



Summary of Financial Results for the First Three Quarters of the Fiscal Year Ending March 31, 2024

Broadmedia Corporation

February 7, 2024

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.

Financial Summary for the First Three Quarters of FY2023

Revision of Financial Forecasts

div Inc. and divx Inc. as new Subsidiaries

Shareholder Return

[Reference Documents]

- **Sustainability (Human Capital) Initiatives**
- **Other Topics**

Consolidated Financial Results for the First Three Quarters (April – December)

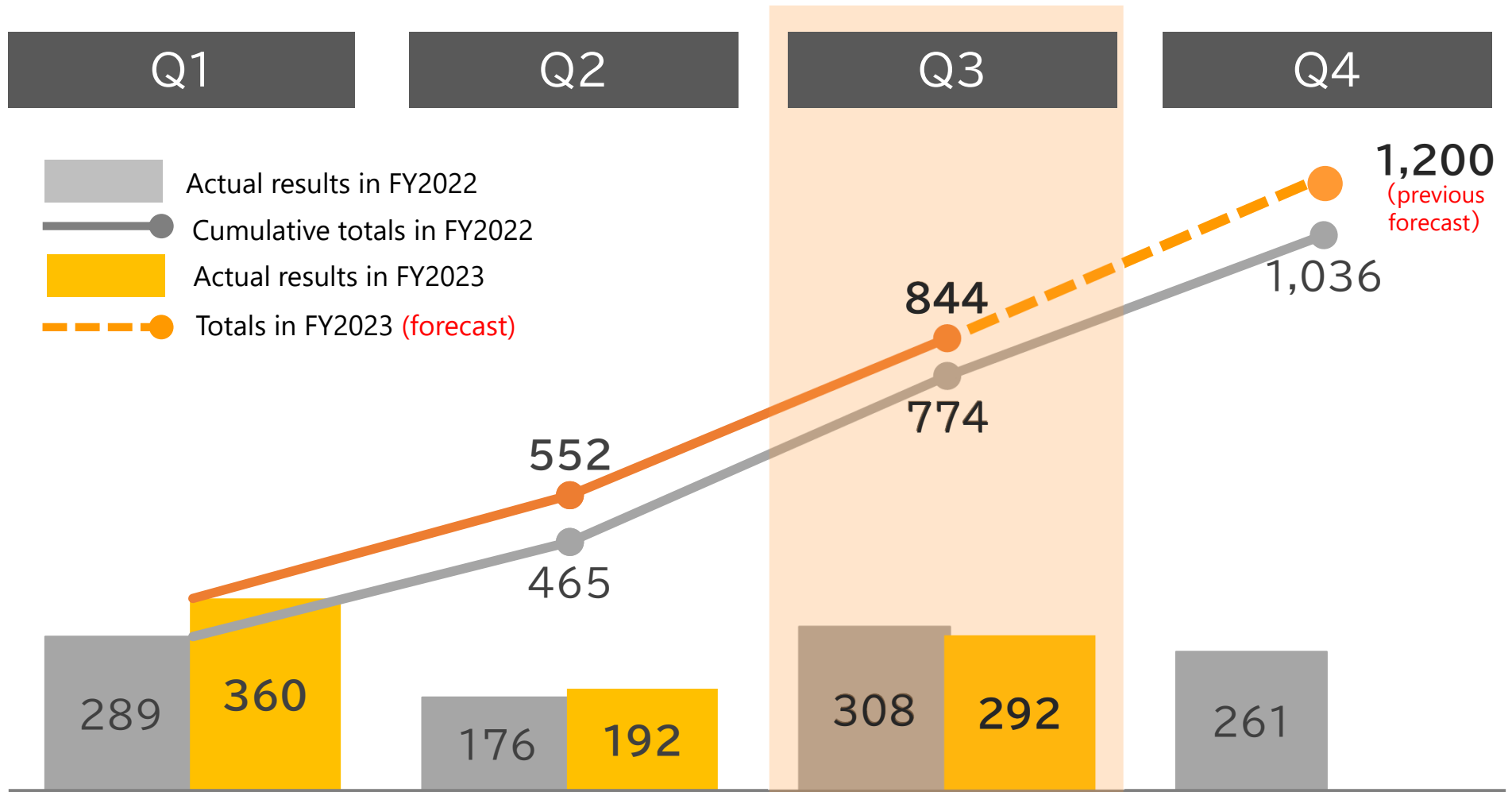


(Unit: Million yen)(Amounts are rounded down to the nearest million yen)

	FY2022 Q3	FY2023 Q3	Difference	Rate of difference	Financial Forecasts (announced on May 9)	Achievement ratio
Revenue	9,653	10,320	↗ 666	+7%	14,300	72%
Operating income	774	844	↗ 69	+9%	1,200	70%
Ordinary income	808	875	↗ 67	+8%	1,200	73%
Net income	549	653	↗ 103	+19%	1,000	65%

- ✓ Revenue and income increased from a year earlier.
- ✓ Net income rose, partly reflecting the impact of the absence of losses related to the withdrawal from the foreign film distribution business that occurred in the same period of the previous fiscal year.
- ✓ Progress towards the initial full year forecasts remained slightly slow.

Changes in Operating Income (Year-over-Year)

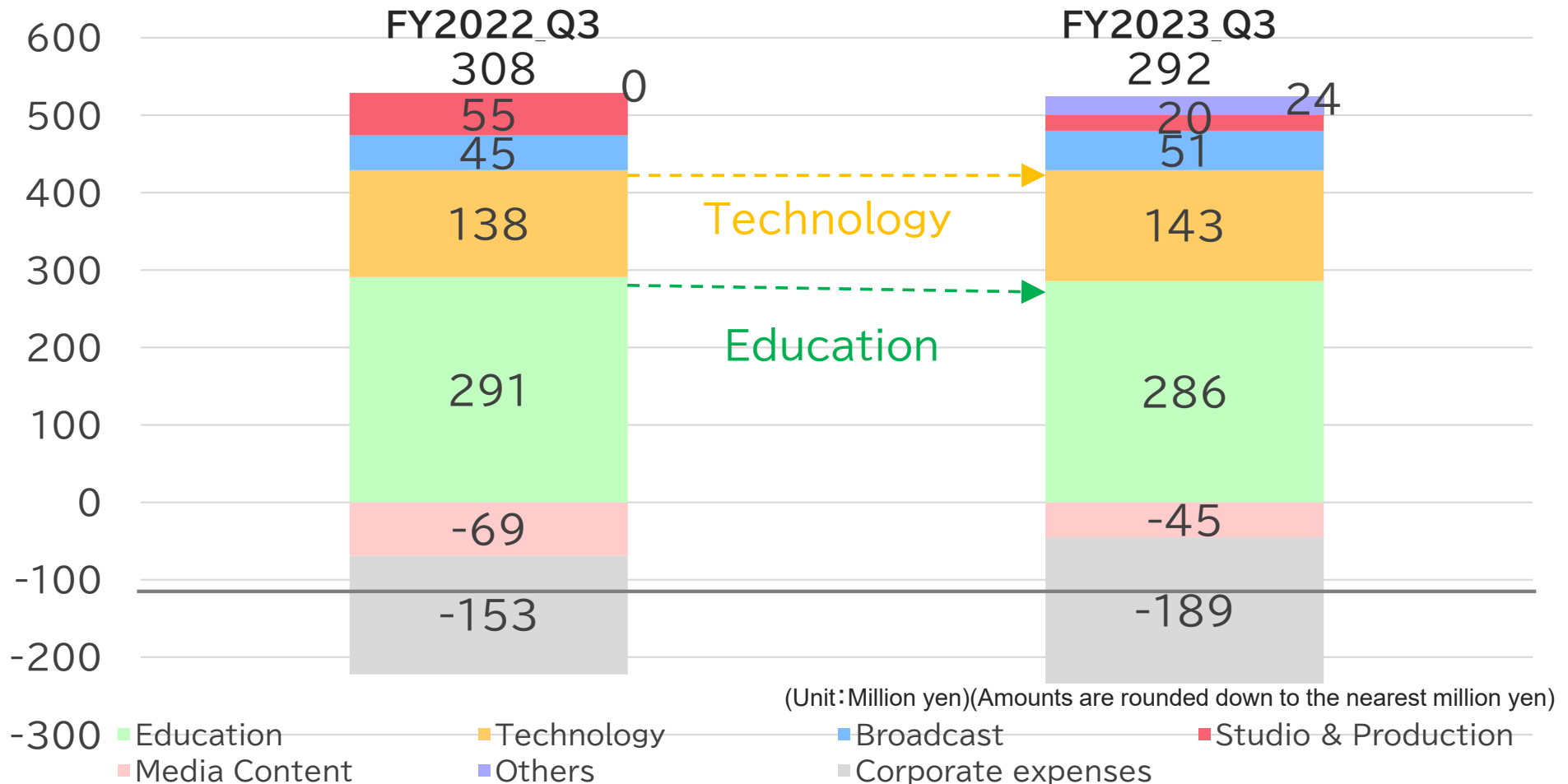


(Unit: Million yen)(Amounts are rounded down to the nearest million yen)

Operating income slightly decreased by 16 million yen Year-over-Year in the third quarter.

