



Summary of Financial Results for the Fiscal Year Ended March 31, 2025

Broadmedia Corporation

May 1, 2025

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.

Broadmedia

Summary of Financial Results for FY2024

Financial Forecasts for FY2025

Medium-Term Initiatives

Shareholder Return

Strengthening Corporate Governance

- **Board Structure**
- **Establishment of a Voluntary Nomination and Compensation Committee**

[Reference Documents]

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

Consolidated Financial Results for FY2024

Progress against previous year



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

	FY2023	FY2024	Difference	Rate of difference	Financial Forecasts (announced on Oct. 30)	Achievement ratio
Revenue	14,179	15,533	1,354	+10%	17,000	91%
Operating income	869	707	(162)	(19%)	1,000	71%
Ordinary income	910	719	(191)	(21%)	1,000	72%
Net income	680	335	(344)	(51%)	680	49%

- ✓ Revenue increased but income decreased from a year earlier.
- ✓ Net income decreased significantly mainly due to the following:
 - 1) Extraordinary losses posted in the second quarter due to the business transfer in Media Content business (approx. 113 million yen).
 - 2) Extraordinary losses posted in the fourth quarter due to a loss on valuation in Studio & Production (approx. 202 million yen)

Consolidated Financial Results for FY2023

Progress against financial forecasts

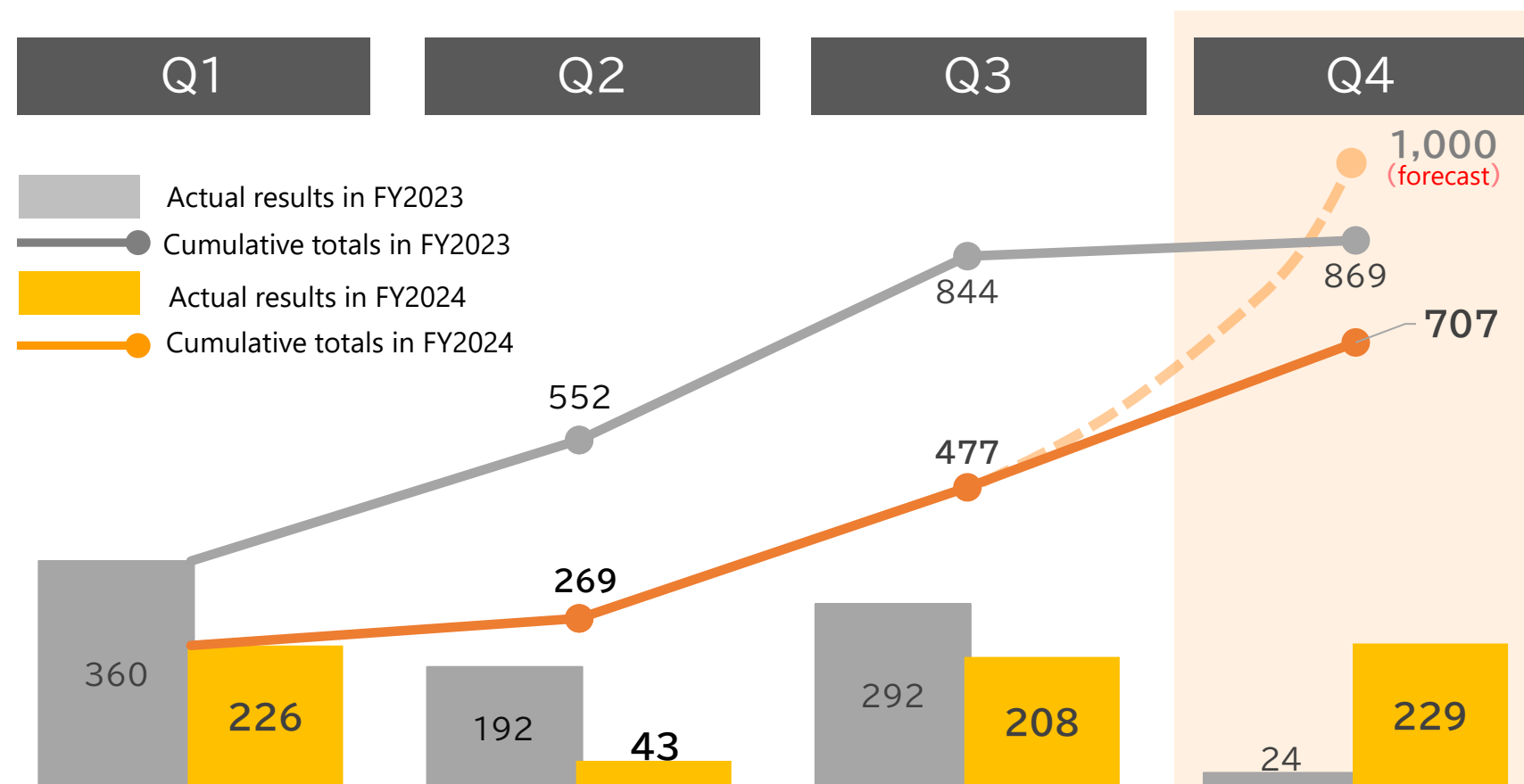


(Unit: Million yen)(Amounts are rounded down to the nearest million yen)

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Ordinary income	910	719	(191)	(21%)	1,000	72%
Net income	680	335	(344)	(51%)	680	49%

- ✓ Revenue and income figures did not reach the financial forecasts announced on October 30, 2024.
- ✓ This was due mainly to the results in Studio & Production, Education and Technology being poorer than forecast.
- ✓ Net income was far below the forecast after the posting of extraordinary losses (of approx. 202 million yen) in the fourth quarter.
- ✓ Financial forecasts were revised on April 24, 2025.

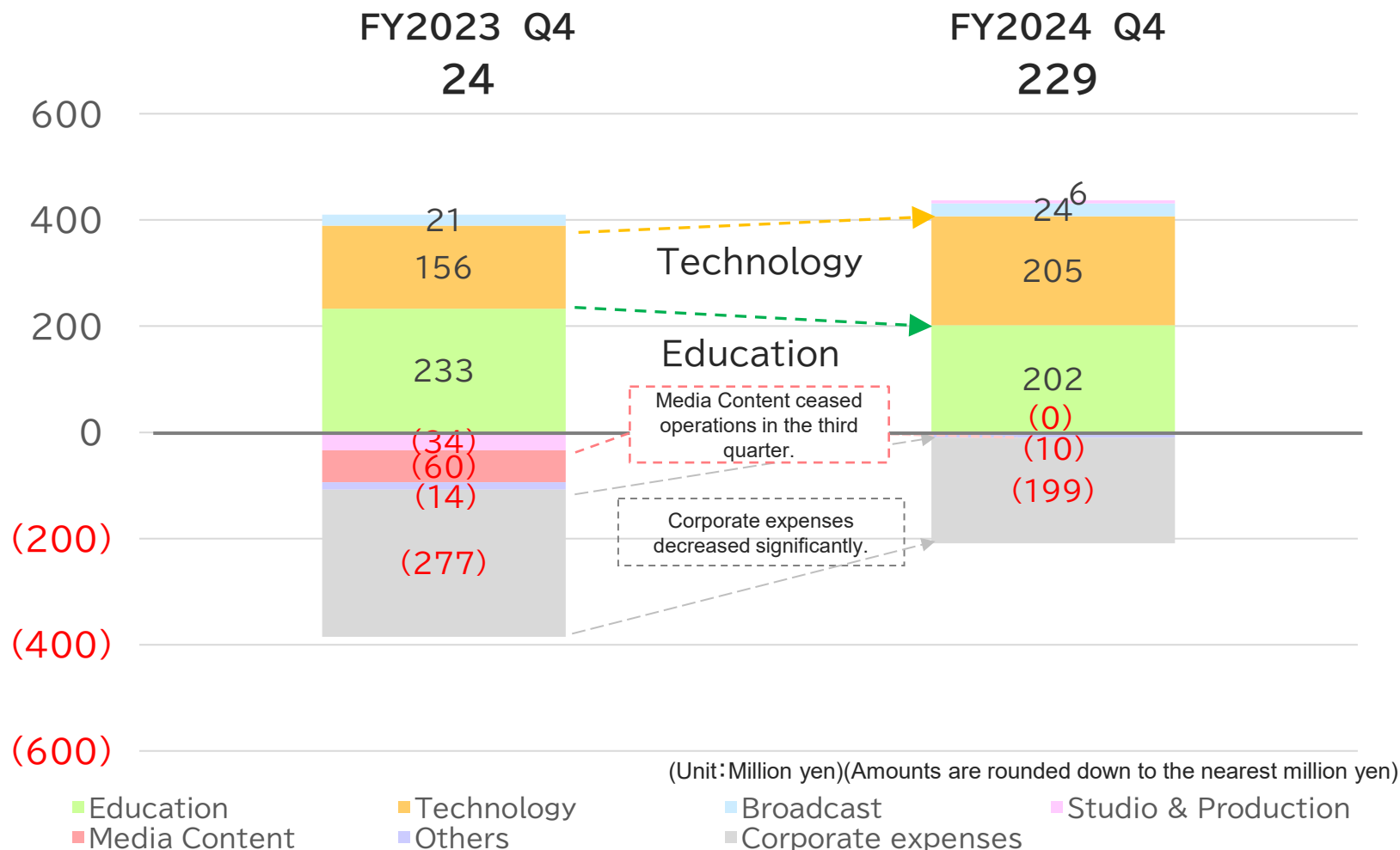
Changes in Operating Income (Year-over-Year)



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

✓ In the fourth quarter, results were much higher than in the same period of the previous year, but the cumulative results for the year did not reach the forecast level.

