



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.**

## CELEBRATING 30 YEARS

WOWOW commenced Japan's first pay TV satellite broadcasting service on April 1, 1991. We created new value that was unprecedented in Japanese society: new Hollywood movies, the world's top sports, live music performances in Japan and abroad, and other spectacular content that could be enjoyed at home, and have continued to do so ever since. We are currently celebrating the 30th anniversary of our channel launch. We express our heartfelt thanks to the many customers who have supported us and all the creators and artists we have worked with. The business environment surrounding us today, has vastly changed with diverse entertainment now available via many platforms. WOWOW intends to meet this challenge by offering new value to the Japanese audience once again as we celebrate our 30th anniversary.

In January 2021, WOWOW made application for subscription available for people with Internet access but no BS viewing capabilities. Must-see sport events and original drama series are now available on "WOWOW On Demand" (WOD), and we will continue to increase our lineup of WOD-exclusive content. Furthermore, our 4K channel "WOWOW 4K" started in March 2021 for those who wish to enjoy watching high resolution content on large-screen TVs. Our intention is for our customers to be able to enjoy WOWOW entertainment according to their lifestyle and on whichever device they choose, be it TV sets or smartphones.

There's more. Moving forward, WOWOW will not only be something that customers "view," but will evolve to become a community where customers can "participate," "experience," and "support." The idea is to connect customers to creators and build an interactive relationship and together continue to develop entertainment culture.

The COVID-19 epidemic has drastically changed the world as we knew it. There are many difficulties to overcome within our industry, but at the same time people have come to understand how important entertainment is to us. WOWOW hopes to be of assistance in restoring vitality to society and bringing pleasure to people's lives through sports and entertainment.

Please look forward to WOWOW as we evolve.

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, live music, movies and drama series from abroad. Viewers can enjoy WOWOW curated movies, compelling original content, exclusive live music and sport events anytime, anywhere.



UEFA Champions League



LPGA Tour  
Japanese Athlete Camera



THE CITY IN THE DEEP SEA  
YUMI MATSUTOYA CONCERT TOUR  
2021-2022



Serial Drama W  
Shitamachi Rocket (Downtown Rocket)



A Day-Off of RYOMA TAKEUCHI



Once Upon A Bite 3

## 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 a 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 a 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 simulcast streaming of our TV broadcast, Video On Demand (VOD) and live streaming of sports and other live events. The extensive live streaming exemplified by our coverage of tennis Grand Slam matches on all courts is a feature unique to WOWOW On Demand and is very different from conventional broadcasting in that users can access matches of their choice out of the multiple feeds made available on WOWOW On Demand, whereas they can only view the matches chosen by the broadcaster on broadcast.

The July 2022 update enabled users to temporarily download content and made it possible for them to interact with each other through the live streaming comment section. Everyone in our department has been working hard on this product update for the past year. I was responsible for project management, negotiating and coordinating with colleagues within the company as well as external business partners and overseeing the user management part. I am really looking forward to receiving feedback from users of the new app.

My hope is that we can continue to add features that not only are helpful to users but also 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.



Customer Experience Division  
WOD Service Department

Satoshi Onobe



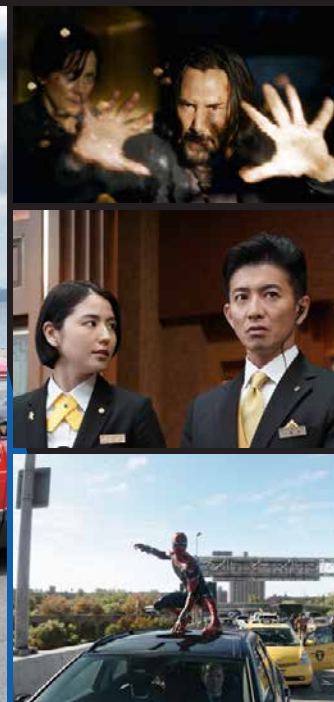
# Delivering only the very best of entertainment in a diverse variety of genres

