



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

Broadmedia Corporation

October 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 the First Half of FY2025

Shareholder Return

Topics

- **Education Business**
- **Technology Business**

[Reference Documents]

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

Consolidated Financial Results for the First Half (April – September)



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

	FY2024 1H	FY2025 1H	Difference	Rate of difference	Financial Forecasts (announced on May 1)	Achievement ratio
Revenue	7,871	7,551	↓ (320)	(4%)	16,400	46%
Operating income	269	358	↑ 88	+33%	1,100	33%
Ordinary income	268	377	↑ 109	+41%	1,100	34%
Net income	36	268	↑ 232	+638%	850	32%

【 Revenue, Operating income 】

- ✓ 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, Broadcast 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.

Consolidated Financial Results for the First Half (April – September)



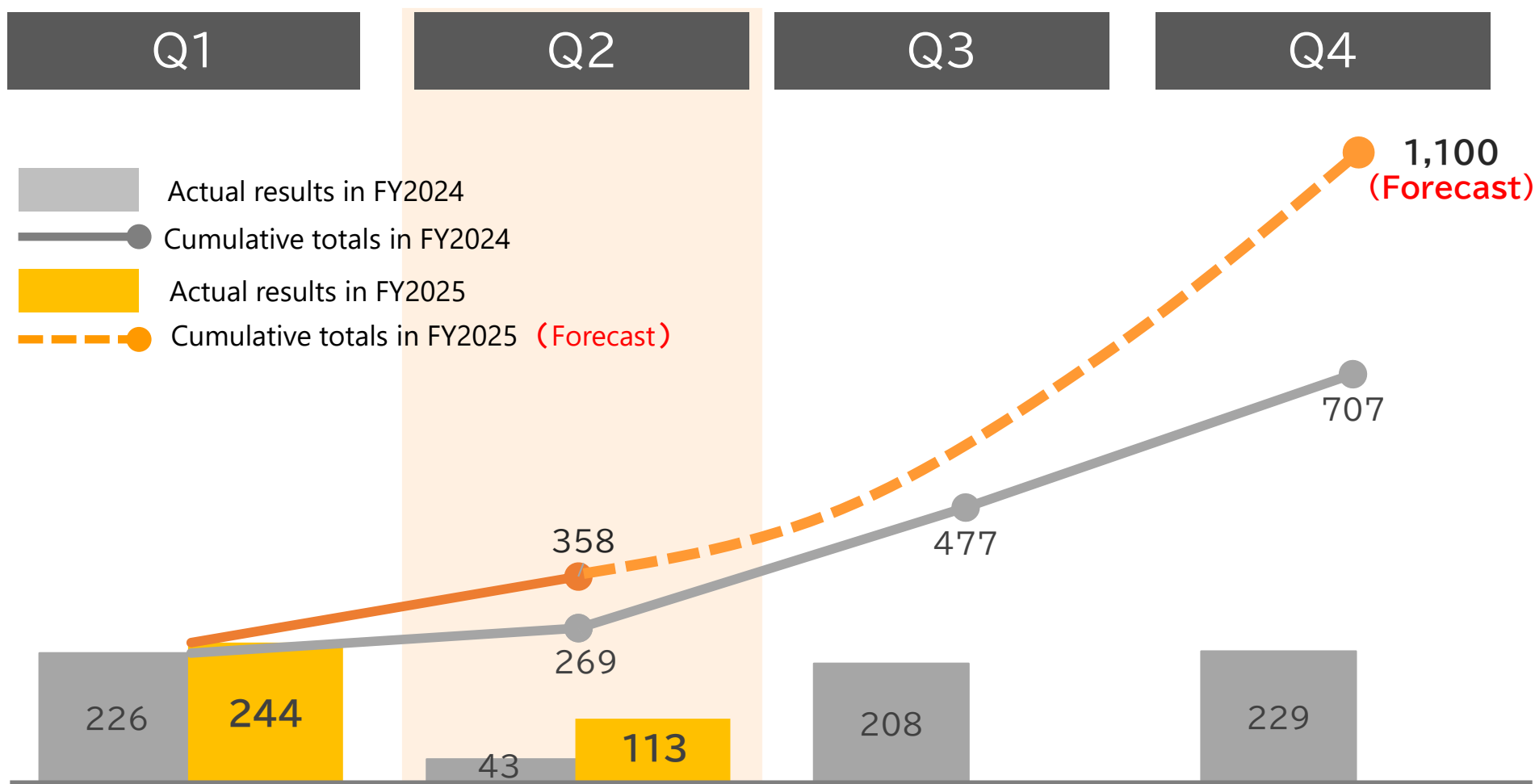
(Unit: Million yen)(Amounts are rounded down to the nearest million yen)

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Net income	36	268	↑ 232	+638%	850	32%

【 Ordinary income, Net income 】

- ✓ Ordinary income increased, reflecting not only the higher operating income but also additional revenue from commission fees and subsidies.
- ✓ Net income increased due to factors such as the tax-saving effect resulting from the inclusion of div inc. and divx inc. in the consolidated tax group, as well as the absence of the extraordinary loss (approx. 113 million yen) due to the transfer of the Media Content business that was recorded in the same period of the previous fiscal year, among others.
- ✓ Performance in the first half was generally in line with expectations, and full-year forecasts remain unchanged.

Changes in Operating Income (Year-over-Year)



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

✓ Operating income for Q2 increased by 70 million yen compared to the same period of the previous fiscal year.