Operating Income for the 4th quarter of the fiscal year (Year-over-Year)

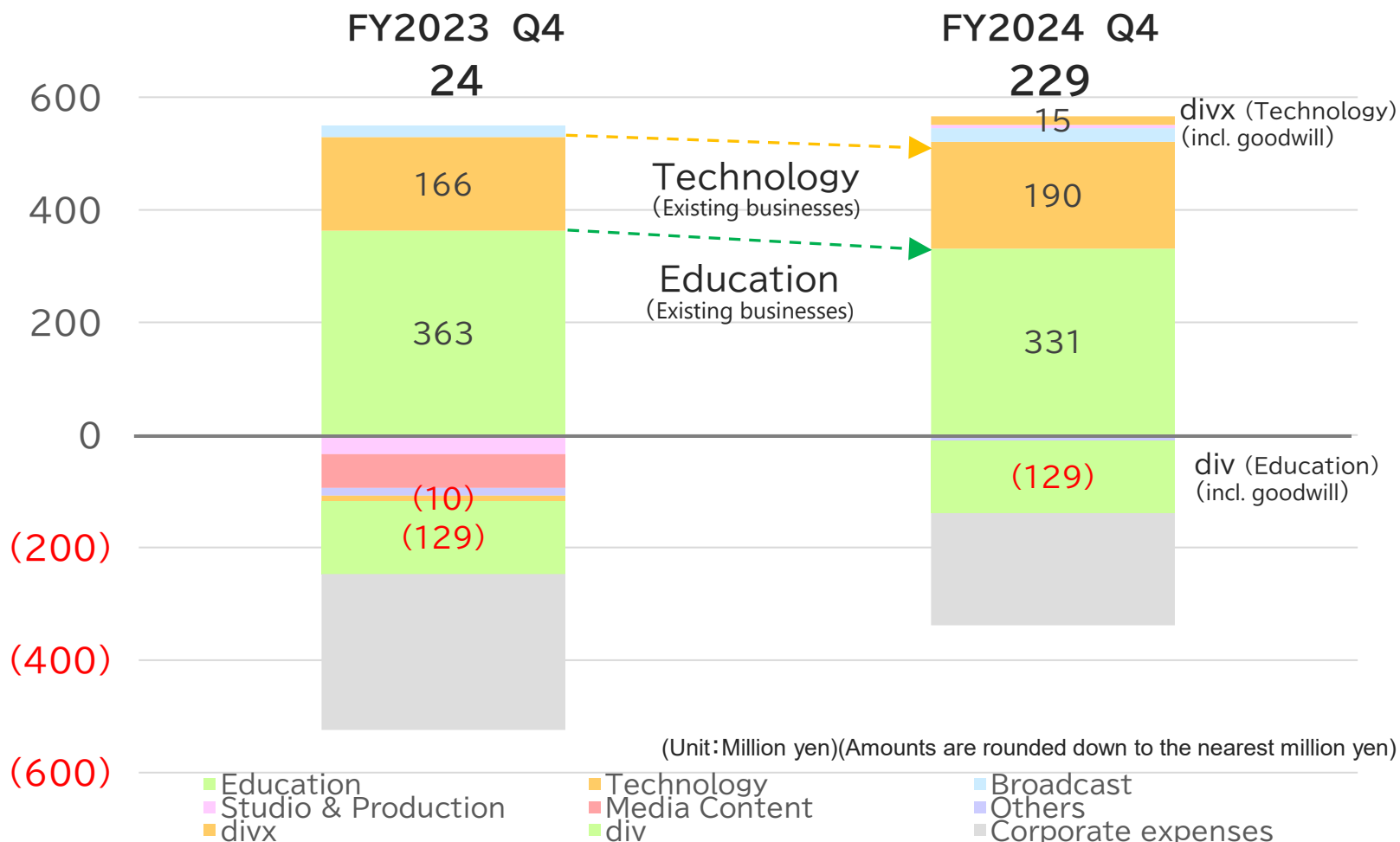


- ✓ The cessation of Media Content and the considerable decrease of Corporate expenses contributed.
- ✓ Operating income grew in Education and contracted in Technology (incl. div and divx).
- ✓ Operating income entered positive territory in Studio & Production.

Operating Income for the 4th quarter of the fiscal year (Year-over-Year)

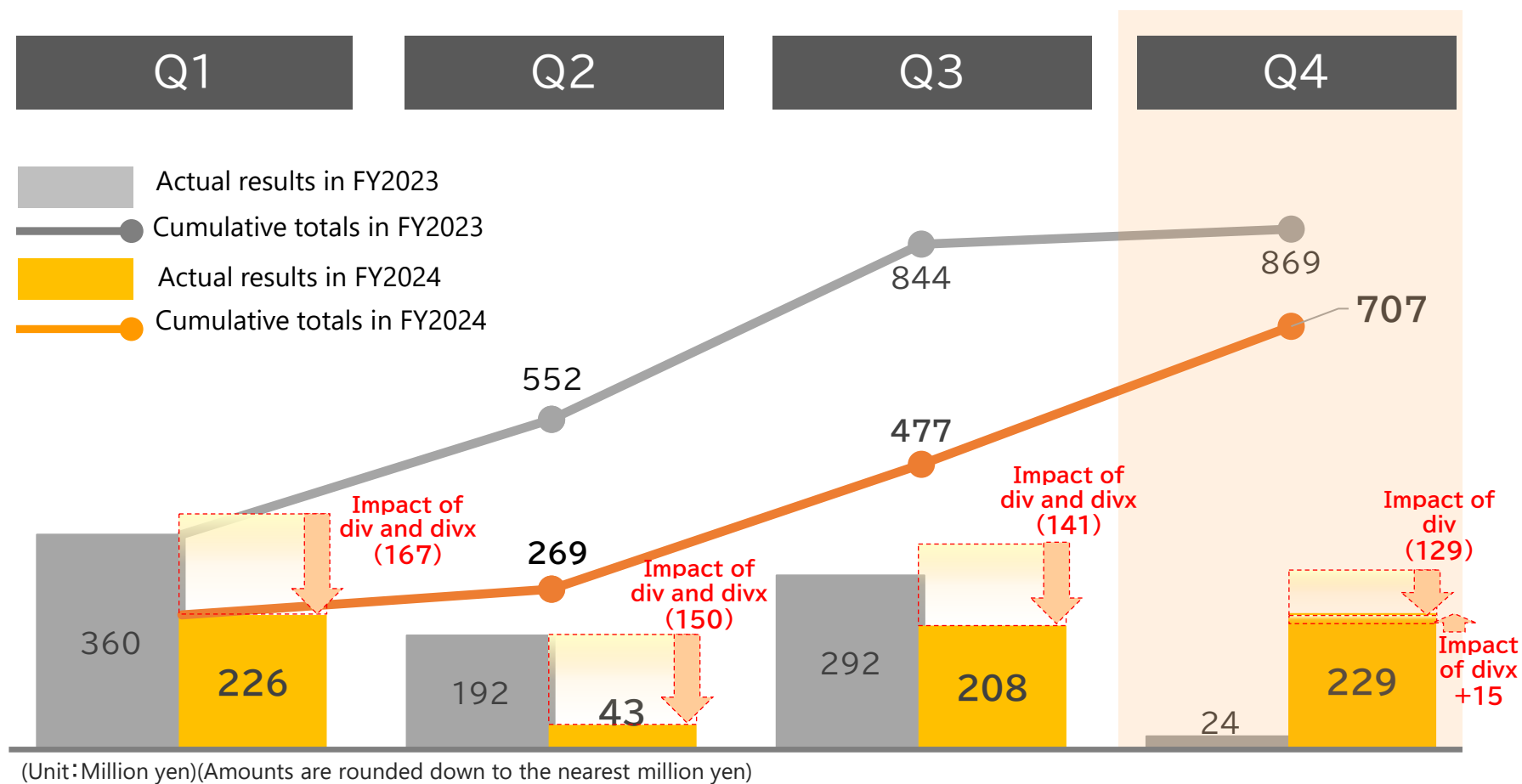


— Breakdown of operating income with div Inc. and divx Inc. shown separately from their respective segments —



- ✓ Existing businesses in Technology performed well while the income from existing businesses in Education fell.
- ✓ Operating income from div Inc. stayed flat year over year while divx Inc. entered positive territory.

Changes in Operating Income (Year-over-Year)



- ✓ In the fourth quarter, operating income significantly grew year-over-year.
- ✓ The profitability of div Inc. and divx Inc. improved on a quarter-by-quarter basis.

Consolidated Financial Results by Business Segment



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

	Revenue			Operating income		
	FY2023	FY2024	Difference	FY2023	FY2024	Difference
Education (Incl. div impact/goodwill)	4,449 (176)	5,383 (639)	934 (462)	1,218 [(129)]	907 [(424)]	(311) [(294)]
Media Content	633	345	(287)	(195)	(71)	124
Studio & Production	1,734	1,556	(177)	38	(9)	(47)
Broadcast	2,358	2,325	(33)	95	140	44
Technology (Incl. divx impact/goodwill)	4,745 (230)	5,542 (683)	796 (453)	542 [(10)]	505 [(148)]	(37) [(137)]
Others	257	380	122	(20)	(8)	11
Corporate expenses				(810)	(756)	53
Total	14,179	15,533	1,354	869	707	(162)

Consolidated Financial Results by Business Segment



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

	Revenue			Operating income		
	FY2023	FY2024	Difference	FY2023	FY2024	Difference
Education (Incl. div impact/goodwill)	4,449 (176)	5,383 (639)	934 (462)	1,218 [(129)]	907 [(424)]	(311) [(294)]
			+21%			(26%)
			Existing businesses only +11%			Existing businesses only (1%)

- ✓ Overall, business segment saw an increase in revenue but a decrease in income.
- ✓ Online high school saw record enrollment, and enrollment in the on-campus courses, including the eSports course, also increased.
- ✓ At the same time, labor and educational costs increased, resulting in higher revenue and lower income in existing businesses.
- ✓ Measures will continue to be taken to address issues attributable to growth such as the securing of teachers, increase of enrollment limits, etc.
- ✓ Enrollment in the Japanese language teacher training courses increased.