Media Content: +23, Broadcast: +5, Technology: +4, Others: +24,
Education: (4), Studio & Production: (35), Corporate expenses: (35)

Operating Income for the third quarter of the fiscal year (Year-over-Year)



- ✓ In Education, promotional expenses for the Japanese language teacher training course and other expenses, were posted in advance.
- ✓ In Studio & Production, profit decreased due to lower revenue.
- ✓ The expenses of Corporate (an administrative department) increased temporarily mainly due to increased personnel expenses and M&A activity-related costs.

Consolidated Financial Results for the First Three Quarters (April – December)



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

	Revenue			Operating income		
	FY2022 Q3	FY2023 Q3	Difference	FY2022 Q3	FY2023 Q3	Difference
Education	2,524	3,185	↑ 661	789	985	↑ 196
Media Content	571	475	↓ (95)	(205)	(134)	↑ 71
Studio & Production	1,446	1,359	↓ (87)	131	72	↓ (58)
Broadcast	1,878	1,770	↓ (107)	161	73	↓ (87)
Technology	3,090	3,306	↑ 215	365	386	↑ 20
Others	141	222	↑ 81	(17)	(6)	↑ 10
Corporate expenses				(449)	(532)	↓ (83)
Total	9,653	10,320	↑ 666	774	844	↑ 69

※ Reporting segments have been changed from this fiscal year.

- The Studio & Content segment was divided into the Media Content segment and the Studio & Production segment.
- The Pocket Company, which we have invested in, became a consolidated subsidiary in the Others segment.
- The results of Media Content and Studio & Production segments for Q3 of FY2022 are shown after being reclassified under the new segment.

Consolidated Financial Results by Business Segment



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

	Revenue			Operating income		
	FY2022 Q3	FY2023 Q3	Difference	FY2022 Q3	FY2023 Q3	Difference
Education	2,524	3,185	661	789	985	196
			+26%			+25%

- ✓ The number of new students reached a record high for the 8th consecutive year, resulting in growth in both revenue and income.
- ✓ Regarding the eSports course, efforts continued to be made to expand locations. Additionally, there were strong tournament results.
- ✓ The increase of the enrollment limit of the Osaka school from 3,000 to 3,920 was approved.
- ✓ Measures continued to be taken to address ongoing issues attributable to rapid growth such as the securing of teachers, increase of enrollment limits, etc.
- ✓ Promotional expenses for the Japanese language teacher training course and other expenses, were posted in advance.

◆ Operation of online credit-based e-learning high schools
Renaissance High School Group

◆ Japanese Language Education
Renaissance Japanese Language Academy

Consolidated Financial Results by Business Segment



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

	Revenue			Operating income		
	FY2022 Q3	FY2023 Q3	Difference	FY2022 Q3	FY2023 Q3	Difference
Media Content	571	475	(95)	(205)	(134)	71
			(17%)			loss reduced

- ✓ In digital media services, the loss decreased due to the recovery of advertising revenue and the effects of cost control, although revenue from content distribution services declined.
- ✓ In the content licensing business, sales to TV stations decreased.
- ✓ Organizational reforms underway to improve business performance and achieve growth.

◆ Digital Media services

◆ Content licensing business

* The results of Media Content segment for Q3 of FY2022 are shown after being reclassified under the new segment.

Consolidated Financial Results by Business Segment



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

	Revenue			Operating income		
	FY2022 Q3	FY2023 Q3	Difference	FY2022 Q3	FY2023 Q3	Difference
Studio & Production	1,446	1,359	↓ (87)	131	72	↓ (58)
			(6%)			(45%)

- ✓ In Q1 there was a negative impact after the transition to recording revenue from overseas drama series, among other programs, in a lump sum after delivery of all episodes of each series.
- ✓ Revenue and profit decreased in the third quarter due to the impact of the Writers Guild of America and Screen Actors Guild strike in Hollywood, USA.
- ✓ Increase in costs, such as personnel expenses
- ✓ Efforts were made to facilitate the opening of an audio describer training course and a collaboration with Hello Movie, a service provider of an accessibility system to movie theaters.

◆ Production business

* The results of Studio & Production segment for Q3 of FY2022 are shown after being reclassified under the new segment.

Consolidated Financial Results by Business Segment



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

	Revenue			Operating income		
	FY2022 Q3	FY2023 Q3	Difference	FY2022 Q3	FY2023 Q3	Difference
Broadcast	1,878	1,770	(107)	161	73	(87)
			(6%)			(54%)

- ✓ Sponsorship revenues are also declining as subscription fee revenue continues to fall.
- ✓ Sales of Fishing Vision Club (VOD) increased, but this could not offset the above effects, resulting in a decrease in both revenue and income.
- ✓ Fishing Vision Club (VOD+α) is being developed into a business on par with Broadcast.

◆ "Fishing Vision",
a channel dedicated to fishing programs

◆ "Fishing Vision VOD",
a streaming service for multiple devices

Consolidated Financial Results by Business Segment



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

	Revenue			Operating income		
	FY2022 Q3	FY2023 Q3	Difference	FY2022 Q3	FY2023 Q3	Difference
Technology	3,090	3,306	↑ 215	365	386	↑ 20
			+7%			+6%

- ✓ The mainstay CDN (Akamai) services are driving segment performance with initiatives including the expansion of services to existing customers.
- ✓ Losses from cloud solution services increased due to closure of a partner's service on their platform.
- ✓ Contributing to the DX of each business in the Group

- ◆ Akamai (CDN) 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		
	FY2022 Q3	FY2023 Q3	Difference	FY2022 Q3	FY2023 Q3	Difference
Others	141	222	81	(17)	(6)	10
			+57%			loss reduced

- ✓ The business of professional eSports promotion (income from prize money, distribution, sponsorships, etc.), which is in the launch stage, posted an operating loss that was the same as in the previous year.
- ✓ The Pocket Company posted operating profit due to the release of *Uchitore* for Nintendo Switch™ in November.
- ✓ Network sales includes money received due to the liquidation of assets in conjunction with the termination of an agency agreement.

◆ Promotion of professional eSports

◆ Game Publishing

◆ Network sales

Consolidated Financial Results by Business Segment



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

	Operating income		
	FY2022 Q3	FY2023 Q3	Difference
Corporate expenses	(449)	(532)	↓ (83)
			19% cost increased

- ✓ There were increases mainly in personnel expenses due to the enhancement of the administrative division associated with the Group's growth.
- ✓ In the third quarter, there were costs incurred due to the introduction of systems to comply with the qualified invoice-based method (the invoice system) and the Electronic Books Maintenance Act, as well as the implementation of M&A activities.

- ◆ 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.)

Consolidated Financial Position



Condition of assets, liabilities, and net assets

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

	FY2022	FY2023 Q3	Difference	Rate of difference
Total assets	9,948	10,022	73	+1%
Liabilities	4,498	4,143	(354)	(8%)
Net assets	5,450	5,878	428	+8%
Shareholders' equity	4,300	4,748	447	+10%
Stock acquisition rights for non-controlling shareholders	1,149	1,130	(19)	(2%)
Shareholders' equity ratio	43%	47%	—	—

Total assets

While cash and deposits decreased, suspense payments and accounts receivable increased.

Liabilities

While deposits received and accounts payable increased, advances received decreased.

Net assets

Net assets increased due to the posting of net income despite the dividends paid.

Consolidated Financial Position



Condition of Cash flow	FY2022 Q3	FY2023 Q3
Operating cash flow	(133)	124
Investing cash flow	(239)	(989)
Financing cash flow	(345)	(364)
Effect of exchange rate change on cash and cash equivalents	11	10
Changes in cash and cash equivalents	(706)	(1,219)
Year-end balance of cash and cash equivalents	4,612	4,647

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

* The table above does not reflect increase (17 million yen) due to the addition of Broadmedia eSports Corporation to consolidation.

Operating cash flow

Increased 124 million yen due to the posting of earnings before tax of 852 million yen and an increase in accounts receivable, more than offsetting a decrease in advances received.

Investing cash flow

Decreased 989 million yen, mainly reflecting payments related to asset acquisitions to increase the number of locations of the online high school business, as well as the acquisition of shares of a subsidiary (div Inc.).

Financing cash flow

Decreased 364 million yen mainly for reasons of dividend payment, repayment of lease liabilities and the redemption of corporate bonds.