Changes in Segment Reporting Presentation



✓ Regarding the Treatment of Intercompany Transactions

◆ Previous Presentation Method

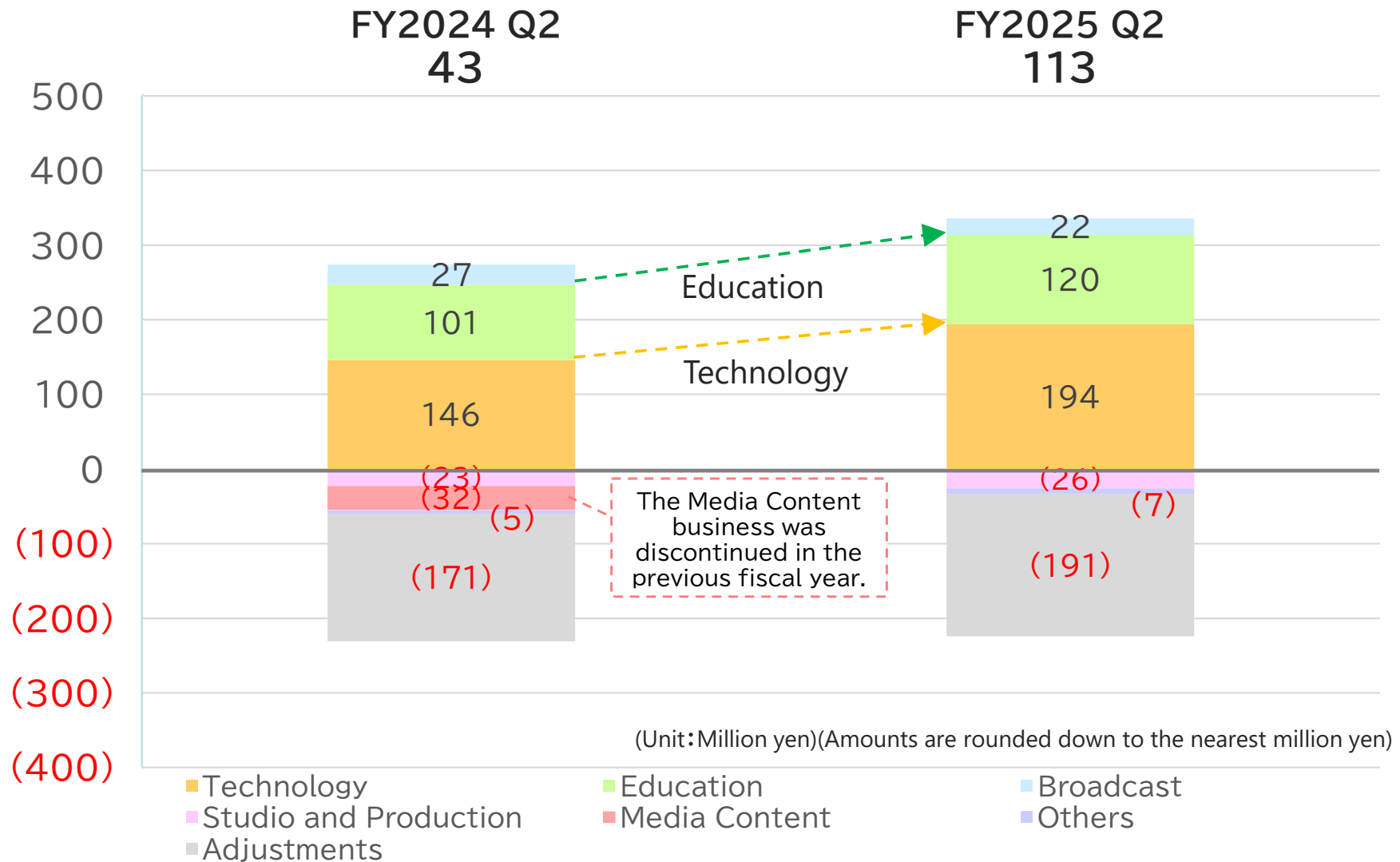
- ✓ The amounts of intercompany transactions within the Group were deducted from the revenue, cost of goods sold, and selling, general and administrative expenses for each segment.



◆ 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."
- ✓ The figures for the previous fiscal year in this document are presented based on the revised amounts.

Operating Income for the 2nd quarter of the fiscal year (Year-over-Year)

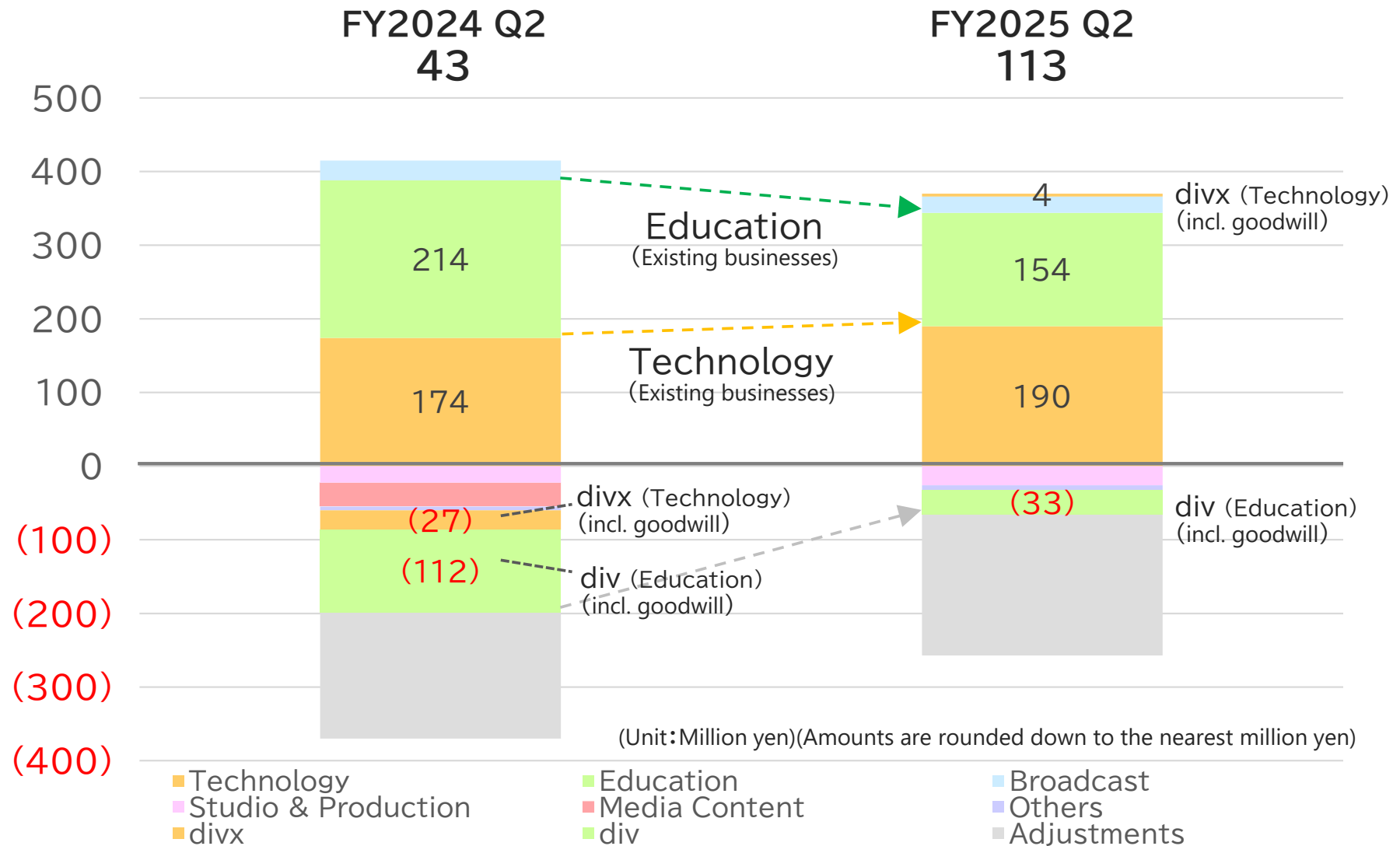


- ✓ On a segment-by-segment basis, Education and Technology increased profits.
- ✓ The transfer of the Media Content business eliminated associated losses and had a positive impact on our financial results.

