

The background is a solid blue color with several large, abstract geometric shapes in a darker shade of blue. On the left, there are two large, sharp triangular shapes pointing downwards. On the right, there is a large, semi-circular shape. The overall composition is modern and minimalist.

WOWOW

CORPORATE PROFILE

Become a company that provides “enthusiasm” to the daily lives of members

Since we began operation in 1991 as Japan's first private satellite broadcaster, WOWOW has been delivering entertainment that reflects the times for over 30 years, including movies, music, sports, theater, and drama. We are deeply grateful to everyone who supports our business, including our members, shareholders, and suppliers.

Following my appointment as President last year, we have devoted effort to various initiatives, including the creation of Medium-Term Management Plan (FY2025-2029) that outlines our new growth strategy.

This plan is based on our vision of "bringing moving movements to your everyday life using unique entertainment ideas," which we established in the previous fiscal year along with our purpose. In terms of key initiatives, we aim to expand the business areas that we have been pursuing for many years, including the launch of a new transmission service, and evolve into a company that goes beyond simply providing viewing entertainment to bring "enthusiasm" to the daily lives of members by enhancing different services, such as commerce and events.

To earn the trust of our stakeholders and society, we will contribute to the creation of a rich culture through entertainment and development of a society where each individual can shine.

Going forward, you should expect big things from WOWOW.

Hitoshi Yamamoto
Representative Director, President & CEO

Purpose	Fill your life with WOW and increase the number of adults who live enthusiastically
Vision	Using unique entertainment ideas, bring moving moments to your everyday life
Business model	Become a company that provides “enthusiasm” to the daily lives of members



01 Midium-Term Management Plan FY2025-2029 Become a company that provides “enthusiasm” to the daily lives of members

WOWOW INC. has created a new medium-term management plan with the aim of further expanding its entertainment areas, offering services that enrich people’s lives, and providing emotional moments of excitement, surprise, and more through various aspects of everyday life.

Based on the purpose and vision, we aim to build on the previous medium-term management plan. Starting in FY2025, we will evolve into a “company that provides ‘enthusiasm’ to the daily lives of members,” build a new digital platform, and promote new membership businesses.

02 Vision to Be Pursued

To provide enthusiasm in the daily lives of members, we are pursuing the development of a new digital platform linked to various services, including a new transmission service and e-commerce. Along with aiming at an increase in the currently subscribed members' satisfaction with our existing broadcast and transmission services, we will increase the number of "adults who live enthusiastically," as stated in our purpose, through acquiring new members.



03 Business Domains

As indicated in the Medium-Term Management Plan (FY2025-2029), we will aim to achieve growth by devoting efforts to two broad areas: the BtoC-focused membership area and the BtoB-focused other than membership area. In the membership area, we will pursue services in the areas of media services, which develops broadcasting and transmission services, and commerce and events, which develops e-commerce, multi-layered services, etc. In the other than membership area, we aim to expand our marketing support, content creation, and production business.



Key Strategies

Membership area (BtoC)

Media services

- 1 Promotion of efficiency in the broadcasting service**
We are engaged in promoting the efficiency of the broadcasting service and investing resources in enhancing content and executing other priority strategies.

- 2 Launched new transmission service following WOWSPO**

Along with WOWOW On Demand and WOWSPO, which we are developing as a service for external platforms, we aim to achieve business growth by launching a new transmission service on our own platform.

New transmission service

Scheduled to start in spring 2026

Aiming for business growth in the streaming market through collaboration with external companies and flexible service design

Expansion of EC service

Scheduled to start in fall 2025

EC service handling entertainment in general including original goods linked to content

Commerce and events

- 1 Expand earnings through business growth of EC and multi-layered services**

We are pursuing the expansion of our new e-commerce service products, the grand opening of our e-commerce shop, and multi-layered services revolving around content.

- 2 Develop new businesses in line with lifestyles**

We are pursuing the development of new businesses that offer lifestyle options for adults who live enthusiastically.

