Cautionary Note Regarding Forward Looking Statements

Certain statements in this presentation are forward-looking statements within the meaning of the Private Securities Litigation Reform Act of 1995, including statements regarding whether we will meet our expected financial projections and guidance, the expected financial and operating performance of MeetMe following completion of the acquisition of Skout, Inc., the expected synergies from the combined company and whether Skout will do at least $7.5 million in adjusted EBITDA in the first twelve months following the acquisition. The words “believe,” “may,” “estimate,” “continue,” “anticipate,” “intend,” “should,” “plan,” “could,” “target,” “potential,” “is likely,” “expect” and similar expressions, as they relate to us, are intended to identify forward-looking statements. We have based these forward-looking statements largely on our current expectations and projections about future events and financial trends that we believe may affect our financial condition, results of operations, business strategy and financial needs. Important factors that could cause actual results to differ from those in the forward-looking statements include the risk that our applications will not function easily or otherwise as anticipated, the risk that we will not launch additional features and upgrades as anticipated, the risk that unanticipated events affect the functionality of our applications with popular mobile operating systems, any changes in such operating systems that degrade our mobile applications’ functionality and other unexpected issues which could adversely affect usage on mobile devices. Further information on our risk factors is contained in our filings with the Securities and Exchange Commission (the “SEC”), including the Form 10-K for the year ended December 31, 2015. Any forward-looking statement made by us herein speaks only as of the date on which it is made. Factors or events that could cause our actual results to differ may emerge from time to time, and it is not possible for us to predict all of them. We undertake no obligation to publicly update any forward-looking statement, whether as a result of new information, future developments or otherwise, except as may be required by law.

Regulation G – Non-GAAP Financial Measures

This presentation includes a discussion of Adjusted EBITDA from continuing operations which is a non-GAAP financial measure. Reconciliations to the most directly comparable GAAP financial measures are provided in the Investors section of our corporate website, www.meetmecorp.com.

The Company defines Adjusted EBITDA as earnings (or loss) from continuing operations before interest expense, change in warrant liability, benefit or provision income taxes, depreciation and amortization, non-cash stockbased compensation, non-recurring acquisition and restructuring expenses, gain or loss on cumulative foreign currency translation adjustment, gain on sale of asset, bad debt expense outside the normal range, and the goodwill impairment charges. The Company excludes stock based compensation because it is noncash in nature.
MeetMe

Leading Social App
Ranked among the Top 100 social apps in 100+ countries.

Proprietary Technology
Technology enables users to discover relevant people near them who share their interests.

Vast Market Opportunity
Over 1 billion people worldwide in our targeted demographic aged 18-30.

Fast-Growing Traffic and Revenue
32% year-over-year growth in mobile MAU in Q2 2016 to 4.8 million. 82% year-over-year growth in mobile revenue in Q2 2016 to $15.1 million.

Profitable
37% Adj. EBITDA Margin and 109% growth in Adj. EBITDA to $6.0 million in Q2 2016. Net income and free cash flow positive.

Social App rankings as of August 1, 2016. Worldwide targeted demographic data from census.gov international database. Mobile Monthly Active Users (MAU) compares Q2 2016 average to Q2 2015 average. Mobile revenue refers to advertising and in-app revenue from MeetMe’s mobile app and mobile website. Adjusted EBITDA is a non-GAAP financial measure. For definition of Adjusted EBITDA, please refer to Exhibit 99.1 to the Company’s 8-K filing date August 1, 2016.
Chat App for Meeting New People

Discover great people near you!

Chat with new friends!

Share and discuss your interests!
MeetMe Audience

Why Use MeetMe?
- 51% Make New Friends
- 49% Find A Date

Who Uses MeetMe?
- 23yo Median Age
- 82% Under Age 35
- 66% United States

Top Platforms
- 65% Android Users
- 29% iPhone users

Source: Why Use MeetMe? percentages obtained from survey results collected from 9,463 MeetMe users between November 19 and November 20, 2015. Who Uses MeetMe? statistics are based on average daily active mobile users of MeetMe in October 2015.
Competitive Landscape

Chat Apps
- Whatsapp
- Rounds
- Facebook Messenger
- ooVoo
- Viber
- Snapchat
- Hangouts
- Skype
- Kik
- Line
- Kakao

Meet New People Apps
- Tinder
- Grindr
- Zoosk
- OkCupid
- Skout
- POF
- Twoo
- Match.com
- Lovoo
- JiaYuan
- eHarmony
- momo
- badoo
- Meetic
Technology Delivers Engagement

Meet
Browse people nearby

Match
Engaging admirer game

Chats
Icebreakers make conversation easy
15+ Million real-time chats per day
Over 200,000 ephemeral photos per day

Discuss
Interest-based discussion platform

Profile
Entryway to chat & photos

Source: Average daily stats and site activity based on internally tracked data from April 1, 2016 to June 30, 2016.
Growing Mobile Traffic

