Summary of Financial Results for the First Quarter of the Fiscal Year Ending March 31, 2027

Broadmedia Corporation

July 30, 2026

The statements contained here indicate the Company's current plans, expectations, strategies, and beliefs. Any statements that are not historical facts are forward-looking statements regarding future business performance. This document contains forecasts determined by the Company's management based on information presently available. The Company asks that you do not rely completely on these forward-looking statements because actual business results may vary materially from these statements due to various risks and uncertain factors.

Summary of Financial Results for Q1 FY2026

Shareholder Return

Sustainability (Human Capital) Initiatives

Topics

[Reference Documents]
・Breakdown of Revenue by Income Type

Consolidated Financial Results for the First Quarter (April – June)

Broadmedia

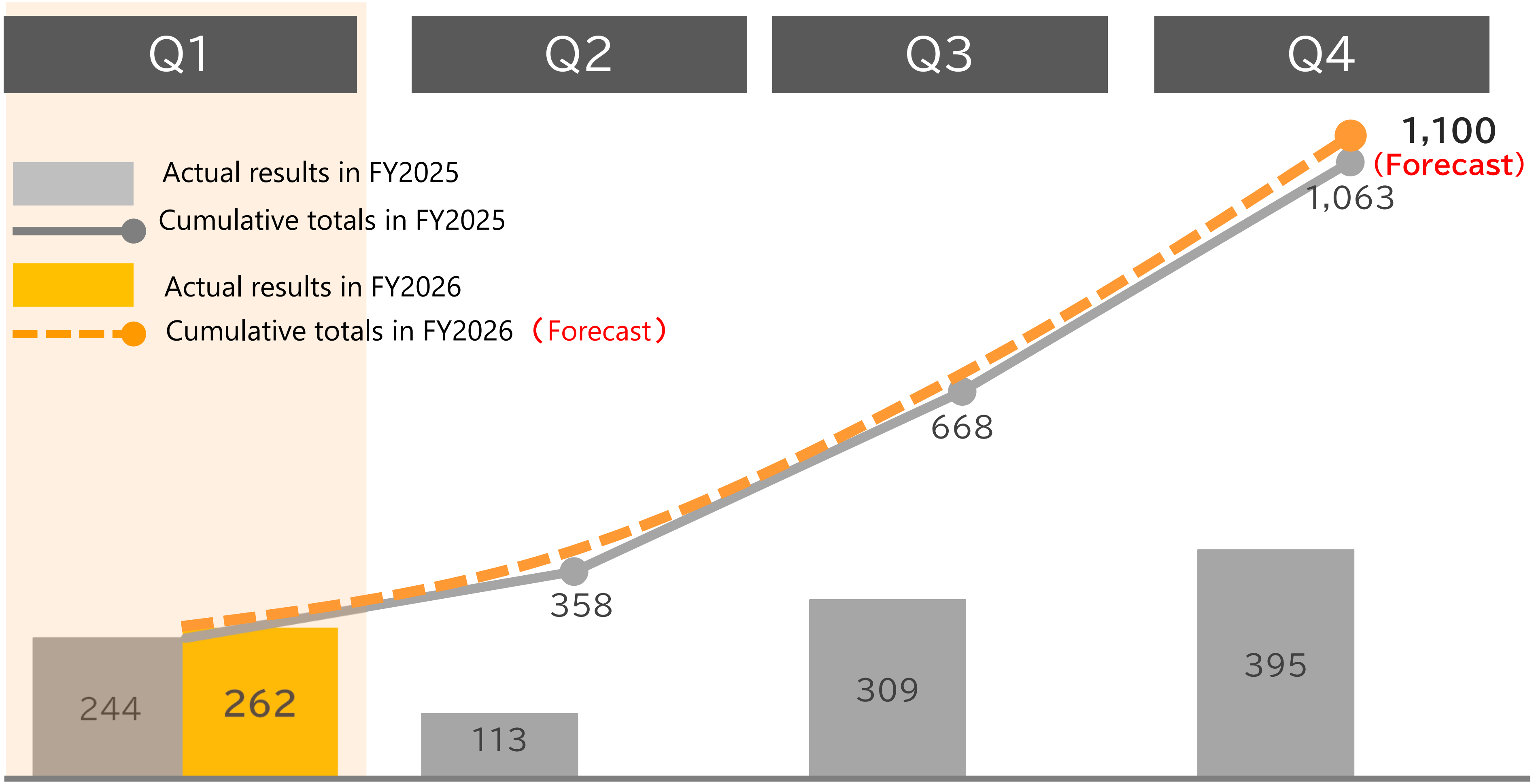
(Unit：Million yen)(Amounts are rounded down to the nearest million yen)