Operating Income for the 2nd 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 divx inc. returned to profitability, while div inc. significantly reduced its losses, including the impact of goodwill.

Consolidated Financial Results by Business Segment



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

	Revenue			Operating income		
	FY2024 1H	FY2025 1H	Difference	FY2024 1H	FY2025 1H	Difference
Education (Incl. div impact/goodwill)	2,837 (372)	2,760 (326)	↓ (76) [(45)]	480 [(231)]	420 [(133)]	↓ (60) (98)
Studio & Production	706	667	↓ (38)	(59)	(48)	↑ 11
Broadcast	1,165	1,128	↓ (37)	58	53	↓ (4)
Technology (Incl. divx impact/goodwill)	2,809 (376)	3,065 (383)	↑ 255 (6)	224 [(61)]	366 (30)	↑ 142 (91)
Others	253	117	↓ (135)	14	(18)	↓ (32)
Adjustments (Incl. corporate expenses)	(167)	(188)	↓ (21)	(374) [(380)]	(415) [(414)]	↓ (41) [(34)]
Media Content	266	—	↓ (266)	(73)	—	↑ 73
Total	7,871	7,551	↓ (320)	269	358	↑ 88

※1 Since the business conducted under "Media Content" was transferred in Q3 of FY2024, there are no results for FY2025.

※2 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).

The figures for 1H of FY2024 have been restated to reflect the revised categories.

Consolidated Financial Results by Business Segment



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

	Revenue			Operating income		
	FY2024 1H	FY2025 1H	Difference	FY2024 1H	FY2025 1H	Difference
Education (Incl. div impact/goodwill)	2,837 (372)	2,760 (326)	(76) [(45)]	480 [(231)]	420 [(133)]	(60) (98)
			(3%)			(13%)
			Existing business only (1%)			Existing business only (22%)

- ✓ Revenue and profit decreased across the Education segment.
- ✓ The number of students enrolled in our online high schools has been increasing steadily at Osaka campus, while Daigo campus continues to face challenges, resulting in a decline in revenue.
- ✓ An increase in costs, including higher labor expenses and enhanced promotional activities, also contributed to the decline in profit.
- ✓ 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 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		
	FY2024 1H	FY2025 1H	Difference	FY2024 1H	FY2025 1H	Difference
Education	2,837	2,760	(76)	480	420	(60)
(Incl. div impact/goodwill)	(372)	(326)	[(45)]	[(231)]	[(133)]	(98)
			(3%)			(13%)
			Existing business only (1%)			Existing business only (22%)

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 were reduced by approx. 100 million yen thanks to measures including streamlining the organization and reducing office space.
- ✓ Our performance is on an improving trend, driven by our shift towards AI education and the expansion of corporate training services, among other initiatives.
- ✓ We aim for profitability in the next fiscal year and pursue even greater growth.

- ◆ Online 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		
	FY2024 1H	FY2025 1H	Difference	FY2024 1H	FY2025 1H	Difference
Studio & Production	706	667	 (38)	(59)	(48)	 11
			(6%)			loss reduced

- ✓ Although subtitle production performed well, revenue declined due to a decrease in orders for audio production.
- ✓ On the other hand, losses were reduced due to the cost reductions resulting from the impairment process conducted in the previous fiscal year.
- ✓ In the medium term, we will strive to increase added value through business process improvement and the utilization of AI.
- ✓ The Company continues to consider its options strategically.

◆ Production business

Consolidated Financial Results by Business Segment



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

	Revenue			Operating income		
	FY2024 1H	FY2025 1H	Difference	FY2024 1H	FY2025 1H	Difference
Broadcast	1,165	1,128	↓ (37)	58	53	↓ (4)
			(3%)			(9%)

- ✓ Subscription fee revenue continues to fall.
- ✓ Although advertising revenue and sales from Fishing Vision Club (VOD) increased, overall revenue slightly decreased.
- ✓ Operating income decreased due to an increase in production costs associated with program production, among other factors.
- ✓ 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



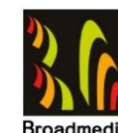
(Unit: Million yen)(Amounts are rounded down to the nearest million yen)

	Revenue			Operating income		
	FY2024 1H	FY2025 1H	Difference	FY2024 1H	FY2025 1H	Difference
Technology (Incl. divx impact/goodwill)	2,809 (376)	3,065 (383)	255 (6)	224 [(61)]	366 (30)	142 (91)
		+9%			+64%	
		Existing business only +10%			Existing business only +18%	

- ✓ The Technology segment as a whole achieved increased revenue and profit.
- ✓ Our flagship Akamai (cybersecurity) service increased both income and profit.
- ✓ System Design Development Co., Ltd., a subsidiary of the Company, increased its revenue and reduced its losses.
- ✓ Contributing to digital transformation (DT) and security measures of each business within the Group

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

Consolidated Financial Results by Business Segment



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

	Revenue			Operating income		
	FY2024 1H	FY2025 1H	Difference	FY2024 1H	FY2025 1H	Difference
Technology	2,809	3,065	255	224	366	142
(Incl. divx impact/goodwill)	(376)	(383)	(6)	[(61)]	(30)	(91)
		+9%			+64%	
		Existing business only +10%			Existing business only +18%	

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 significantly by 91 million yen, resulting in a return to profitability.
- ✓ We are promoting greater development efficiency through the utilization of AI, as described below.

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

Consolidated Financial Results by Business Segment



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

	Revenue			Operating income		
	FY2024 1H	FY2025 1H	Difference	FY2024 1H	FY2025 1H	Difference
Others	253	117	↓ (135)	14	(18)	↓ (32)
			(53%)			loss recorded

- ✓ This segment as a whole recorded a decrease in revenue and posted a loss.
- ✓ The Game Publishing business recorded a significant decline in revenue and losses due to the absence of major contracted development projects.
- ✓ 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.)