Financial Summary for the First Three Quarters of FY2023

Revision of Financial Forecasts

div Inc. and divx Inc. as new Subsidiaries

Shareholder Return

[Reference Documents]

- Sustainability (Human Capital) Initiatives
- Other Topics

Condition of existing businesses (compared with initial forecasts)



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

	Previous Forecasts (announced on May 9, 2023)	Full-year forecasts for the existing business segments	Difference	Rate of difference	(ref.) FY2022 Actual results
Revenue	14,300	13,800	↓ (500)	(3%)	13,023
Operating income	1,200	1,050	↓ (150)	(13%)	1,036
Ordinary income	1,200	1,080	↓ (120)	(10%)	1,079
Net income	1,000	830	↓ (170)	(17%)	1,110

- ✓ While showing slight weakness, results remained steady in general until the third quarter.
- ✓ In the fourth quarter, the segments other than the Education segment are expected to significantly deviate from the initial forecasts.
- ✓ Net sales, while expected to increase Year-over-Year, will fall slightly short of the forecast (3%).
- ✓ Operating income will be at the level of the previous year, although a decrease of 150 million yen is expected on a full-year basis, reflecting the M&A-related costs that have been incurred and the significant decline from the initial forecasts in Studio & Production and Broadcast.
- ✓ As a result, ordinary income and net income are also expected to decrease.

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Changes in the consolidated financial results of div Inc. (before conversion into a subsidiary)



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

	FY 2020 ended Dec.	FY 2021 ended Dec.	FY 2022 ended Dec.	FY 2023 ended Dec. (forecast)
Revenue	4,381	2,924	1,740	1,801
Operating income	(691)	(1,287)	(684)	(430)
Ordinary income	(683)	(1,158)	(667)	(427)
Net income	(760)	(1,149)	(852)	(442)

* Since neither div Inc. nor divx Inc. prepares consolidated financial statements, calculations have been made by simply combining numbers.

The company will include the performance of div Inc. and divx Inc, as both will operate as subsidiaries beginning in the fourth quarter.

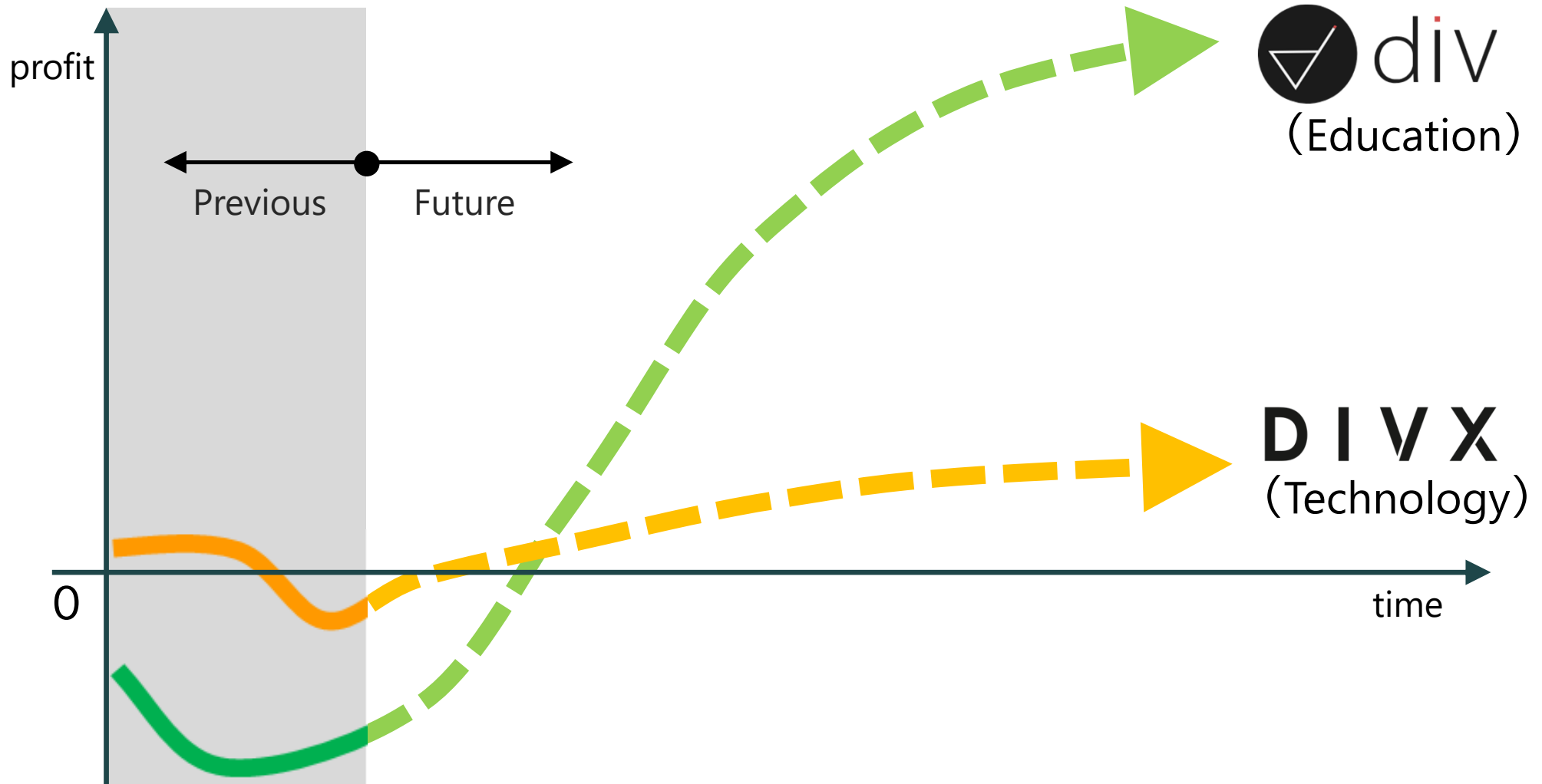
[Previous situation]

- ✓ The company had been expanding its business until 2020, taking advantage of the demand for re-skilling and the popularity of programming education while also actively investing (in human resources, facilities and locations) to facilitate the growth of business.
- ✓ Reflecting the rapid deterioration of the market conditions due to COVID-19, its sales started to decrease in 2021.
- ✓ Although the company implemented cost-cutting measures such as restructuring and the closing of locations, it continued to post losses until 2023 due to the burden of past investments.



The situation is likely to continue for some time after January 2024
when the company became a subsidiary.

Profit image of div and divx



- ✓ It is expected that it will take some time to recover the investments made by div Inc. (Education).
- ✓ In comparison, the recovery of divx Inc. (Technology) to profitability is expected to occur quickly.

Revision of Financial Forecasts



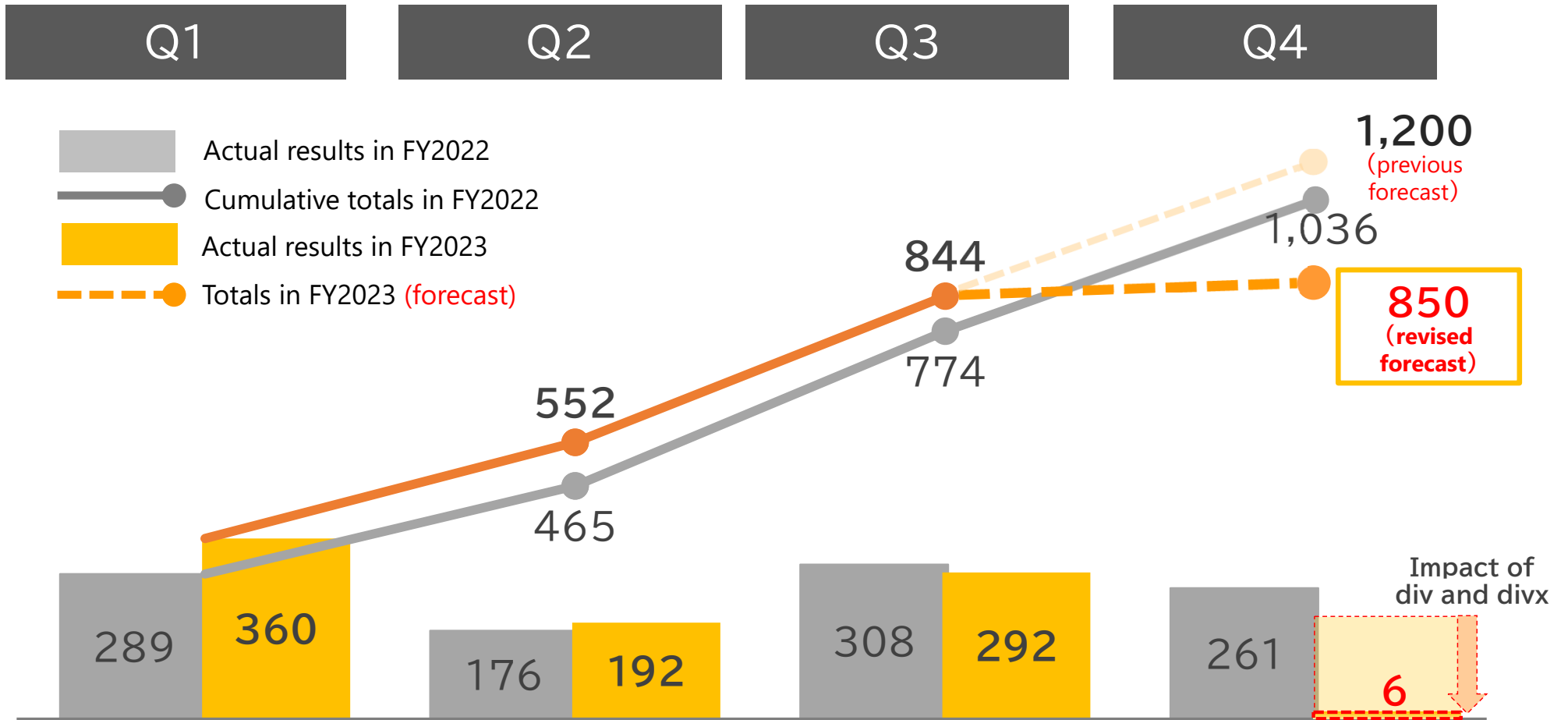
(Unit: Million yen)(Amounts are rounded down to the nearest million yen)