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



## Movies

"DRIVE MY CAR" Aired in July 2022 © 2021 "DRIVE MY CAR" Film Partners "The Matrix Resurrections" Aired in September 2022 © 2021 WARNER BROS. ALL RIGHTS RESERVED. "Masquerade Night" ©2021 Keigo Higashino/SHUEISHA, Masquerade Night Film Partners "Spider-Man: No Way Home" © 2021 Columbia Pictures Industries, Inc. and Marvel Characters, Inc. All Rights Reserved. | MARVEL and all related character names: © & TM 2022 MARVEL



## Awards

79th Academy Awards Ceremony To be aired in 2023 From 94th Academy Awards Ceremony Miyazaki Goro / A.P.A.S. 78th Grammy Awards Ceremony From 81st Grammy Awards Ceremony Getty Images 78th Tony Awards Ceremony From 74th Tony Awards Ceremony Getty Images



## Sports

"Tennis Grand Slam" Getty Images "Spain Soccer LaLiga" Getty Images, Afro "The Rugby Championship" Getty Images "LPGA Tour" Getty Images "Excite Match" Getty Images



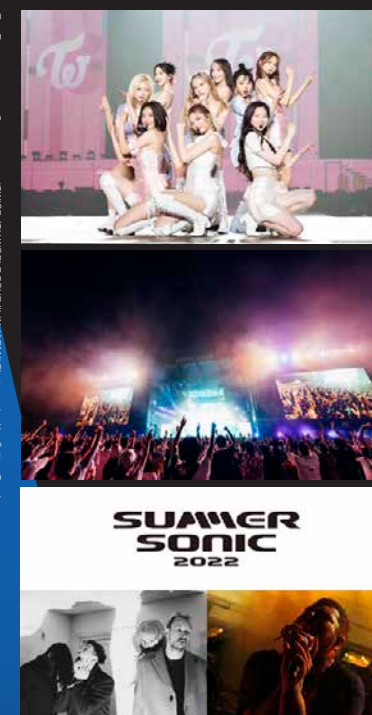
## Original Drama



"Serial Drama W HOTEL -NEXT DOOR-" © ISHIMORI PRODUCTION INC. ©WOWOW  
"ONE NIGHT MORNING" ©2022 WOWOW / W Field  
"Serial Drama W UZUKAWAMURA Incident"

## Music

"TWICE 4TH WORLD TOUR IN JAPAN" photographed by Saito Tetsuya  
"ROCK IN JAPAN FESTIVAL 2022"

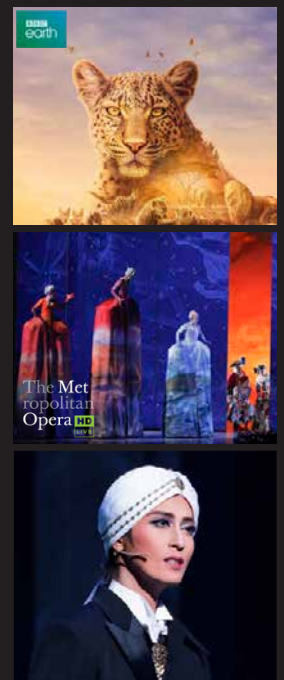


## Foreign Series

"The Truth Will Out" © Viaplay Group. "Royal Feast" ©2022 Huangyu Entertainment Co., Ltd.  
"Red Sky" ©BSB "The Good Doctor Season 5" © 2022 Sony Pictures Entertainment. All Rights Reserved.

## Others

BBC Earth 2022 "Savannah" © BBC Earth. Photography copyright: Savitri, J.P.  
The Metropolitan Opera © The Metropolitan Opera Company © P.A. L.A. E. W. M. O. C. I. L. I.





# 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.



ORIGINAL STORY:"KAREINARU ICHIZOKU"  
written by TOYOKO YAMASAKI, published by Shinchosha

Serial Drama W  
**The Grand Family**

Grand Prix of MIPCOM BUYERS' AWARD for Japanese Drama 2021  
Excellence Award in the Series Drama category at the Tokyo Drama Awards 2021



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



WOWOW Original Drama  
**Prior Convictions : Kayo Agawa, Rookie Probation Officer**

Incentive Award in the TV Drama category at the 48th HBF Prize



Serial Drama W  
**COLD CASE JAPAN**

Season1: Special Award of the Tokyo Drama Awards 2017, Drama category finalist at ABU Prizes  
Season3: Outstanding Original Programming Award in the drama category at the 11th Japan Satellite Broadcasting Association Original Programming Awards

## An Original Drama Co-Produced with Hollywood

This blockbuster drama series co-produced by WOWOW, HBO Max and Endeavor Content was directed by master filmmaker Michael Mann and 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.