	FY2025 Q1	FY2026 Q1	Difference	Rate of difference	Financial Forecasts (announced on May 12, 2026)	Achievement ratio
Revenue	3,924	3,501	(422)	(11%)	14,500	24%
Operating income	244	262	17	+7%	1,100	24%
Ordinary income	254	280	26	+10%	1,100	25%
Net income	133	212	79	+59%	890	24%

- ✓ Compared to the same period of the previous fiscal year, revenue decreased while profit increased.
- ✓ The impact of Fishing Vision Co., Ltd., which was excluded from consolidated results at the end of the previous fiscal year, on Q1 results was a decrease of 564 million yen in revenue and a decrease of 30 million yen in operating income.
- ✓ Net income increased due to factors such as the absence of extraordinary losses recorded in the same period of the previous year and the increase in deferred tax assets.

  (Extraordinary losses in the previous fiscal year: approximately 30 million yen associated with the removal of studio facilities at Fishing Vision Co., Ltd.)
- ✓ Performance in Q1 generally progressed as expected, and the forecasts remain unchanged.

Changes in Operating Income (Year-over-Year)



(Unit：Million yen)(Amounts are rounded down to the nearest million yen)

The Group started generally in line with expectations in the first quarter.

Consolidated Financial Results by Business Segment

(Unit：Million yen)(Amounts are rounded down to the nearest million yen)

	Revenue			Operating income		
	FY2025 Q1	FY2026 Q1	Difference	FY2025 Q1	FY2026 Q1	Difference
Education (Incl. div impact/goodwill)	1,552 (140)	1,528 (195)	(23) (54)	299 [(-99)]	349 [(-15)]	50 (84)
Studio & Production	357	363	6	(21)	(5)	16
Technology (Incl. divx impact/goodwill)	1,487 (201)	1,635 (144)	147 [(-56)]	172 (25)	163 [(-25)]	(8) [(-50)]
Others	48	55	7	(10)	(11)	(1)
Adjustments (Incl. corporate expenses)	(85)	(81)	3	(224) [(-223)]	(233) [(-234)]	(8) [(-10)]
Broadcast	564	—	(564)	30	—	(30)
Total	3,924	3,501	(422)	244	262	17

※ Fishing Vision Co., Ltd., which was engaged in the Broadcast business, was excluded from consolidation at the end of FY2025 due to a transfer of shares. Accordingly, there are no results for FY2026.

Consolidated Financial Results by Business Segment

(Unit：Million yen)(Amounts are rounded down to the nearest million yen)

	Revenue			Operating income		
	FY2025 Q1	FY2026 Q1	Difference	FY2025 Q1	FY2026 Q1	Difference
Education	1,552	1,528	(23)	299	349	50
(Incl. div impact/goodwill)	(140)	(195)	(54)	[(-99)]	[(-15)]	(84)
			(2%)			+17%
			Existing business only (6%)			Existing business only (8%)

【Decrease in Revenue and Increase in Profit for the Education Segment Overall.】

- ✓ The number of students enrolled at the three correspondence high schools was 8,243 (previous year: 8,902), resulting in decreases in both revenue and profit. (Comparison based on the Basic School Survey as of May 1)
- ✓ Although challenging conditions at Renaissance High School in Daigo continues, efforts will be made to recover this decline through mid-year transfers and admissions, as in previous years.
- ✓ We will continue to address challenges such as the establishment of new schools and increasing enrollment capacity to achieve further growth.
- ✓ Renaissance Toyota High School is scheduled to relocate to a large new campus with greater accessibility in September.
- ✓ The Japanese Language Education business continues to show growth in both student numbers and revenue, leading to increased profit.

◆ Correspondence high schools (Renaissance High School Group)
◆ Japanese Language Education (Renaissance Japanese Language Academy)
◆ AI & Programming Education

Consolidated Financial Results by Business Segment

Broadmedia

(Unit：Million yen)(Amounts are rounded down to the nearest million yen)

	Revenue			Operating income		
	FY2025 Q1	FY2026 Q1	Difference	FY2025 Q1	FY2026 Q1	Difference
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(Incl. div impact/goodwill)	(140)	(195)	(54)	[(-99)]	[(-15)]	(84)
			(2%)			＋17%
			Existing business only (6%)			Existing business only (8%)

Impact of Subsidiary div inc.

