

# Summary of Financial Results for the First Quarter of the Fiscal Year Ending March 31, 2026

**Broadmedia Corporation** 

July 30, 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.



# **Summary of Financial Results for Q1 FY2025**

**Shareholder Return** 

Strengthening of Corporate Governance System

Sustainability (Human Capital) Initiatives

**Topics** 

## [Reference Documents]

- Breakdown of Revenue by Income Type
- Restricted Stock Compensation for Directors of Our Subsidiaries

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



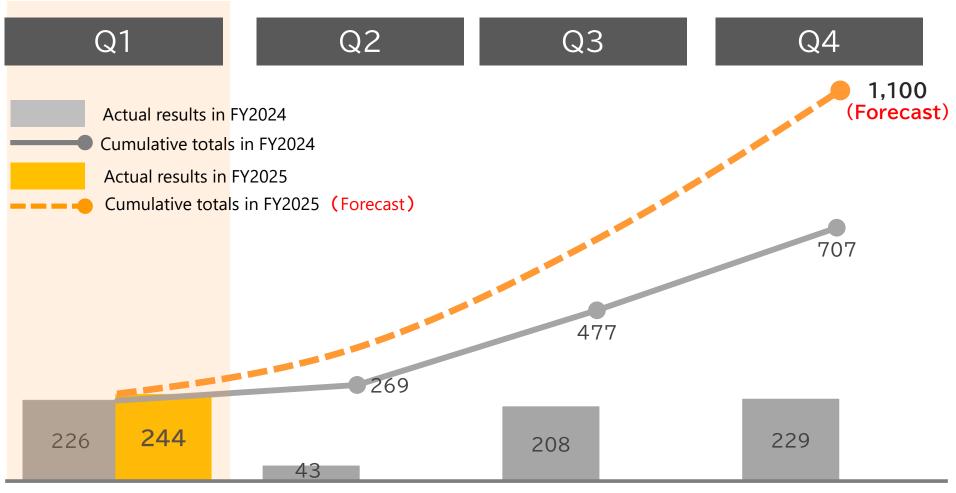
(Unit: Million yen)(Amounts are rounded down to the nearest million yen)

	FY2024 Q1	FY2025 Q1	Difference	Rate of difference	Financial Forecasts (announced on May 1)	Achievement ratio
Revenue	4,197	3,924	(273)	(7%)	16,400	24%
Operating income	226	244	<b>1</b> 7	+8%	1,100	22%
Ordinary income	245	254	9	+4%	1,100	23%
Net income	94	133	<b>3</b> 9	+42%	850	16%

- ✓ Compared to the same period of the previous year, the Company recorded lower revenue but higher operating income.
- ✓ While Technology posted both increased revenue and profit, Education and Others experienced a
  decrease in both revenue and profit.
- ✓ The transfer of the Media Content business in the previous fiscal year resulted in lower revenue but improved profitability in the current fiscal year.
- ✓ Net income increased, mainly due to tax-saving effects resulting from the inclusion of div inc. and divx inc. in the consolidated tax group, despite incurring studio removal costs of approximately 30 million yen at Fishing Vision Co., Ltd.
- ✓ Performance in the first quarter was generally in line with expectations, and full-year forecasts remains 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.

### **Changes in Segment Reporting Presentation**



# Regarding the Treatment of Intercompany Transactions

#### Previous Presentation Method

✓ The amounts of intercompany transactions within the Group were deducted from the revenue, cost of goods sold, and selling, general and administrative expenses for each segment.



#### **♦ New Presentation Method (from this fiscal year)**

- ✓ In order to more appropriately reflect the performance of each segment, the amounts are now presented on a gross basis.
- ✓ Intercompany transaction amounts are collectively presented as "Adjustments."
- ✓ The "Adjustments" in operating income includes the amount that had previously been classified as "Corporate Expenses."

### **Changes in Segment Reporting Presentation**



✓ The figures for the same period of the previous fiscal year, recalculated based on the new presentation method, and the impact amount are as follows.