Consolidated Financial Results by Business Segment



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

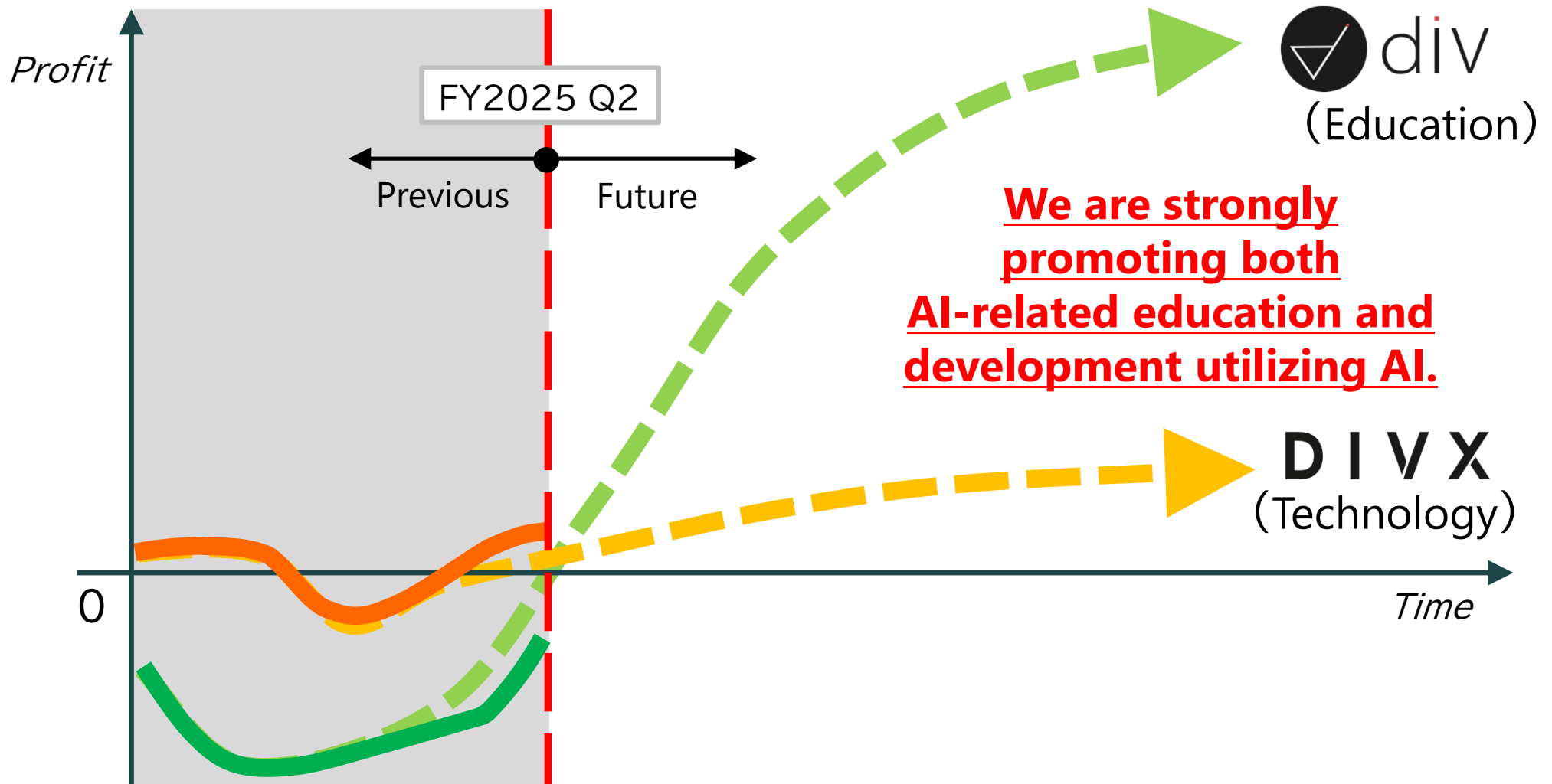
	Revenue			Operating income		
	FY2024 1H	FY2025 1H	Difference	FY2024 1H	FY2025 1H	Difference
Adjustments (Incl. corporate expenses)	(167)	(188)	➡ (21)	(374) [(380)]	(415) [(414)]	➡ (41) [(34)]

Corporate Expenses
increased 9%.

- ✓ The "Adjustments" in revenue represent the amounts of intercompany transactions within the Group.
- ✓ The "Adjustments" in operating income are presented inclusive of amounts that were 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.

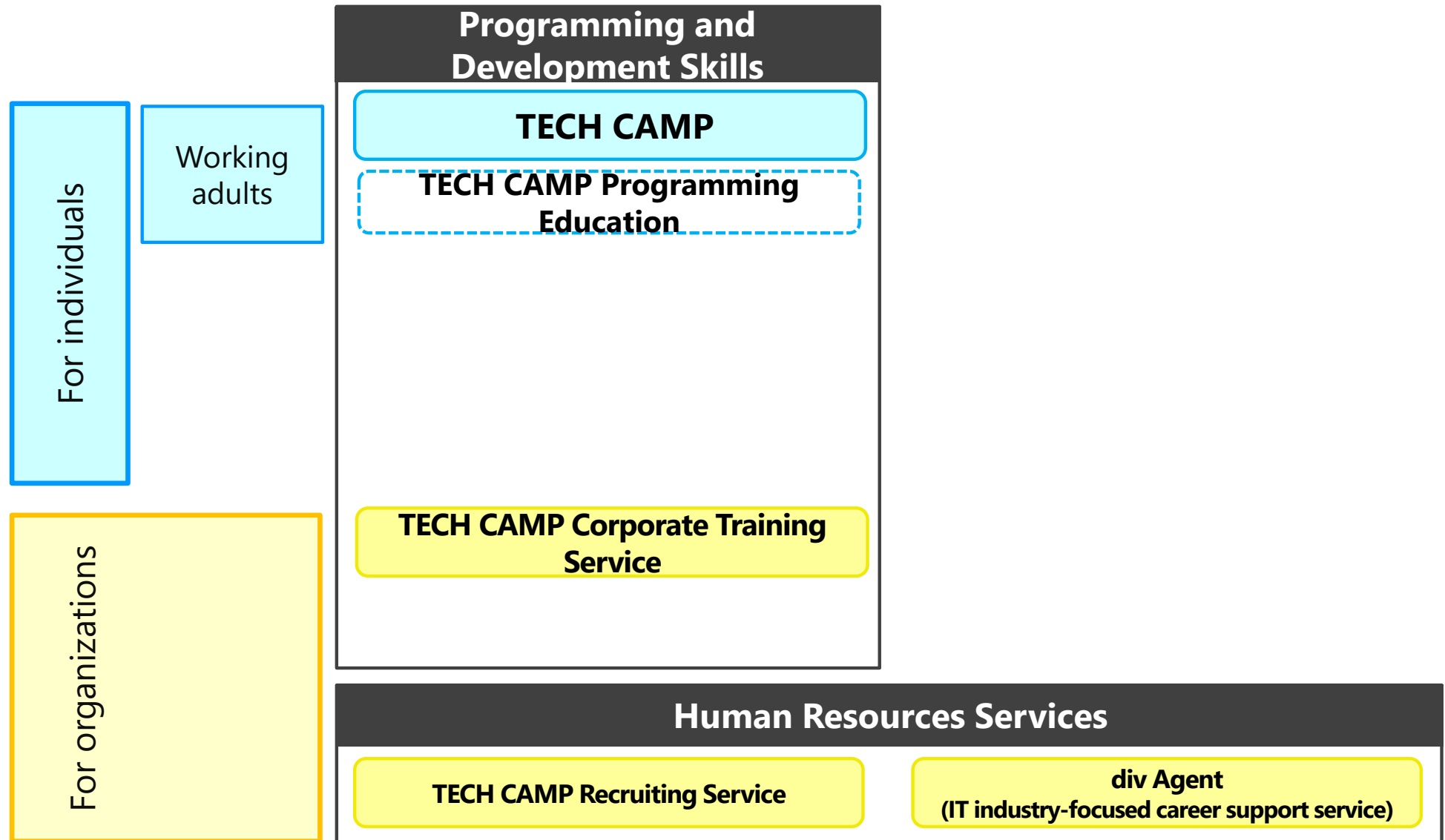
- ◆ Operating costs for the administrative division of the Group headquarters (Broadmedia)
- ◆ Costs for supporting the entire Group (improving productivity and efficiency and enhancing governance, etc.)