**ETERNAL 831**



**The Fire Hunter**

Aired in January 2023

## A Bridge Between Hollywood and Japan

I was dispatched to the Los Angeles office from 2011 to 2021, and from its opening to its closing, I handled contracts with major Hollywood studio and international co-productions. My first encounter with "TOKYO VICE" was in 2018 at the Cannes TV market when a production company called Endeavor Content approached me with a project. At the time, it had not yet been decided that Michael Mann would direct the series, and other than the lead actor the cast members were still being negotiated, but I had a feeling about the project, so I promised that we would definitely participate, and negotiations proceeded.

Despite having started in March 2020, shooting was suspended due to COVID-19 and the film crew was unable to enter Japan for about half a year. However, I was able to coordinate with the relevant ministries and agencies, and the production team was finally able to enter Japan and shoot the entire series in Japan as we had originally hoped.

The Japanese crew members, who were exposed to Hollywood-style production for the first time through "TOKYO VICE," got to use unusually expensive equipment and were greatly inspired seeing the meticulous production up-close. I am sure that the experience they gained will influence their subsequent work, which will lead to the growth of the Japanese content industry as a whole.

I, too, hope to use the experience and knowledge I gained from this to serve as a bridge between Hollywood and Japan, delivering higher quality and more interesting titles to WOWOW viewers.



Business & Entertainment  
Development Division  
Business & Entertainment  
Development Department

**Kayo Washio**



# 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 a live performance by a star-studded lineup of singers to celebrate the 60th birthday of Gota Yashiki, one of Japan's most popular drummers and a worldwide performer.



FUJI & SUN



A Night with Janis Joplin



Gota Yashiki ~Happy60~

## 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.



Akira and Akira



Prior Convictions



Tomorrow's Dinner Table



THE SUN STANDS STILL



The Voice of Sin



LOUDER! Can't Hear What You're Singin' Wimp!



The Investigation Game

## Venturing on Challenging Projects as a Film Producer

I was a producer for "Zenkamono" and "Akira and Akira," both of which were released under the WOWOW's movie label WOWOW FILMS.

When I read the original manga of "Zenkamono," I was inspired to portray the personal growth of the main character, but felt that this would not be possible in a single movie, so decided to produce a movie in sequel to a six-episode drama series. The drama series was produced with a focus on a portrayal of reality while also keeping the plots simple so that WOWOW drama fans could enjoy each episode. In contrast, for the film, we developed the script with the intention of leaving a sensational impression on all viewers, and a betrayal of expectation for viewers of the drama series.

Author Jun Ikeido's novel "Akira and Akira" was produced by WOWOW as a Serial Drama W in 2017, but we produced the movie version in a wholly new form with a completely new cast and staff. The movie tells the story of the intersecting lives of two young bank employees, Akira Yamazaki, who grew up in poverty, and Akira Kaido, who grew up in a privileged environment. They clash as rival colleagues but eventually join hands in order to save a company. We wanted to make a movie that was not just corporate drama, but would resonate with the hearts of many, so we asked Takahiro Miki, a highly acclaimed director of coming-of-age films and human drama stories, to helm it for us.

Times are not easy on Japanese films at the box office these days, but it is because of this that we can venture upon challenging projects without being bound to past successes, and make new attempts with a forward focused perspective.



Business & Entertainment Development Division  
Business & Entertainment Development Department

Yoshitaka Kamo



# An immersive experience that surpasses the world of images.

Community services that enable our customers to enjoy their favorite genres support and

and programs to the utmost by providing them with opportunities to participate, experience.

