



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

Broadmedia Corporation

February 3, 2026

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

Financial Summary for the First Three Quarters of FY2025

**Tender Offer for Shares of the Company by
AVI Japan Opportunity Trust PLC**

Shareholder Return

Topics





[Reference Documents]

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

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



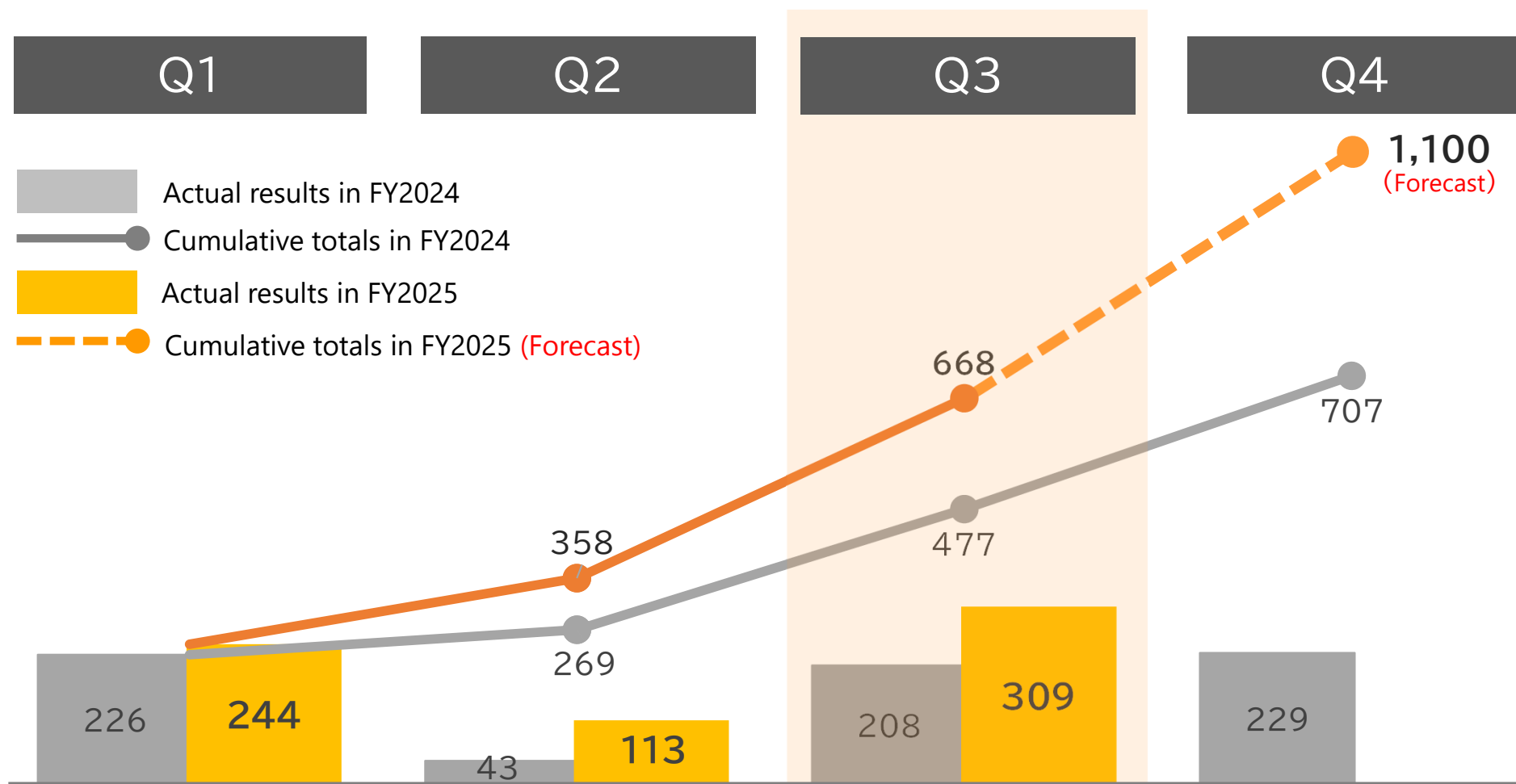
(Unit: Million yen)(Amounts are rounded down to the nearest million yen)

| | FY2024 Q3 | FY2025 Q3 | Difference | Rate of difference | Financial Forecasts (announced on May. 1) | Achievement ratio |
|------------------|--------------|--------------|---|-----------------------|--|----------------------|
| Revenue | 11,724 | 11,607 |  (117) | (1%) | 16,400 | 71% |
| Operating income | 477 | 668 |  190 | +40% | 1,100 | 61% |
| Ordinary income | 484 | 695 |  210 | +43% | 1,100 | 63% |
| Net income | 106 | 513 |  407 | +382% | 850 | 60% |

**【 Compared to the same period of the previous fiscal year,
revenue decreased while profit increased. 】**

- ✓ The Media Content business that was transferred in the previous fiscal year resulted in lower revenue but improved profitability in the current fiscal year.
- ✓ 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 previous fiscal year, among others.
- ✓ Performance 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)

✓ Following the first and second quarters, the third quarter also showed an increase in profit (+101 million yen).