Progress on Profit for div inc. and divx inc.

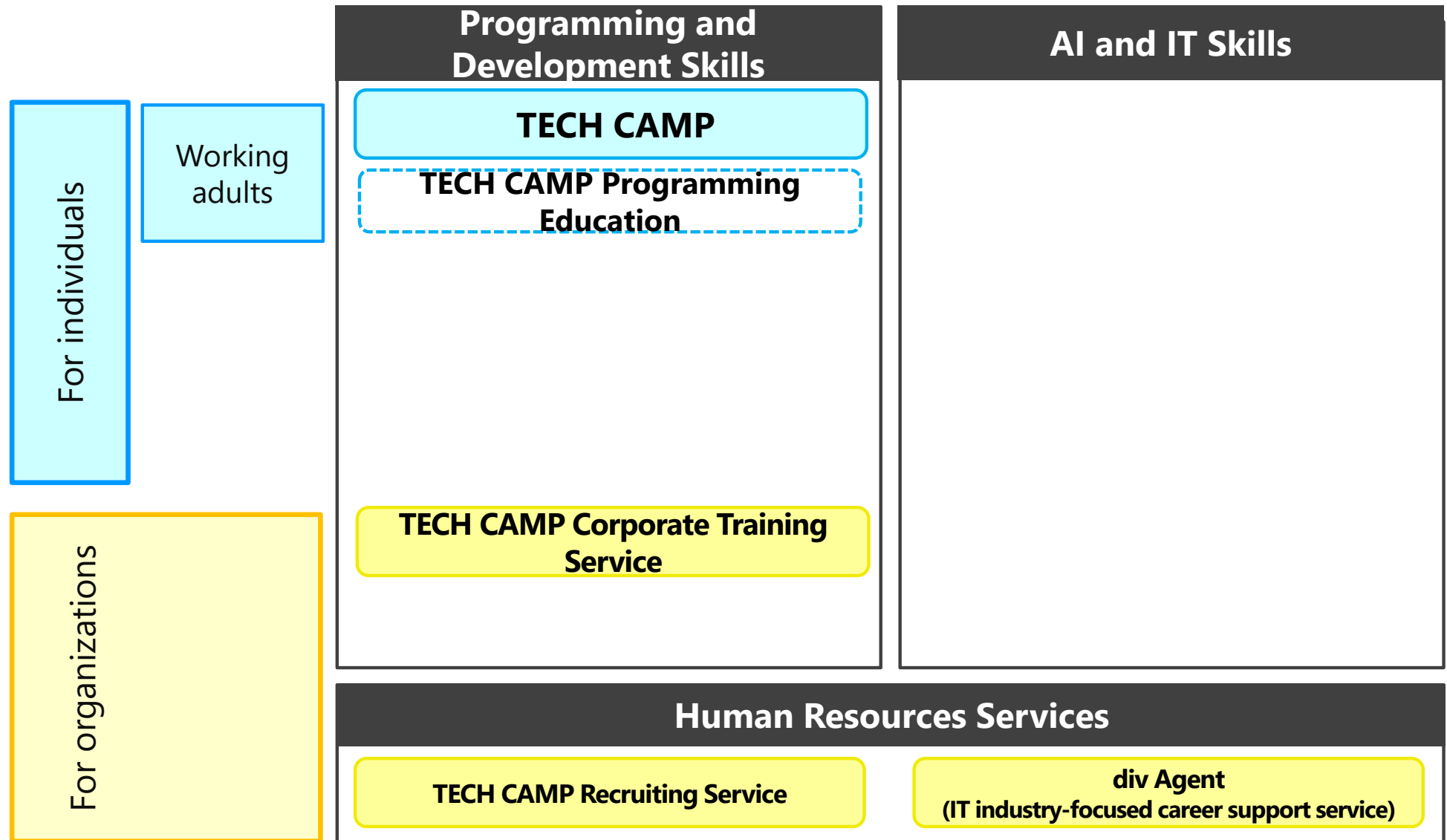


- ✓ Compared to initial expectations at the time of becoming subsidiaries, divx inc. is performing steadily, while div inc. is below expectations but showing signs of improvement.
- ✓ Compared to the same period of the previous year, the combined result of the two companies improved by 189 million yen.

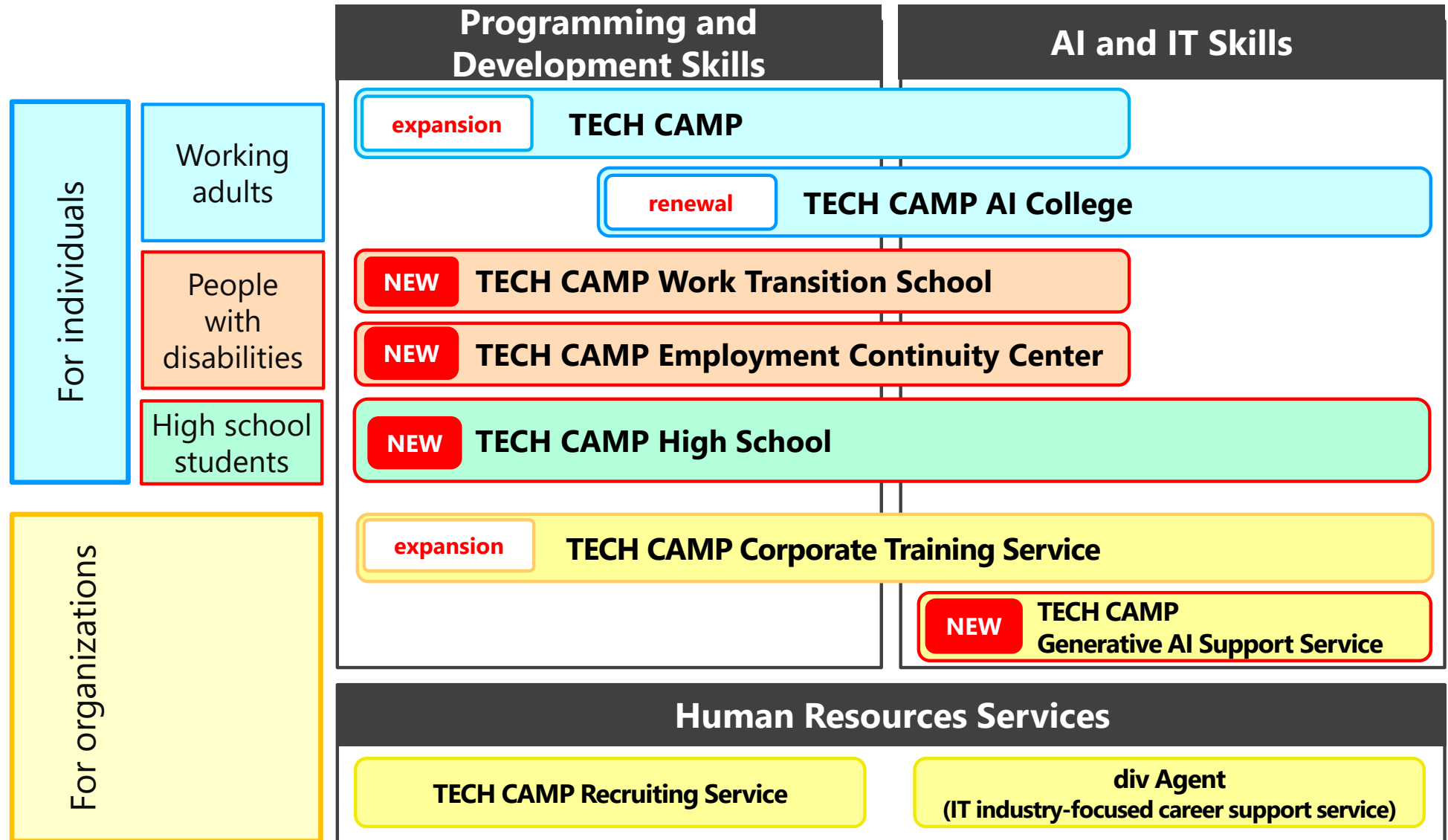
Services Provided by div inc. (at the time of becoming a subsidiary)