- ✓ Revenue increased, driven by strong performance in AI-related education for individuals through TECH CAMP AI College, as well as generative AI training programs for corporate clients.
- ✓ Losses were significantly reduced due to factors such as lower labor expenses and effective control of promotional expenses.
- ✓ Div inc. aims to achieve full-year profitability in the current fiscal year.

◆ Correspondence high schools (Renaissance High School Group)
◆ Japanese Language Education (Renaissance Japanese Language Academy)
◆ AI & Programming Education

Consolidated Financial Results by Business Segment

(Unit：Million yen)(Amounts are rounded down to the nearest million yen)

	Revenue			Operating income		
	FY2025 Q1	FY2026 Q1	Difference	FY2025 Q1	FY2026 Q1	Difference
Studio & Production	357	363	6	(21)	(5)	16
			+2%			loss reduced

【Increase in Revenue and Reduction of Losses for the Studio & Production Segment.】

- ✓ Growth in subtitle and program production drove an increase in revenue, and fixed costs were reduced, resulting in a significant reduction in losses.
- ✓ On April 1, 2026, Broadmedia Studios Corporation was established through a company split.
- ✓ In the medium term, we will strive to increase added value through business process improvement and the utilization of AI.
- ✓ The Company continues to consider various strategic options.

◆ Production business

Consolidated Financial Results by Business Segment

Broadmedia

(Unit：Million yen)(Amounts are rounded down to the nearest million yen)

	Revenue			Operating income		
	FY2025 Q1	FY2026 Q1	Difference	FY2025 Q1	FY2026 Q1	Difference
Technology	1,487	1,635	147	172	163	(8)
(Incl. divx impact/goodwill)	(201)	(144)	[(-56)]	(25)	[(-25)]	[(-50)]
			+10%			(5%)
			Existing business only +16%			Existing business only +29%

【 Increase in Revenue and Decrease in Profit for the Technology Segment Overall.】

- ✓ Our flagship Akamai (CDN/cybersecurity) service increased both income and profit.
- ✓ Other services remained at a similar level compared to the same period of the previous fiscal year.
- ✓ Contributing to digital transformation (DT) and security measures of each business within the Group

- ◆ Akamai (cybersecurity) services
- ◆ Cloud solution services
- ◆ Digital cinema services
- ◆ Hospitality network
- ◆ System development
- ◆ Other solution services

Consolidated Financial Results by Business Segment

(Unit：Million yen)(Amounts are rounded down to the nearest million yen)

	Revenue			Operating income		
	FY2025 Q1	FY2026 Q1	Difference	FY2025 Q1	FY2026 Q1	Difference
Technology	1,487	1,635	147	172	163	(8)
(Incl. divx impact/goodwill)	(201)	(144)	[(-56)]	(25)	[(-25)]	[(-50)]
			+10%			(5%)
			Existing business only +16%			Existing business only +29%

Impact of Subsidiary divx inc.

- ✓ Due to a significant decrease in revenue and increased costs associated with efforts to secure projects, such as participation in exhibitions and related activities, the segment recorded an operating loss.
- ✓ Divx inc. is working to strengthen its project acquisition capabilities by reconstructing its sales structure.
- ✓ We are promoting greater development efficiency through the utilization of AI.

◆ Akamai (cybersecurity) services ◆ Cloud solution services ◆ Digital cinema services
◆ Hospitality network ◆ System development ◆ Other solution services

Consolidated Financial Results by Business Segment

(Unit：Million yen)(Amounts are rounded down to the nearest million yen)

	Revenue			Operating income		
	FY2025 Q1	FY2026 Q1	Difference	FY2025 Q1	FY2026 Q1	Difference
Others	48	55	7	(10)	(11)	(1)
			＋15%			loss increased

【This segment as a whole recorded a decrease in revenue and posted a loss.】

- ✓ The Game Publishing business recorded increased revenue due to strong sales of existing titles; however, upfront development costs for new titles resulted in expanded losses.
- ✓ In the Promotion of Esports business, decreased prize-related revenue and other income led to reduced revenue. Nevertheless, a shift to profitability was achieved through effective cost control and other initiatives. As of July 1, 2026, the professional esports team was transferred, and operations of the Promotion of Esports business were discontinued.
- ✓ The Company continues to consider various strategic options.

◆ Game Publishing
◆ Promotion of Esports (income from event management, prize money, distribution, sponsorships, etc.)