Changes in Segment Reporting Presentation



✓ Regarding the Treatment of Intercompany Transactions

◆ Previous Presentation Method

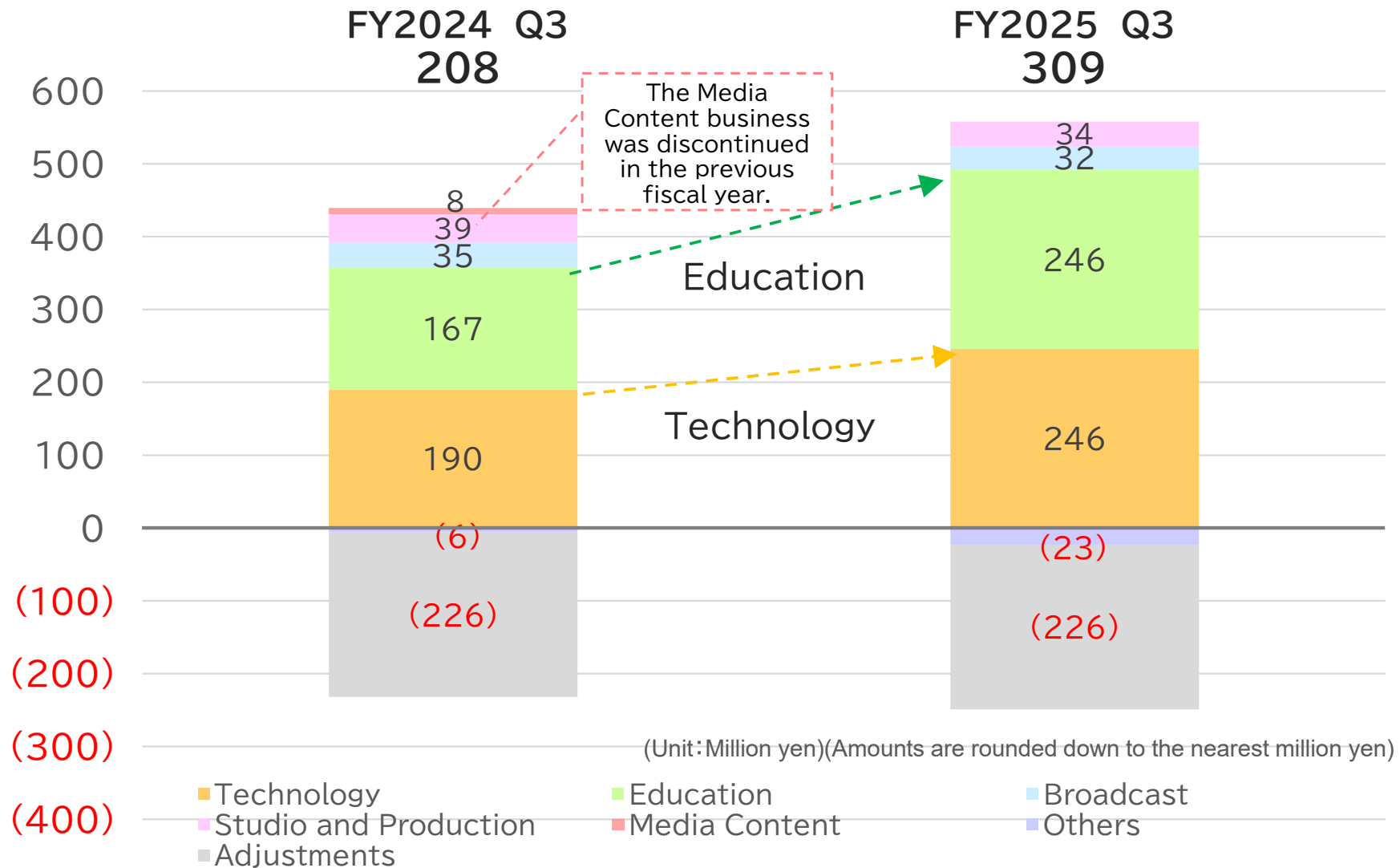
- ✓ The amounts of intercompany transactions within the Group were deducted from the revenue, cost of goods sold, and selling, general and administrative expenses for each segment.



◆ 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 3rd quarter of the fiscal year (Year-over-Year)