Services Provided by div inc. (changes since becoming a subsidiary)



Services Provided by div inc. (as of 2025)



* Note; The "DX High School Support Service" is individually offered to high schools that have been selected by the Ministry of Education, Culture, Sports, Science and Technology as DX High Schools under the "DX Acceleration Promotion Project".

Services Provided by divx inc. (at the time of becoming a subsidiary)

	Business Process Optimization	Contract Development	Security Assessment
DT support		 	   

Divx inc. experienced growth primarily through contract development services, including systems engineering services (SES), among others.

Evolving and expanding into products and services that leverage AI technologies (as of 2025)

	Business Process Optimization	Contract Development	Security Assessment
DT support			
	NEW  NEW   NEW  NEW 		
			
			
			

Please refer to the topics section below for details on new services.

Consolidated Financial Position



Condition of assets, liabilities, and net assets

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

	FY2024	FY2025 1H	Difference	Rate of difference
Total assets	11,300	10,155	(1,144)	(10%)
Liabilities	5,519	4,786	(732)	(13%)
Net assets	5,780	5,368	(412)	(7%)
Shareholders' equity	4,631	4,548	(82)	(2%)
Stock acquisition rights for non-controlling shareholders	1,149	819	(329)	(29%)
Shareholders' equity ratio	41%	45%	—	—

Total assets

While accounts receivable and prepaid expenses increased, cash and deposits 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, etc.

Consolidated Financial Position



Condition of Cash flow

	FY2024 1H	FY2025 1H
Operating cash flow	(513)	(579)
Investing cash flow	(70)	(120)
Financing cash flow	(667)	(848)
Effect of exchange rate change on cash and cash equivalents	(10)	3
Changes in cash and cash equivalents	(1,262)	(1,545)
Year-end balance of cash and cash equivalents	4,564	4,075

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

Operating cash flow

Negative 579 million yen, primarily due to a decrease in advances received, despite recording a pre-tax profit of 347 million yen.

Investing cash flow

Negative 120 million yen due to asset acquisitions (such as PC replacements) for the online high school business and others.

Financing cash flow

Negative 848 million yen, mainly as a result of dividend payments and loan repayments by the Company and its subsidiaries.

Summary of Financial Results for the First Half of FY2025

Shareholder Return

Topics

- Education Business
- Technology Business

[Reference Documents]

- Sustainability (Human Capital) Initiatives
- Other Topics

Shareholder Return; Dividend



- ✓ As planned at the beginning of the fiscal year, the midterm dividend for FY2025 will not be paid.
- ✓ The year-end dividend for FY2025 is planned to be 50 yen per share.

	Mid-term Dividend (per share)	Year-end Dividend (per share)	Payout Ratio (Consolidated)
FY 2025 (planned)	00.00	50.00	41.9%
FY 2024 (results)	00.00	50.00	106.7%
FY 2023 (results)	00.00	33.00	35.3%
FY 2022 (results)	00.00	30.00	19.9%
FY 2021 (results)	00.00	25.00	18.8%

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

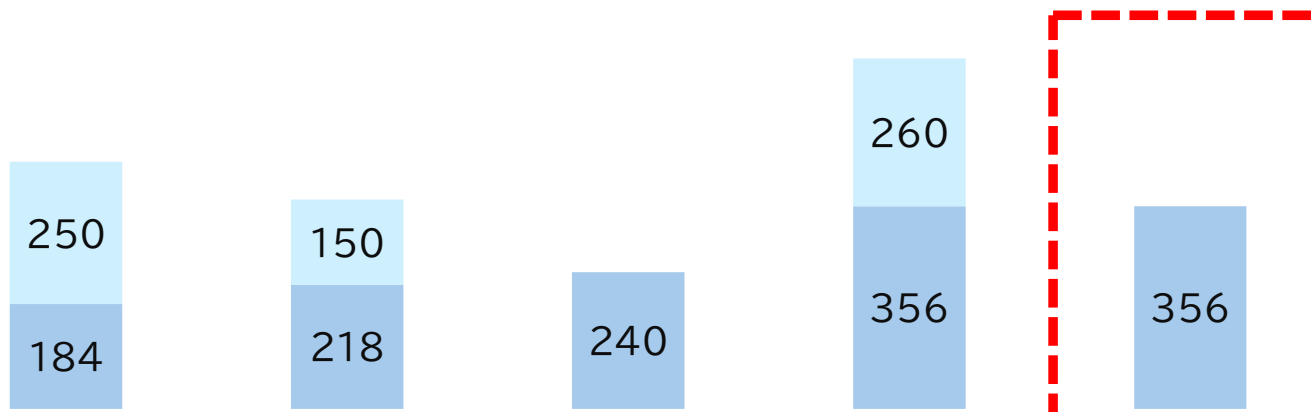
Shareholder Return Policy



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 results	FY2025 planned
Annual dividend per share	25 yen	30 yen	33 yen	50 yen	50 yen
Total amount of dividends	184 million yen	218 million yen	240 million yen	356 million yen	356 million yen
Consolidated payout ratio	18.8%	19.9%	35.3%	106.7%	41.9%
Total amount of treasury stock acquired	250 million yen	150 million yen	—	260 million yen	undecided
Consolidated total return ratio	42.9%	33.2%	35.3%	183.8%	41.9%
Shareholders equity dividend ratio	5.3%	5.1%	5.0%	7.7%	7.0%

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

Note2) No treasury stock acquisitions were made in FY2023.