Develop new businesses

To be launched after FY2026

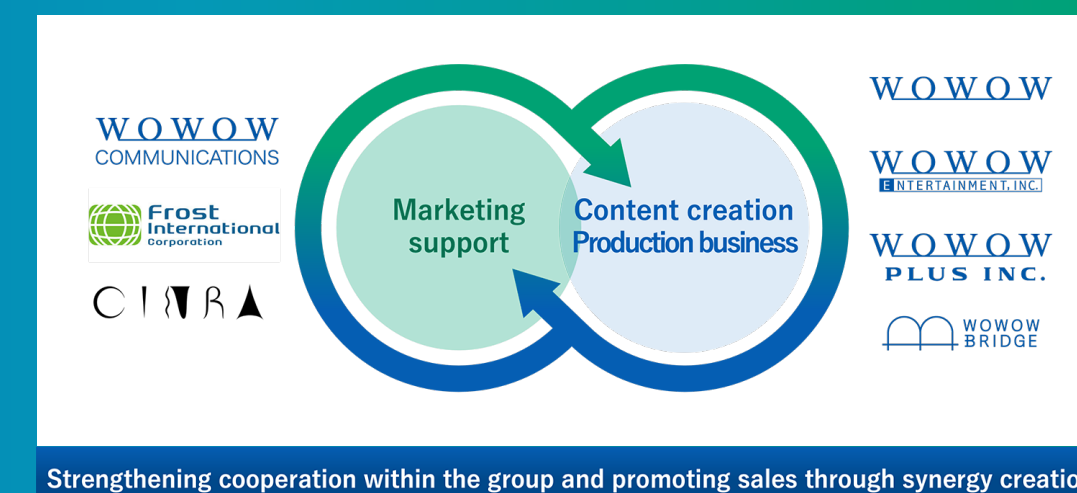
Develop new businesses that are in line with the lifestyles of adults living enthusiastically

Other than membership area (BtoB)

Expand business, including marketing support, content creation, and production business

We aim to expand our business by leveraging the strengths of various WOWOW Group companies to create Group-wide synergy.

WOWOW BRIDGE offers end-to-end support for major international productions filming in Japan, from script research and authenticity consultation to location scouting, permits, incentive applications, and on-site services. All operations are backed by WOWOW’s trusted finance and legal teams, ensuring international-standard, reliable support.



