



W O W O W

CORPORATE PROFILE

An experience beyond watching

**Our passion to deliver select high quality entertainment continues to evolve.
WOWOW will broaden horizons and offer novel ways to further
enjoy entertainment through unique experiences.**

Nurturing a culture of entertainment together with our customers

WOWOW began broadcasting in 1991 as Japan's first commercial satellite broadcasting station, and since then it has delivered a variety of entertainment including movies, music, sports and original dramas for over 30 years. The service, which started with a single BS broadcasting channel, has evolved into an array of services tailored to the lifestyles of our customers, now offering four channels (Prime, Live, Cinema and 4K) as well as WOWOW On Demand. I am so grateful to the many customers who have supported us and to the creators and artists who have made content together with us.

Today, with the dramatic proliferation of video streaming services, the world is being flooded with a vast amount of content. Exciting content has never been created or consumed more rapidly. However, in such an era, what WOWOW offers is not just something to be consumed. WOWOW produces new value, and we will continue to deliver content that enriches your life with fresh surprises and shared emotions.

We hope that our content is something for you to not only watch but also participate in. We want to help you love your favorites even more, making for a richer, more enjoyable life. WOWOW will continue to nurture the culture of entertainment that we love together with our customers and all our partners.

Representative Director, President & CEO
Akira Tanaka



WOWOW is no longer just a TV service. You can enjoy WOWOW content on any connected device.

Enjoying WOWOW is no longer dependent on having BS connectivity. You can fully enjoy WOWOW on your PC, smartphone, tablet as well as your TV.



A quality selection of entertainment

WOWOW offers a diverse range of genres including original drama series, sports, music, movies and drama series from abroad. Viewers can enjoy WOWOW curated movies, compelling original content, exclusive live music and sport events anytime, anywhere.



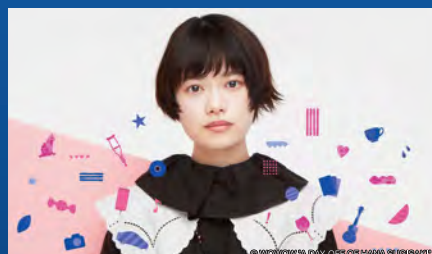
Serial Drama W
A CASE



LPGA Tour Japanese Featured Player
Live Streaming



B'z LIVE-GYM Pleasure 2023 -STARS-



Serial Drama W-30
A DAY-OFF OF HANA SUGISAKI



UEFA Europa League



The Late Show with Yoshio Inoue
"Yoshio no Myu"

New Features of the New WOWOW On Demand



Easier to search for content

A new UI and newly structured genre categories allow users to discover the content they were looking for with ease.



More TVs compatible with the app

There are now more TV devices compatible with the WOWOW On Demand app, making it easier for all to watch titles exclusive to On Demand exclusive titles on large screen.



Download Features

You can now download titles beforehand, and enjoy content without an internet connection.

*Smartphone/tablet app use only. Some titles are not available for download.



Picture-in-picture viewing

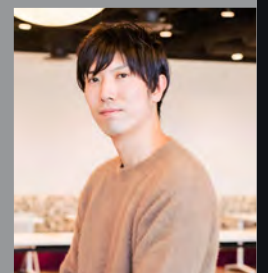
WOWOW on Demand content can be played on separate window in the corner of your screen while using other apps.

*PC browser/iOS app only.

An On Demand Service built on strengths unique to WOWOW

WOWOW On Demand offers simultaneous broadcast distribution, Video On Demand (VOD) and live streaming of sports and other programs. I think that the substantial live coverage represented by the all-court tennis coverage and LPGA Tour Japanese Featured Player Live Streaming are features and appeal unique to WOWOW On Demand, different from broadcasting up until now. With conventional broadcasting, you have to choose a single match from many to deliver, but with streaming, matches on a number of courts can be delivered simultaneously, allowing users to select the match they want to watch.

In addition, in the 2022 relaunch we expanded the service's functionality with the ability to download content. Going forward, we hope to add features that make it even easier for users and that take advantage of WOWOW's unique strengths, such as multi-angle streaming that allows users to switch cameras themselves, and introduction of simpler payment methods.



Media Business Division
WOD Product Development
Department

Satoshi Onobe

Delivering only the very best of entertainment in a diverse variety of genres

Viewers can access both select entertainment from all over the world as well as WOWOW original shows both on broadcast and on demand.

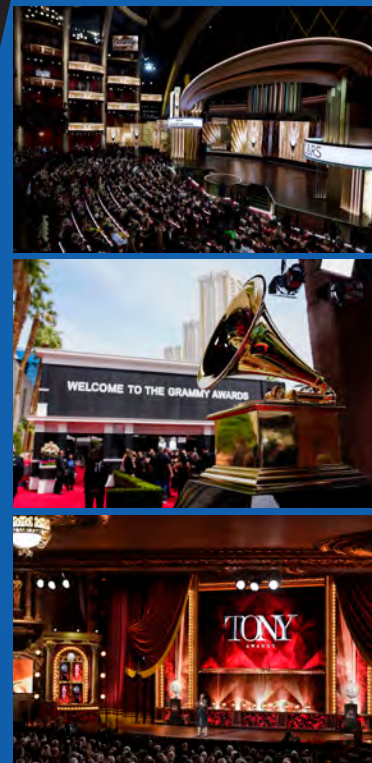


Movies

Top Gun: Maverick ©2023 Paramount Pictures.
Mothership ©2022 *Mothership* Film Partners *A Man* ©2022 *A Man* Film Partners
RRR (Rise Roar Revolt) ©2021 DVV ENTERTAINMENTS LLP.ALL RIGHTS RESERVED.