Consolidated Financial Results by Business Segment

Broadmedia

(Unit：Million yen)(Amounts are rounded down to the nearest million yen)

	Revenue			Operating income		
	FY2025 Q1	FY2026 Q1	Difference	FY2025 Q1	FY2026 Q1	Difference
Adjustments (Incl. corporate expenses)	(85)	(81)	3	(224) [(-223)]	(233) [(-234)]	(8) [(-10)]

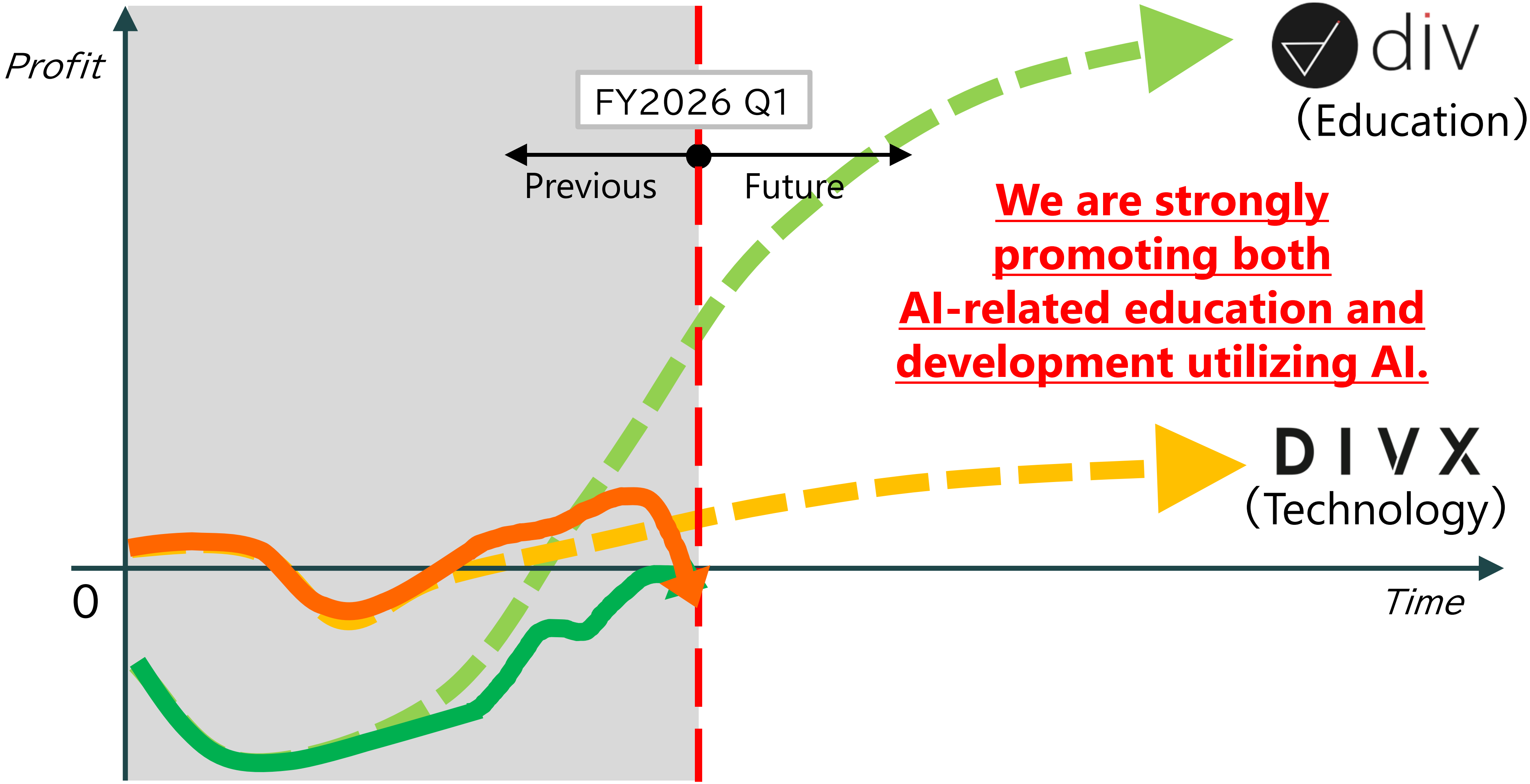
Corporate Expenses increased 5%.

- ✓ The Adjustments in revenue represent the amounts of intercompany transactions within the Group.
- ✓ The Adjustments in operating income includes the amounts of Corporate Expenses.
- ✓ Corporate Expenses increased due to higher payments to external specialists and enhanced security measures.

◆ Operating costs for the administrative division of the Group headquarters (Broadmedia)

◆ Costs for supporting the entire Group (improving productivity and efficiency and enhancing governance, etc.)

Progress on Profit for div inc. and divx inc.