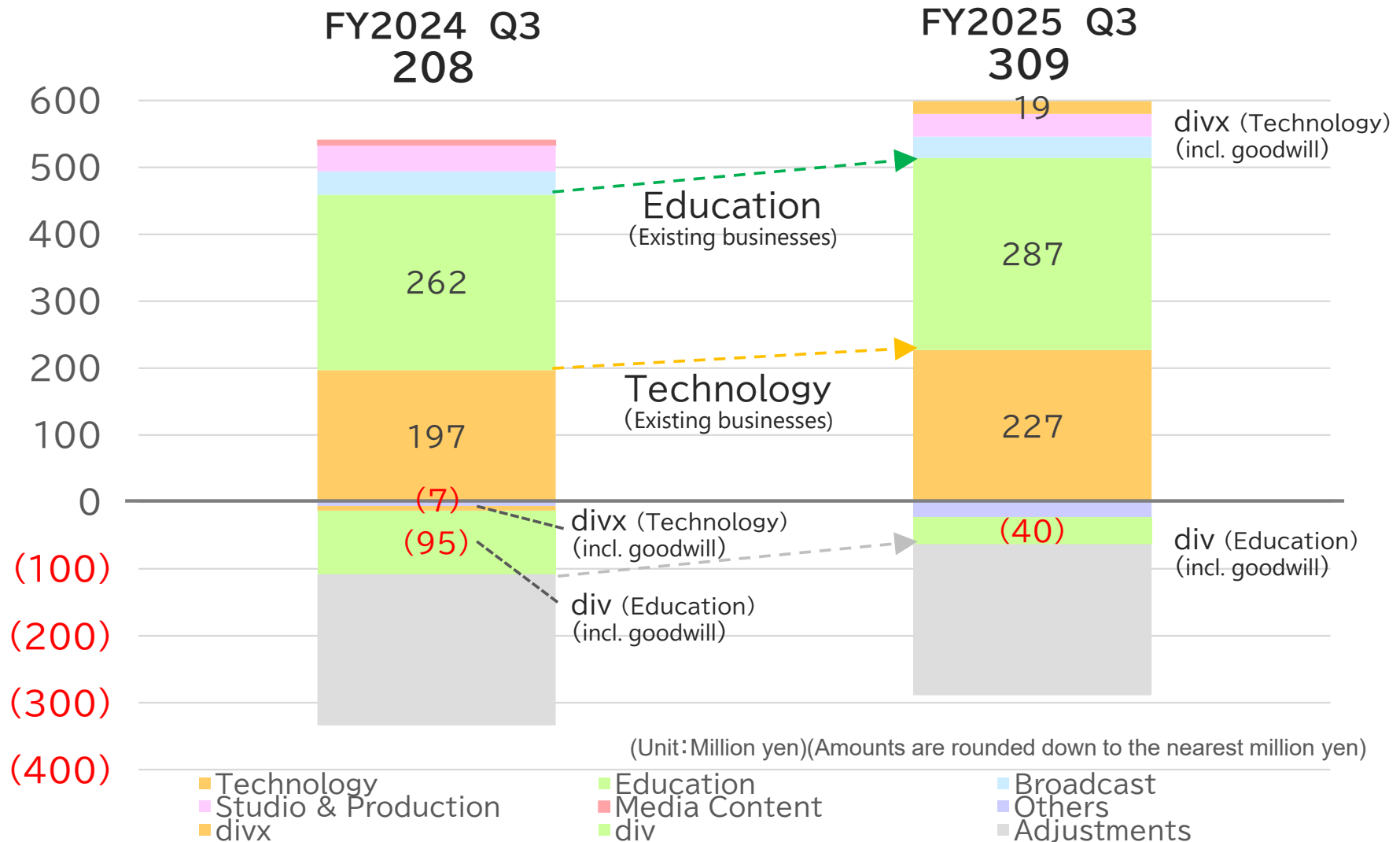


- ✓ On a segment-by-segment basis, Education and Technology increased profits.
- ✓ The Media Content business that was transferred was concluded in the previous fiscal year.

Operating Income for the 3rd 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, and existing businesses in Education also recorded profit growth in the 3rd quarter.
- ✓ 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 Q3 | FY2025 Q3 | Difference | FY2024 Q3 | FY2025 Q3 | Difference |
| Education (Incl. div impact/goodwill) | 4,080 (514) | 4,111 (503) | ↑ 31 [(-10)] | 647 [(-327)] | 666 [(-174)] | ↑ 19 (152) |
| Studio & Production | 1,169 | 1,128 | ↓ (41) | (20) | (14) | ↑ 6 |
| Broadcast | 1,748 | 1,691 | ↓ (57) | 94 | 85 | ↓ (8) |
| Technology (Incl. divx impact/goodwill) | 4,301 (590) | 4,797 (580) | ↑ 495 [(-10)] | 414 [(-68)] | 613 (49) | ↑ 199 (118) |
| Others | 342 | 180 | ↓ (162) | 8 | (41) | ↓ (50) |
| Adjustments (Incl. corporate expenses) | (276) | (302) | ↓ (25) | (600) [(-606)] | (642) [(-645)] | ↓ (41) [(-38)] |
| Media Content | 358 | — | ↓ (358) | (65) | — | ↑ 65 |
| Total | 11,724 | 11,607 | ↓ (117) | 477 | 668 | ↑ 190 |

※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 Q3 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 Q3 | FY2025 Q3 | Difference | FY2024 Q3 | FY2025 Q3 | Difference |
| Education | 4,080 | 4,111 | 31 | 647 | 666 | 19 |
| (Incl. div impact/goodwill) | (514) | (503) | [(-10)] | [(-327)] | [(-174)] | (152) |
| | | +1% | | | +3% | |
| | | Existing business only +1% | | | Existing business only (14%) | |

【Revenue and profit increased across the Education segment.】

- ✓ The number of students at the Osaka and Toyota campuses of our online high school reached full capacity, while the Daigo campus continues to face challenges.
- ✓ The number of students in the on-campus courses, including the eSports course, remained almost unchanged from the same period of the previous year.
- ✓ Increases in labor costs and promotional expenses negatively impacted the profitability of the online high school business.
- ✓ We will continue to address challenges such as the establishment of new schools and increasing enrollment capacity 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 Q3 | FY2025 Q3 | Difference | FY2024 Q3 | FY2025 Q3 | Difference |
| Education | 4,080 | 4,111 | 31 | 647 | 666 | 19 |
| (Incl. div impact/goodwill) | (514) | (503) | [(-10)] | [(-327)] | [(-174)] | (152) |
| | | +1% | | | +3% | |
| | | Existing business only +1% | | | Existing business only (14%) | |