Awards

20th Annual Grammy Awards, 76th Annual Grammy Awards, 77th Annual Grammy Awards, 78th Annual Grammy Awards, 79th Annual Grammy Awards, 80th Annual Grammy Awards, 81st Annual Grammy Awards, 82nd Annual Grammy Awards, 83rd Annual Grammy Awards, 84th Annual Grammy Awards, 85th Annual Grammy Awards, 86th Annual Grammy Awards, 87th Annual Grammy Awards, 88th Annual Grammy Awards, 89th Annual Grammy Awards, 90th Annual Grammy Awards, 91st Annual Grammy Awards, 92nd Annual Grammy Awards, 93rd Annual Grammy Awards, 94th Annual Grammy Awards, 95th Annual Grammy Awards, 96th Annual Grammy Awards, 97th Annual Grammy Awards, 98th Annual Grammy Awards, 99th Annual Grammy Awards, 100th Annual Grammy Awards.
The 76th Tony Awards® From The 76th Tony Awards® Atc.

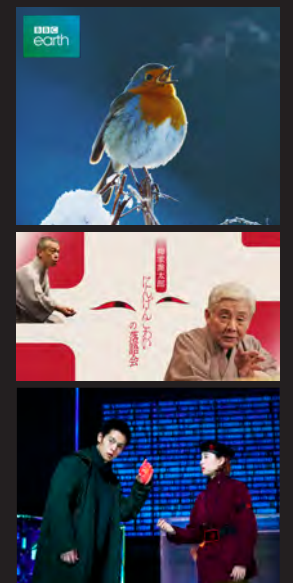


Original Drama



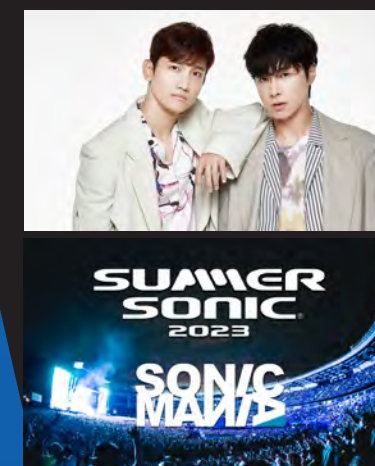
Others

WOWOW's Member of Sony © Asia Broadcast Agency
Kodomo Yashiki Always Shows from Sony Pictures
EVA/ELLEN Beyond Digital Concept/Planning Director, and Choreographed by Saki Lina Chikawa
photo: Sony Pictures, etc.



Sports

UEFA Champions League Getty Images *US Open Tennis Championships* Getty Images
The Rugby Championship Getty Images, Afp
LPGA Tour Getty Images *Excite Match* Getty Images, ©NAOKI FUKUDA



Music

TOHOSHINKI LIVE TOUR 2023 ~CLASSY~ in TOKYO DOME
SUMMER SONIC 2023 ©SUMMER SONIC All Copyrights Reserved.



Foreign Series

The Beach Hotel © 2023 Viaplay Group. All rights reserved.
Why her? ©2023
The Suspect ©World Productions 2022
THREE-BODY © TENCENT TECHNOLOGY BEIJING CO., LTD.

WOWOW Originals

Nobody is as dedicated to quality of expression as WOWOW -
We continue to create outstanding entertainment

hence the acclaim of WOWOW originals in Japan and abroad.
of all genres with a focus on drama series

Drama W, Serial Drama W

Our Drama W brand launched in 2003 with the concept of pursuing production quality to its utmost in order to deliver true entertainment.
In a move to extend this vision, we launched the Serial Drama W brand in April 2008 to provide viewers with a continuous supply of WOWOW-original drama, and we have been rolling out unique, quality productions ever since.



Serial Drama W
FENCE
62th Monte Carlo Television Festival for Golden Nymph Awards fiction category nominee / April 2023 Monthly Award at Galaxy Awards
Incentive Award in MIPCOM BUYERS' AWARD for Japanese Drama 2023 / Excellence Award in Serial Drama category at Tokyo Drama Awards 2023



Serial Drama W
Keigo Higashino's "The Hovering Blade"
Outstanding Original Programming Award in the drama category at the 12th Japan Satellite Broadcasting Association Original Programming Awards



Serial Drama W
IRIBITO -Stranger-
Makoto Kusaka(Toei Studios Kyoto) , Visual Technology Award for TV Series in Photography category 75th MPTE AWARDS 2022
Yuji Ikemoto(Toei Studios Kyoto) , Visual Technology Award for TV Series in Lighting category 75th MPTE AWARDS 2022
Excellence Award in TV Drama category at 77th Agency for Cultural Affairs Media Arts Festival 2022



Serial Drama W
Truth
Grand Prix in MIPCOM BUYERS' AWARD for Japanese Drama 2022
Incentive Award in Drama category at 38th ATP Award 2022

An Original Drama Co-Produced with Hollywood

This blockbuster drama series co-produced by WOWOW and HBO Max had its first episode directed by Michael Mann and was shot entirely on location in Japan, co-starring Japanese and American stars.



TOKYO VICE

Animation

Since WOWOW's first original animation "Brain Powerd" in 1998, we have brought numerous animation titles to life.