	Previous Forecasts (announced on May 9, 2023)	Impact of existing businesses	Impact of div and divx	Revised Forecasts (announced on Feb. 7, 2024)	Rate of difference	(ref.) FY2022 Actual results
Revenue	14,300	(500)	400	14,200	(1%)	13,023
Operating income	1,200	(150)	(200)	850	(29%)	1,036
Ordinary income	1,200	(120)	(200)	880	(27%)	1,079
Net income	1,000	(170)	(200)	630	(37%)	1,110

- ✓ The impact of the downward revision of the forecasts for existing businesses and our performance that incorporates the performance of div Inc. and divx Inc. is shown above.
- ✓ Net sales are expected to be slightly lower than previously forecast.
- ✓ Operating income is expected to decrease from the previous forecast due to the losses incurred by div Inc. and divx Inc. and the amortization of goodwill, as well as a decrease in the profit from existing businesses.
- ✓ Accordingly, ordinary income and net income are also expected to be lower.

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Changes in Operating Income (Year-over-Year)



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

Operating income for the fourth quarter is expected to decrease significantly. div Inc. and divx Inc.'s impact on our performance is expected to be -200 million yen.

Financial Summary for the First Three Quarters of FY2023

Revision of Financial Forecasts

div Inc. and divx Inc. as new Subsidiaries

Shareholder Return

[Reference Documents]

- Sustainability (Human Capital) Initiatives
- Other Topics

div Inc. and divx Inc. as new Subsidiaries



- The Group will actively promote its original combined educational business as a medium- to long-term initiative.
- Even though they are not profitable at this time, div Inc. and divx Inc. are included in the company's initiatives as a significant element on a medium- to long-term basis.
- The company acquired the shares of these companies and converted them to subsidiaries based on its belief that the action will contribute to the Group's growth and increase its corporate value over the medium- to long-term.

Medium-to-Long-Term Initiatives

Ex. from April 2022 Financial Results

The Broadmedia Group will grow with sustainable and ethical businesses.

① Accelerate incubation (business development) within the range of increased revenue and income

1. eSports business (Education + Subsidiary BM eSports + Technology)



ルネサンス高校グループ



2. Japanese language education business (Education + Studio & Content + Technology)



ルネサンス日本語学院

② Aim for further exponential growth mainly in the fields of Education and Technology, while bringing M&A into view

Further enhancement of the original combined education business



- ① Wide-area online school business, the only school business expanding despite the declining birth rate
- ×
- ② eSports education business, a business whose market is expected to expand.
- ×
- ③ Japanese language education business, a business for developing Japanese language teachers who are in short supply
- ×
- ④ **+ α**

Efforts are being made to launch the **programming education business** as ④ **the "+ α "** with a view toward the further creation of synergy.

Further enhancement of the original combined education business



- 1 **Wide-area online school business**, the only school business expanding despite the declining birth rate
- ×
- 2 **eSports education business**, a business whose market is expected to expand.
- ×
- 3 **Japanese language education business**, a business for developing Japanese language teachers who are in short supply
- ×
- 4 **Programming education business**, a business for developing engineers because they are in short supply due to the implementation of DX

4 will be created through the conversion of div Inc. and divx Inc. into subsidiaries.

Further enhancement of the original combined education business



① Wide-area online school business & ④ Programming education business

⇒ High school education and programming

② eSports education business & ④ Programming education business

⇒ Enhancement of the eSports course

③ Japanese language education business & ④ Programming education business

⇒ Collaboration for corporate training programs

Continue to create new businesses (+ β) while simultaneously facilitating the expansion of business by combining ④ and ①, ② or ③, thereby further accelerating the growth of the original combined education business.

Rebuilding the existing businesses of div Inc.



Previous situation

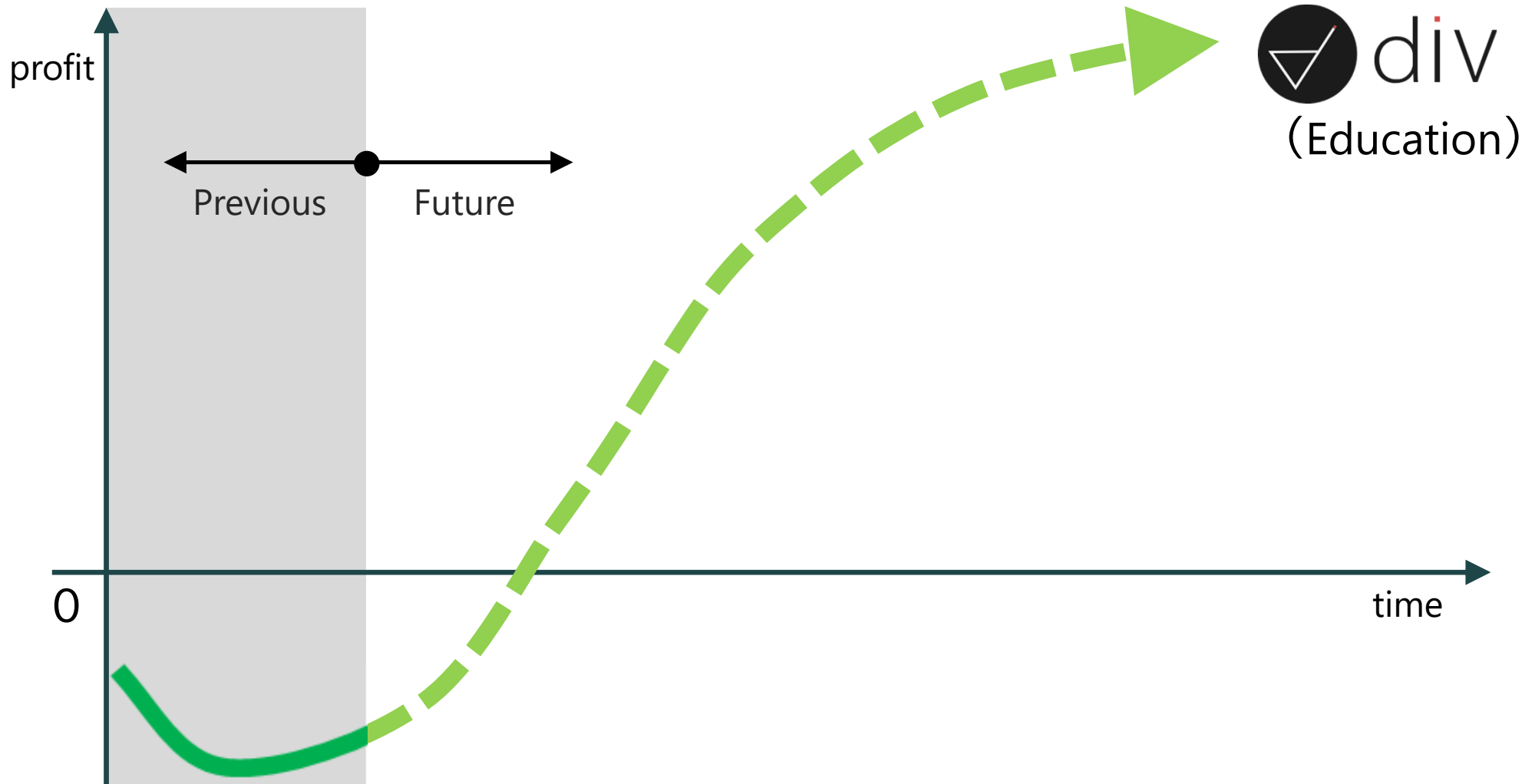
- ✓ The company had been expanding its business until 2020, taking advantage of the demand for re-skilling and the popularity of programming education while also actively investing (in human resources, facilities and locations) to facilitate the growth of business.
- ✓ Reflecting the rapid deterioration of the market conditions due to COVID-19, its sales started to decrease in 2021.
- ✓ Although the company implemented cost-cutting measures such as restructuring and the closing of locations, it continued to post losses until 2023 due to the burden of past investments.