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

		fore 24 Q1
	Revenue	Operating income
Education (Incl. div impact/goodwill)	1,661 [202]	394 [(108)]
Studio & Production	359	(33)
Broadcast	582	37
Technology (Incl. divx impact/goodwill)	1,298 [170]	48 [(59)]
Others	167	15
Media Content	126	(41)
Adjustments (Incl. corporate expenses)		(193) [(193)]
Total	4,197	226

Af						
FY202	FY2024 Q1					
Revenue	Operating income					
1,661 [202]	378 [(119)]					
360	(36)					
585	30					
1,369 [198]	77 [(33)]	·				
172	19					
129	(41)					
(82)	(202) [(205)]					
4,197	226					

	Impact of the Change							
Revenue	Operating income							
+0	(16) [(11)]							
+1	(2)							
+2	(6)							
+ <b>71</b> [+27]	+29 [+25]							
+4	+4							
+3	+0							
(82)	(8) [(12)]							
0	0							

# **Changes in Segment Reporting Presentation**



✓ Technology contributes to DT (digital transformation) and security measures within the Group.

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

	Before FY2024 Q1				ter 24 Q1		pact of Change
	Revenue	Operating income		Revenue	Operating income	Revenue	Operating income
Education (Incl. div impact/goodwill)	1,661 [202]	394 [(108)]	<b>\</b>	1,661 [202]	378 [(119)]	+(	, ,
Studio & Production	359	(33)		360	(36)	+	1 (2)
Broadcast	582	37		585	30	+2	2 (6)
Technology  (Incl. divx impact/goodwill)	1,298 [170]	48 [(59)]		<b>1,369</b> [198]	<b>77</b> [(33)]	+ <b>7</b> [+27	
Others	167	15		172	19	+4	1 +4
Media Content	126	(41)		129	(41)	+3	3 +0
Adjustments (Incl. corporate expenses)	_	(193) [(193)]		(82)	(202) [(205)]	(82	) (8) [(12)]
Total	4,197	226		4,197	226	(	0



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

		Revenue	`	Оре	erating inco	ome
	FY2024 Q1	FY2025 Q1	Difference	FY2024 Q1	FY2025 Q1	Difference
Education (Incl. div impact/goodwill)	1,661 [202]	1,552 [140]	(109) [(62)]	378 [(119)]	299 [(99)]	(79) [19]
Studio & Production	360	357	(3)	(36)	(21)	14
Broadcast	585	564	(20)	30	30	<b>⇒</b> 0
Technology (Incl. divx impact/goodwill)	1,369 [198]	1,487 [201]	<ul><li>118</li><li>[3]</li></ul>	77 [(33)]	1 <b>72</b> [25]	94 [59]
Others	172	48	(123)	19	(10)	(30)
Adjustments (Incl. corporate expenses)	(82)	(85)	(3)	(202) [(205)]	(224) [(223)]	(22)
Media Content	129	_	(129)	(41)	_	<b>4</b> 1
Total	4,197	3,924	(273)	226	244	<b>1</b> 7

<sup>💥 1</sup> Since the business conducted under "Media Content" was transferred in Q3 of FY2024, there are no results for FY2025.

The figures for Q1 of FY2024 have been restated to reflect the revised categories.

Beginning with Q1 of FY2025, internal transactions between segments are presented as "Adjustments."
 Operating income under "Adjustments" includes Corporate Expenses (selling, general and administrative expenses that do not belong to any reporting segment).



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

	Revenue			Ope	rating inc	come
	FY2024 Q1	FY2025 Q1 Difference		FY2024 Q1	FY2025 Q1	Difference
Education	1,661	1,552	(109)	378	299	(79)
(Incl. div impact/goodwill)	[202]	[140]	[(62)]	[(119)]	[(99)]	(19)
			(7%)			(21%)
			Existing business only (3%)			Existing business only (20%)

- ✓ The number of students enrolled in three online high schools was 8,902 (previous year: 9,410), resulting in decreased revenue and profit. (based on the Ministry of Education, Culture, Sports, Science and Technology's School Basic Survey as of May 1)
- ✓ Student enrollment decreased at both Daigo campus and Toyota campus, while Osaka campus continues to perform well.
- ✓ The number of students in the on-campus courses, including the eSports course, remained almost unchanged from the same period of the previous year.
- ✓ We will continue to address challenges such as the establishment of a new school and increasing enrollment capacity in order to achieve further growth.
- ✓ In Japanese Language Education, enrollment in the Japanese language teacher training course increased, resulting in higher revenue and a return to profitability.
  - Online credit-based e-learning high schools (Renaissance High School Group)
  - ◆ Japanese Language Education (Renaissance Japanese Language Academy)
  - ◆ Al & Programming Education