WOWOW  
TENNIS  
WORLD

## WOWOW TENNIS WORLD

Enjoy tennis to the utmost, from pre-match anticipation to the exhilaration of each play as well as post-match reverberation



### Practice courts

Rare footage of players getting ready for their matches

### Practice courts

### Match schedule & preliminary game reports

### Match schedule & preliminary game reports

Real-time match updates from each court

### Broadcast & streaming



### Broadcast & streaming

Player interviews and conferences after the match

### Draw (Tournament Table)



### Draw (Tournament Table)

Up to date tournament data including the latest winners

### Additional courts



### Additional courts

Free live streaming of matches that cannot fit into the broadcast schedule

The images above are from the 2021 U.S. Open. Photos by Getty Images

## Project to Support Future of Women's Tennis ~Go for the GRAND SLAM~

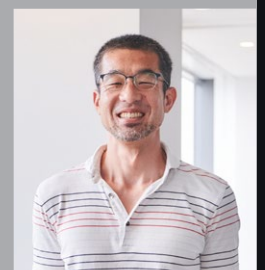


女子テニス  
未来応援  
プロジェクト  
Go for the GRAND SLAM

Kimiko Date launched a junior tennis player development project called "Lipovitan Presents Kimiko Date x Yonex Project: Go for the GRAND SLAM" in 2019. In endorsement, WOWOW launched a support program of this initiative that would allow tennis fans to support future tennis stars. We distribute the latest information through our programs, online and social media content and also donate proceeds from related merchandise sales to support junior players and, by extension, the enhancement of tennis culture in Japan.

## WOWOW Tennis World Connects Japan to the World

WOWOW Tennis World is a community that allows WOWOW tennis fans to further enjoy the world of tennis by offering them a chance to "experience" and "connect" in addition to "viewing" the tennis content that we have been providing over the past 30 years. In order to enable what our customers wanted, we asked our core tennis fans what kind of services they would like to enjoy, and based upon their feedback started delivering live footage of pre-match practice courts and a live feed for press conferences. As a sports program producer, I had always worked on improving the quality of our sport content by improving commentary and creating additional VTR clips, but through working on building the WOWOW Tennis World community, came to understand that listening to our customers was just as if not more important than the creative intentions of the staff. Creating a community website and letting people know where it is, is not enough to attract people, but by understanding what tennis fans are looking for and by finding ways to bring WOWOW content into the existing tennis fan community, I hope to gradually expand people's understanding of what WOWOW is trying to achieve. The COVID pandemic has made traveling to overseas tennis tournaments difficult, but I hope that WOWOW Tennis World will serve as a hub for people to experience world level tennis, and that these efforts will ultimately lead to the improvement and development of tennis culture in Japan.



Sports Programs Division  
Sports Programs Division  
Department

Kei Hayakawa



## 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, an archive for our invaluable video assets, 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.



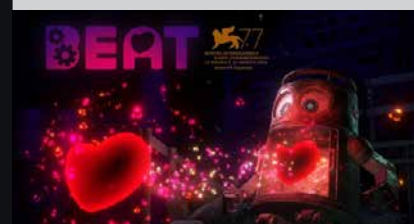
### WOWOW Lab

Visual / Sound / xR / Connected Media

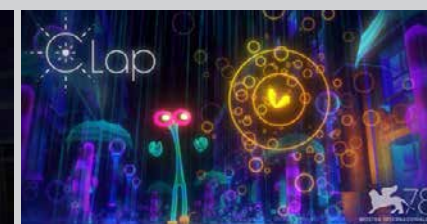
WOWOW Lab pursues the potential of new content and services through technology. WOWOW producers collaborate with various corporations, artists, engineers, and creators to create new entertainment.

### VR Productions

We have been co-producing VR titles with CinemaLeap since 2020 as part of our xR initiative. As of today, we have produced three titles: "Beat," "Clap," and "Typeman," all directed by Keisuke Ito and each title has been highly acclaimed both within Japan and overseas.



Beat



Clap



Typeman

### New Entertainment Fusing the Real World with Digital

We planned and produced the VR animation titles "Beat" and "Clap" with the objective of achieving richer visual expression using new technologies and devices. We felt that the largest appeal of VR was its ability to immerse viewers in the story, and thus focused on interactivity functions that would enhance the feeling of immersion and enable viewers to not just watch but also influence the story.