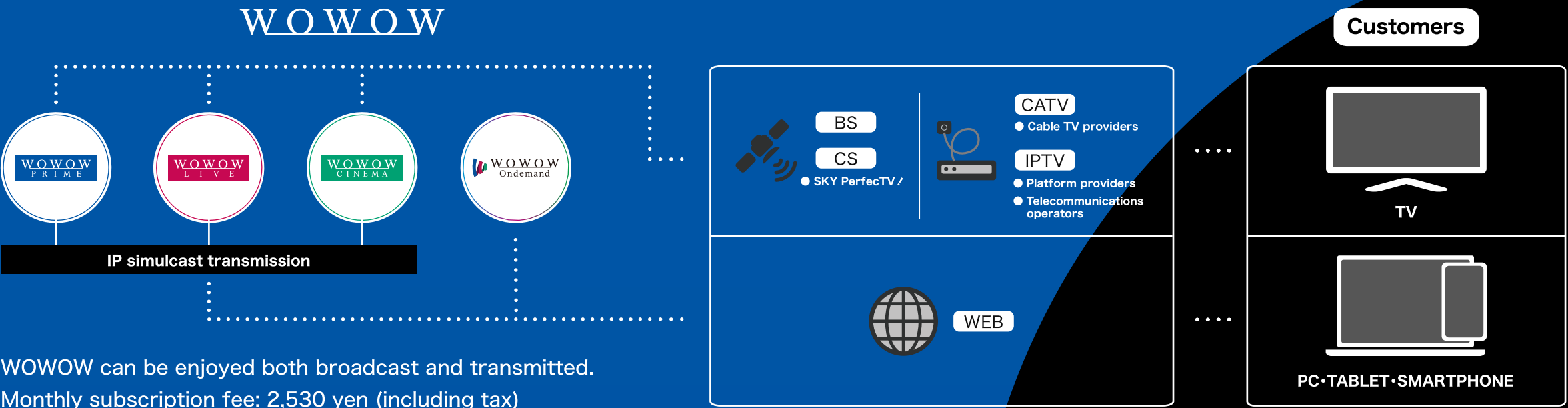
WOWOW MUCHU
no
TOBILABO



With the aim of fulfilling our purpose, we have established the WOWOW MUCHU no TOBILABO, which conducts research on adult enthusiasm for the purpose of gaining a broader and deeper understanding of consumers. Based on the tentative theory that society as a whole will be healthier and more dynamic if the number of adults who live enthusiastically increases, we believe that "enthusiasm" offers hints for achieving well-being. We therefore established adult enthusiasms as the lab's research subject. It is pursuing research while also considering collaboration with the WOWOW Group as well as companies and researchers who share the same interests as the WOWOW Group.

Delivering WOWOW appeal through a variety of media.

Viewers now enjoy television through various measures, so we offer diverse options to enjoy WOWOW. Accessibility through diverse media is one of WOWOW's strengths.



WOWOW can be enjoyed both broadcast and transmitted.
Monthly subscription fee: 2,530 yen (including tax)

Transmitted WOWOW On-Demand for Smartphones and TVs

Our On-Demand Services Provide the Followings.

Live Transmission

Real-time delivery of live sports games, live music concerts, and other live programs. ※Delays may occur depending on your network environment.

Archived On-Demand Programs

A service that allows customers to watch programs that were broadcast on WOWOW and other exclusive WOWOW On-Demand programs.

Simultaneous Broadcast Over the Internet

A service that delivers WOWOW's three channels (Prime, Live, and Cinema) online at the same time they are broadcast on TV.

*Some programs are not distributed online. *There is a slight delay in the online broadcast compared to the TV broadcast.

Free Programming

Services available to non-WOWOW subscribers.



Useful Features

Dedicated Soccer/Tennis Schedule Display

See schedules for soccer/tennis content on a dedicated page during tournaments.
This allows customrs to find the match they want to see more easily.

Multi-layered Service Development Centered on Content

In addition to delivering attractive programs through broadcast/transmission, we are focusing on multi-layered service development centered on content, including merchandise sales, tours, events, and film adaptations, especially in the music and sports genres.

UEFA Champions League 2024/25 Season Final Live Viewing

WOWOW teamed up with Aeon Entertainment to hold live screenings of the UEFA Champions League Final for the first time in the 2023-2024 season. They proved a tremendous success, with over 10,000 people attending across the country. In the 2024-2025 season, live screenings of the UEFA Champions League quarter-finals, semi-finals, and final were held at 37 Aeon Cinemas nationwide. They offered the perfect venue to experience the excitement of the stadium on the big screen.



Hospitality Package Tour to the 2025 US Open Tennis Championships

After extensive negotiations, the producer of WOWOW once again secured a tennis viewing plan unique to WOWOW for 2025, following on from last year. In collaboration with H.I.S. Co., Ltd., we sold a hospitality package that included match tickets, food and beverages in a special area, guided tours, official merchandise, and many other attractive benefits. Specifically, subscribers entered the venue smoothly via the priority gate (hospitality entrance), then joined a behind-the-scenes tour, including the player area, followed by dining at the Hospitality Lounge OVERLOOK. Finally, they watched the Day Session of the tournament's second day at Arthur Ashe Stadium.



WOWOW×WEST. "WESSION"

In 2024, WEST. teamed up with WOWOW to celebrate the band's 10th anniversary with the special live performance, WEST. 10th Anniversary Live "W", which was a huge success. The film adaptation of the live performance, WEST. 10th Anniversary Live "W" -Film edition-, was also a big hit. Distributed by WOWOW, it reached number-one at the box office in its first week of release. Following this, WOWOW and WEST. have launched a new collaboration, WESSION, in 2025. This monthly music program featuring sessions and talks with WEST. and guest artists has been broadcast/streamed since Sunday, June 29, 2025. WEST. will also host their first outdoor music festival, WESSION FESTIVAL 2025, on October 12 and 13, 2025, at the East Plaza of the Expo' 70 Commemorative Park in Osaka. Look out for the development of multi-layered services such as this new program and music festival that showcase WEST.'s new appeal.