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

	Revenue			Ope	rating inc	come
	FY2024 Q1	FY2025 Q1 Difference		FY2024 Q1	FY2025 Q1	Difference
Education	1,661	1,552	(109)	378	299	(79)
(Incl. div impact/goodwill)	[202]	[140]	[(62)]	[(119)]	[(99)]	(19)
			(7%)			(21%)
			Existing business only (3%)			Existing business only (20%)

#### Impact of div Inc. which was acquired as a subsidiary

- ✓ Despite a decline in revenue stemming from a reassessment of substantial customer acquisition expenses, losses contracted thanks to measures including streamlining the organization and reducing office space.
- ✓ While we expect to post a loss in the short term, we aim for greater growth over the medium term by shifting our focus to AI education and expanding corporate training services.
  - Online credit-based e-learning high schools (Renaissance High School Group)
  - ◆ Japanese Language Education (Renaissance Japanese Language Academy)
  - ◆ Al & Programming Education



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

		Revenue			Ope	erating inc	come	
	FY2024 Q1	FY2025 Q1 Difference			FY2024 Q1	FY2025 Q1	Diffe	erence
Studio & Production	360 357 (3)			(36)	(21)		14	
			(	(1%)			loss	reduced

- ✓ Although revenue slightly decreased mainly due to a decline in orders for audio production, losses narrowed as a result of cost reductions from impairment losses recognized in the previous fiscal year.
- ✓ In the medium term, while we continue to explore strategic options, we will strive to increase added value through business process improvement and the utilization of AI.

Production business



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

		Revenue		Оре	erating inc	come
	FY2024 Q1	24 FY2025 Difference		FY2024 Q1	FY2025 Q1	Difference
Broadcast	585 564 (20)			30	30	<b>→</b> 0
			(3%)			(2%)

- ✓ Subscription fee revenue continues to fall.
- ✓ Although advertising revenue and sales from Fishing Vision Club (VOD) increased, overall revenue slightly decreased.
- ✓ Operating income remained at the same level as the previous year, due to the effects of cost control measures.
- ✓ 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



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

			•	<u> </u>			
	Revenue			Ope	rating inc	come	
	FY2024 Q1	FY2025 Difference		FY2024 Q1	FY2025 Q1	Difference	
Technology	1,369	1,487	118	77	172	94	
(Incl. divx impact/goodwill)	[198]	[201]	[3]	[(33)]	[25]	(59)	
			+8%			+122%	
			Existing business only +10%			Existing business only +32%	

- ✓ The Technology segment as a whole achieved increased revenue and profit.
- ✓ Our flagship Akamai (cybersecurity) service increased both income and profit.
- ✓ Although System Design Development Co., Ltd. recorded a decrease in revenue, the company was able to reduce losses through improvements in cost reductions.
- ✓ 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



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

			•				
	Revenue			Ope <u>rating</u> income			
	FY2024 Q1	FY2025 Difference		FY2024 Q1	FY2025 Q1	Difference	
Technology	1,369	1,487	118	77	172	94	
(Incl. divx impact/goodwill)	[198]	[201]	[3]	[(33)]	[25]	(59)	
			+8%			+122%	
			Existing business only +10%			Existing business only +32%	

#### Impact of divx Inc. which was acquired as a subsidiary

- ✓ Revenue increased, and through cost reductions such as right-sizing of personnel including engineers, profit and loss improved by 59 million yen, resulting in a return to profitability.
- ✓ This represents a strong start toward achieving full-year profitability.
- ✓ 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



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

	Revenue			Ope	erating inc	come
	FY2024 Q1	FY2025 Q1 Difference		FY2024 Q1	FY2025 Q1	Difference
Others	172	48	(123)	19	(10)	(30)
			(72%)			loss recorded

- ✓ This segment as a whole recorded a decrease in revenue and posted a loss.
- ✓ In the Game Publishing business, both revenue and profit declined significantly due to the absence of major contracted development projects that had been recorded in the same period of the previous year, resulting in a substantial decrease in revenue and a loss.
- ✓ Promotion of eSports recorded revenue and operating losses at the same level as the same period of the previous year.