The Fire Hunter
Now streaming and wildly popular



The Fire Hunter Second season
To be broadcast/streamed in January 2024

My Mission Is to Deliver Okinawa-Themed Content to the World

I was born and raised right next to the Futenma Air Base, where fighter jets flew overhead on a daily basis. It was only when I came to Tokyo that I realized that my life in Okinawa was not normal. Gradually, I began to feel that I had to confront that, and I began to think that one day I would like to produce content on the theme of Okinawa. It was a sensitive subject and a great deal of determination was required to handle it, but I felt it was my mission to take on the challenge of a project called "Serial Drama W FENCE" and bring it to the world.

In Okinawa, various problems, including the bases, are still left untouched. The reality is that the people living there have different ways of thinking, and because differences of opinion create divisions, they hide their true feelings even from friends and family in their life. This is not limited to Okinawa, but social problems are always about the people living there and their conflicts. I believe that first of all, making people aware of these facts and thinking about those people is a big step toward solving social problems. As someone involved in entertainment, in dramas, I wanted to offer that opportunity, so it was with that in mind that I took on this project.

Finally, I would like to thank producer Hiraku Kitano for coming up with this project, Akiko Nogi for writing a wonderful script, director Kana Matsumoto and her staff, the cast including Mayu Matsuoka and Ariana Miyamoto, and the people of Okinawa for their cooperation.



Content Production Division
Drama Production Department
Yoshiki Takaesu

WOWOW Originals

WOWOW produces not only content for broadcast and streaming but also theatrical movies and also hosts original live events.

WOWOW Original Events

WOWOW hosts many live events such as the Fuji & Sun camp festival where renowned artists perform in the foothills of Mt. Fuji, "Janis", a Japanese remake of the Broadway musical about legendary rock singer Janis Joplin, and the "Mari Natsuki 50 Jubilee Live at Hibiya Open-Air Concert Hall" celebrating both 50 years since Mari Natsuki's debut and 100 years since the concert hall's opening.

FUJI & SUN '23

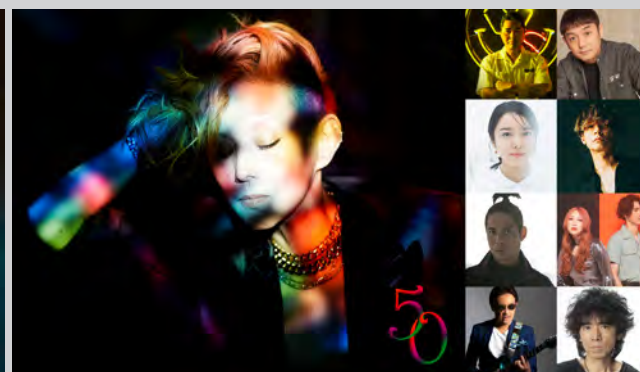
2023.5.13 SAT - 14 SUN
静岡県・富士山こどもの国



FUJI & SUN



A Night with Janis Joplin



MARI NATSUKI 50 Jubilee LIVE

WOWOW FILMS

WOWOW FILMS is a label launched in 2007 under which we produce theatrical movies of uncompromising entertainment quality for movie lovers not only in Japan, but all over the world. WOWOW has won over countless movie fans with its diverse lineup from high-budget blockbusters sharing a plotline with WOWOW-original dramas to quality films that are invited to compete in prestigious film festivals.



GOLDEN KAMUY



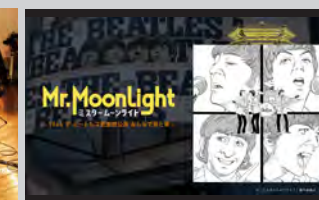
Hard days



Akira and Akira



Yasashii Spitz
a secret session in Obihiro



Mr. Moonlight



Prior Convictions



Tomorrow's Dinner Table

Aiming to Create Movie Experiences that Customers will Treasure for a Lifetime

In 2024, WOWOW FILMS will release "GOLDEN KAMUY", the most expensive production in its history. The film is based on a very popular manga series that regrettably ended in the spring of 2022, and is an entertainment blockbuster in which a fierce battle unfolds over the huge amount of buried gold in Hokkaido. After having already attracted fans in various forms, including animated films and exhibitions, this is the live-action version of the manga in its full glory. This is the first time for WOWOW to produce a film based on such a major piece of intellectual property, and we assembled a staff and cast at the forefront of their fields to carry out large-scale filming over a period of more than six months. We believe that this film will be loved by many people because of the powerful action scenes, visual effects and art that we focused on to faithfully reproduce the world of the original work. Unlike entertainment that can be casually enjoyed on TV or by streaming, we are working day and night to create a once-in-a-lifetime experience for our customers with the excitement only a movie theater can deliver, where they can concentrate on the visuals and audio in front of a large screen. WOWOW is also taking on various other challenges in its film business, including several live-action films to be released in 2024 and beyond which, despite their different genres and scale, will surely touch the hearts of viewers by having them finished in a careful manner through thorough development of the scripts and communication with the staff and cast involved. We are also looking to increase our distribution business, especially the theatrical release of music content, as a side development of our longstanding relationship of trust with artists, and will continue to provide more moving experiences that go beyond broadcasting.



Business & Entertainment
Development Division
Business & Entertainment
Development Department
Ryo Otaki

Vivid visual experiences

With the visual aesthetics that only 4K can achieve and a selection of programs only WOWOW can deliver, we offer a premium entertainment experience that cannot be found elsewhere.