Summary of Financial Results for the First Half of FY2025

Shareholder Return

Topics

- **Education Business**
- **Technology Business**

[Reference Documents]

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

TECH CAMP High School

The Renaissance High School Group and TECH CAMP High School will launch the “AI Creative Course” in April 2026.



<https://www.r-ac.jp/curriculum/aicreative>

Students will acquire digital production skills utilizing generative AI across a wide range of fields, including games, videos, manga, animation, music, and websites.

Acquire practical skills in using generative AI.

TECH CAMP
Generative AI Support Service

TECH CAMP launched “Generative AI Support Service”, especially for those who are unsure where to begin with introducing AI into their business.



<https://tech-camp.in/ai-solution>

Offering a flexible combination of training, consulting, and development support to help each employee create value using AI.

TECH CAMP
Generative AI Support Service

**TECH CAMP has begun accepting applications for the
“AI-Driven Development Expert Training Program,”
an engineer-focused course within our “Generative AI Support Service”.**



Eligible for the Ministry of Health, Labour and Welfare's Human Resource Development Support Grant Program (Business Development and Reskilling Support Course)

**Up to 75% of the tuition fee is subsidized through grant funding.
Supporting the development of human resources capable of responding
to the demands of development environments in the AI era.**

Introduced Google's generative AI tool "Gemini for Education," optimized for educational purposes, to all current students and faculty members across all our schools.



- ✓ Upon the introduction, div inc. provided training to faculty members, ensuring that they can utilize "Gemini" effectively and appropriately.
- ✓ Through these efforts, we aim to enhance the AI literacy of faculty and improve their ability to apply AI in educational settings.



- ✓ Offering students more opportunities to acquire advanced skills in utilizing AI.

We are actively engaged in promoting AI education.

Note) Gemini for Education is an application provided by Google that has been optimized for use in educational environments. The information entered into the application will not be used for training AI models.

The "Japanese language teacher training course" has been approved as an eligible course under the "Education and Training Benefits System (Designated General Education and Training)," as designated by the Minister of Health, Labour and Welfare.

"Training and Practical Training Course for Registered Japanese Language Teachers"



The diagram illustrates the transition of training benefits for registered Japanese language teachers. On the left, a green box represents the period from September 30, 2025, to September 30, 2025. It states that the 'General Education and Training Allowance' (一般教育訓練給付金) covers 20% of the total tuition (受講料 総額 20%) with a maximum payment of 100,000 yen (上限10万円) (支給). A large orange 'X' is drawn over this box. An orange arrow points from this box to a white box on the right, which represents the period starting from October 1, 2025. This new box states that the 'Specified General Education and Training Allowance' (特定一般教育訓練給付金) covers up to 50% of the total tuition (受講料 総額 最大 50%) with a maximum payment of 250,000 yen (上限25万円) (支給).

期間	給付金名称	対象割合	上限額
2025年9月30日	一般教育訓練給付金	20%	10万円
2025年10月1日～	特定一般教育訓練給付金	最大50%	25万円

<https://www.rn-ac.jp/course/nihongo-teacher-training/>

We contribute to the advancement of Japanese language education in Japan.

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Shareholder Return

Topics

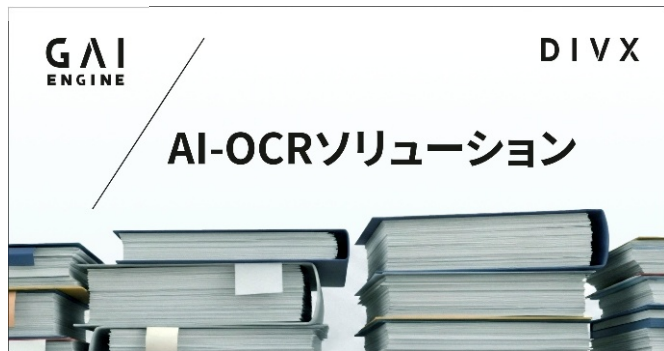
- Education Business
- **Technology Business**

[Reference Documents]

- Sustainability (Human Capital) Initiatives
- Other Topics

DIVX added AI-OCR (high-precision character recognition using AI) feature to its “GAI Engine,” an integrated management platform for multiple AI models and business systems.

NEW



With the AI-OCR feature, a wide variety of forms—including unstructured documents such as invoices, purchase orders, receipts, and handwritten documents—can be digitized with high accuracy.

By linking the extracted information with business systems, we can significantly reduce manual input and other related tasks through automation and increased operational efficiency.

<https://www.divx.co.jp/ai-solution/ai-ocr>

Providing optimal DT solutions tailored to the level of business automation our customers aim to achieve.

DIVX launched “DIVX GAI v2,” an AI service designed for enterprises that require robust security and governance.

NEW



Equipped with “Admin UI,” a centralized management dashboard that visualizes AI usage and enables administrators to enforce strict access control and quality management.

List AI models, connection tools, and user permissions.

Establishing rules to ensure quality and safety.

Enables complete traceability of who did what and when.

Standardize and manage high-quality prompts as a corporate asset.

<https://www.divx.co.jp/lp/divx-gai>

Supporting the safe utilization of AI in corporations through a robust governance infrastructure.

DIVX launched “DIVX Local LLM*,” an AI service that can be used without an internet connection.

NEW



DIVX leverages cutting-edge quantization technology to compress, optimize, and accelerate AI models.

With quantization technology, there is no longer a need for expensive GPU servers, enabling companies to implement AI services within their own local environments.

By utilizing AI in physically isolated environments, we can eliminate the risk of confidential information and data leaks to external parties.

<https://www.divx.co.jp/lp/divx-local-llm>

**An on-premises large language model solution designed
for use in business operations and corporate
environments where cloud-based AI cannot be utilized.**

DIVX launched “DIVX My SaaS,” utilizing generative AI to rapidly deliver MVPs (Minimum Viable Products) for customers’ original SaaS solutions.

NEW



Starting from hearings and business analysis, we consistently generate everything from requirements definition, ERD (data structure), UI/API mockups, to RAG integration design and the MVP itself by utilizing generative AI. This reduces the average development workload by more than half.

By rapidly generating MVPs, we can accelerate the transition to PoC and full-scale production products.

<https://www.divx.co.jp/lp/divx-my-saas>

“An era where companies can create their own original SaaS solutions powered by generative AI , instead of simply choosing from existing SaaS offerings.”

Thank you for your attention.