Future initiatives

- ✓ **Organize and strengthen the structure to properly tap into the demand for programming education.**
- ✓ **Aim to expand business while simultaneously working to optimize the efficiency of investments and operation expenses by effectively using campuses located nationwide for multiple businesses (high schools, Japanese language teacher development courses and programming classes).**

Profit image of div

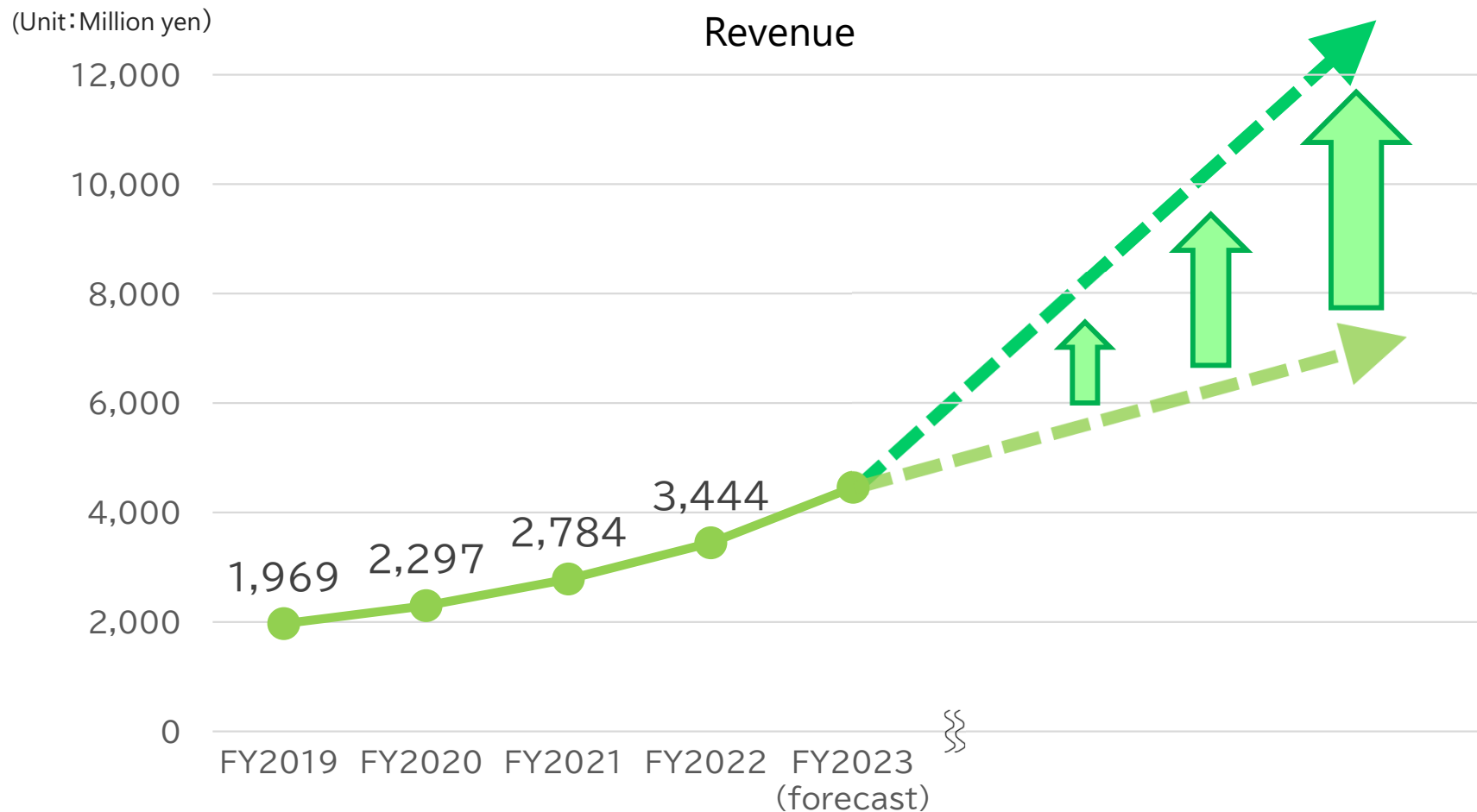


✓ It is expected that it will take some time to recover the investments made by div Inc. (Education).

Outlook for Education

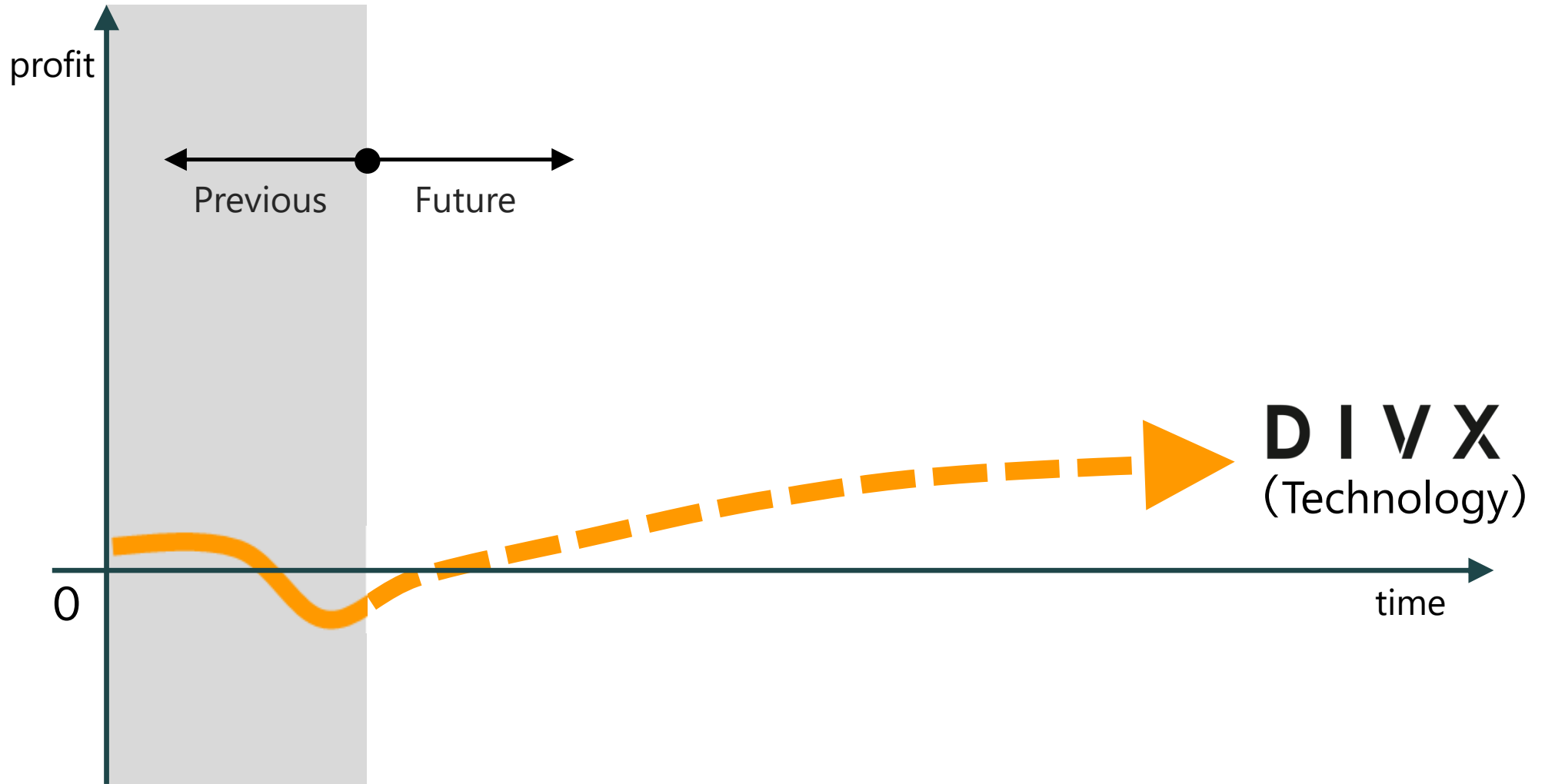


Conceptual image of the growth of Education after converting div into a subsidiary.



✓ It is expected that the growth of Education will accelerate.