Mobile Daily Active Users up 15%

- Q2 2015: 1.06M
- Q2 2016: 1.22M

Mobile Registrations up 69%

- Q2 2015: 3.95M
- Q2 2016: 6.66M

Note: Mobile registrations and mobile daily active users refer to registrations and users on MeetMe’s mobile app and mobile web site. Total new registered users in Q2 2016 and Q2 2015 were 8.85 million and 6.08 million, respectively, with new mobile registrations representing 6.66 million in Q2 2016 and 3.95 million in Q2 2015.
Monetizing an Engaged Mobile Audience

Note: Monetization percentages based on April 1, 2016 through June 30, 2016 results. Freemium products of 400,000 purchased per month based on April 1, 2016 through June 30, 2016. Freemium products purchased with Credits. Credits may be bought or earned.
## Experienced Management Team

<table>
<thead>
<tr>
<th>Name</th>
<th>Prior Experience</th>
</tr>
</thead>
<tbody>
<tr>
<td>Geoffrey Cook</td>
<td>myYearbook</td>
</tr>
<tr>
<td>Chief Executive Officer</td>
<td>Thomson</td>
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<tr>
<td></td>
<td>EssayEdge</td>
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<td></td>
<td>ResumeEdge</td>
</tr>
<tr>
<td>David Clark</td>
<td>Nutrisystem</td>
</tr>
<tr>
<td>Chief Financial Officer</td>
<td>SunCom Wireless</td>
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<td></td>
<td>Claymont Steel</td>
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<tr>
<td>William Alena</td>
<td>myYearbook</td>
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<tr>
<td>Chief Revenue Officer</td>
<td>Scholastic</td>
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<tr>
<td></td>
<td>doubleclick</td>
</tr>
<tr>
<td>Frederic Beckley</td>
<td>TruePosition</td>
</tr>
<tr>
<td>General Counsel &amp; EVP Business Affairs</td>
<td>verizon</td>
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<td></td>
<td>Pepper Hamilton LLP</td>
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<td></td>
<td>Dechert LLP</td>
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<tr>
<td>Jonah Harris</td>
<td>myYearbook</td>
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<tr>
<td>Chief Technology Officer</td>
<td>EDB</td>
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<tr>
<td>Catherine Cook</td>
<td>myYearbook</td>
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<tr>
<td>VP Brand Strategy</td>
<td>eBay</td>
</tr>
<tr>
<td>Don Eyer</td>
<td>myYearbook</td>
</tr>
<tr>
<td>VP Safety Operations</td>
<td>Greeley Police Dept.</td>
</tr>
<tr>
<td></td>
<td>District Attorney Office Of Weld County</td>
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Financial Overview
Mobile Ad Spending

Mobile Ad Spending (Billions)

<table>
<thead>
<tr>
<th>Year</th>
<th>Mobile Ad Spending (Billions)</th>
</tr>
</thead>
<tbody>
<tr>
<td>2014</td>
<td>$19.15B</td>
</tr>
<tr>
<td>2015</td>
<td>$30.45B</td>
</tr>
<tr>
<td>2016</td>
<td>$42.01B</td>
</tr>
<tr>
<td>2017</td>
<td>$50.84B</td>
</tr>
<tr>
<td>2018</td>
<td>$57.95B</td>
</tr>
</tbody>
</table>

Source: eMarketer 2015
Mobile: Poised for Significant Growth

% of Time Spent in Media vs. % of Advertising Spending, USA 2015

Source: KPCB Internet Trends 2016 Report. Advertising spend based on IAB data for full year 2015. Print includes newspaper and magazine. $22B+ opportunity calculated assuming Internet and Mobile ad spend share equal their respective time spent share. Time spent share data based on eMarketer 4/16 (Excludes out-of-home, video game, and cinema advertising). Arrows denote Y/Y shift in percent share.
Q2 2016 Highlights

» Total revenue grew 48% from Q2 2015 to $16.4 million.

» Mobile revenue grew 82% from Q2 2015 to $15.1 million.

» 92% of total revenue from mobile, up from 75% in Q2 2015.

» Adjusted EBITDA grew 109% from Q2 2015 to $6.0 million, representing a 37% adjusted EBITDA margin.

» Net Income, excluding the one-time deferred tax benefit, was $2.3 million, up 94% from Q2 2015.

» Mobile Daily Active Users (DAUs) grew 15% over Q2 2015.