A breathtaking visual experience that only 4K can deliver

WOWOW
4 K

VERMILION

THE GREAT BELOW

BLUE HORIZON

The Latest Technology that underlies "WOWOW Quality"

WOWOW's cutting-edge productions utilizing 3D audio and 4K HDR enables the high-quality content and viewing experiences unique to WOWOW.

Tatsumi Broadcast Center

Our Broadcast Center is constantly evolving, serving as a network hub that flexibly adapts to the addition of new 4K production sites as well as the diverse domestic and international networks and feeds, an agile web distribution center for our WOWOW On Demand (WOD) service, and more. It also boasts bilingual 5.1-channel surround audio equipment and the very latest speakers to enhance the being-there experience of live concerts and sporting events. Our technical staff are renowned for their quality live-music productions, and artists trust their outstanding camera work, switching expertise, and audio recording skills to provide viewers with an immersive experience so intense that they think they're at the venue.



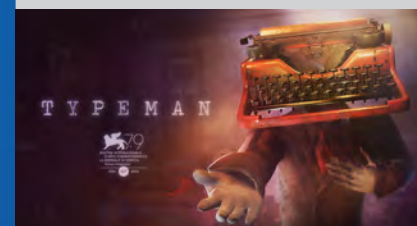
WOWOW Lab

Visual / Sound / xR / Connected Media

WOWOW Lab pursues potential of new content and services through technology. WOWOW producers collaborate with various corporations, artists, engineers, and creators to create new entertainment.

VR Productions

We have been co-producing VR titles with CinemaLeap since 2020 as part of our xR initiative.



Typeman

WOWOW x CinemaLeap

Remote production

As part of our efforts in Connected Media, we have been jointly developing a remote production system with TOKYO BROADCASTING SYSTEM TELEVISION, INC. since 2019.



Remote camera at relay site (Hyogo)

Remote destination (Tokyo)

High-Quality Program Production at Low Cost! Remote Production System Development

Remote production is a new method of program production that minimizes the amount of manpower and equipment required at the relay location, as opposed to the standard method in which a large number of staff and equipment are sent to the relay location. This can be achieved by remotely operating various equipment such as cameras, thereby reducing costs such as travel and lodging expenses as well as time such as travel.

Our proprietary remote production system, developed in cooperation with TOKYO BROADCASTING SYSTEM TELEVISION, INC., is unique in that it capitalizes on commercially available small equipment, software, and the Internet, rather than heavy commercial equipment. By combining this with our proprietary low-latency technology, we are able to reduce equipment weight and costs while achieving high video quality. Ultimately, this system allows camera staff to work from home as long as they are connected to the Internet.

This year, we took on the challenge of using this system to produce a global feed of a tennis tournament, which was successful.

Our goal is not only to reduce costs but also to create a system that can add new value to the content. For example, by installing remote cameras in places that are inaccessible or where large equipment cannot be placed, it is possible to capture previously impossible footage, and by taking advantage of the scalability of Internet software, customers can participate in video production. The possibilities are endless.

Engineering & Technology
Center
Engineering & Technology
Development Unit

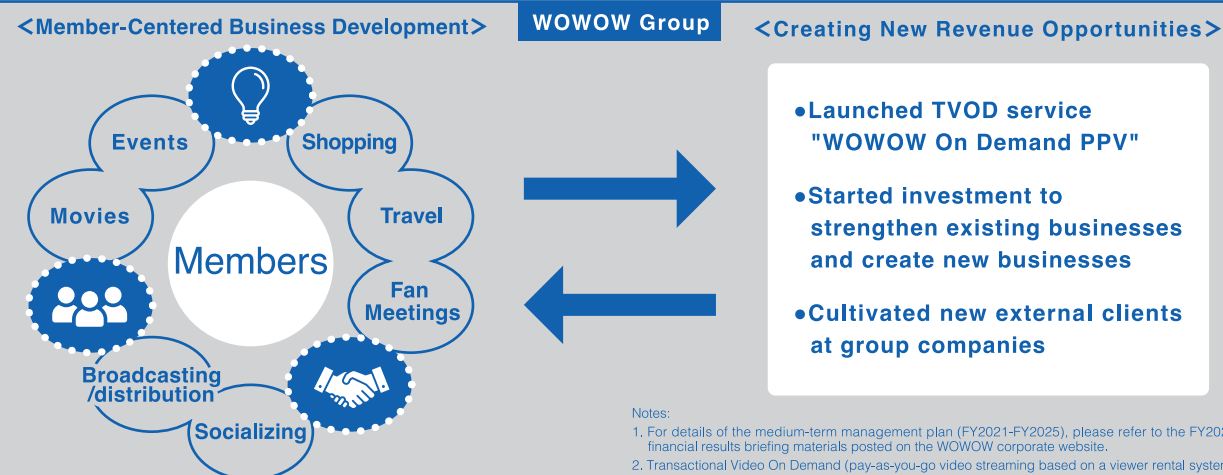
Manami
Umazume

Initiatives to Increase Earnings

In addition to member-centered business development, we will accelerate efforts to increase earnings by creating new revenue opportunities.