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



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

	Revenue				
	FY2024 Q1	FY2025 Q1	Diffe	rence	FY
Adjustments	(82)	(85)	<b>\</b>	(3)	(
(Incl. corporate expenses)					[

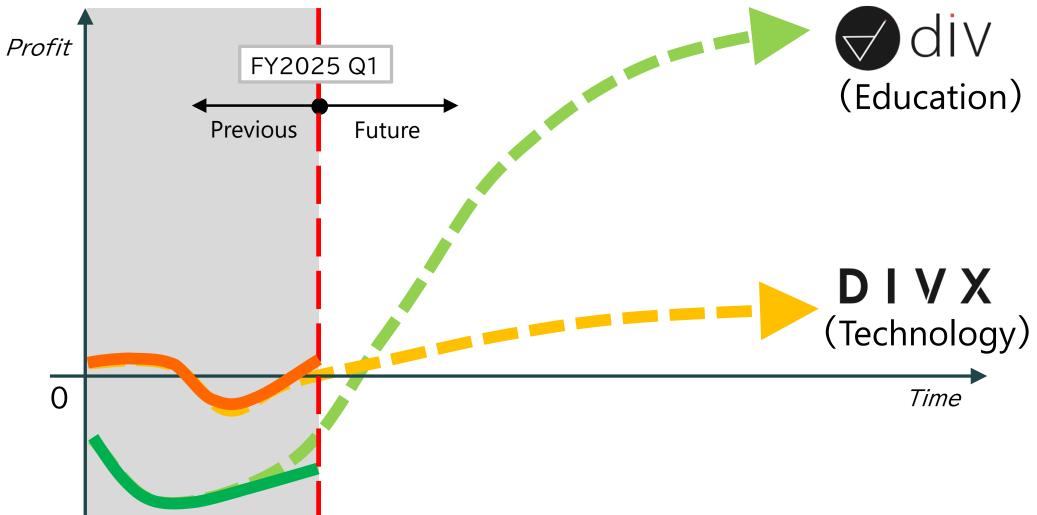
Operating income				
FY2024 Q1	FY2025 Q1	Difference		
(202)	(224)		(22)	
[(205)]	[(223)]		[(18)]	

Corporate Expenses increased 9%.

- ✓ In accordance with the change in presentation of reportable segments, deductions for intra-group transactions are collectively presented as "Adjustments".
  - "Adjustments" of operating income includes the amount previously classified as "Corporate Expenses".
- ✓ Personnel expenses in corporate expenses increased due to the enhancement of the administrative division and new graduate recruitment associated with the Group's growth.
  - 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.





- ✓ The progress in profit for divx inc. remains steady and in line with our expectations at the time of consolidation. Meanwhile, div inc. has fallen short of initial projections. However, combined profit for the two companies has improved by 78 million yen compared to the same period of the previous fiscal year.
- ✓ We will continue to strongly promote both AI development and AI education.

#### **Consolidated Financial Position**



# Condition of assets, liabilities, and net assets

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

	FY2024	FY2025 Q1	Difference	Rate of difference
Total assets	11,300	10,081	(1,218)	(11%)
Liabilities	5,519	4,867	(651)	(12%)
Net assets	5,780	5,214	(566)	(10%)
Shareholders' equity	4,631	4,408	(222)	(5%)
Stock acquisition rights for non-controlling shareholders	1,149	805	(344)	(30%)
Shareholders' equity ratio	41%	44%	_	_

Total assets	While prepaid expenses increased, cash and cash equivalents and accounts receivable decreased.
Liabilities	While deposits received and accounts payable increased, advances received and provision for bonuses decreased.
Net assets	Despite the posting of net income, net assets decreased as a result of dividend payments, etc.