Adjusted EBITDA is a non-GAAP financial measure. For definition of Adjusted EBITDA, please refer to Exhibit 99.1 to the Company’s 8-K filing date August 1, 2016.
Financial Performance and Guidance

**Q2 2016 Revenue Growth**

- Q2 2015: $11.1M
- Q2 2016: $16.4M

**Q2 2016 Mobile Revenue Growth**

- Q2 2015: $8.3M
- Q2 2016: $15.1M

**Full Year Total Revenue**

- 2014: $44.8M
- 2015: $56.9M
- 2016E: $66M to $68M

**Full Year Adjusted EBITDA**

- 2014: $5.0M
- 2015: $20.2M
- 2016E: $25M to $27M

"Mobile Revenue" chart refers to mobile advertising and mobile in-app revenue on MeetMe’s mobile app and mobile web site. For definition of Adjusted EBITDA, please refer to Exhibit 99.1 to the Company's 8-K filing dated August 1, 2016.
MeetMe Acquisition of Skout
Familiar Product

meet me

SKOUT
Familiar Revenue Model

**MeetMe (Q1 2016)**
- Mobile Banner Advertising: 50%
- Native Advertising: 38%
- Subscriptions: 5%
- Other Ad: 3%
- Freemium: 4%

**Skout (Q1 2016)**
- Mobile Banner Advertising: 77%
- Native Advertising: 16%
- Subscriptions: 3%
- Other Ad: 4%
- Freemium: 0%
## Combined User Scale

<table>
<thead>
<tr>
<th>Metric</th>
<th>MeetMe</th>
<th>Skout</th>
<th>Combined</th>
<th>Increase</th>
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</thead>
<tbody>
<tr>
<td>Mobile MAU ¹</td>
<td>5.0M</td>
<td>3.5M</td>
<td>8.5M</td>
<td>69%</td>
</tr>
<tr>
<td>Mobile DAU ¹</td>
<td>1.2M</td>
<td>0.9M</td>
<td>2.1M</td>
<td>73%</td>
</tr>
<tr>
<td>Chats Per Day ²</td>
<td>29.2M</td>
<td>28.0M</td>
<td>57.2M</td>
<td>96%</td>
</tr>
<tr>
<td>New Users Per Day ³</td>
<td>65K</td>
<td>42K</td>
<td>107K</td>
<td>65%</td>
</tr>
</tbody>
</table>

1. May 2016. Less than 5% user overlap between apps.
2. June 1 – June 22, 2016 average
3. Average day in 2016
Skout Closing & Q3 2016 Pre-Announcement

» Skout acquisition closed Oct. 3, 2016
  - Approx. $26.0 million - Skout’s TTM revenue as of Sept. 30, 2016.
  - Approx. $6.6 million - Skout’s Q3 2016 revenue, ended Sept. 30, 2016.

» MeetMe standalone revenue for Q3 2016
  - Approx. $17.2 million - growth of approximately 20% year over year.

» Previously provided combined guidance (Q2 2016 earnings call – Aug. 1, 2016)
  - $73.5 million to $75.5 million – Consolidated 2016 revenue, which would include three months revenue contribution from Skout.
  - $28.0 million to $30.0 million – Consolidated 2016 adjusted EBITDA, which would include three months of adjusted EBITDA contribution from Skout.
  - $7.5 million – Incremental adjusted EBITDA expected from Skout in the first 12-month following the close of the acquisition.
MeetMe Timeline

A proven history of innovation in mobile social

2005
Company founded as myYearbook, a place to make new friends

2006
Company raised $4.8 mm from USVP

2008
Company raises $12.8mm Series B from NVP

2010
First mobile apps launched on iPhone and Android

2011
myYearbook merges with public Latin American social discovery & gaming company

2012
Company rebrands to MeetMe (ticker:MEET) and translates into a dozen international languages. To myYearbook users: “Nothing changes but the name.”

2013
Company builds mobile monetization products doubling mobile ARPU from $0.91 to $1.81

2015
Focus on chat quality through interests, data-driven matching, and enhanced Icebreakers.

2014
Chat focus accelerates mobile DAU growth. Chats grow by 100%. Complete $11.6mm offering.
Dedicated to a Safe and Secure Community

40% of total workforce dedicated exclusively to user safety and content management, headed by cyber crimes expert Don Eyer

- We review every uploaded image against written guidelines and remove images as necessary
- We use age bands to eliminate or limit interaction between minors and adults
- We never pinpoint users on a map
- We notify authorities as appropriate
- We place prominent and simple “Report Abuse” buttons on every web page and mobile screen

Former head of Trust and Safety at Ebay, with 20 years of law enforcement experience

Don Eyer
Technology Delivers Engagement

**Discovery**
- Meet
- Match
- Feed
- Profile

**Monetization**
- Spotlight
- Boost
- MeetMe+
- Native

**User Protection Services**
- Community Reporting
- Distributed Content Review
- Real-time Data Analysis
- Managed Member Services Team

**Chat**
- Distributed Real-time Chat Architecture

**Matching**
- Matching and Selection Algorithms

**Hindsights**
- Rules System
- Email, Push ReEngagement

**Insights**
- Geospatial Collection and Classification