Creating New Revenue Opportunities

WOWOW announced its medium-term management plan (FY2021-FY2025)*1 in FY2021, based on WOWOW's worldview and aim to help customers love content more, enjoy everyday life more, and enrich their lives. Furthermore, the goals of our business plan for fiscal 2023 include putting members first and pursuing uniqueness. In order to create high value-added content experiences, we have launched a new TVOD*2 service, "WOWOW On Demand PPV," and will further strengthen external sales by group companies. To accelerate these efforts, we are also pursuing investment in listed companies, venture companies, and venture funds in Japan and overseas as a means of strengthening existing businesses and creating new businesses.



<Investment Details>

Capital and Business Alliance with Alpha Code Inc.



Entered the VR/XR market through collaboration with Alpha Code, which has advanced technology and expertise as a VR/XR platformer.

Capital and Business Alliance with ZAIKO PTE. LTD., Business Alliance with Subsidiary ZAIKO K.K.



Aiming to provide various services through collaboration with the ZAIKO Group, which has a wide range of products and services including events, video distribution, e-commerce, fan clubs, and NFTs.

Established a Joint Venture with PLAY, Inc.



Established WOWOW CROSS PLAY, Inc. in June 2023 as a joint venture with PLAY, Inc. (PLAY: 51.0%, WOWOW: 49.0%)

LP Investment* in Fund Formed by SAMURAI INCUBATE INC.

Name	Samurai Incubate Fund No. 7 Limited Liability Partnership for Investment
Fund size	5,000 million yen (target)
Countries for investment	Japan, some overseas
Areas of investment	Wide range including entertainment, IT, materials/chemicals, healthcare, etc.
Management company	SAMURAI INCUBATE INC.
Investment period	10 years

*LP investment: Investment in a limited liability partnership for investment as a limited partner

Human Capital Initiatives

Being customer oriented and unique within our field are key strategies to our business and it is essential that we deliver excitement, inspiration and discoveries that exceed expectations and surpass other services to our audiences. We at WOWOW believe that developing a diverse workforce where everybody can demonstrate their unique talent is paramount in creating new value for our customers.

A Diverse Workforce



As we transition from a visual content media business into an entertainment focused membership business, we believe it is more important than ever to bring together a workforce where experiences, perspectives and values are highly diverse. With this in mind, we actively recruit career professionals with practical experience in various fields and industries in addition to new graduate hires who bring fresh perspective and vibrant energy to the table. We aim to be an organization where everybody flourishes in their own way, to their full potential, regardless of age, educational background, SOGI, nationality or disabilities.

<Diversity in Recruitment>	2022	2021	2020
Ratio of mid-career hires to employees (%)	39.7	35.8	35.1
Percentage of employees with disabilities (%)	3.15	3.13	2.56

Creating a Supportive Workplace



We believe that enabling our employees to utilize their diverse experiences, values, and perspectives at all stages of life leads to corporate value. While there is no marked difference in the number of male and female hires, the percentage of female employees in management roles remains at 21.8%, due in part to the fact that the number of females employees over 45 is significantly lower than male employees. In order to close this gap, and also support all employees throughout various lifestages such as parenting, nursing and personal treatment, we encourage all employees to take childcare leave, offer work options of no overtime as well as shorter hours, and have implemented full-flextime and remote work to enhance flexibility and work life balance. In addition, we have implemented measures such as babysitter expense subsidies to support our employees leading to a highly successful 100% return of female employees after childcare leave.

<Statistics by Gender>	2022		2021		2020	
	Men	Women	Men	Women	Men	Women
Average age (years)	43.2	37.5	43.5	36.8	43.0	37.2
Employees taking childcare leave (%)	50.0	100.0	50.0	100.0	36.4	100.0
Employees retiring after childcare leave (%)	100.0	100.0	100.0	100.0	100.0	100.0

Enhancing the Employee Experience

In order to maximize organizational performance, it is important that our employees feel that their work is meaningful and are motivated to pursue excellence. At WOWOW we work on continuously improving our HR programs and initiatives so that evaluation and promotion are based on demonstrated ability, autonomous learning is supported and individual career development is encouraged. We promote frank communication while ensuring a psychologically safe environment and work to identify issues and areas of improvement through one-on-one meetings and periodic surveys.

Giving Customers Hands-On Fun Through VR/XR Content

WOWOW has been focusing on the VR/XR market as a promising growth market and, since 2022, considering entering the VR/XR business by forming a capital and business alliance with Alpha Code, with whom we have produced and distributed content, for their expertise and solid technical capabilities in the VR/XR domain.

My background is in law, so I had legal experience like drafting contracts and regulations when launching a new business, identifying legal risks and proposing solutions, but I had absolutely no knowledge of VR/XR. Therefore, in the initial stages of consideration, I started by gathering information by visiting VR/XR content shooting sites and perusing literature, reports and other material.

As consideration solidified, I undertook various tasks such as researching the size and growth potential of the VR/XR market, doing competitive analysis and comparison, formulating an idea of the collaboration, creating a business plan, conducting due diligence and valuations, and negotiating the contract content, and ultimately we successfully entered into a capital and business alliance with Alpha Code.

Far from being the end of the process, this is the beginning, as we must now establish VR/XR as a new business for WOWOW. We will continue to provide our customers with hands-on fun by creating an environment that enables continuous production and distribution of VR/XR content.



New Business Development Office
Corporate Management Division
Legal Department

Satoshi Suzuki

Maximizing Customer Value With Human Capital

WOWOW established the guiding principle of "believing in the potential of each unique individual and leveraging its power to the utmost" when it was founded. As we seek to grow in a market where entertainment preferences are highly diversified, and the options for customers to enjoy entertainment are vast, this principle becomes more significant than ever.