Development of Products and Services to Increase Revenue

"WOWOW On-Demand on a pay-per-view basis"

WOWOW On Demand on a pay-per-view basis makes it possible* to use streaming services under a pay-per-use system for individual works (as well as some packaged content) via the internet, even if you are not a WOWOW subscriber. It offers a lineup of content including sports, theater, and more that is unavailable to view anywhere else. For 17,500 yen (including tax), a CL/EL 2025-2026 season pass enables viewers to enjoy WOWOW soccer programming only on WOWOW On Demand, including the UEFA Champions League 2025-2026, UEFA Europa League 2025-2026, and UEFA Conference League 2025-2026. *It can be purchased after registering for a WOWOW WEB account.



"WOWSPO" A New Service to Watch Sports Content

WOWSPO is a service that packages select sports content transmitted by WOWOW, which can be used even if you are not a WOWOW subscriber. For 1,980 yen per month (including tax), you can enjoy transmissions of top-tier sports, including the UEFA Champions League, UEFA Europa League, Australian Open Tennis, French Open Tennis, and U.S. Open Tennis, Super Rugby Pacific, and Excite Match featuring global pro boxing. Currently, you can enjoy WOWSPO with a subscription to ABEMA and Prime Video. *The available programs and service details differ with "WOWSPO (provided by ABEMA)" and "WOWSPO (Prime Video subscription)."



Soccer : Gettyimages Tennis : Gettyimages Rugby : Afro Boxing : Getty Images © NAOKI FUKUDA

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



missing

Sports



US Open Tennis Championships

Original Drama



Serial Drama W Beyond Evil

Original Drama



Serial Drama W 1972: Fireflies on the Shore

Foreign Series



FBI:Most Wanted Season6

Music



SUMMER SONIC 2025 / SONICMANIA

Others



Live! Yoshio Inoue Musical Hour "Yoshio's Myu"

WOWOW Originals

Nobody is as dedicated to quality of expression as WOWOW - hence the acclaim of WOWOW originals in Japan and abroad. We continue to create outstanding entertainment 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 GOLDEN KAMUY
— The Hunt of Prisoners in Hokkaido —



Serial Drama Kenzo Kitakata "SUIKODEN"

Overseas Co-Production Project

Following the blockbuster success of TOKYO VICE, a co-production with Hollywood that generated a lot of buzz, we have launched a new overseas co-production project. Our partner is Finland, the country ranked number one in the world happiness rankings, which is familiar to many as the birthplace of the Moomins and also known as the home of the sauna. Along with AX-ON and ICS Nordic (a Finnish production company), WOWOW is venturing into producing content related to this popular country in the form of "Nordic noir," a genre with growing appeal in Japan. The production will be broadcast and streamed exclusively in the two countries by WOWOW and Nelonen Media, Finland's biggest entertainment company. It will star Anne Watanabe and Finnish actor Jasper Pääkkönen in the two lead roles. They will play detectives who team up on a cross-border investigation.



Co-production of Japan and Finland. Serial Drama W BLOOD & SWEAT
Scheduled to broadcast/stream in 2026

Animation

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



Bye Bye, Earth



Bye Bye, Earth Season 2

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, JAZZ NOT ONLY JAZZ II (a special session in which a talented band of up-and-coming performers led by jazz drummer Shun Ishiwaka play with acclaimed artists for one night only), and Alan Menken Solo Concert: A Whole New World of Alan Menken (a lavish performance by renowned songwriter Alan Menken, known for his work in popular animated Disney films).



FUJI&SUN'25



JAZZ NOT ONLY JAZZ II



A Whole New World of Alan Menken

The Latest Technology that underlies “WOWOW Quality”

Using cutting-edge technologies that are rare even in Japan, such as immersive audio production and virtual production, WOWOW is creating high-quality content and viewing experiences unique to WOWOW.