- ◆ Online credit-based e-learning 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		
	FY2023	FY2024	Difference	FY2023	FY2024	Difference
Education (Incl. div impact/goodwill)	4,449 (176)	5,383 (639)	↑ 934 (462)	1,218 [(129)]	907 [(424)]	↓ (311) [(294)]
			+21% Existing businesses only +11%			(26%) Existing businesses only (1%)

Impact of div Inc. which was acquired as a subsidiary

- ✓ Div operating loss pushed segment income down by 424 million yen (incl. goodwill amortization).
- ✓ Operating income increased while revenue dropped due to the review of high expenses for attracting customers.
- ✓ In the fourth quarter, operating income fell 44 million yen from the previous quarter (Oct.-Dec.) mainly due to relocation and moving expenses, as well as higher tax expenses from year-end closing.
- ✓ In the short term, income is expected to be negative, but efforts to improve the balance of earning and expense including cost reductions will be made aiming to achieve greater growth.

- ◆ Online credit-based e-learning 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		
	FY2023	FY2024	Difference	FY2023	FY2024	Difference
Media Content	633	345	(287)	(195)	(71)	124
			(45%)			loss reduced

- ✓ Completed business transfer after considering strategic options.
All operations within this segment ceased in the third quarter.
- ✓ Performance for the video and comic service is reflected through the end of October, and for the entertainment information service through the end of November.

- ◆ Digital Media services
 - Video distribution and Digital comic service
 - Entertainment news website, etc.

Consolidated Financial Results by Business Segment



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

	Revenue			Operating income		
	FY2023	FY2024	Difference	FY2023	FY2024	Difference
Studio & Production	1,734	1,556	↓ (177)	38	(9)	↓ (47)
			(10%)			loss recorded

- ✓ Revenue and income both fell as a result of the lingering impact of the strike in Hollywood in 2023.
- ✓ In the second half (Oct.-Mar.), orders rallied and the income posted was positive. However, this did not fully cover the loss in the first half and a negative full-year loss was recorded.
- ✓ As a result of evaluating the recoverability of the fixed assets of this business, an impairment loss of approx. 202 million yen was recorded.
- ✓ In the medium term, increased added value is being aimed for through business process improvements and utilization of AI, while strategic options are also being considered.

◆ Production business

Consolidated Financial Results by Business Segment



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

	Revenue			Operating income		
	FY2023	FY2024	Difference	FY2023	FY2024	Difference
Broadcast	2,358	2,325	(33)	95	140	44
			(1%)			47%

- ✓ Subscription fee revenue continues to fall.
- ✓ Revenue decreased slightly despite increases in sponsor revenue and sales from Fishing Vision Club (VOD).
- ✓ Operating income increased due to the effect of cost control.
- ✓ The Company continues to consider its options strategically.

- ◆ "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		
	FY2023	FY2024	Difference	FY2023	FY2024	Difference
Technology (Incl. divx impact/goodwill)	4,745 (230)	5,542 (683)	796 (453)	542 [(10)]	505 [(148)]	(37) [(137)]
			+17% Existing businesses only +8%			(7%) Existing businesses only +18%

- ✓ Overall, business segment saw an increase in revenue but a decrease in income, although existing businesses increased in both revenue and income.
- ✓ Our flagship Akamai (CDN) service increased income and profit.
- ✓ System Design Development co., Ltd recorded a profit.
- ✓ Contributing to digital transformation (DT) and security measures of each business within 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		
	FY2023	FY2024	Difference	FY2023	FY2024	Difference
Technology (Incl. divx impact/goodwill)	4,745 (230)	5,542 (683)	↑ 796 (453)	542 [(10)]	505 [(148)]	↓ (37) [(137)]
			+17% Existing businesses only +8%			(7%) Existing businesses only +18%

Impact of divx Inc. which was acquired as a subsidiary

- ✓ Divx operating loss pushed segment income down by 148 million yen (incl. goodwill amortization).
- ✓ The above resulted from elimination of intra-group transactions pertaining to compensation (approx. 121 million yen) for DT and security measures of businesses within the Group.
- ✓ In the fourth quarter, revenue grew 28 million yen from the previous quarter (Oct.-Dec.) and operating income of 15 million yen was posted.

- ◆ 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		
	FY2023	FY2024	Difference	FY2023	FY2024	Difference
Others	257	380	↑ 122	(20)	(8)	↑ 11
			+48%			loss reduced


- ✓ Overall, an increase in revenue and a reduction in losses were recorded across the segment.
- ✓ The Game Publishing business saw a significant increase in revenue and returned to profitability due to a commission for a large-scale development project and new releases in the first quarter.
- ✓ Both sales and profit of Promotion of Professional eSports decreased, despite an increase in income from prize money, due to decreases in income from sponsors and that from licenses. Operating loss at the same level as the previous year was recorded.

- ◆ Game Publishing
- ◆ Promotion of professional eSports (income from prize money, distribution, sponsorships, etc.)

Consolidated Financial Results by Business Segment



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

Operating income			
	FY2023	FY2024	Difference
Corporate expenses	(810)	(756)	 53

7%
cost reduced

- ✓ There were increases mainly in personnel expenses due to the enhancement of the administrative division associated with the Group's growth.
- ✓ At the same time, there was an absence of the expenses related to M&A activities (the conversion of div Inc. and divx Inc. into subsidiaries) that were incurred in the previous fiscal year.

- ◆ 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)

	FY2023	FY2024	Difference	Rate of difference
Total assets	11,890	11,300	(590)	(5%)
Liabilities	5,981	5,519	(462)	(8%)
Net assets	5,909	5,780	(128)	(2%)
Shareholders' equity	4,774	4,631	(143)	(3%)
Stock acquisition rights for non-controlling shareholders	1,134	1,149	15	+1%
Shareholders' equity ratio	40%	41%	—	—

Total assets

While accounts receivable - trade increased, cash and deposits and program accounts decreased.

Liabilities

While deposits received increased, advances received and borrowings decreased.

Net assets

Despite the posting of net income, net assets decreased as a result of dividend payments and the repurchase of treasury stock.

Consolidated Financial Position



Condition of Cash flow

	FY2023	FY2024
Operating cash flow	1,176	710
Investing cash flow	(915)	(30)
Financing cash flow	(320)	(882)
Effect of exchange rate change on cash and cash equivalents	19	(2)
Changes in cash and cash equivalents	(40)	(205)
Year-end balance of cash and cash equivalents	5,826	5,621

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

Operating cash flow

Increased 710 million yen, chiefly reflecting the posting of income before income taxes of 430 million yen and the growth of deposits received, despite the increase of accounts receivables and the decrease of advances received.

Investing cash flow

Decreased 30 million yen, resulting mainly from asset acquisition for expansion of sites in the high school correspondence course business

Financing cash flow

Decreased 882 million yen, due to dividend payments, the repurchase of treasury stock, and the repayment of debt

Summary of Financial Results for FY2024

Financial Forecasts for FY2025

Medium-Term Initiatives

Shareholder Return

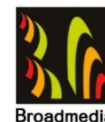
Strengthening Corporate Governance

- Board Structure
- Establishment of a Voluntary Nomination and Compensation Committee

[Reference Documents]

- Sustainability (Human Capital) Initiatives
- Other Topics

Consolidated Financial Forecasts; 1



	FY2024 accual results	FY2025 Full-year forecasts		Difference	Rate of difference
Revenue	15,533	16,400		867	+6%
Operating income	707	1,100		393	+56%
Ordinary income	719	1,100		381	+53%
Net income	335	850		515	+154%

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

[Revenue]

- ✓ Revenue is expected to grow in all segments.
- ✓ In Education, revenue is forecast to rise. While enrollment limits in the online high school business are not expected to rise in FY2025, prices will be revised and the Japanese language education business is projected to grow.
- ✓ Orders will rally in Studio & Production and existing businesses in Technology will continue their healthy performance.
- ✓ Revenue of div Inc. and divx Inc. is projected to increase.

Consolidated Financial Forecasts; 2



	FY2024 accual results	FY2025 Full-year forecasts		Difference	Rate of difference
Revenue	15,533	16,400		867	+6%
Operating income	707	1,100		393	+56%
Ordinary income	719	1,100		381	+53%
Net income	335	850		515	+154%

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

[Income]

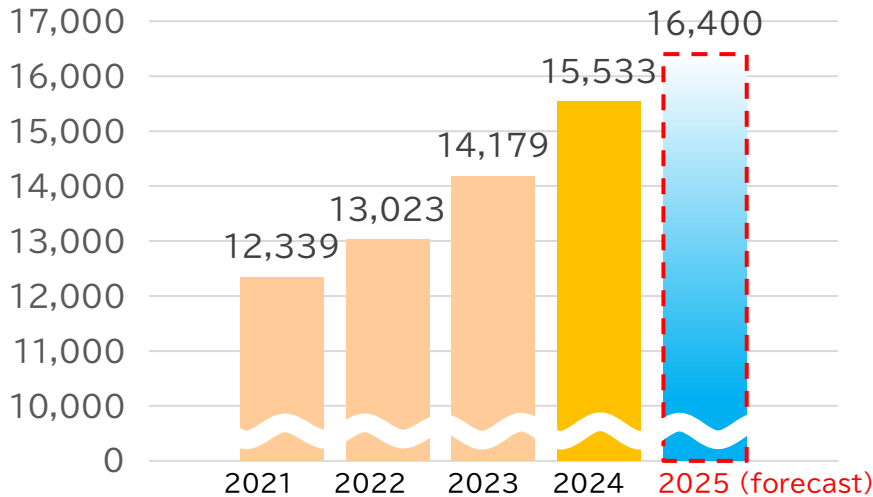
- ✓ In existing businesses in Education, income is expected to reach the same levels as in the previous fiscal year as it is expected that personnel expenses and upfront expenses for opening a new school will continue to increase.
- ✓ Income from existing businesses in Technology is expected to grow due to increased revenue. Studio & Production is expected to achieve profitability.
- ✓ It is anticipated that the losses of div Inc. will significantly shrink and that divx Inc. will attain full-year profitability.
- ✓ Following an increase in operating income, it is also expected that ordinary income and net income will climb.