Profit image of divx

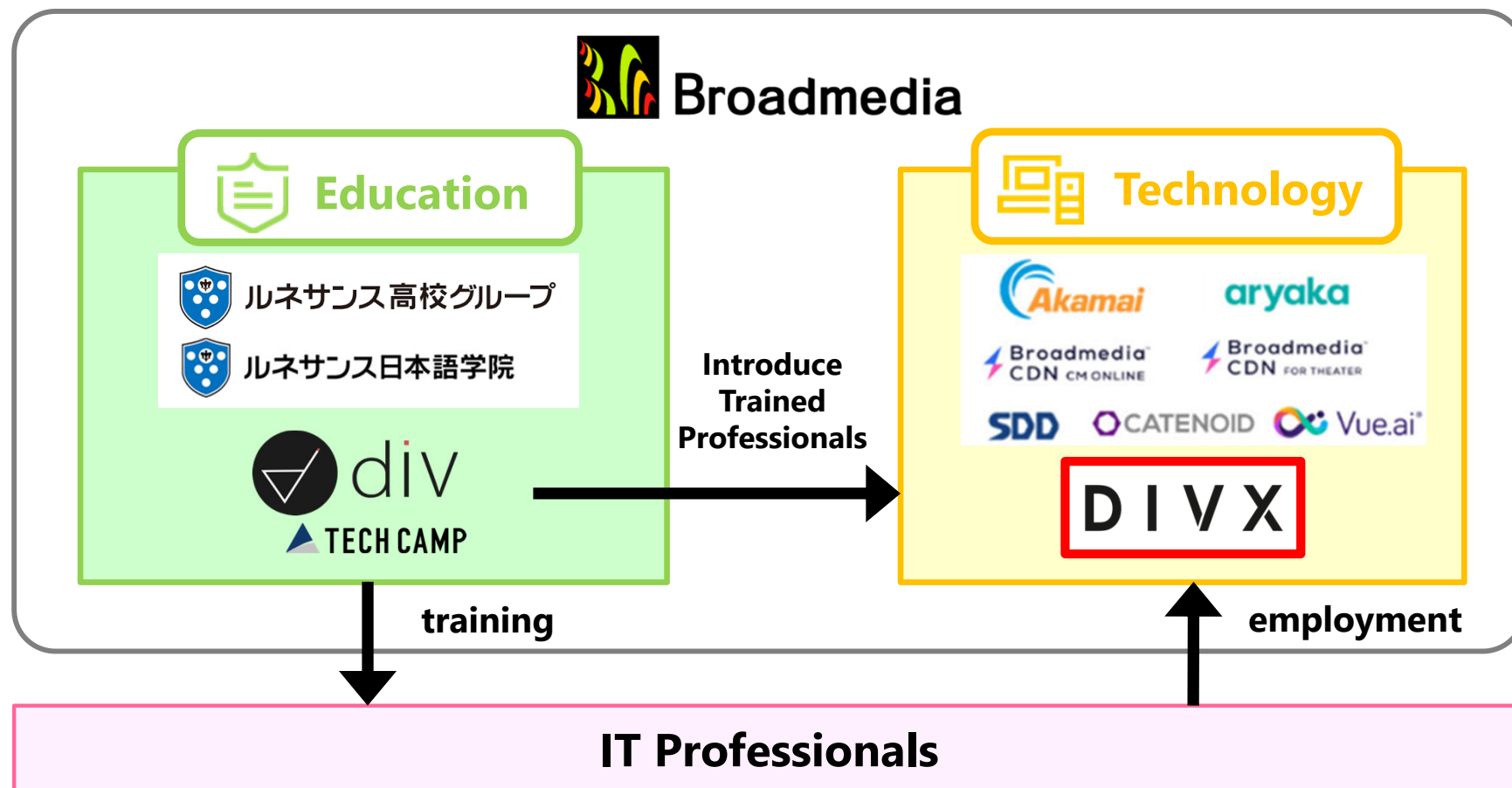


✓ In comparison, the recovery of divx Inc. (Technology) to profitability is expected to occur quickly.

Expansion of the scope of the Technology business



The scope of business has expanded quickly due to the inclusion of divx.

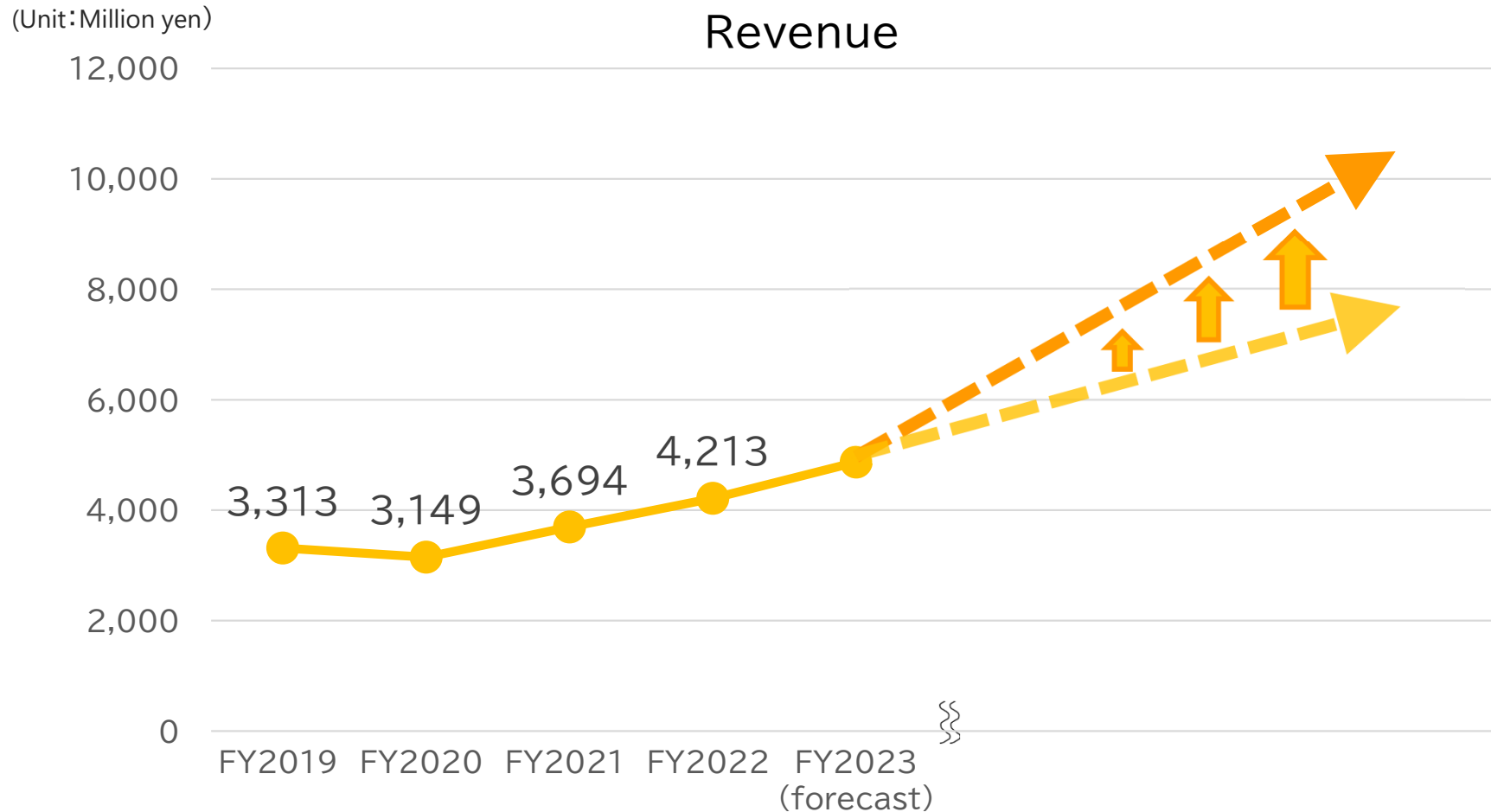


- ✓ Over 100 engineers have been secured.
- ✓ The expansion of business will be facilitated using each other's sales bases.
- ✓ A system was secured to develop necessary human resources within the Group.

Outlook for Technology



Conceptual image of the growth of Technology after the conversion of div into a subsidiary.



✓ Contribution to the stable growth of Technology is expected.

Expectations regarding the creation of group synergy



- div Inc. and divx Inc. will belong to the education service and technology service respectively.
- Collaboration with programming education, DX education and AI-aided learning in the Education service.
- Significant enhancement of the engineering capabilities of Technology.
- Acquisition of system software development capabilities across the BM Group.



div Inc. and divx Inc. as new Subsidiaries (summary)



- The Group will actively promote its original combined educational business as a medium- to long-term initiative.
- Even though they are not profitable at this time, div Inc. and divx Inc. are included in the company's initiatives as a significant element on a medium- to long-term basis.
- The company acquired the shares of these companies and converted them to subsidiaries based on its belief that the action will contribute to the Group's growth and increase its corporate value over the medium- to long-term.



While the losses are expected to influence the Group in the short term, efforts will be made to improve profitability and expand business foundations with an eye toward achieving more robust growth.

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Shareholders Return (Dividends)



Although the full-year earnings forecast has been revised downward, the year-end dividend for FY2023 is planned to be 33 yen (+3 yen increase) per share as forecasted at the beginning of the fiscal year.

	Annual Dividends (per share)	Total amount of dividends	Payout ratio
FY2021 (results)	25.00 yen	184 million yen	18.8%
FY2022 (results)	30.00 yen	218 million yen	19.9%
FY2023 (planned)	33.00 yen	239 million yen	38.1%

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

"Let's aim for new growth now!"