- ✓ Compared to initial expectations at the time of becoming subsidiaries, div inc. has seen a significant reduction in losses and is aiming to achieve full-year profitability in the current fiscal year.
- ✓ Divx inc. posted a loss in Q1 due to an increase in the cost of goods sold ratio and higher promotional expenses, among other factors.
- ✓ Compared to the previous year, the combined result of the two companies improved by 34 million yen.

Consolidated Financial Position

Condition of assets, liabilities, and net assets

(Unit：Million yen)(Amounts are rounded down to the nearest million yen)

	FY2025	FY2026 Q1	Difference	Rate of difference
Total assets	9,760	10,218	457	+5%
Liabilities	4,698	5,370	672	+14%
Net assets	5,062	4,847	(215)	(4%)
Shareholders' equity ratio	52%	47%	―	―

Total assets	While guarantee deposits and accounts receivable increased, cash and deposits decreased.
Liabilities	Advances received from local governments increased due to the high school tuition support program, while advances received from other sources and provision for bonuses decreased.
Net assets	Although net income was recorded, net assets decreased due to the payment of dividends (approximately 427 million yen) and other factors.

Consolidated Financial Position

Condition of Cash flow

	FY2025 Q1	FY2026 Q1
Operating cash flow	(364)	830
Investing cash flow	(55)	(494)
Financing cash flow	(712)	(455)
Effect of exchange rate change on cash and cash equivalents	(1)	1
Changes in cash and cash equivalents	(1,133)	(118)
Year-end balance of cash and cash equivalents	4,487	4,726

(Unit：Million yen)(Amounts are rounded down to the nearest million yen)

Operating cash flow	Positive 830 million yen: In addition to recording profit before income taxes of 280 million yen, the early receipt of subsidies from local governments in the correspondence high school business contributed to the increase.
Investing cash flow	Negative 494 million yen: Payments for guarantee deposits and acquisition of assets associated with the relocation of Renaissance Toyota High School in the correspondence high school business.
Financing cash flow	Negative 455 million yen: Mainly due to the payment of dividends and the repayment of borrowings and similar items.

Summary of Financial Results for Q1 FY2026

Shareholder Return

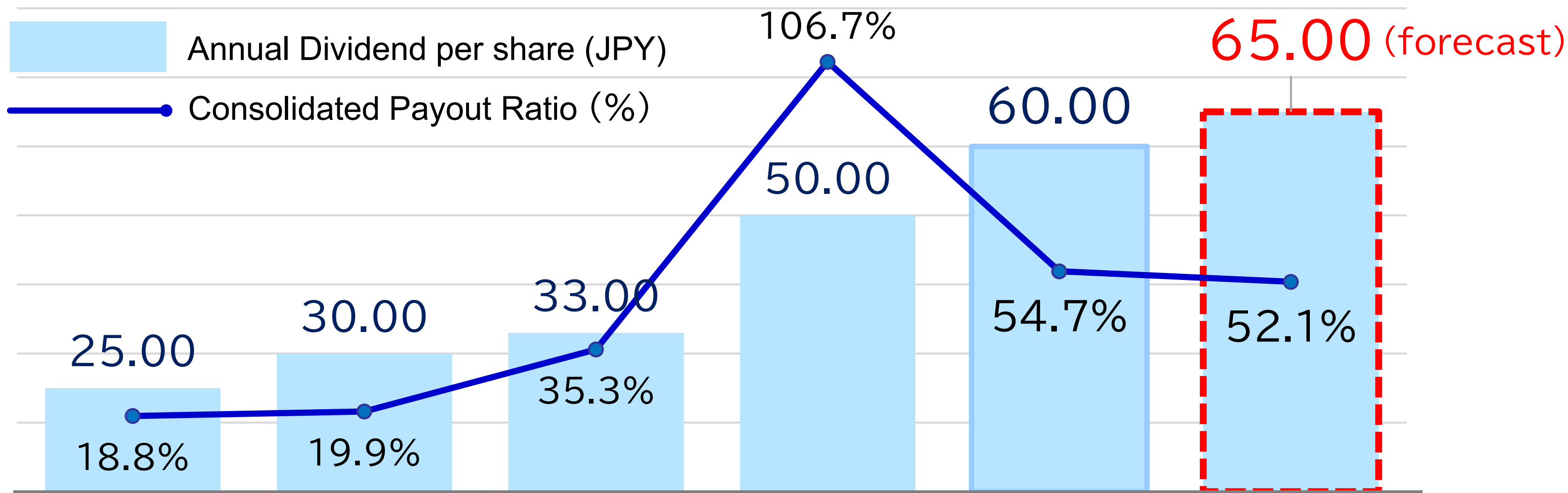
Sustainability (Human Capital) Initiatives

Topics

[Reference Documents]
・Breakdown of Revenue by Income Type

Shareholder Return; Dividend

- ✓ In FY2025, we paid a dividend of 60 yen per share (consolidated payout ratio: 54.7%).
- ✓ The dividend forecast for FY2026 is 65 yen per share (consolidated payout ratio: 52.1%).