Full-year earnings trends and forecasts

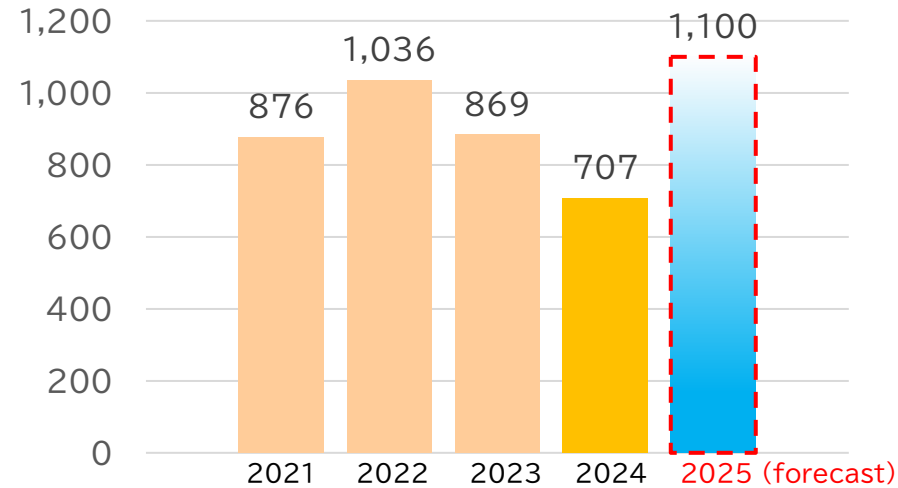


(Unit: Million yen)

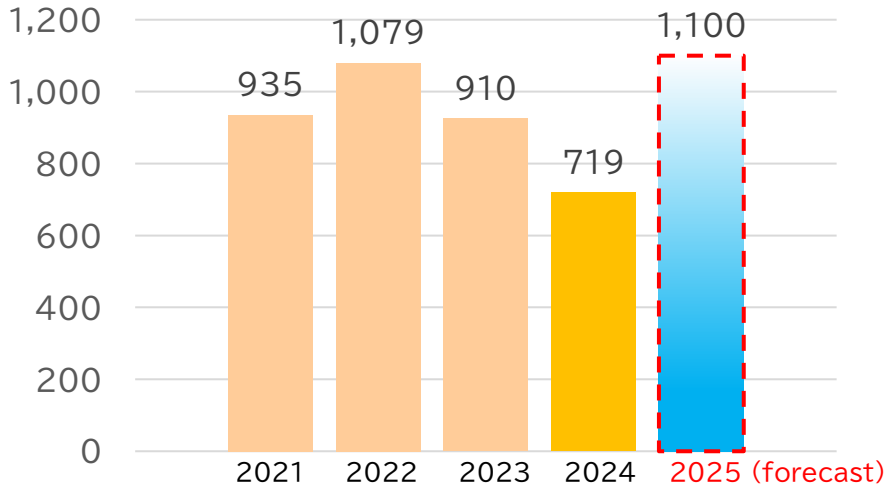
Revenue



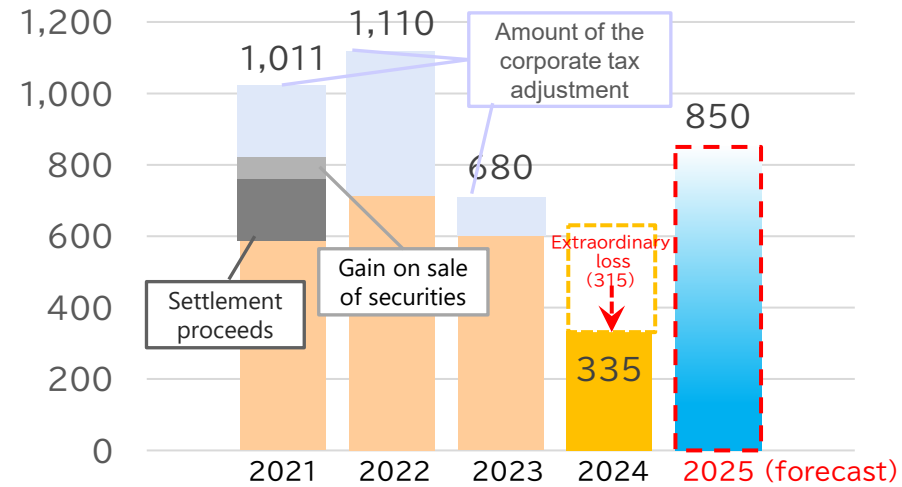
Operating income



Ordinary income



Net income



The Company aims to increase revenue and income through sustainable growth in each business.

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Financial Forecasts for FY2025

Medium-Term Initiatives

Shareholder Return

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[Reference Documents]

- Sustainability (Human Capital) Initiatives
- Other Topics

Initiatives for Expanding Education (Online High School)



ルネサンス高校グループ



1) Increase the capacity at three schools in the Renaissance High School Group



ルネサンス高校グループ

Issue

Currently, enrollment has almost reached its limit.

Enrollment limit of the three schools in the Group: 10,220 people
As of April 1, 2025

Initiative

· Enrollment limits for April 2025 could not be increased.

⇒ Make every effort to increase enrollment limits for FY2026.

2) Establish a new school



ルネサンス高校グループ

Issue

Establishment of a fourth school is necessary to achieve a significant increase in capacity.

Initiative

Continue to consult with local governments and the responsible governmental ministries and agencies with a view toward establishing a new school in April 2026.

Endeavor to lay a foundation for a leap forward in FY2025.

div Inc.'s Initiatives in Education (AI & Programming Education)

(1) Streamlining and strengthening div Inc.'s structure for profitability

Issue

Departure from the cost structure and sales approaches used in the past

Initiative

- Revise fixed costs by optimizing personnel and closing or relocating locations.
- Enhance customer acquisition efficiency by bolstering sales and marketing capabilities.

Optimize investment efficiency and the operation system to rebuild the earning structure

(2) div Inc.'s new business creation

Issue

Fully capturing the market's AI and programming education needs

Initiative

Establish a revenue base through the development and offering of new services as part of the Group's original, integrated education business.

Achieve greater efficiency and business expansion in order to significantly reduce the deficit in fiscal year 2025 and return to profitability in fiscal year 2026.

TECH CAMP Work Transition School

Digital Transformation (DT) Back Office Skills Course

launched to help people with disabilities acquire DT skills



▲ TECH CAMP 就労移行スクール

はたらく未来が
輝きだす

- ✓ 発達障がい支援 と IT就職 に特化
- ✓ 工賃を貰いながら スキルアップ

▶ ITスキルでライバルに差をつける!

事務職を検討中のあなたへ
企業に求められるスキルが身につく
「DX事務コース」を新オープン!

Providing training in essential back-office skills and supporting employment.

By supporting people with developmental disabilities, we help address the shortage of IT professionals and promote greater diversity in the workforce.

Major upgrade of the TECH CAMP DT High School

(commonly known as DX High School) **Support Service**

Enhancing generative AI training for teachers, DT courses for students, etc.



日本最大級のプログラミングスクールを運営

テックキャンプの DXハイスクール支援サービス

生成AIや探究学習等10以上のメニューを専門講師のサポート付きで提供

資料請求・お問い合わせ >

Providing courses and learning materials focused on generative AI, data sciences and other digital skills for DT High Schools (commonly known as DX High Schools)* selected by the Ministry of Education, Culture, Sports, Science and Technology

Offering a curriculum designed to equip learners with practical IT skills for real-world use.

*A project that provides subsidies to schools and equivalents that teach curriculums focusing primarily on information and mathematics and that strengthen investigative and practical learning programs that traverse the humanities and sciences using information and communication technologies in collaboration with universities and similar institutions with to facilitate their development of the necessary environment (according to the Ministry of Education, Culture, Sports, Science and Technology's FY2025 High School Digital Transformation Acceleration Promotion Project press release) https://www.mext.go.jp/content/20250120_mxt_koukou01_000039718_0000.pdf

TECH CAMP High School forms alliance with divx Inc. to launch an engineer internship program in April 2025.



D I V X

Engineer interns will learn practical programming and project operation skills during the month-long engineer internship program.

The program provides opportunities to experience future careers through practical experiences at companies.

TECH CAMP Skill College for Business releases an online training service for businesses.



It provides at least 300 different curriculums including programming, generative AI and web design courses.