Discussions where employees with diverse mindsets come to the table with mutual respect of each other and unleash their divergent views, lead to major breakthroughs. Diversity of uniqueness among our employees is instrumental in delivering innovative content and in improving accessibility and quality of services for customers with various backgrounds.

We believe that maximizing the value of WOWOW's human resources by bringing together employees with diverse attributes and perspectives, and leveraging and combining the strengths of these individuals ultimately leads to maximization of the value we provide to our customers.

In order to enable this, we promote HR initiatives that focus on enhancing employee engagement such as learning opportunities and strategic placement that reflect individual characteristics, skills and career aspirations, and fair performance evaluation based upon demonstrated abilities. We also endeavor to cultivate a welcoming workplace that ensures psychological safety where all employees are able to choose a work style that best accommodates their various situations and lifestages, and can shine in their own way.

By regularly conducting employee surveys to identify issues, and continuously refining and improving processes, we aim to create a virtuous cycle where we attract diverse and talented individuals who in turn ultimately enhance entertainment experiences that captivate our customers.



Human Capital Strategy Division
General Manager

Mioko Iwashima

Social Initiatives

WOWOW's corporate philosophy is to contribute to the happiness of people and the creation of a rich culture through entertainment. We hope to contribute as an entertainment company to a society where diverse values are respected and inclusion is fostered.

WOWOW Original Documentary WHO I AM Series

Since its launch in 2016 as a collaborative project between WOWOW and the International Paralympic Committee (IPC), the "WHO I AM" series has featured top athletes around the world. It has expanded to two lines: "WHO I AM Paralympics" which continues to feature the world's top para-athletes, and the additional series "WHO I AM LIFE" featuring a diverse lineup beyond the boundaries of sports, including artists and creators.



WHO I AM Season 1 (Ellie Cole):
Excellence Award for a Youth Program in the Special Awards category at the 2017 Japan Commercial Broadcasters Association Awards

WHO I AM Season 2 (Talki Morii):
• Minister of Education, Culture, Sports, Science and Technology Award at the 60th Science and Technology Film Festival
• Grand Prix of the 49th Takayanagi Science and Broadcasting Award

WHO I AM Season 2 (Beatrice Vio):
• Grand Prix in Sports category at ABU Prizes 2018
• Excellence Award for a Youth Program in the Special Awards category at the 2018 JBA Awards

WHO I AM Season 2:
• 46th International Emmy Awards documentary category nominee
• 23rd Asian Television Awards documentary series category nominee

WHO I AM Season 3:
24th Asian Television Awards documentary series category nominee

Tokyo Paralympics Full Version (Keiichi Kimura):
Excellence Award for a Youth Program in the Special Awards category at the 2022 JBA Awards

WHO I AM Season 4 (Curtis McGrath):
• Outstanding Original Programming Award in the documentary category at the 10th Japan Satellite Broadcasting Association Original Programming Awards
• Excellence Award for a Youth Program in the Special Awards category at the 2020 JBA Awards

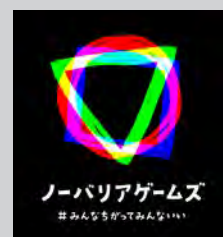
WHO I AM Paralympics (Elena Krawczow):
Mention d'honneur in Olympic & Paralympic Spirit Category at 40th Milano International FICTS Fest.

WHO I AM LIFE (Viktoria Modesta):
• Minister of Education, Culture, Sports, Science and Technology Award at the 64th Science and Technology Film Festival
• Grand Prix in Culture and Liberal Arts category at 13th Japan Satellite Broadcasting Association Original Programming Awards
• Grand Prix at 13th Japan Satellite Broadcasting Association Original Programming Awards

WHO I AM LIFE:
28th Asian Television Awards documentary series category nominee

Original Event based on WHO I AM No Barrier Games: Everyone Is Different, Everyone Is Accepted

A new type of universal sports event was born from the WHO I AM series, in which everyone can participate regardless of age, gender, nationality, or disability. First held in 2019, the third event took place in March 2023.



Aiming at a Contribution to a Future Society That Appreciates Diversity

Since launching our Paralympic documentary series "WHO I AM" in 2016, we have interviewed and programmed 40 athletes from 25 countries who are on the world's forefront. Their way of life and thinking underpinning their illustrious careers has taught us much, including the importance of staying positive, having dreams and goals, moving forward even in tough times, and above all, being true to yourselves. In order to further convey this message to society, the series will be upgraded to two lines from January 2023. One is the "Documentary Series WHO I AM Paralympics," a sequel to the existing series that focuses on the world's top para-athletes, and the other is the "Documentary Series WHO I AM LIFE," a new series that features diverse lineup of artists and creators, transcending the boundaries of sports. In addition to broadcasting and streaming the series, the WHO I AM Project has used the video as a nationwide teaching tool, provided lectures at universities and other educational institutions as well as corporations, launched a universal sporting event, the "No Barrier Games," collaborated with companies and more, all under the slogan "Broadcasting is the start, not the finish line." There are no goals for these activities. In 2023 and beyond, the WOWOW WHO I AM Project will continue to level up, with the help of many people, aiming at contribution to a future society that truly appreciates diversity. Please expect much from us.



Sports Programs Division
Sports Programs Department
Shinya Ohta

Para-sports Support Project

WOWOW is engaged in various activities that we hope will help contribute to the further development of para-sports and para-athletes.