Broadcast Center

We are constantly evolving our systems, including an IP-based network center that flexibly supports domestic and overseas video feeds, which are growing more diverse, and an online transmission center that speedily delivers live streaming for WOWOW On Demand. Our live music broadcasts in particular, which are mainly produced by technical personnel from our group, have earned the trust of artists on a deep level. Thanks to exceptional camerawork, switching technology, and recording techniques, we offer experiences that make viewers feel like they're right there in 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 Titles

With the aim of creating more powerful visual experiences, we are creating works in the XR field that offer a feeling of immersion and presence. We have co-produced "Beat", "Clap", and "Typeman" with CinemaLeap, and created a spinoff of the WOWOW original drama series "I, Kill", and other works, which were well-received both in Japan and abroad.



Video transmission software "Live Multi Studio"

In the area of connected media, we have been jointly developing a remote production system with Tokyo Broadcasting System Television, Inc. since 2019. We commercialized video transmission technology created through this initiative as software in 2024. It has received multiple awards, including a Japan Commercial Broadcasters Association Award and is also attracting interest from other sectors such as the VTuber world and the construction industry.



Virtual Production

Virtual production is a method that involves shooting performances in front of background visuals screened on a monitor rather than in the actual location. WOWOW is actively introducing it for our original drama series. Since it is possible to reproduce a variety of settings, it is not necessary to travel to locations, which enables us to reduce the costs, burden placed on the performers, and production time.



Immersive Audio

By producing works that leverage spatial audio technology such as Dolby Atmos and AURO-3D and distributing them via movie theaters, streaming, etc., we are creating new viewing experiences. Among these, the WOWOW-distributed movie "UVERworld KING'S PARADE Otoko Matsuri REBORN at Nissan Stadium", featuring a Dolby Atmos mix by Yoshihiro Toda from the Engineering & Technology Center, won an Excellence Award and Grand Prix in the sound technology category at the JPPA Awards 2025.



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.



Taste and Tears



WIND BREAKER



GODLEN KAMUY - THE ABASHIRI PRISON RAID

Sustainability 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. The WOWOW Group is engaged in various activities that position "contributing to entertainment culture," "respecting human rights," "DEI (Diversity, Equity, and Inclusion)", "environment," etc. as focus areas.

WOWOW Original "WHO I AM" Series

This series was started in 2016 as a joint project of WOWOW and the IPC (International Paralympic Committee) that follows para-athletes at the pinnacle of their sport. In 2024, we broadcast/streamed the full version including coverage of the Paris Paralympics. What's more, in the same year, both "WHO I AM Paralympics" and "WHO I AM LIFE", featuring a diverse lineup of personalities, were nominated for International Emmy Awards. Previous series are currently streaming free of charge.



WOWOW Plus Regional Revitalization Support Project

In 2021, the WOWOW Group company WOWOW Plus Inc. leveraged its media expertise and attributes to start a regional revitalization support project with the aim of solving local issues for municipal governments and regional industries. Through ongoing initiatives, it is tackling local issues alongside municipal governments and regional industries so that it can contribute as a partner that supports solving them from multiple perspectives, not just through visual works. In 2024, "On the Hills of Biei", produced by WOWOW Plus and the Biei Town Short Film Production Committee in Hokkaido, won a 2024 Eibunren Excellent Film Award (Semi-Grand Prix).



Environmental Initiatives

Driven by customer feedback, we are contributing to the realization of a society that is aware of environmental issues, respects diverse values and freedom of expression, and fosters tolerance through WOWOW-style entertainment content. All employees recognize the environment's importance, and we aim to be an eco-friendly broadcaster through our day-to-day operations. At the Broadcast Center, we installed photovoltaic panels in 2015 to reduce power consumption, thereby contributing to the power supply. We have also installed both electrical and gas A/C equipment.