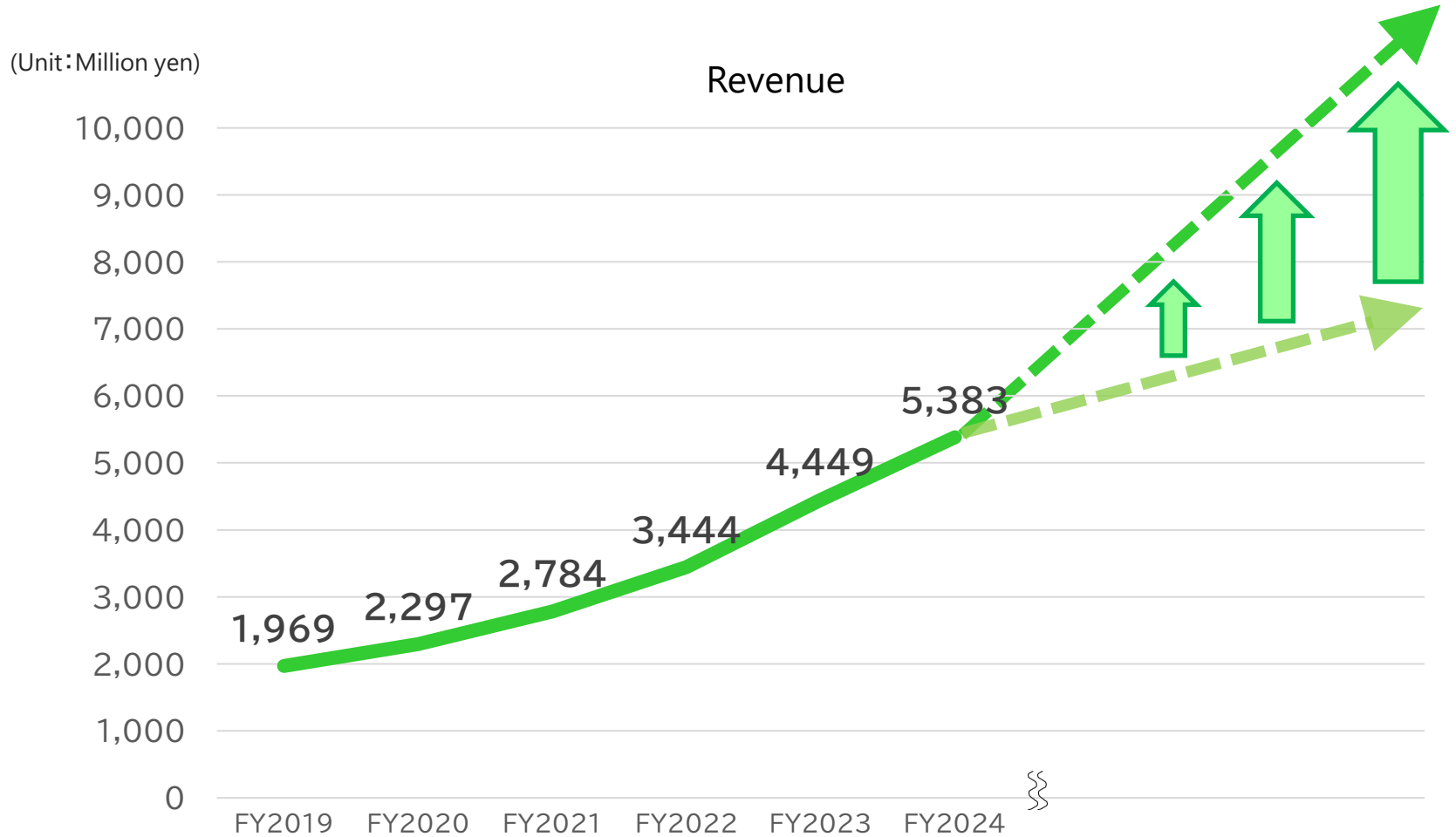
It is able to create learning programs optimized for individual companies.

The service helps people acquire cutting-edge IT skills, implement corporate DT and streamline operations.

Outlook for Education



Conceptual diagram of growth in Education in its complex form including div Inc.



(1) Growth in divx Inc.'s sales volume

Issue Lack of sales and marketing capabilities

- Initiative**
- **Strengthening of sales structure and activities started to produce positive effect in the second half of FY2024.**
 - **Reinforce digital marketing and promote further scaling**

(2) Stabilize divx Inc.'s revenue base

Issue Increase in percentage of stock-type businesses through transition from flow-type ones

- Initiative**
- **Continue and further strengthen the quasi-outsourcing, lab-based (subscription) model**
 - **Develop and provide new services, etc. using AI.**

We seek to achieve further growth and ensure a stable revenue base.

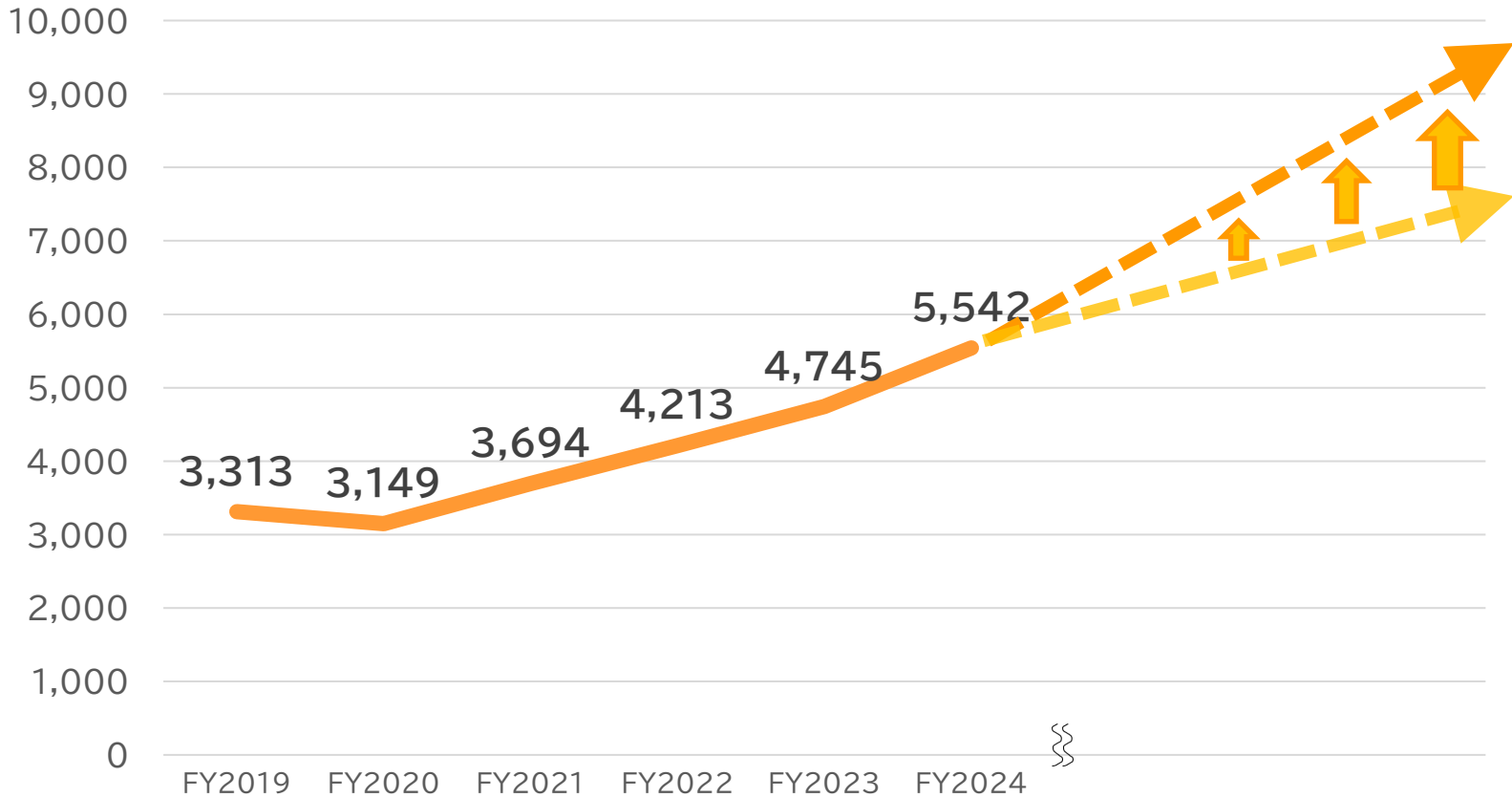
Outlook for Technology



Projected growth in Technology after adding divx Inc.

(Unit: Million yen)

Revenue



“ The Broadmedia Group will grow with sustainable and ethical businesses. ”