Impact of div Inc. which was acquired as a subsidiary

- ✓ Revenue decreased as a result of a significant decline in the first quarter, which was caused by our review and reduction of high customer acquisition expenses. However, revenue increased from the second quarter onward.
- ✓ As a result of reducing fixed costs, including the downsizing of office space, the loss was reduced by 152 million yen.
- ✓ Our performance is on an improving trend, driven by our shift towards AI education (Refer to Reference Documents) and the expansion of corporate training services, among other initiatives.
- ✓ Div inc. is also contributing to AI training and related initiatives for each business within the Group.
- ✓ 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 Q3 | FY2025 Q3 | Difference | FY2024 Q3 | FY2025 Q3 | Difference |
| Studio & Production | 1,169 | 1,128 | ↓ (41) | (20) | (14) | ↑ 6 |
| | | | (4%) | | | loss reduced |

【 The Studio & Production segment recorded a decrease in revenue but reduced its losses.】

- ✓ 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 impairment losses recorded in the previous fiscal year, as well as the posting of profit in 3rd quarter (Oct.-Dec.).
- ✓ 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.
 - With the aim of clarifying profit and loss management and building a framework that enables flexible responses in a challenging market environment, the Company plans to spin off the business as a separate entity effective April 1, 2026.

◆ Production business

Consolidated Financial Results by Business Segment



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

| | Revenue | | | Operating income | | |
|-----------|--------------|--------------|------------|------------------|--------------|------------|
| | FY2024 Q3 | FY2025 Q3 | Difference | FY2024 Q3 | FY2025 Q3 | Difference |
| Broadcast | 1,748 | 1,691 | ↓ (57) | 94 | 85 | ↓ (8) |
| | | | (3%) | | | (9%) |

【Revenue and profit decreased across the Broadcast segment.】

- ✓ Subscription fee revenue continues to fall.
- ✓ Advertising revenue and sales from Fishing Vision Club (VOD) increased.
- ✓ 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 Co., Ltd. plan to carry out a substantial reduction of capital and a large-scale distribution of dividends in order to optimize the capital structure.

- ◆ "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 Q3 | FY2025 Q3 | Difference | FY2024 Q3 | FY2025 Q3 | Difference |
| Technology (Incl. divx impact/goodwill) | 4,301 (590) | 4,797 (580) | 495 [(-10)] | 414 [(-68)] | 613 (49) | 199 (118) |
| | | +12% | | | +48% | |
| | | Existing business only +14% | | | Existing business only +17% | |

【The Technology segment as a whole achieved increased revenue and profit.】

- ✓ Our flagship Akamai (CDN/cybersecurity) service increased both income and profit.
- ✓ System Design Development Co., Ltd., a subsidiary of the Company, posted lower profit due to both a decrease in revenue and an increase in selling, general and administrative expenses.
- ✓ Contributing to digital transformation (DT) and security measures of each business within the Group

◆ Akamai (CDN/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 Q3 | FY2025 Q3 | Difference | FY2024 Q3 | FY2025 Q3 | Difference |
| Technology | 4,301 | 4,797 | 495 | 414 | 613 | 199 |
| (Incl. divx impact/goodwill) | (590) | (580) | [(-10)] | [(-68)] | (49) | (118) |
| | | + 12% | | | + 48% | |
| | | Existing business only + 14% | | | Existing business only + 17% | |

Impact of divx Inc. which was acquired as a subsidiary

- ✓ Revenue recorded same level as the previous fiscal year, and through cost reductions such as right-sizing of personnel including engineers, profit and loss improved significantly by 118 million yen, resulting in a return to profitability.
- ✓ We are promoting greater development efficiency through the utilization of AI.

◆ Akamai (CDN/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 Q3 | FY2025 Q3 | Difference | FY2024 Q3 | FY2025 Q3 | Difference |
| Others | 342 | 180 | ↓ (162) | 8 | (41) | ↓ (50) |
| | | | (47%) | | | 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 business posted a larger loss, due to both a decrease in revenue and an increase in costs.

◆ 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)