	FY2021	FY2022	FY2023	FY2024	FY2025	FY2026 (forecasts)
Total Dividend Amount (million yen)	184	218	240	356	427	463

We will continue to provide shareholder returns, considering the need to balance it with investments necessary for growth.

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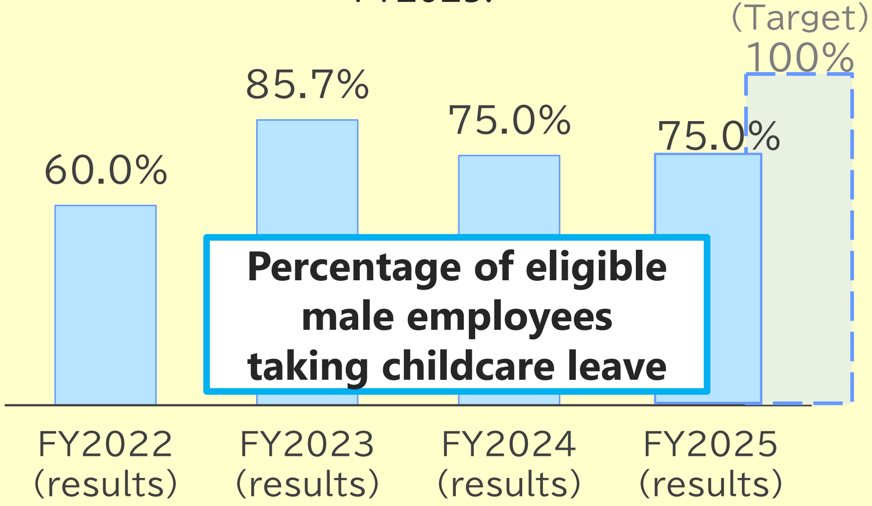
Sustainability (Human Capital) Initiatives

In FY2023, we established targets for the male employee childcare leave utilization rate and the ratio of female managers, and have since been working toward achieving these goals.

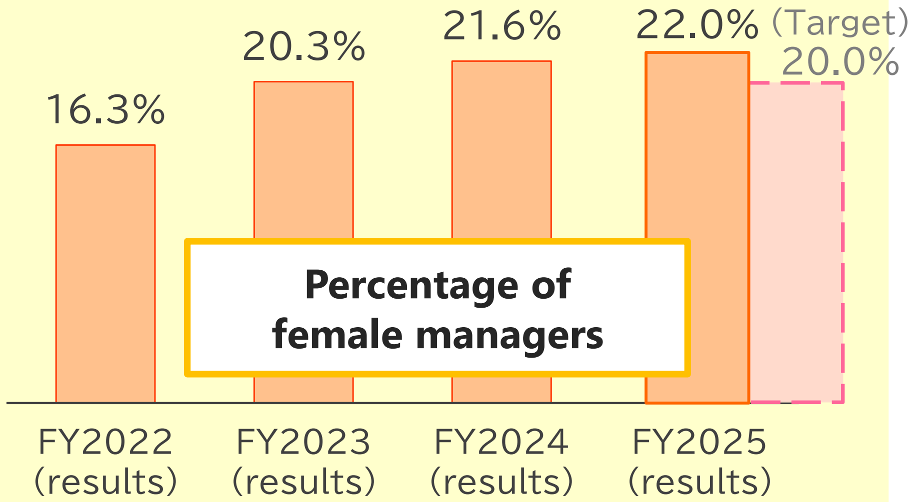
Percentage of eligible employees taking childcare leave

Achieve a 100% utilization rate by the end of FY2025.



Percentage of female managers

Attain a ratio of 20% by the end of FY2025.



Both results and targets are on a non-consolidated basis.