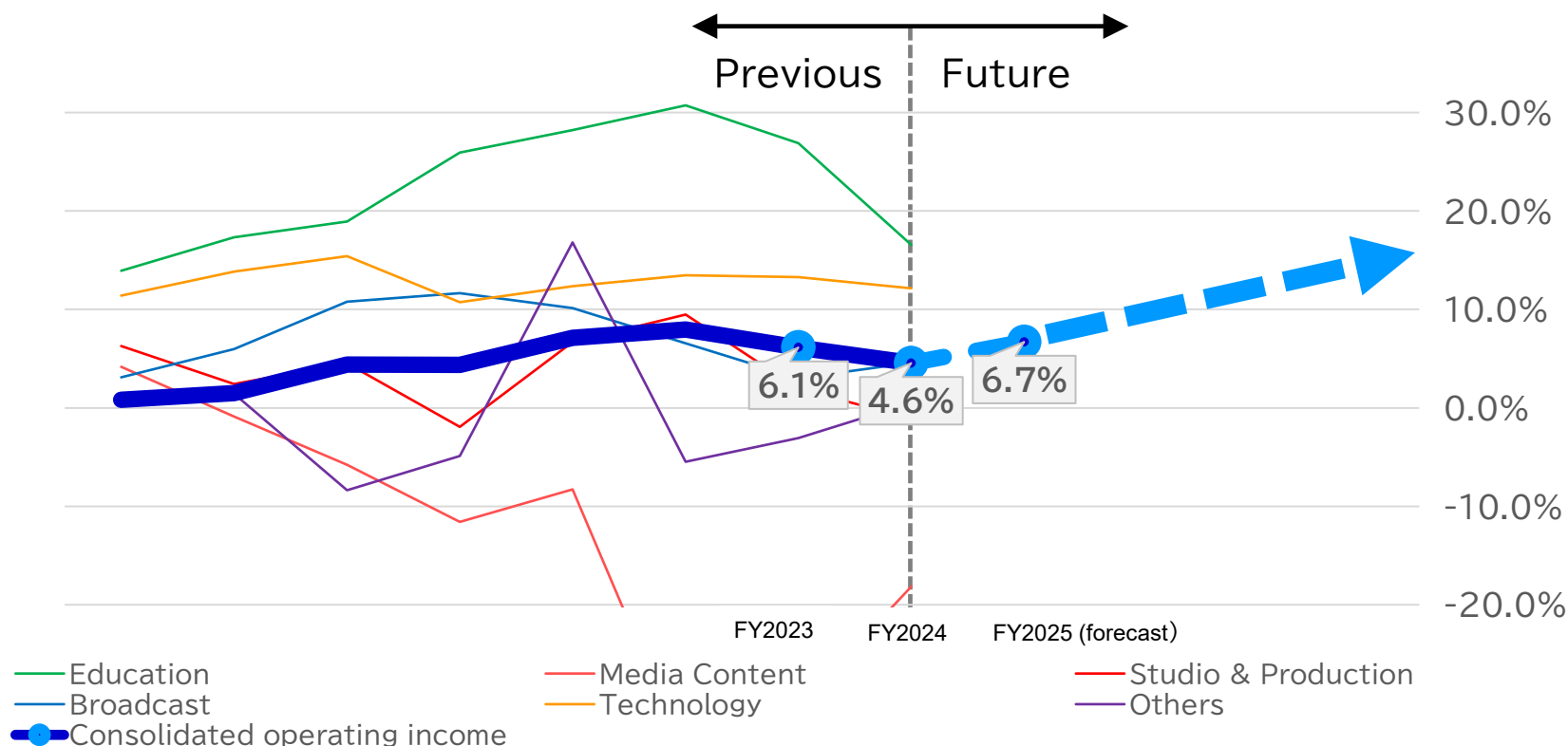
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“ We aim for further expansion and higher profitability. ”
(Operating profit ratio 10%, ROE 30%)

Improve Operating Income Ratio



Operating profit trend by Segment (Latest)



- ✓ While the loss was reduced by the transfer of the Media Content business, the losses posted by div Inc. and divx Inc. and in Studio & Production contributed to the decrease of the operating income ratio.
- ✓ We seek to improve performance by increasing operating profit and executing strategic options.

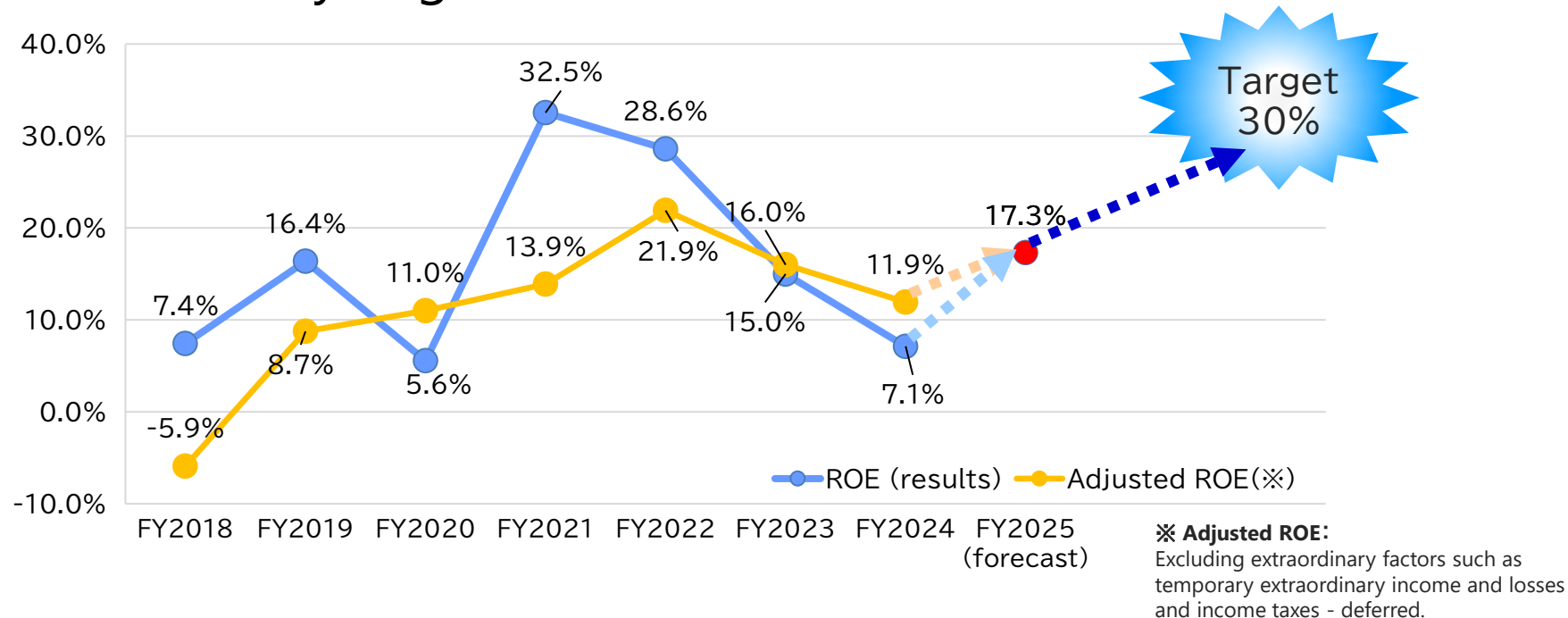
We will continue to aim to achieve a consolidated operating profit ratio of 10%.

Improve Return on Equity (ROE)



“We aim for further expansion and higher profitability.”

ROE trend by Segment



- ✓ In FY2024, ROE decreased from the previous fiscal year.
- ✓ The Group will promote initiatives to improve ROE.

(Improving business performance, acquiring and canceling treasury shares, increasing dividends, and making strategic business choices, etc.)



Continue to aim to achieve an ROE of 30%

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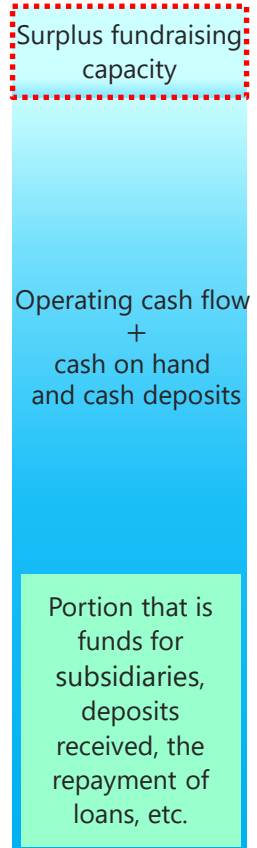
[Reference Documents]

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- Other Topics

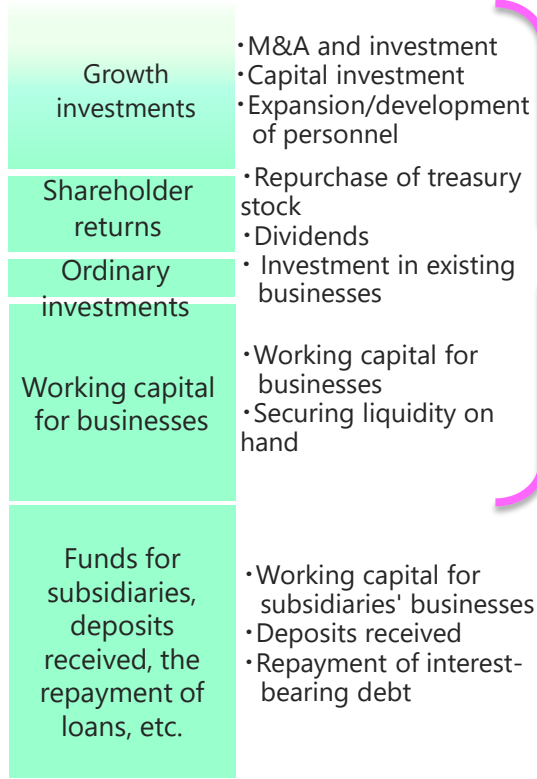
Capital Allocation Policies

Efforts will be made to improve capital efficiency through the allocation of the generated cash flows to growth investments and shareholder return, while also maintaining financial soundness.

Cash inflows



Cash outflows



Free Cashflows

Policy on growth investments

- **Growth investments**
 - Create/expand new businesses.
 - Consider business alliances and M&A activities.
 - Enhance facilities and expand staff in line with the growth of business.

Policy on shareholder return

- **Dividends**
 - Focus on the stability and continuity of dividends.
- **Repurchase of treasury stock**
 - Repurchase treasury stock flexibly considering market trends and financial conditions.