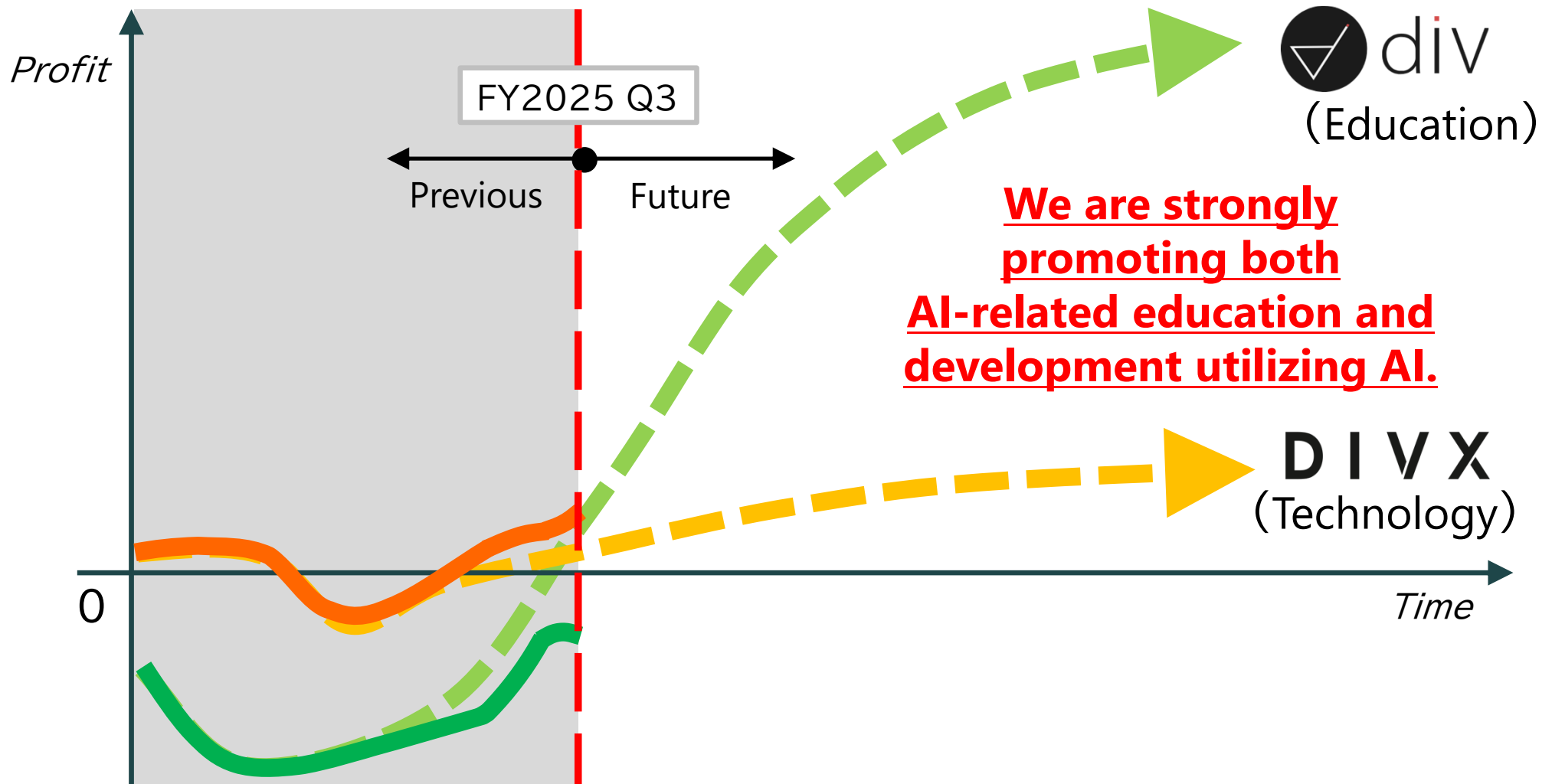
| | Revenue | | | Operating income | | |
|----------------------------|--------------|--------------|------------|------------------|--------------|------------|
| | FY2024 Q3 | FY2025 Q3 | Difference | FY2024 Q3 | FY2025 Q3 | Difference |
| Adjustments | (276) | (302) | ➡ (25) | (600) | (642) | ➡ (41) |
| (Incl. corporate expenses) | | | | [(-606)] | [(-645)] | [(-38)] |

Corporate Expenses increased 6%.

- ✓ 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 270 million yen.

Consolidated Financial Position



Condition of assets, liabilities, and net assets

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

| | FY2024 | FY2025 Q3 | Difference | Rate of difference |
|--|--------|--------------|------------|-----------------------|
| Total assets | 11,300 | 10,346 | (953) | (8%) |
| Liabilities | 5,519 | 4,714 | (804) | (15%) |
| Net assets | 5,780 | 5,632 | (148) | (3%) |
| Shareholders' equity | 4,631 | 4,794 | 163 | +4% |
| Stock acquisition rights for non-controlling shareholders | 1,149 | 837 | (312) | (27%) |
| Shareholders' equity ratio | 41% | 46% | — | — |

Total assets

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

Liabilities

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

Net assets

While the Company recorded net income, net assets decreased due to a reduction in non-controlling interests resulting from dividend payments by subsidiaries.

Consolidated Financial Position



Condition of Cash flow

| | FY2024 Q3 | FY2025 Q3 |
|---|--------------|--------------|
| Operating cash flow | (665) | (526) |
| Investing cash flow | (59) | (152) |
| Financing cash flow | (722) | (845) |
| Effect of exchange rate change on cash and cash equivalents | 4 | 12 |
| Changes in cash and cash equivalents | (1,442) | (1,511) |
| Year-end balance of cash and cash equivalents | 4,383 | 4,109 |

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

Operating cash flow

Negative 526 million yen, primarily due to a decrease in advances received, despite recording a pre-tax profit of 689 million yen.

Investing cash flow

Negative 152 million yen due to asset acquisitions (such as PC replacements) for the online high school business and others.

Financing cash flow

Negative 845 million yen, mainly as a result of dividend payments and loan repayments by the Company and its subsidiaries.