In "Beat," the viewer's heartbeat is linked to the VR imagery, and in "Clap," physical clapping affects the psychology and behavior of the main character. I was involved in these projects from the very beginning as a producer, and found that incorporating technology into the story, through countless discussions with the director and staff, was by far the most laborious yet fun part. Technology is necessary to give form to the story and the theme that the director wants to convey, but it is important to understand that it is not the key component. Integrating technology into the story in a natural way without anything feeling odd, is the most difficult challenge, which is why we feel a great sense of accomplishment when the end result of all that we have discussed is finally completed. Our latest title, "Typeman," is a new type of play in which actors and audience communicate with each other within a metaverse (virtual space) as the story unfolds. In the future, I would like to work on a title that combines real and augmented reality, like a pop-up picture book. I hope to create a new type of entertainment that allows the audience to experience the real world in a deeper way through integration with digital technology.



Engineering & Technology  
Division  
Engineering & Technology  
Planning Department

Hiroko Fujioka



# 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 "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 40 top athletes from 25 countries. It will expand to two lines with an additional new series, and broaden horizons through events, corporate collaborations, usage as educational materials, and other developments beyond broadcasting and streaming.



## Hoping to Contribute to a Society That Embraces Diversity

Since launching our Paralympic documentary series "WHO I AM" in 2016, we have interviewed and programmed 40 athletes from 25 countries who are at 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 in 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 a 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 provided visual content to be used as a nationwide teaching tool, provided lectures at universities and schools as well as corporations, launched a universal sporting event, the "No Barrier Games," collaborated with numerous corporations 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 expand and grow, with the help of many people, with the hope of contributing to a future where everybody truly embraces diversity. Please expect much from us.



Content Production Division  
Entertainment & Informative  
Programs Production  
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.



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 players Shingo Kunieda and 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 11 junior wheelchair basketball players and also donated funds that would support athlete activities. Renshi Chokai and 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.

### 〈Top〉 Akira Toyoshima

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

### 〈Left〉 Renshi Chokai

Tokyo 2020 Paralympic Games  
Wheelchair Basketball Silver medalist  
Joined WOWOW in May 2019 (Human Resources  
Department)

### 〈Right〉 Takuya Furusawa

Tokyo 2020 Paralympic Games  
Wheelchair Basketball Silver medalist  
Joined WOWOW in April 2020 (Human Resources  
Department)