〈Top〉Takuya Furusawa
Tokyo 2020 Paralympic Games
Wheelchair Basketball Silver medalist
Joined WOWOW in April 2021
(Human Capital Department)

〈Left〉Akira Toyoshima
Tokyo 2020 Paralympic Games
Wheelchair Basketball Silver medalist
Joined WOWOW in April 2015
(Corporate Communications & Investor Relations Department)

The Para-sports Support Project is an initiative led by Akira Toyoshima, the first athlete employee at WOWOW, with the objective of donating basketball wheelchairs to junior athletes. With the support of the Japan Wheelchair Basketball Federation, wheelchair basketball players, and wheelchair tennis Shingo Kunieda and wheelchair tennis player Yui Kamiji, we designed merchandise related to the project and sold them through our official online store "wowshop". From the proceeds, we donated basketball wheelchairs to 15 junior wheelchair basketball players and also donated funds that would support athlete activities. Takuya Furusawa also speak to the public and attend hands-on wheelchair basketball workshops throughout Japan. WOWOW supports these athletes as well as their work in contributing to the enhancement of para-sports.

Closed Captioning

We started closed captioning in December 2015 to allow people with hearing disabilities/difficulties to better enjoy our programs. Our closed captioning can be divided into two categories: packaged subtitles and real-time subtitles.



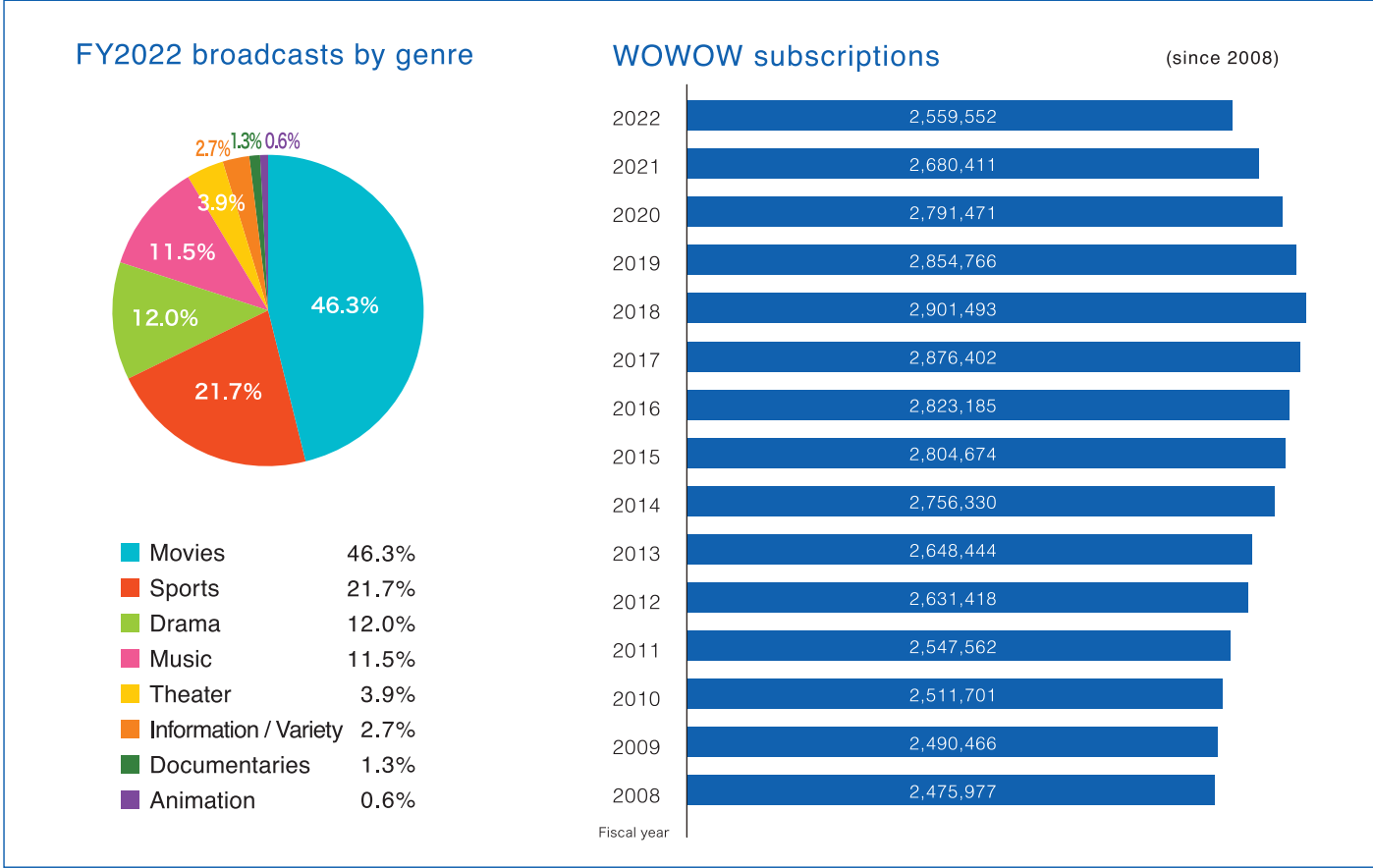
Packaged Subtitles

Subtitles for Japanese and Japanese dubbed movies. In addition to dialogue, subtitles also include descriptions of sound effects such as "police sirens" so that viewers can better understand the program.