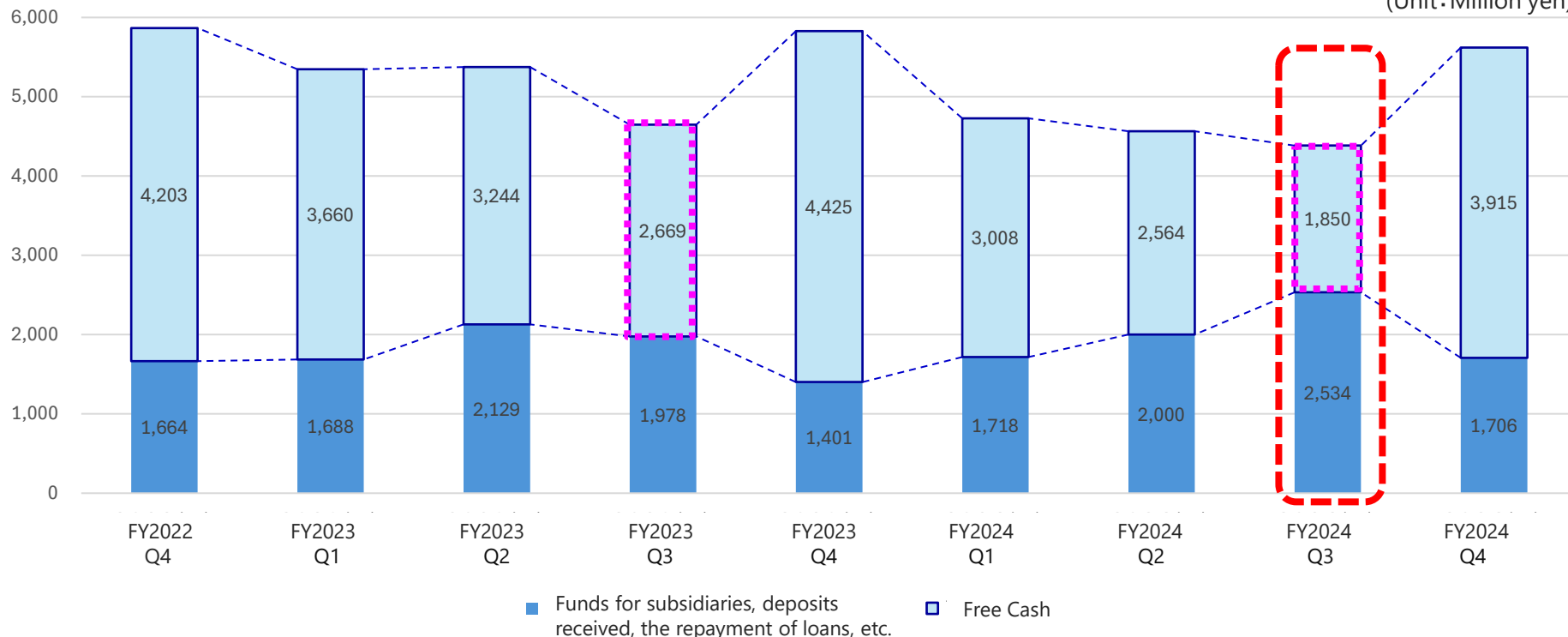
“We aim for further expansion and higher profitability”

Capital Allocation (Trend in Free Cash Flow)



Cash and Cash Equivalents

(Unit: Million yen)



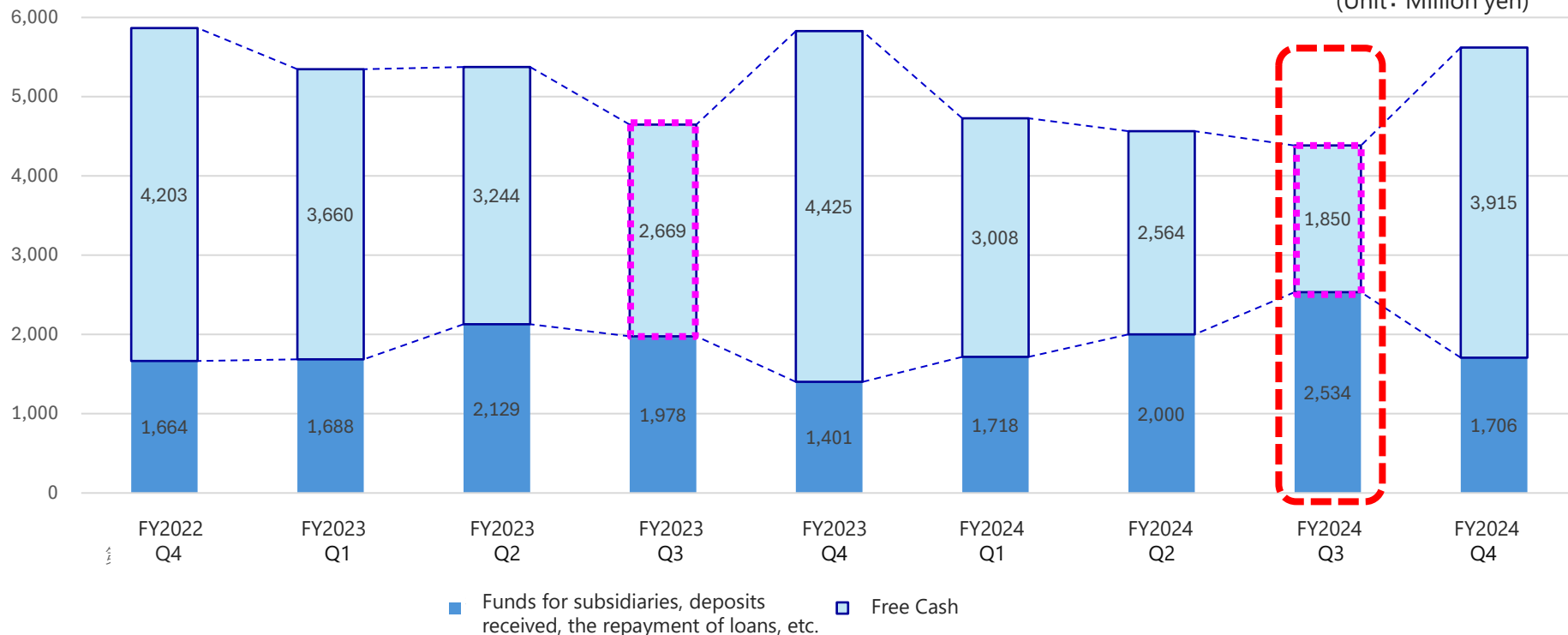
- ✓ Tuition and fee payments in Education are heavily concentrated in the fourth quarter, resulting in a business structure where free cash flow peaks at the end of March.
- ✓ During the fiscal year, although deposits for student support grants (which are refundable to students) increase, outflows generally exceed inflows except for these deposits.
- ✓ Consequently, free cash is at its lowest point during the year at the end of the third quarter.

Capital Allocation (Trend in Free Cash Flow)



Cash and Cash Equivalents

(Unit: Million yen)



Breakdown of the cash and deposits balance at the end of the third quarter of FY2024

- ✓ As part of the consolidated balance of cash and deposits, our free cash, excluding deposits (refunded to students), working capital for subsidiaries and others stood at 1,850 million yen.
- ✓ Meanwhile, borrowings from financial institutions etc. reached 2,215 million yen.
- ✓ We make decisions regarding shareholder return (dividends and the repurchase of treasury stock) in consideration of the annual trend in our free cash and outstanding borrowings.

Shareholder Return ; Dividends



- ✓ For FY2024, as initially forecast, a year-end dividend of 40 yen per share (consolidated payout ratio: 85.4%) is planned.
- ✓ The dividend for FY2025 is planned to be 50 yen per share (consolidated payout ratio: 41.9%).

	Annual Dividend (per share)	Total Dividend Amount (million of JPY)	Payout Ratio (Consolidated)
FY 2021 (results)	25.00	184	18.8%
FY 2022 (results)	30.00	218	19.9%
FY 2023 (results)	33.00	240	35.3%
FY 2024 (planned)	40.00	285	85.4%
FY 2025 (forecasts)	50.00	356	41.9%