## 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

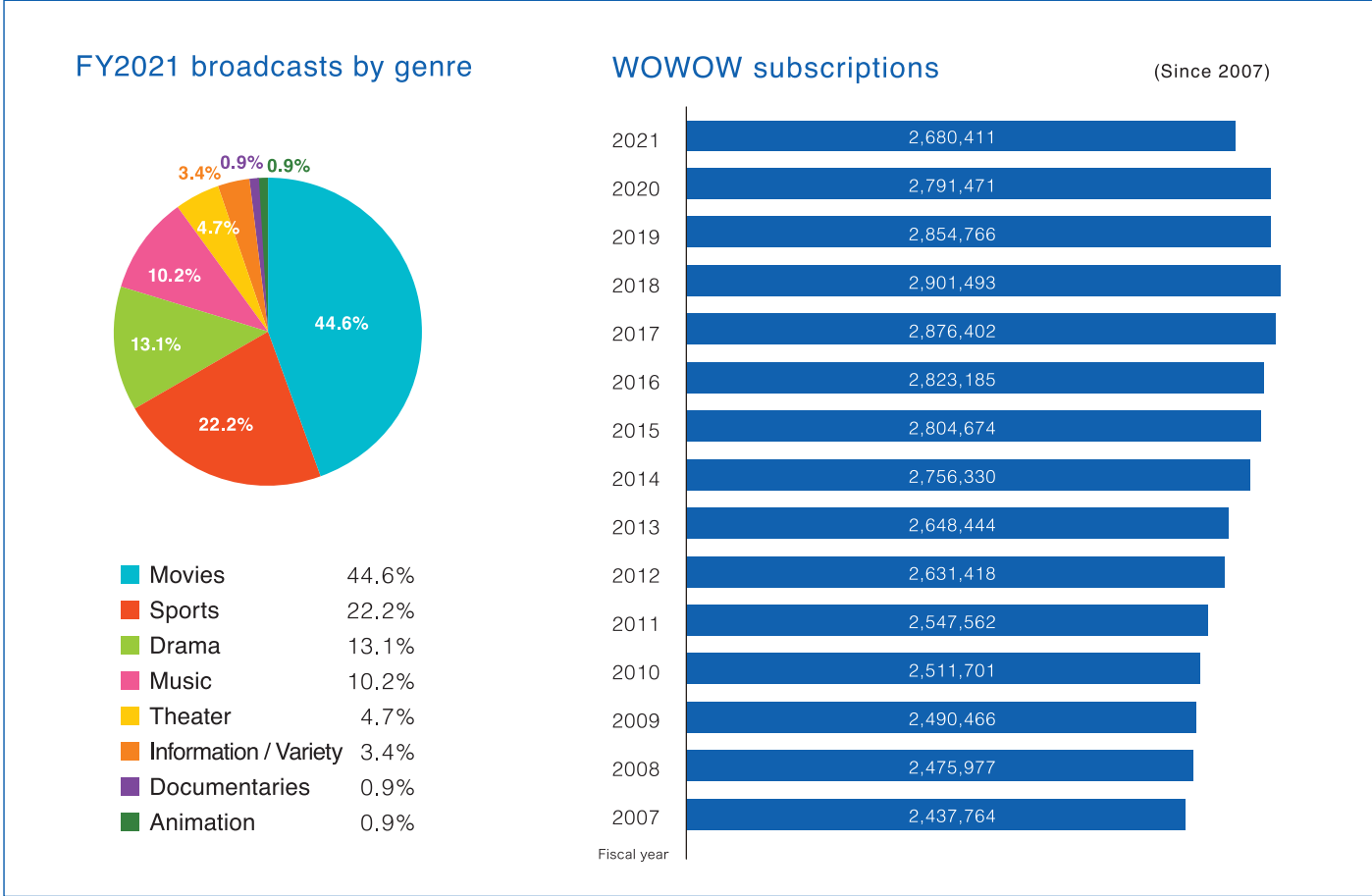
Subtitles for Japanese and Japanese dubbed movies. In addition to dialogue, subtitles also include descriptions of sound effects such as "police sirens" so that viewers can better understand the program.

### 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
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

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, Managing Executive Officer Hideki Tashiro  Board Director, Managing Executive Officer Kenji Noshi  Board Director, Managing Executive Officer Masahiko Mizuguchi  Board Director, Managing Executive Officer Hitoshi Yamamoto  Board Director, Managing Executive Officer Junichi Onoue  Board Director, Managing Executive Officer Masanori Gunji  Board Director, Audit & Supervisory Committee Member Fumihiko 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	295 (as of March 31, 2022)		
Address	Akasaka Park Building 21F, 5-2-20 Akasaka, Minato-ku, Tokyo TEL: +81-3-4330-8111		
Share Data (as of March 31, 2022)		Major Shareholders (as of March 31, 2022)	
Shares Issued: 28,844,400		Fuji Media Holdings, Inc.	
Shareholders: 23,528		TBS Holdings, Inc.	
		Nippon Television Network Corporation	
		The Master Trust Bank of Japan, Ltd.	
		(employee pension trust account held for Dentsu Inc.)	
		State Street Bank and Trust Company 505224	
		(Standing proxy: Settlement & Clearing Services	
		Department, Mizuho Bank)	
		Consolidated Financial Highlights (FY2021)	
		Net sales: 79,657 million yen	
		Operating income: 5,268 million yen	
		Ordinary income: 5,349 million yen	
		Profit attributable to owners of parent: 4,239 million yen	
		Consolidated Balance Sheet (FY2021)	
		Total assets: 99,652 million yen	
		Total liabilities: 32,696 million yen	
		Net assets: 66,956 million yen	

Subsidiaries

- **WOWOW Communications Inc.** Telemarketing, digital marketing services, etc.
- **WOWOW PLUS Inc.** BS/CS digital broadcasting, etc.
- **WOWOW Entertainment, Inc.** Program production, live broadcasting, etc.