Financial Summary for the First Three Quarters of FY2025

Tender Offer for Shares of the Company by AVI Japan Opportunity Trust PLC

Shareholder Return

Topics

[Reference Documents]

- Sustainability (Human Capital) Initiatives
- Other Topics

Tender Offer for Shares of the Company



Overview

A tender offer for shares of the Company by AVI Japan Opportunity Trust PLC was announced on December 9, 2025.

【Results of Tender Offer】

- Period of the Purchase, etc. as Filed : From December 10, 2025, through January 28, 2026
- Price for Purchase, etc. : JPY 2,200 per common share
- Number of Shares Purchased (Acquisition Ratio) : 775,300 shares (10.9% ^{*1})
- Number of Shares to be Held After the Purchase (Shareholding Ratio) :
2,851,053 shares ^{*2} (40.0% ^{*1})

^{*1} The shareholding ratio is calculated by deducting treasury stock.

^{*2} Total Number of Shares Owned by the Tender Offerors as Stated in the Tender Offer Notification Dated December 10, 2025

We expressed a neutral opinion regarding this Tender Offer, based on the understanding that the Tender Offeror supports the Company's current management structure and ongoing initiatives to enhance corporate value, and that the Company's shares are expected to remain listed even after the completion of this Tender Offer.



We will continue to review strategic options and pursue the enhancement of our medium-term corporate and shareholder value by expanding our unique, integrated educational business that combines education and technology.

Financial Summary for the First Three Quarters of FY2025

Tender Offer for Shares of the Company by AVI Japan Opportunity Trust PLC

Shareholder Return

Topics

[Reference Documents]

- Sustainability (Human Capital) Initiatives
- Other Topics

Shareholder Return; Dividend

- ✓ The year-end dividend for FY2025 is planned to be 50 yen per share, as forecasted at the beginning of the fiscal year.

| | Mid-term Dividend (per share) | Year-end Dividend (per share) | Payout Ratio (Consolidated) |
|------------------|-------------------------------------|-------------------------------------|--------------------------------|
| FY2025 (planned) | 00.00 yen | 50.00 yen | 41.9% |
| FY2024 (results) | 00.00 yen | 50.00 yen | 106.7% |
| FY2023 (results) | 00.00 yen | 33.00 yen | 35.3% |

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

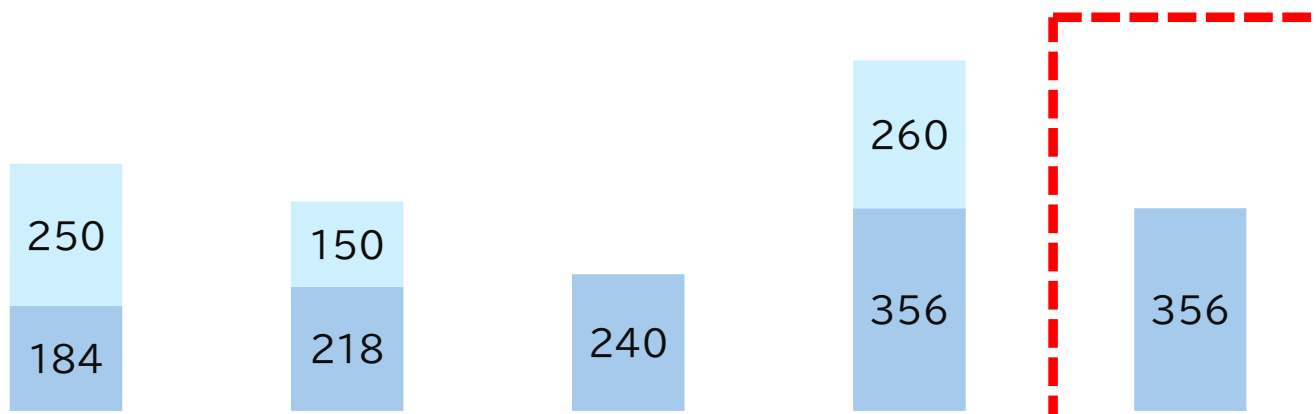
Shareholder Return Policy



| | | |
|---------------------------|--------------------|---|
| 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.

Financial Summary for the First Three Quarters of FY2025

Tender Offer for Shares of the Company by AVI Japan Opportunity Trust PLC

Shareholder Return

Topics

[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

⇒ 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 4th school is necessary to achieve a significant increase in capacity.

Initiative

As discussions with the relevant government ministries and agencies are taking longer than expected, the originally planned opening in April 2026 will be delayed.

⇒ We will continue to focus our efforts on establishing the new school.

Establishment of a Subsidiary Through Company Split



The Board of Directors resolved at its meeting on November 27, 2025, to transfer the business operations conducted by Studio & Production to Broadmedia Studios Corporation.

【Purpose of the Company Split】

- ✓ As we continue to explore strategic options, we will establish a newly formed company to operate independently, with the aim of clarifying profit and loss management and building a structure capable of flexible responses within a challenging market environment.

【Overview of the Newly Established Company 】

| | |
|--------------------|---|
| Company Name | Broadmedia Studios Corporation |
| Establishment | April 1, 2026 (planned) |
| Business Outline | Production of Japanese subtitles and dubbing, audio description for the visually impaired, subtitles for the hearing impaired, program promotion, and related production Services |
| Major shareholders | Broadmedia Corporation 100.00% |

※ As the business succession to our wholly owned subsidiary will be conducted through a company split, the impact on the consolidated financial results of the Company will be minimal.