Real-Time Subtitles

Subtitles for live sports programs such as overseas soccer matches. Created by three people (a "re-speaker" who listens to and repeats the broadcast commentary, a reviser who checks and corrects the subtitles, and a director who manages the progress of the program), these subtitles capture the realistic atmosphere created by play-by-play commentary and the sounds of the venue.

Broadcast Track Record



Chronology

1984	Established as Japan Satellite Broadcasting (currently WOWOW), Japan’s first private satellite broadcaster
1989	Channel is named "WOWOW"
1990	Opened Customer service center in Chuo-ku, Tokyo; Opened broadcast center in Koto-ku, Tokyo Trial startedbroadcasting (12 hrs daily, free-to-air)
1991	Officially launched channel and commercial broadcasting (24/7, Pay TV service). Launched HDTV trial broadcast. Entrusted with transmission of five Tokyo anchor TV networks
1992	Net cumulative subscriptions exceed 1 million households in world-record short time for Pay TV services
1996	Net cumulative subscriptions exceed 2 million households
1998	Opened Yokohama Customer Center. Net cumulative subscriptions exceed 2.5 million households
2000	Changed company name to WOWOW Inc. Launched digital satellite broadcasting
2001	Listed on the Tokyo Stock Exchange (TSE) Mothers market
2003	Launched the Drama W brand with its first series, "Sensei no Kaban"
2005	Paid first dividend Established as WHD Entertainment, Inc. (currently WOWOW Entertainment, Inc.)
2010	HD broadcasts carried on SKY PerfecTV! (channels 621–623) and the Hikari TV internet TV service
2011	Switched market listing to TSE First Section. Sunset analog satellite broadcasting
2012	Launched WOWOW Members On Demand, a free streaming service for existing subscribers
2013	Premier broadcast of Drama W: Chicken Race, WOWOW’s first 4K program
2014	Broadcast the MOZU drama series, a WOWOW–TBS coproduction
2015	Coverage of all four Grand Slam wheelchair tennis tournaments. Broadcast Serial Drama W Umi ni Furu, first 4K HDR production Launched closed-captioning
2016	Broadcast first season of WHO I AM IPC–WOWOW Paralympic documentary series
2017	Corporate acquisition of Actvila Corporation and IMAGICA TV Corp.
2018	Launched simultaneous streaming of broadcast
2019	Launched broadcast via SKY PerfecTV! 110°
2021	Launched WOWOW On Demand and WOWOW 4K
2022	Switched market listing to Tokyo Stock Exchange's Prime Market. Transitioned to a Board with an Audit & Supervisory committee
2023	Established WOWOW CROSS PLAY, Inc. (joint venture) Made Frost International Corporation a sub-subsidiary Launched WOWOW On Demand PPV

About the company

Company Overview		Directors
Name:	WOWOW Inc.	Representative Director, President & CEO Akira Tanaka
Websites	WOWOW Online https://www.wowow.co.jp Corporate Website https://corporate.wowow.co.jp	Board Director, Executive Vice President Hitoshi Yamamoto Board Director, Senior Managing Executive Officer Tami Ihara Board Director, Managing Executive Officer Junichi Onoue Board Director, Audit & Supervisory Committee Member Fumihiro Yamanouchi Board Director Jun Otomo Board Director Kenji Shimizu Board Director Hiroyuki Fukuda Board Director Kiyoshi Nagai Board Director, Audit & Supervisory Committee Member Takashi Kusama Board Director, Audit & Supervisory Committee Member Hideyuki Takahashi Board Director, Audit & Supervisory Committee Member Mitsuru Murai
Principal businesses	Basic and general broadcasting as defined by the Broadcasting Act	
Broadcast channels	Digital TV broadcasting BS Digital channels 191, 192, and 193 BS4K channel 9 Data broadcasts BS Digital channels 791 and 792	
Established	December 25, 1984	
Commercial broadcast launch	Analog: April 1,1991 (sunset July 24, 2011) Digital: December 1, 2000 4K: March 1, 2021	
Capital	5 billion yen	
Employees	307(as of March 31,2023)	
Address	Akasaka Park Building 21F, 5-2-20 Akasaka, Minato-ku, Tokyo TEL: +81-3-4330-8111	
Share Data (as of March 31,2023)		Consolidated Financial Highlights (FY2022)
Shares Issued:28,844,400	Major Shareholders (as of March 31,2023)	Net sales:77,101 million yen
Shareholders:29,826	Fuji Media Holdings, Inc.	Operating income:3,225 million yen
	TBS Holdings, Inc.	Ordinary income:3,547 million yen
	Nippon Television Network Corporation	Profit attributable to owner of parent:2,398 million yen
	The Master Trust Bank of Japan,Ltd. (Trust Account)	
	The Master Trust Bank of Japan,Ltd. (Retirement Benefit Trust Account for Dentsu Inc.)	
		Consolidated Balance Sheet (FY2022)
		Total assets: 97,046 million yen
		Total liabilities: 30,218 million yen
		Net assets:66,828 million yen

Affiliated Companies

■ WOWOW Communications Inc.	Telemarketing, digital marketing services, etc.
■ WOWOW Entertainment, Inc.	Program production, live broadcasting, etc.
■ Broadcasting Satellite System Corporation	
■ BS Conditional Access Systems Co., Ltd.	
■ WOWOW PLUS INC.	BS/CS digital broadcasting, etc.
■ WOWOW CROSS PLAY, Inc.	
■ Frost International Corporation	