, gene, genemodified cell (GMCT), and tissue engineering therapies.
 - 2a. As durability is a key scoping factor, ARM typically excludes non-durable treatments where possible (antisense-based gene therapies, vaccines). Notable exceptions: Krystal Bio's topical cream, Vyjuvek.
 - 2b. In other reports, ARM typically allocates GMCTs to gene therapy or cell-based immunooncology (CBIO), based on indication. As indication is not present in this dataset, that allocation is not possible here.
- 3. *Developer headquarter regions are based on the location of the parent headquarters of a company, whenever known, at the highest definition of 'Parent Company' available. For singleentity and/or single-location developers, the company is considered its own parent.
- 4. Therapeutic developers may have multiple therapeutic approaches in their pipeline and/or portfolio; the sum of therapeutic approach totals may not be equivalent to developer totals.

^{*} Updated in 2023