**div and divx joined the Group
on January 1, 2024.**



Thank you for your attention.



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Sustainability (Human Capital) Initiatives



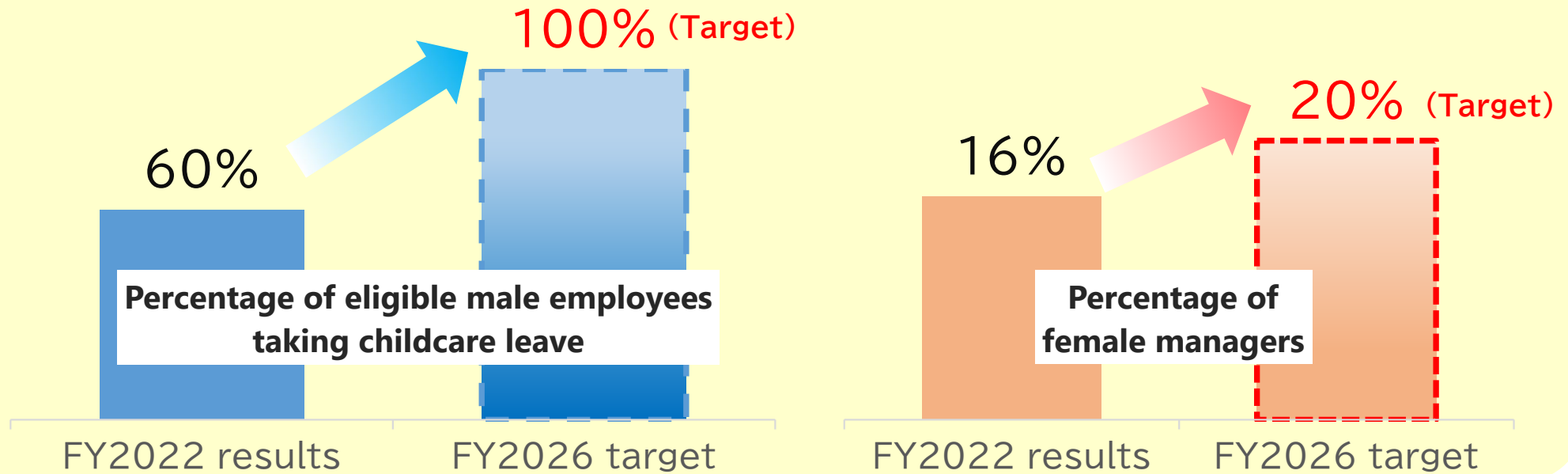
FY2022

Percentage of eligible employees taking childcare leave:

Female employees: 100%,
Male employees: 60%

FY2022

Percentage of female managers
16%



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

Consolidated Financial Results by Business Segment



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	3,185	3,183 100%	2 0%	3,185 100%	— —
Media Content	475	300 63%	175 37%	131 28%	344 72%
Studio & Production	1,359	— —	1,359 100%	1,359 100%	— —
Broadcast	1,770	1,481 84%	289 16%	1,770 100%	— —
Technology	3,306	2,937 89%	368 11%	608 18%	2,698 82%
Others	222	26 12%	196 88%	188 85%	34 15%
Total	10,320	7,928 77%	2,392 23%	7,243 70%	3,076 30%

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

Strategic Action of Studio & Production

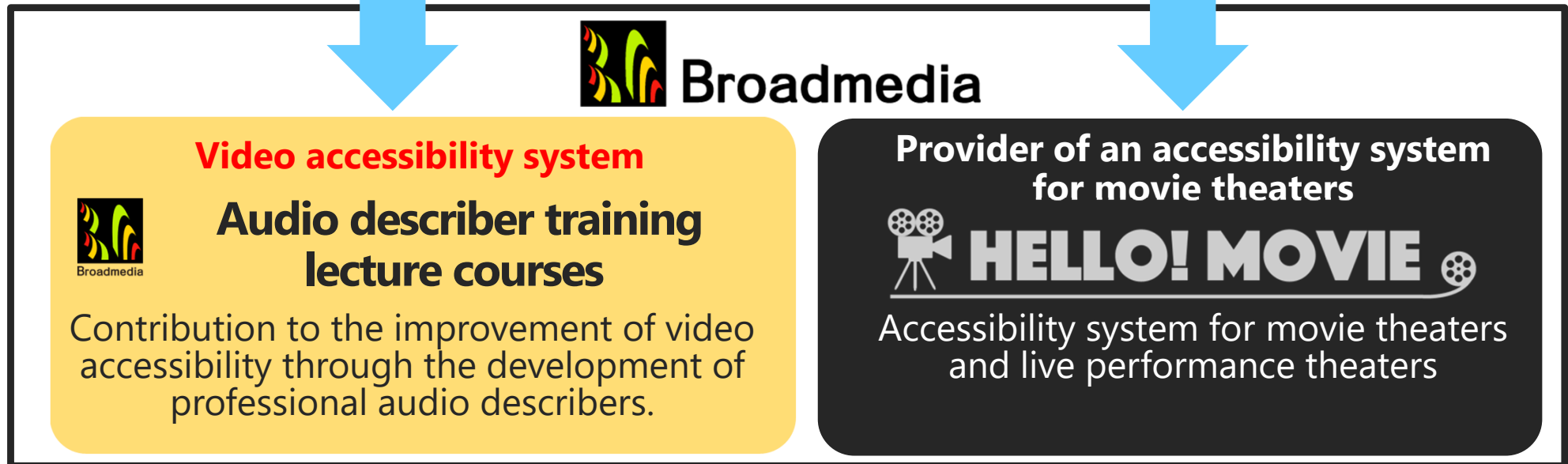


We seek to capitalize on the growth of demand for barrier-free facilities.

Following the revision of the basic policy on the Act for Eliminating Discrimination against Persons with Disabilities, from April 2024, with regard to video content, it will become obligatory to reasonably consider people with disabilities to an extent that does not create excessive burdens.

We will begin providing lecture courses in April 2024 to develop more audio describers, who are in short supply.*

We will strongly support HELLO MOVIE! Inc. in its efforts to expand overseas by subscribing for its CBs and leveraging the business alliance.



We aim to achieve growth through sustainable and ethical businesses.

Topics (Studio & Production)



We will begin providing the audio describer training lecture course in April 2024 to develop audio-based commentary script writers, thereby enabling people with visual impairments to enjoy video works through an audio-based means.

A promotional graphic for an audio describer training course. It features a woman in a white shirt looking at a document. The text is in Japanese. On the left, it says "音声解説 ディスクライバー養成講座" (Audio Description Diskwriter Training Course). Below that, it says "誰もが必要な情報を 当たり前を選択することができる社会をめざして 「書く」を仕事にしませんか" (To create a society where everyone can choose what is necessary information as a matter of course, why not make "writing" your job?). On the right, a yellow circle says "全10回の オンライン講座!" (10 online lectures!). At the bottom left, it says "2024年4月開講!" (Starts in April 2024!). The background is a blurred office setting with a wooden desk and a laptop.

音声解説
ディスクライバー
養成講座

誰もが必要な情報を
当たり前を選択することができる社会をめざして
「書く」を仕事にしませんか

全10回の
オンライン
講座!

2024年4月開講!

*Audio describers are writers who create audio-based commentary scripts to put visual information into words to enable people with visual impairments to enjoy video works through an audio-based means.

We will develop audio describers, who are in short supply, to contribute to creating a society in which everyone can enjoy video works with peace of mind.

Topics (Studio & Production)



We have subscribed for the CBs of HELLO MOVIE! Inc., a subsidiary of Evixar Inc., a company that provides sound communication solutions, while also engaging in a business alliance to promote overseas expansion.

We have established a strong partnership to provide services that enable people with visual and hearing impairments to enjoy movies.

The HELLO! MOVIE logo is centered at the top of a dark grey rectangular box. Below the logo are four icons: a smartphone with the HELLO! MOVIE logo, a blue icon of a head with a musical note and the Chinese character '音' (sound), a yellow icon of glasses with the Chinese character '字幕' (subtitles), and a green icon of a head with a speech bubble and the Chinese character '字' (text).

Accessibility technology for movie theaters
A free app that enables viewers to enjoy movies with subtitles and audio descriptions via a smartphone or smart glasses

Service lending glasses that project subtitles
to enable viewers to easily enjoy movies by displaying subtitles on the devices loaned to customers.

We will promote a system for accessibly screening movies and holding live performances at theaters.

NASEF JAPAN ALL JAPAN HIGHSCHOOL eSports "Fortnite" Division 1st & 2nd place winners

1st place winner

Renaissance High School
(Ikebukuro Campus)

Team: "Zeus, the True God of Darkness"

2nd place winner

Renaissance Toyota High School
(Nagoya eSports Campus)

Team: "The Morning After Becoming the Asia Champion Felt Great"



NASEF JAPAN

全日本高校eスポーツ選手権

22 out of 40 finalist teams are from the Renaissance High School Group. 407 teams from 162 schools around Japan entered the championship.