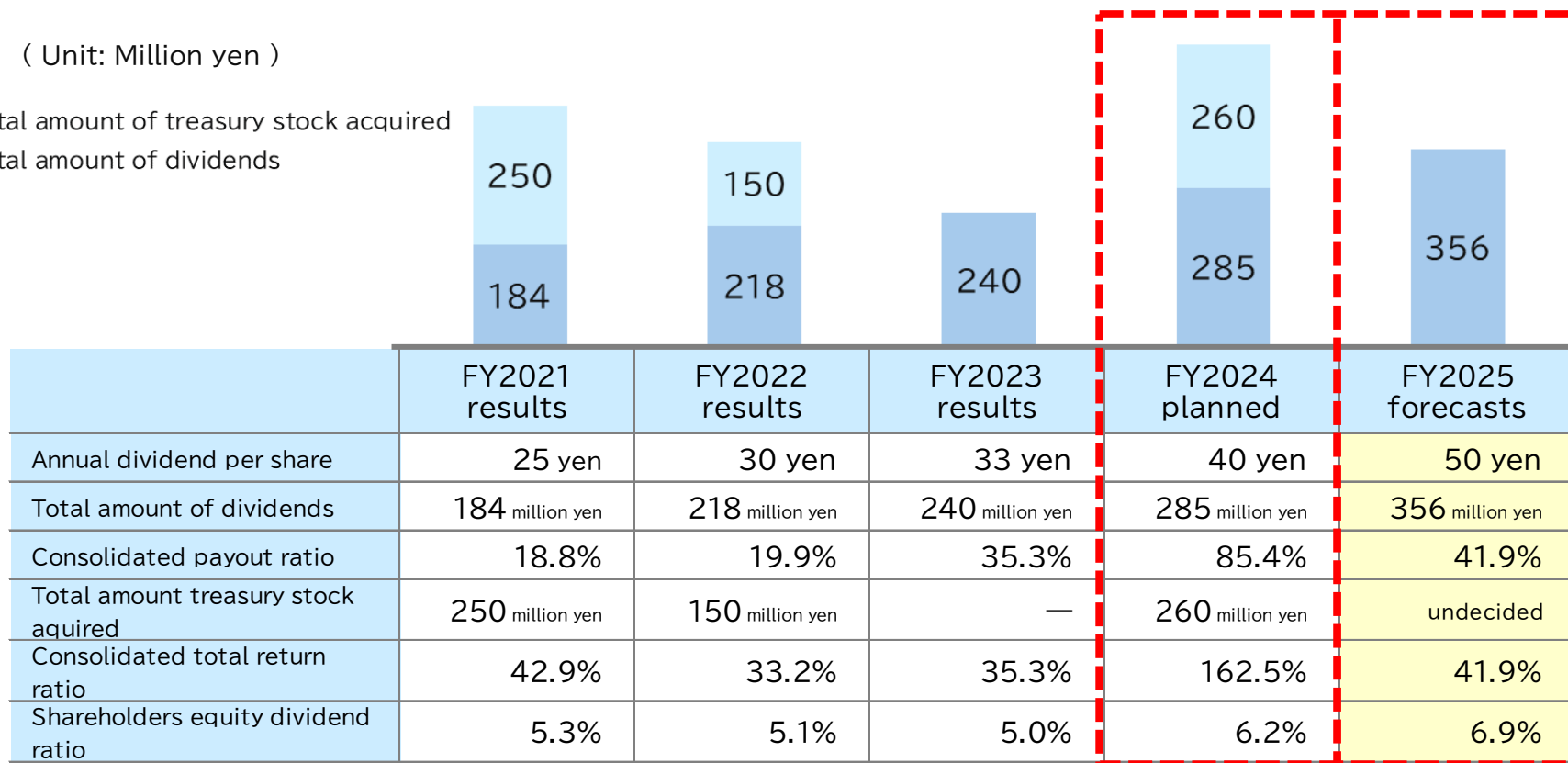
Shareholder Return Policy



Shareholder Return Policy	Total return ratio	Aim for 50%
	dividend	Consolidated dividend payout ratio of 30% to 50%.

(Unit: Million yen)

- Total amount of treasury stock acquired
- Total amount of dividends



	FY2021 results	FY2022 results	FY2023 results	FY2024 planned	FY2025 forecasts
Annual dividend per share	25 yen	30 yen	33 yen	40 yen	50 yen
Total amount of dividends	184 million yen	218 million yen	240 million yen	285 million yen	356 million yen
Consolidated payout ratio	18.8%	19.9%	35.3%	85.4%	41.9%
Total amount treasury stock acquired	250 million yen	150 million yen	—	260 million yen	undecided
Consolidated total return ratio	42.9%	33.2%	35.3%	162.5%	41.9%
Shareholders equity dividend ratio	5.3%	5.1%	5.0%	6.2%	6.9%

Note1) Total amount of treasury stock acquired rounded to the nearest million yen.

Note2) No treasury stock acquisitions were made in FY2023.

Shareholder Return



At present, the consolidated total return ratio is expected to be 41.9%. However, taking into consideration our financial position during the fiscal year, and while ensuring compliance with insider trading regulations, we will continue to consider **share buybacks and other measures** with the aim of reaching our target of 50%.

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

Summary of Financial Results for FY2024

Financial Forecasts for FY2025

Medium-Term Initiatives

Shareholder Return

Strengthening Corporate Governance

- **Board Structure**
- **Establishment of a Voluntary Nomination and Compensation Committee**

[Reference Documents]

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

Enhancement of corporate governance



(1) Board Structure

- ✓ We became a company with an Audit and Supervisory Committee in the previous fiscal year, specifically in June of 2024.
- ✓ Half of the 12 members of the Board of Directors, six members, are independent outside directors.



- ✓ After the general meeting of shareholders scheduled in June 2025, the Board of Directors will have a total of 11 members, specifically five internal directors and six independent outside directors.
- ✓ The Board will be composed of a majority of independent outside directors.

We intend to maintain a Board structure in which independent outside directors constitute a majority.

Enhancement of corporate governance

(2) Establishment of Voluntary Nomination and Compensation Committee

The resolution was passed to establish the Committee by July 2025.

【 Purpose of establishing the Committee 】

- ✓ Enhance corporate governance by strengthening the fairness, objectivity, and transparency of procedures related to director nomination, compensation, and other related matters.

【 Composition of the Committee 】

- ✓ The Committee consists of three or more Directors who are appointed by the Board of Directors, and the majority of its members are selected from among Outside Directors.
- ✓ The chairperson of the Committee is selected from among Outside Directors.

Enhancement of corporate governance



- (1) Board of Directors whose majority is independent outside directors
- (2) Establishment of a Voluntary Nomination and Compensation Committee



By implementing (1) and (2), we will ensure management transparency and objectivity in oversight, and work to further enhance our corporate value.

In addition, with the establishment of the committee as an opportunity, we will also consider reviewing the executive compensation system, including the introduction of performance-linked compensation.

Thank you for your attention.



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 FY2024

Financial Forecasts for FY2025

Medium-Term Initiatives

Shareholder Return

Strengthening Corporate Governance

- Board Structure
- Establishment of a Voluntary Nomination and Compensation Committee

[Reference Documents]

- Sustainability (Human Capital) Initiatives
- Other Topics

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	5,383	4,547 84%	835 16%	5,383 100%	— —
Media Content	345	214 62%	131 38%	129 37%	216 63%
Studio & Production	1,556	— —	1,556 100%	1,556 100%	— —
Broadcast	2,325	1,914 82%	410 18%	2,325 100%	— —
Technology	5,542	4,835 87%	706 13%	1,538 28%	4,003 72%
Others	380	6 2%	373 98%	380 100%	— —
Total	15,533	11,518 74%	4,014 26%	11,313 73%	4,220 27%

- ✓ 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.

Sustainability (Human Capital) Initiatives

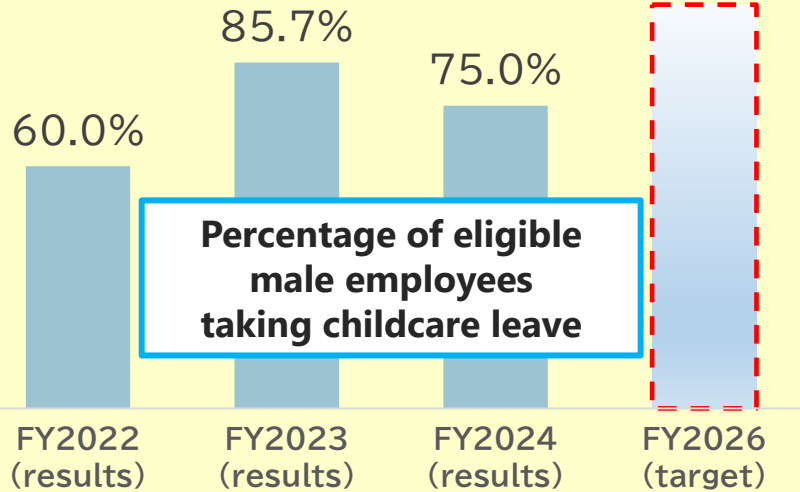


FY2024

Percentage of eligible employees taking childcare leave:

Female employees: 100%,
Male employees: **75.0%**

(Target)
100.0%



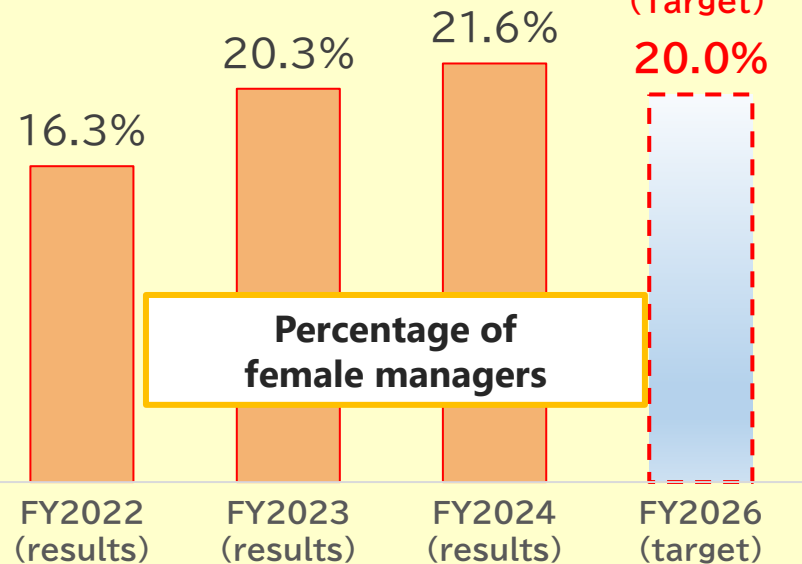
Percentage of eligible male employees taking childcare leave

FY2024

Percentage of female managers

21.6%

(Target)
20.0%



Percentage of female managers

*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

The 2nd eSports Caravan in OKAYAMA Providing opportunities to interact through eSports



With special guest Takahashi Meijin, a pioneering professional videogamer in Japan, the event entertained visitors of a wide range of age groups.

We will form local eSports communities and carry out different initiatives to stimulate eSports.



The Renaissance High School Group's eSports Course will participate as an exhibitor at "Japan EXPO Paris in OSAKA 2025," which will be held during the Osaka-Kansai Expo.



One of Europe's largest Japanese culture festivals took place on April 26-27. Students worked energetically to fulfill the roles assigned to them and the event thrived.

We develop students' sense of responsibility and judgment through practical activities including the presentation of the eSports course and the operation of the booth to gain experience.

Broadmedia eSports Corporation has been selected as the preferred contractor for the “Osaka Prefecture eSports Promotion Project Planning and Operations,” which was publicly solicited by Osaka Prefecture.



It will be commissioned to plan and implement promotional activities for the campaign linked to Expo 2025 Osaka, Kansai, Japan.

Broadmedia eSports Corporation will seek to establish a local brand that will inspire people to associate Osaka with eSports.

Our Mission



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

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



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