#### **Consolidated Financial Position**



Condition of Cash flow		FY2024 Q1	FY2025 Q1	
	Operating cash flow	(571)	(364)	
	Investing cash flow	(63)	(55)	
	Financing cash flow	(477)	(712)	
	Effect of exchange rate change on cash and cash equivalents	13	(1)	
	Changes in cash and cash equivalents	(1,099)	(1,133)	
	Year-end balance of cash and cash equivalents	4,726	4,487	

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

Operating cash flow

Negative 364 million yen, primarily due to a decrease in advances received and bonus payments, despite recording a pre-tax profit of 223 million yen.

Investing cash flow

Negative 55 million yen due to asset acquisitions (such as PC replacements) for the correspondence high school business and others.

Financing cash flow

Negative 712 million yen, mainly as a result of dividend payments and loan repayments by the Company and its subsidiaries.



# **Summary of Financial Results for Q1 FY2025**

# **Shareholder Return**

Strengthening of Corporate Governance System

Sustainability (Human Capital) Initiatives

**Topics** 

## [Reference Documents]

- Breakdown of Revenue by Income Type
- Restricted Stock Compensation for Directors of Our Subsidiaries

#### **Shareholder Return; Dividend**



- ✓ In FY2024, we paid a dividend of 50 yen per share (consolidated payout ratio: 106.7%).
- ✓ The dividend forecast for FY2025 is 50 yen per share (consolidated payout ratio: 41.9%).

	Annual Dividend (per share)	Total Dividend Amount (millions 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 (results)	50.00	356	106.7%
FY 2025 (forecasts)	50.00	356	41.9%

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



# **Summary of Financial Results for Q1 FY2025**

**Shareholder Return** 

# Strengthening of Corporate Governance System

Sustainability (Human Capital) Initiatives

**Topics** 

### [Reference Documents]

- Breakdown of Revenue by Income Type
- Restricted Stock Compensation for Directors of Our Subsidiaries

# **Strengthening of Corporate Governance System**



#### 1) Voluntary Nomination and Compensation Committee (new July 2025)

【 Purpose of establishing the Committee 】

✓ To strengthen the fairness, objectivity and transparency of procedures for the nomination and compensation of Directors

【 Composition of the Committee 】

- Chairperson : Kenji Kitatani, Independent Outside Director
- Members : Shunichi Furuya, Independent Outside Director
   Jyunko Sato, Independent Outside Director
   Taro Hashimoto, CEO
   Hideaki Oshio, CFO

#### 2) Voluntary Strategic Review Committee (new July 2025)

[ Purpose of establishing the Committee ]

✓ To ensure transparency in evaluating strategic options for existing businesses and to thoroughly consider the common interests of shareholders throughout the review process.

【 Composition of the Committee 】

- Chairperson: Jun Yamada, Independent Outside Director
- Members : Unemi Yamaguchi, Independent Outside Director
   Misao Kumekawa, Independent Outside Director



# **Summary of Financial Results for Q1 FY2025**

**Shareholder Return** 

Strengthening of Corporate Governance System

Sustainability (Human Capital) Initiatives

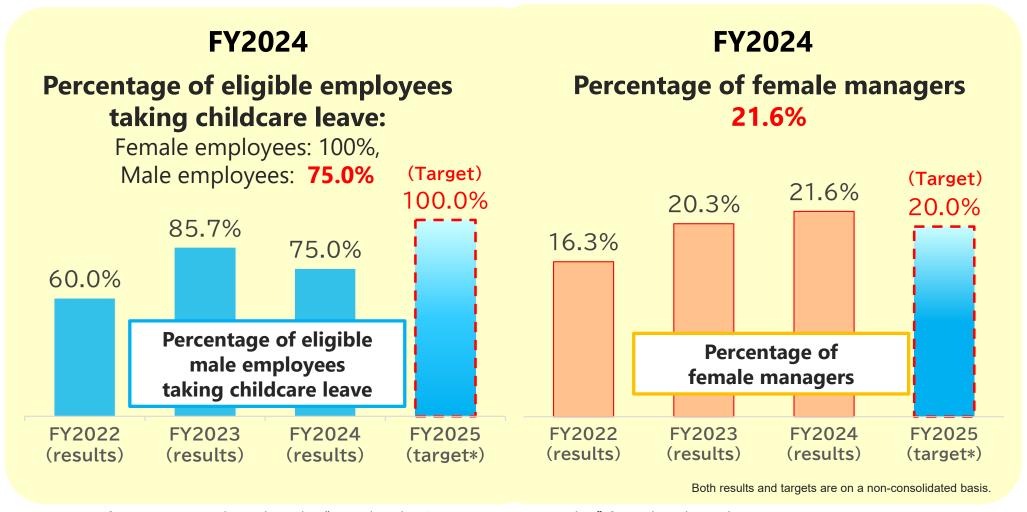
**Topics** 

### [Reference Documents]

- Breakdown of Revenue by Income Type
- Restricted Stock Compensation for Directors of Our Subsidiaries