WOWOW-Affiliated Athletes

WOWOW supports Paralympic athletes (athletes with disabilities). In addition to supporting their athletic activities, we are engaged in activities such as promotion of Paralympic sports by leveraging the experience they have acquired to date. In addition to Akira Toyoshima, Takuya Furusawa also hold lectures and hands-on workshops throughout Japan.



Akira Toyoshima

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



Takuya Furusawa

Tokyo 2020 Paralympic Games
Wheelchair Basketball silver medalist
Joined WOWOW in April 2021
(Human Resources Department)

Human Rights and DEI Initiatives

We established the "WOWOW Group Policy on Human Rights and DEI" in June 2024 with the aim of fostering a corporate culture that respects diversity, and to enhance understanding of the moral responsibility that is required of all corporate entites to respect human rights. Based on this policy, we will continuously endeavor to identify salient human rights risks within our business activities and raise awareness of human rights among our employees and business partners in order to prevent and mitigate adverse impacts on human rights. We also believe that delivering fresh inspiration and new value to our customers via our content and services is only possible when everyone involved in our business activities understands the importance of diverse values among individuals and feels safe in expressing themselves as they are. We are therefore committed to fostering a corporate culture with DEI as a core value.

"DEI" is an acronym of the following three words.
Diversity, Equity, Inclusion

Human Capital Initiatives

Our Medium-Term Management Plan FY2025-2029 aims to fulfill our Purpose "Fill your life with WOW and increase the number of adults who live enthusiastically" and Vision "Using unique entertainment ideas, bring moving moments to your everyday life". In order to to become a company that provides "enthusiasm" to the daily lives of members, we lay emphasis on recruiting diverse individuals and respecting diversity, nurturing autonomous growth and career development support, merit-based compensation, and flexible self-governed work styles.

A Diverse Workforce

In order to maintain a vibrant work environment and drive growth in new business areas, we believe it is essential that we continuously hire employees with experience and expertise acquired in other businesses and industries. 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>	2024	2023	2022
Ratio of mid-career hires to employees (%)	42.9	41.1	39.7
Percentage of employees with disabilities (%)	2.41	2.45	3.15

Creating a Supportive Workplace

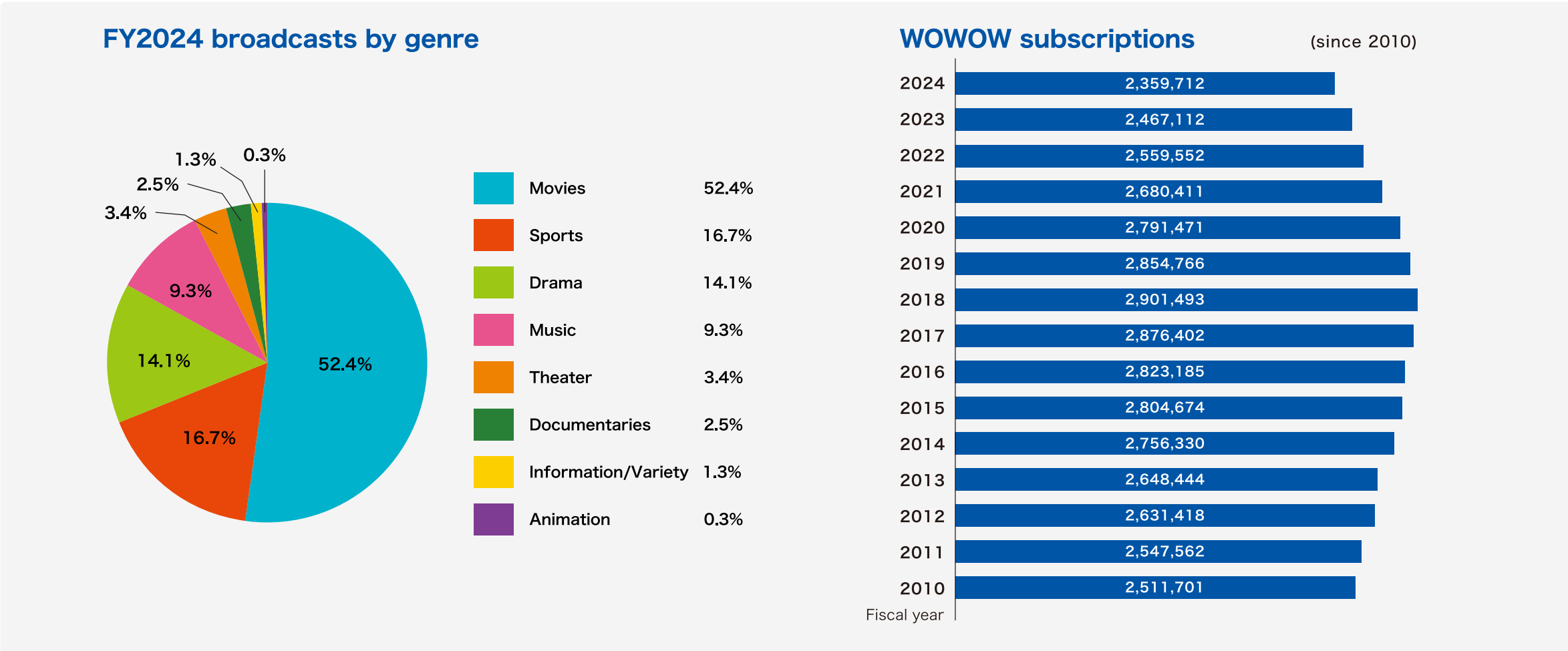
We believe that enabling our employees to utilize their diverse experiences, values, and perspectives at all stages of life leads to corporate value. We aim to support all employees throughout various lifestages such as parenting, nursing and personal treatment, we encourage all employees to take childcare 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. We also provide measures such as financial aid for babysitter expenses in order to further career support for our employees.