The finalist teams for the matches in the League of Legends division and the Valorant division which will take place on February 11 and 12 are also from the Renaissance High Schools Group!

Supporting growth of the students in the eSports program with a rich gaming environment and unique program classes

We have opened the Fishing Vision official online shop.



色々あります!

釣りビジョン
オリジナルGoods

<https://fishingv.official.ec/>

大人気!
マフラータオル

アパレル各種

キャップ

Many products developed originally and products developed in collaboration with the program will be sold.

We will enhance the service along with the second pillar of our business, the Fishing Vision Club (VOD +α).

Popular Series "I Am an Air Traffic Controller 4 Narita" "Extend Scenario 1" is released



ぼくは航空管制官4 成田 Narita
I am an Air Traffic Controller

EXTEND SCENARIO.1
エクストエンドシナリオ

成田本編ステージ開放機能」付き!
成田追加ステージ集!
「エクストエンドシナリオ1」登場!
通常価格2,200円(税込)

2024年1月11日(木)正午迄
期間限定本編特別価格
6,000円(税込)

TechnoBrain in G-cluster APP

© TechnoBrain CO.,LTD.

Recommended for people who wish to enjoy Narita Airport
to their heart's content.

Beginners are welcome! Collection of additional air traffic
control stages with lower levels of difficulty

We will continue to improve and develop our services.

Topics

(Others; Promotion of Professional eSports)



**CYCLOPS has collaborated
with the USEN Networks (USEN-NEXT Group)**



**The company started to provide the CYCLOPS Hikari powered by
USEN Networks service.**

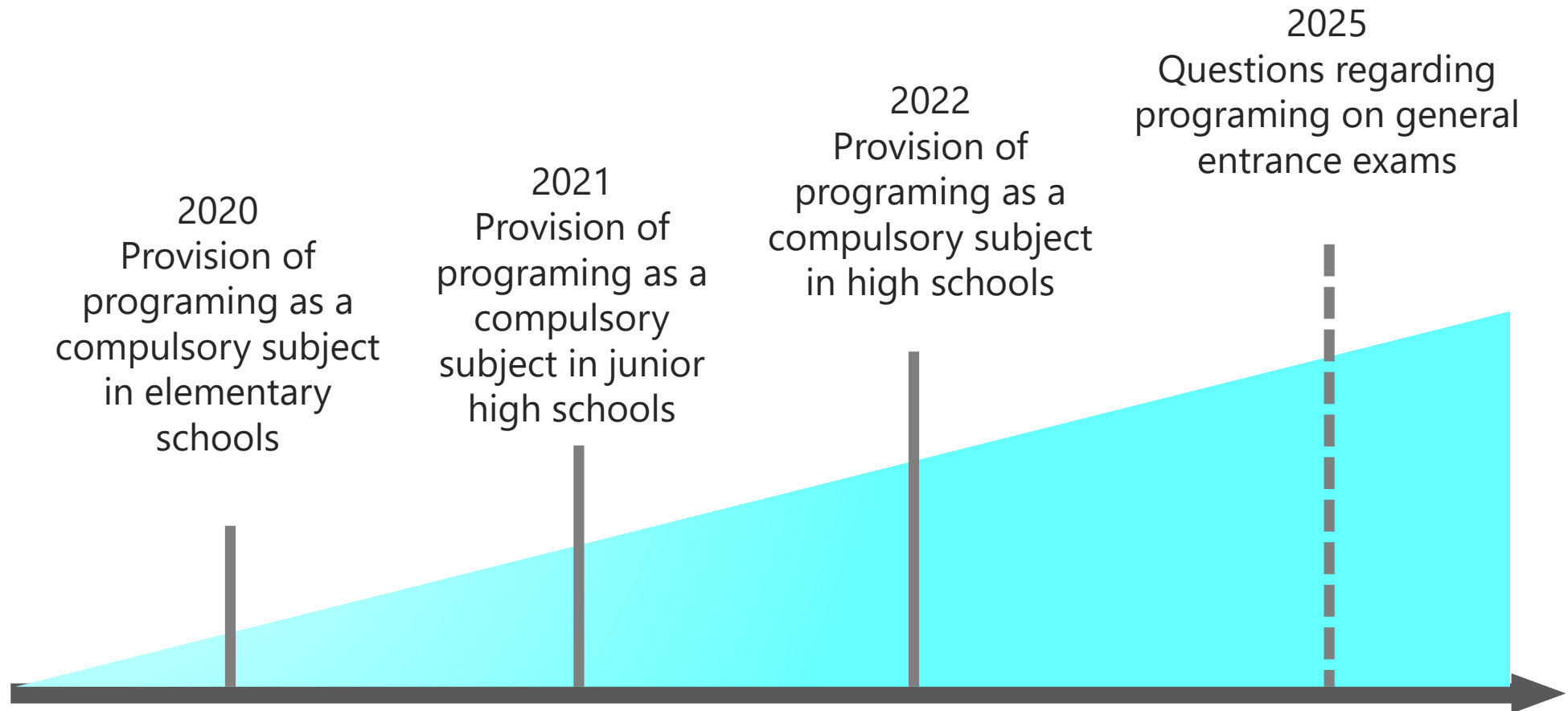
https://cyclops-osaka.jp/cp/cag_hikari

Stable fiber optic line-based service will be provided to eSports fans.

**We will further contribute to the energization of eSports
communities by further strengthening our relationships
with fans.**

[Reference]

Efforts to promote programing as a compulsory subject in schools



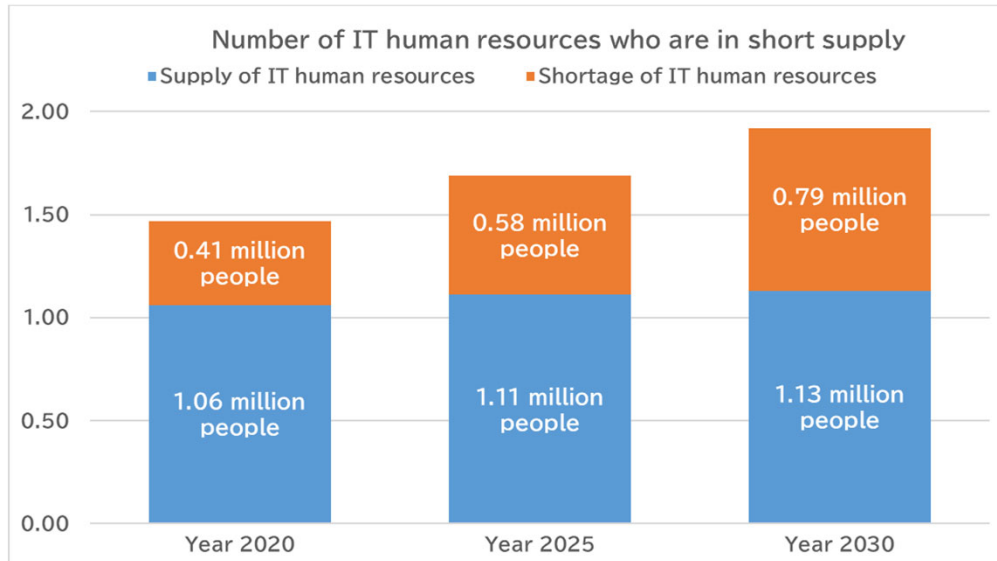
The market of programing education for high school students is expected to expand drastically as programing is provided as a compulsory subject in high schools and is incorporated into university entrance exams.

[Reference]

Shortage of IT human resources and educational needs



Implement education in high schools to avoid the need for reskilling in the future.



Source: Created by the company based on the the Ministry of Economy, Trade and Industry's Findings of METI's Study of Recent Trends and Future Estimates Concerning IT Human Resources.

Rankings of occupations desired by male high school students

	year 2020 boys (n=520)		year 2021 boys (n=517)		year 2022 boys (n=514)		year 2023 boys (n=262)	
1st	National or local government employee	6.7%	Teacher Teaching personnel University	8.1%	National or local government employee	7.8%	National or local government employee	10.0%
2nd	SE Programmers	6.0%	National or local government employee	7.7%	SE Programmers	7.2%	SE Programmers	5.3%
3rd	Teacher Teaching personnel University	6.0%	SE Programmers	6.2%	Mechanical engineer Mechanic	4.9%	Physician	4.2%

Source: *Current lifestyles of junior high and high school students* survey by LINE Research
The top three rankings for four years have been created by the company based on the male high school students category in the Ranking of Occupations Desired by High School Students published from 2020 until 2023.

As the shortage of IT human resources expands, demand for human resources is expected to continue to grow going forward. Additionally, as engineer is ranked highly in the ranking of the occupations desired by male high school students, the need for education is expected to increase.

Our Mission



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

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



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