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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	2,731	2,283 84%	448 16%	2,709 99%	22 1%
Studio & Production	666	— —	666 100%	666 100%	— —
Broadcast	1,128	926 82%	202 18%	1,128 100%	— —
Technology	2,910	2,649 91%	261 9%	708 24%	2,201 76%
Others	114	0 0%	114 100%	114 100%	— —
Total	7,551	5,859 78%	1,691 22%	5,328 71%	2,223 29%

- ✓ 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.

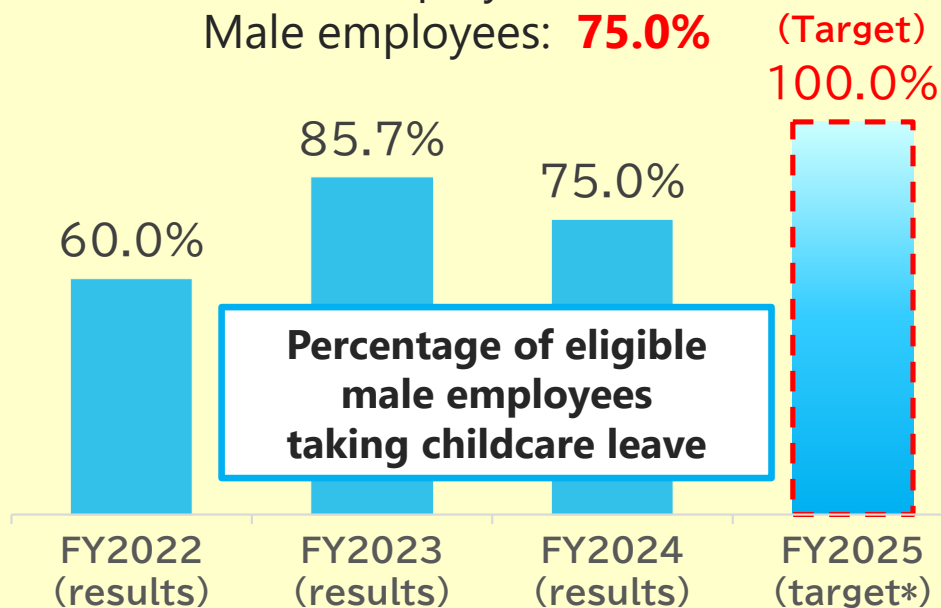
Sustainability (Human Capital) Initiatives



FY2024

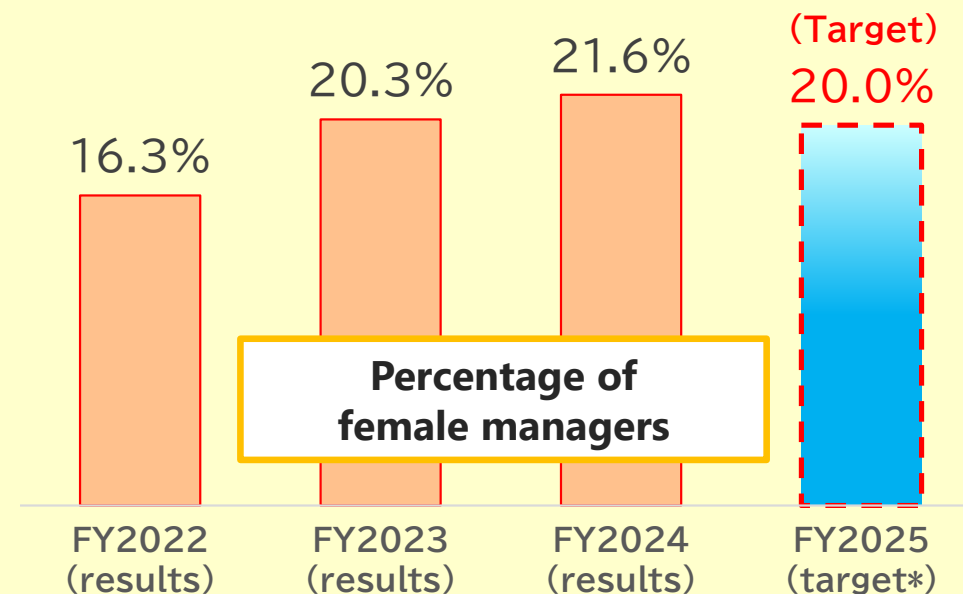
Percentage of eligible employees taking childcare leave:

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



FY2024

Percentage of female managers **21.6%**



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

* 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

Renaissance High School Group Activity report for students in the eSports Course

Tokyo Game Show 2025



Students operated the booths and presented the results of their "inquiry-based learning and career education."

KOYABU SONIC 2025



In addition to exhibiting at booths, students also showcased their eSports skills through exhibition matches and similar activities.

In addition to showcasing their academic achievements and gaming skills, students gained experience in activities such as planning and operating events.

Div inc. provides corporate training tailored to address the specific challenges faced by each company.

For schools selected as "DX High Schools"

Case Study 1; "Support Services for DX High Schools"

Conducted a "1-Day Generative AI Training Program" for faculty members at Tokyo Metropolitan Ota Sakuradai High School.



With the aim of fostering a correct understanding and the safe utilization of generative AI in educational settings, The Company held a seminar-style session covering risks and fundamental concepts of generative AI usage, the benefits of applying generative AI in both classes and school administration, as well as prompt engineering, among other relevant topics.

- Transforming organization so that each employee can generate value through generative AI -

Foster human resources capable of independently driving digital transformation even after training, across a wide range of industries and sectors.

Div inc. provides corporate training tailored to address the specific challenges faced by each company.

TECH CAMP Generative AI Support Service

Case Study 2; “New Employee Engineer Training”

Provided training for new graduate engineers at Digital Garage, Inc.



Based on their policy to develop “engineers who can create with the utilization of AI as a premise,” div inc. has introduced this program with the aim of systematically equipping new graduate engineers with a strong foundation of essential skills.

- Transforming organization so that each employee can generate value through generative AI -

Foster human resources capable of independently driving digital transformation even after training, across a wide range of industries and sectors.

Hosted by Osaka Prefecture: Summary Event for the eSports Promotion Project Activities

Special Website Launched for Osaka GeN Scramble (GeN Scr)



<https://www.oegg-osaka.com/osakagenscramble>

With the theme of “connection” and “coming together (scramble)” that transcends gender and generation, this is a new eSports festival where everyone can join and enjoy.

Note; This project has been commissioned by Osaka Prefecture to the Osaka eSports Culture Promotion Consortium, which consists of Broadmedia eSports Corporation, a subsidiary of Broadmedia Corporation, and PACKage Co., Ltd.

Rainbow Six Siege category

Champion of the Asia Pacific League 2025 - Major Qualifier!



It has been decided that we will participate in the official world tournament “BLAST R6 Major Munich 2025,” which will be held in Munich, Germany, in November!

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.