Capital Reduction and Dividend Distribution at Fishing Vision Co., Ltd.



【Purpose】

The purpose of this capital reduction is to optimize the capital structure and accelerate strategic actions.

✓ Details of Capital Reduction

| | |
|-----------------------------------|--|
| Type: Gratis capital reduction | Share capital will be reduced from 1,141 million yen to 100 million yen, and the capital reserve will be reduced from 405 million yen to 25 million yen. The total amount of the reduction will be transferred to other capital surplus. |
| Effective date: | February 25, 2026 (planned) |

✓ Details of Dividend Distribution

| | |
|-------------------------------------|---|
| Details of Dividend Distribution | Total amount of dividends: 1,213 million yen Details) Other capital surplus – 1,042 million yen Other retained earnings – 170 million yen |
| Dividend payment date | February 25, 2026 (planned) |

Note) The Company expects to receive 626 million yen out of the total amount of dividends.

Thank you for your attention.



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Topics

[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 | 4,065 | 3,369 83% | 696 17% | 4,036 99% | 29 1% |
| Studio & Production | 1,126 | — — | 1,126 100% | 1,126 100% | — — |
| Broadcast | 1,691 | 1,385 82% | 306 18% | 1,691 100% | — 0% |
| Technology | 4,548 | 4,108 90% | 439 10% | 1,083 24% | 3,464 76% |
| Others | 176 | 0 0% | 175 100% | 176 100% | — — |
| Total | 11,607 | 8,864 76% | 2,743 24% | 8,112 70% | 3,494 30% |

- ✓ 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.

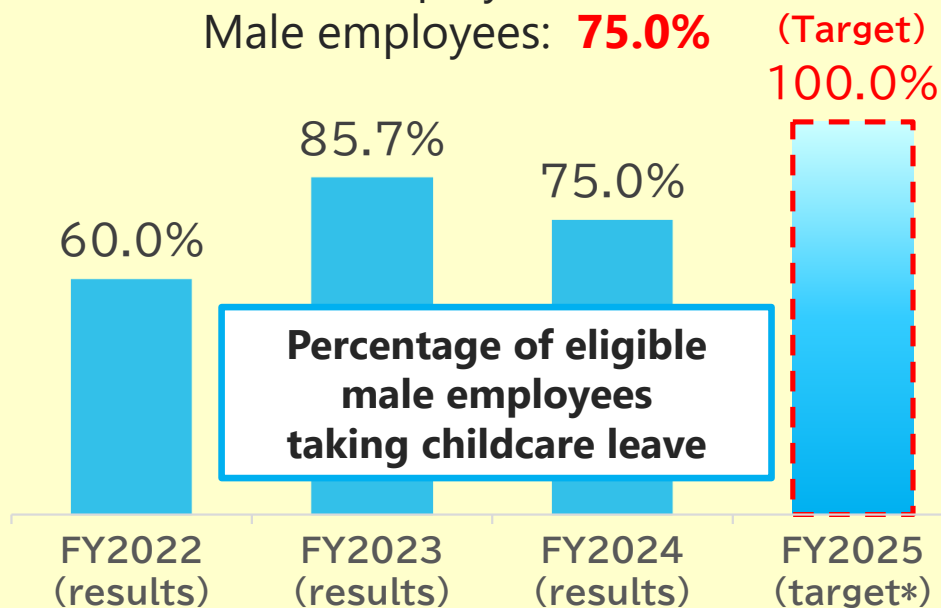
Sustainability (Human Capital) Initiatives



FY2024

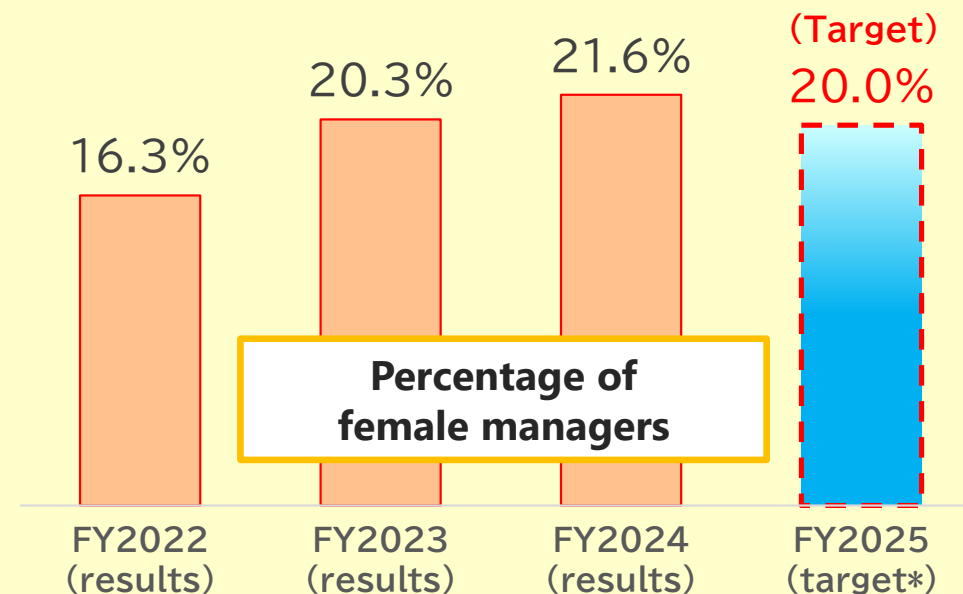
Percentage of eligible employees taking childcare leave:

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

TECH CAMP

Corporate Training Service / Generative AI Support Service

Reducing administrative workload for HR personnel in corporate training services utilizing subsidy programs.