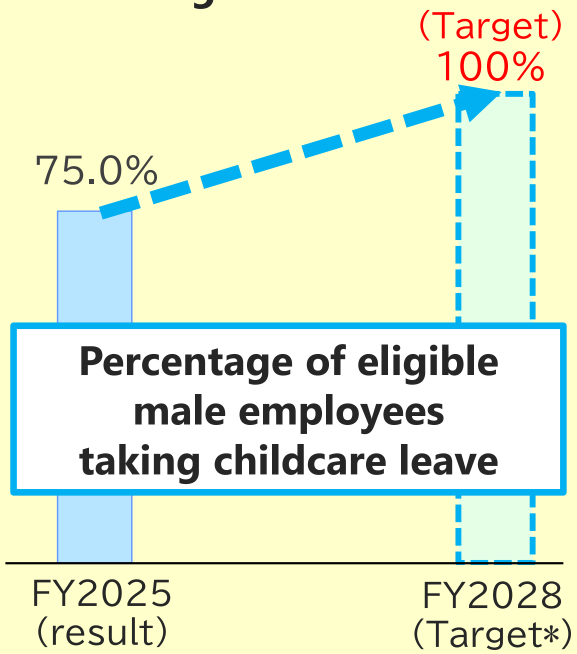
- ✓ As a result, the rate of female managers has exceeded the target.
- ✓ The childcare leave utilization rate reached 75% for male employees and 100% for female employees.
- ✓ In FY2026, we have formulated a new three-year action plan.

Sustainability (Human Capital) Initiatives

From FY2026, three new targets have been established and we will promote initiatives to achieve these goals.

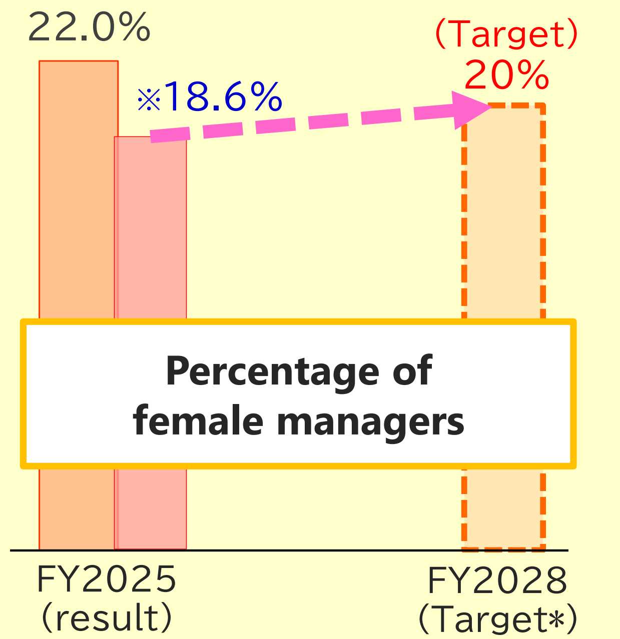
Continued

Percentage of eligible employees taking childcare leave



Continued

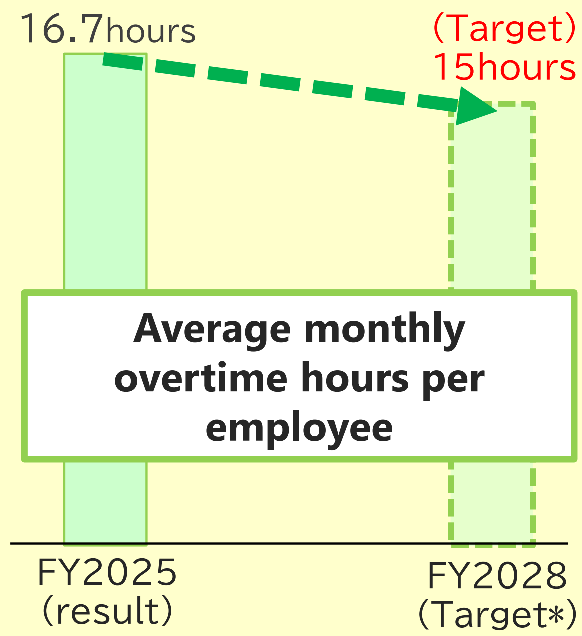
Percentage of female managers



※Female manager ratio, recalculated excluding the Studio & Production Group: 18.6%

New

Average monthly overtime hours per employee



* Targets for FY2028 are based on the Broadmedia Corporation Action Plan formulated in June 2026.
Both results and targets are on a non-consolidated basis.

Build and operate an environment and systems that enable all employees to work with high motivation

Summary of Financial Results for Q1 FY2026

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Sustainability (Human Capital) Initiatives

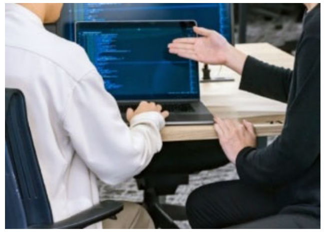
Topics

[Reference Documents]

・Breakdown of Revenue by Income Type

Renaissance Toyota High School will be expanded and relocated.