# **Sustainability (Human Capital) Initiatives**





<sup>\*</sup> Targets for FY2025 are based on the "Broadmedia Corporation Action Plan" formulated in July 2023.

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



# **Summary of Financial Results for Q1 FY2025**

**Shareholder Return** 

Strengthening of Corporate Governance System

**Sustainability (Human Capital) Initiatives** 

# **Topics**

### [Reference Documents]

- Breakdown of Revenue by Income Type
- Restricted Stock Compensation for Directors of Our Subsidiaries

#### **Education** (AI & Programming Education)





# **TECH CAMP Employment Continuity Center Tenjin**

IT-specific support for continuous employment support Type B office to open on August 1



New classrooms that balance "concentration and interaction" in consideration of users' developmental characteristics

Aiming to be an office that contributes to eliminating the shortage of IT personnel and promoting diversity of human resources while working closely with people with developmental disabilities. © 2025 Broadmedia Corporation. All Rights Reserved.

#### **Education** (AI & Programming Education)





# TECH CAMP launched "FY2026 for New Employee Engineer Training"

based on co-creation with generative Al.



https://tech-camp.in/training/freshman/2026

Training for new recruits to develop engineers for the AI era, Compatible with the Ministry of Health, Labor and Welfare's Human Resource Development Support Subsidy System

#### **Education** (AI & Programming Education)





# div career inc. launched a "Career Support Service for High School Teachers,"

specializing in supporting teachers' career changes in the AI era.



https://di-v.co.jp/agent/forteacher

Aim to increase the number of next-generation educators with high market value equipped with digital skills.



divx inc. has launched the "GAI Engine," a platform that enables the seamless integration of multiple AI systems, allowing customers to rapidly build unique AI services.



https://www.divx.co.jp/lp/gai-engine

**Supporting Enterprise DT(Digital Transformation) Safely and Rapidly** 



# 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 Q1 FY2025**

**Shareholder Return** 

Strengthening of Corporate Governance System

Sustainability (Human Capital) Initiatives

**Topics** 

#### [Reference Documents]

- Breakdown of Revenue by Income Type
- Restricted Stock Compensation for Directors of Our Subsidiaries



#### **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 by stoc	of income ck/flow		f revenue from ducts/others
	Total	Stock	Flow	Original products	Products other than original products
Education	1,545	1,342 87%	202 13%	1,545 100%	_
Studio & Production	356		356 100%	356 100%	
Broadcast	564	466 83%	9 <b>7</b> 17%	564 100%	
Technology	1,411	1,299 <sub>92%</sub>	111 8%	339 24%	1,072 76%
Others	46	1 2%	<b>45</b> 98%	<b>46</b> 100%	
Total	3,924	3,110 79%	813 21%	2,852 73%	1,072 27%

<sup>\*</sup> Amounts shown are after elimination of intersegment transactions.

- ✓ Revenue from Education and Broadcast 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.

# Restricted Stock Compensation for Directors of Our Subsidiaries



✓ The aim is to give them an incentive to work on the sustainable enhancement of the Company's corporate value and promote the further sharing of values with the Company's shareholders.

The Board of Directors approved the disposal of treasury stock as restricted stock compensation for Directors of our subsidiaries at its meeting on July 10, 2025.

Date of the disposal	August 8, 2025		
Class and number of shares to be disposed of	Common stock of the Company 2,500 shares		
Disposition amount	1,917 yen per share		
Total disposition amount	4,792,500 yen		
Planned recipients of compensation and number of shares to be disposed of	Directors of the Company's subsidiaries 5 people 2,500 shares (Excluding directors of the Company who concurrently serve as directors of its subsidiaries)		

#### **Our Mission**



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



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



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.