In collaboration with sumac; Social Insurance and Labor Consultant Corporation, div inc. supports companies with the complex application procedures for the Human Resource Development Support Subsidy.

Note) The eligibility for subsidies and the applicable subsidy rate may vary depending on the size and conditions of each company. Procedures are carried out based on a contract concluded directly between sumac and div inc., and a separate outsourcing fee will be charged by sumac. There is no exchange of referral fees or similar payments between div inc. and sumac.

TECH CAMP Generative AI Support Service

Div inc. provides a corporate training service for designing and developing AI Agents capable of autonomously operating tools and completing tasks based solely on the objectives provided.



Advance your skills from simply “using AI” to “creating systems that make AI work for you.”

We enable companies to internalize AI utilization and achieve greater operational efficiency.

* Ministry of Health, Labour and Welfare:

Courses eligible for the Human Resource Development Support Subsidy (Reskilling Support Course for Business Expansion and Related Initiatives)

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Div inc. actively organizes seminars to promote the use of generative AI.

TECH CAMP Corporate Training Service

A Free Webinar on the Introduction of New Employee Training



An explanation of the three essential elements for developing IT engineers: IT skills, Mindset and AI Utilization Skills.

TECH CAMP Work Transition School

For personnel Working in the Welfare Sector: “Seminar on Improving Operational Efficiency Using Generative AI”



Supporting the streamlining of operations at welfare sites facing labor shortages by promoting the use of generative AI tools

Div inc. will work to expand orders for corporate training by reaching a wider range of industries and job categories.

TECH CAMP

Work Transition School / Employment Continuity Center

Introduction of Activities in div inc.'s Employment Support Business

A Cultural Festival
Organized by People with Disabilities
Holding of TCS Fest 2025



By showcasing IT skills enhanced by generative AI, we challenged and updated conventional perceptions about people with disabilities.

Launch of Official YouTube Channel for the
Employment Support Business

TECH CAMP Employment Support Channel



A channel sharing videos that convey the atmosphere at our facilities, the personalities of our staff, and the vibrant way in which participants engage in learning.

Div inc. promotes greater understanding of people with disabilities and the social implementation of neurodiversity, thereby contributing to the creation of a society in which each individual is able to realize their full potential.

The demonstration experiment conducted by divx inc. in collaboration with local municipalities

Chiryu-shi, Aichi Pref.

A generative AI designed to streamline internal government inquiries related to contract administration.



Aim to establish an environment in which AI can instantly provide internal government rules related to necessary contract administration, regardless of the level of expertise of staff members.

Kirishima-shi, Kagoshima Pref.

A regional revitalization model in which local AI engineers are trained and developed within the community.



The "Kirishima Model" is a development framework in which diverse talent recruited in Kirishima-shi is rapidly trained and developed into a productive workforce through divx inc.'s unique generative AI-based training environment, enabling the completion of development projects locally from start to finish.

Divx inc. will leverage the insights gained to enhance the quality of our AI support services and aim to create opportunities for pilot implementations with other local governments, among others.

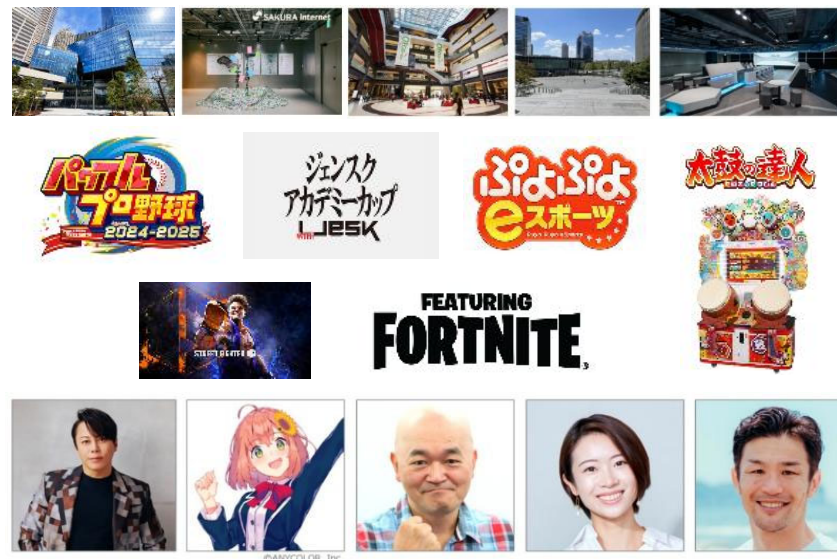
Others (Promotion of eSports)



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

Planned and managed Osaka GeN Scramble

As a new eSports festival that can be enjoyed by people of all ages and backgrounds it will showcase the appeal of eSports from Osaka to the rest of Japan.



Thanks to the many attendees, the event concluded successfully.

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

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.

Our Mission



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

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



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