A new campus within walking distance of Toyotashi Station, providing convenient access and responding to the growing demand for on-campus courses as an urban-style correspondence high school.



This multifunctional educational facility will offer a range of programs, including esports courses, on-campus courses, and Renaissance Junior High School programs, as well as regional digital education initiatives and Japanese language education.

Aiming to contribute to the local community by providing educational services that go beyond the boundaries of traditional high school education.

For individuals

Div inc. Launched TECH CAMP FDE

Training a new AI-era profession, FDE, that works closely with frontline teams to solve operational challenges

A four-month online program, supported by active FDEs from div inc.

Developing talent capable of leading digital transformation (DX) and business process reform through a combination of frontline expertise and AI implementation skills.

* FDE: Forward Deployed Engineer
A new AI-era role that bridges business needs and AI solutions, overseeing projects from implementation through ongoing operation

For individuals

TECH CAMP AI College Featured on the Business Video Media Platform PIVOT

Applications now open for the Summer & Silver Week Limited Intensive Program, an intensive Two-Day course designed to help participants master Claude Code.

Special Website：https://tech-camp.in/lps/ai/pivot

Education (AI & Programming Education)

For organizations

TECH CAMP
Generative AI Support Service

Case Studies: Customized Corporate Training Tailored to Each Company's Challenges

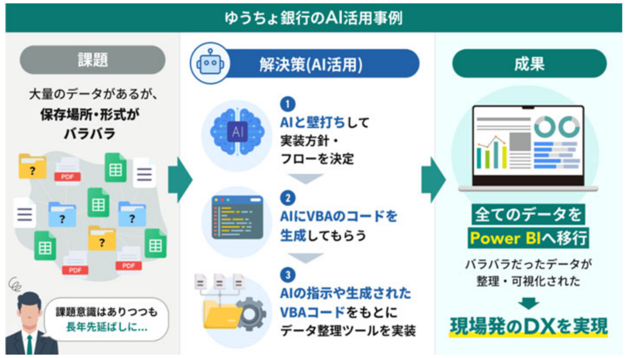
Kyushu Hitachi Systems, Ltd.

【Challenge】Although the customer had introduced AI tools, AI utilization remained limited to individual productivity support.

【Results】Successfully deployed frontline-led AI agents across the organization, resulting in significant improvements in operational efficiency.

JAPAN POST BANK Co., Ltd.

【Challenge】Although the customer had introduced AI tools, usage remained limited to basic tasks such as document summarization and information gathering.



【Results】In a financial institution with stringent security requirements, the customer succeeded in internally developing operational improvement tools that automate data organization, driven by frontline employees.

Developing DX Talent Across a Wide Range of Industries Who Can Continue Driving Transformation After Training

DIVX Strengthens Corporate Sales Initiatives

AI NATIVE EXPO 2026

A specialized exhibition exploring development, implementation, operations, and governance in an AI-driven society

EdgeTech+ West 2026

A comprehensive exhibition showcasing the latest technologies that drive business transformation, with a focus on embedded systems and IoT.

Divx introduces the most suitable AI solutions across multiple domains to meet each customer's specific needs.
Divx also offers support through its FDE-led approach, working alongside customers from problem identification through successful adoption and implementation in the workplace.

Developing solutions that address challenges faced by business users
Aspiring to be a customer's trusted partner rather than simply a development company

Thank you for your attention.

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Consolidated Financial Results by Business Segment

Broadmedia

Breakdown of Revenue by Income Type

upper row：revenue（Unit：Million yen)(Amounts are rounded down to the nearest million yen)
lower row： Composition ratio

	Total	Breakdown of income by stock/flow		Breakdown of revenue from original products/others	
		Stock	Flow	Original products	Products other than original products
Education	1,519	1,242 82%	277 18%	1,510 99%	9 1%
Studio & Production	363	— —	363 100%	363 100%	— —
Technology	1,563	1,328 85%	235 15%	295 19%	1,268 81%
Others	54	— —	54 100%	54 100%	— —
Total	3,501	2,571 73%	930 27%	2,223 64%	1,277 36%

- ✓ Revenue from Education mainly consists of stock income with a high continuity.
- ✓ Income from Technology centered on products other than original products.
- ✓ Revenue from Studio & Production and Others primarily came from flow income that fluctuates considerably over the short term due to original products.

Our Mission

We contribute to communities through quality content and services produced by human creativity.

https://www.broadmedia.co.jp/

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