<Statistics by Gender>	2024		2023		2022	
	Men	Women	Men	Women	Men	Women
Average age (years)	42.6	37.3	42.9	37.3	43.2	37.5
Employees taking childcare leave (%)	100.0	100.0	100.0	100.0	50.0	100.0
Employees returing after childcare leave (%)	100.0	100.0	100.0	66.7	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.

Broadcast Track Record and Subscriptions



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. Liquidation of Actvila Corporation
2023	Established WOWOW CROSS PLAY, Inc. (joint venture). Made Frost International Corporation a sub-subsidiary. Launched WOWOW On-Demand on a pay-per-view basis
2024	Launched WOWSPO. Established WOWOW BRODGE INC. Made CINRA, Inc. a sub-subsidiary
2025	Terminated WOWOW 4K. Established WOWOW MUCHU no TOBILABO.

About the company

Company Overview

Name	WOWOW Inc.
Websites	WOWOW Online : https://www.wowow.co.jp Corporate Website : https://corporate.wowow.co.jp
Principal businesses	Basic and general broadcasting as defined by the Broadcasting Act
Broadcast channels	Digital TV broadcasting BS Digital channels 191, 192, and 193 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 (sunset February 28, 2025)
Capital	5 billion yen
Employees	319(as of March 31,2025)
Address	〈THE HEAD OFFICE〉 21F, Akasaka Park Building, 5-2-20,Akasaka, Minato-ku Tokyo 107-6121, Japan Tel.+81-3-4330-8111 〈BROADCAST CENTER〉 2-1-58, Tatsumi, Koto-ku, Tokyo 135-8080, Japan

Directors

Representative Director, Chairman	Akira Tanaka
Representative Director, President & CEO	Hitoshi Yamamoto
Board Director, Senior Managing Executive Officer	Junichi Onoue
Board Director, Senior Managing Executive Officer	Tami Ihara
Board Director, Audit & Supervisory Committee Member	Kazuhiko Ohkuma
Board Director	Jun Otomo
Board Director	Kenji Shimizu
Board Director	Kiyoshi Nagai
Board Director	Tatsuo Matsumoto
Board Director, Audit & Supervisory Committee Member	Mitsuru Murai
Board Director, Audit & Supervisory Committee Member	Makoto Okayama
Board Director, Audit & Supervisory Committee Member	Shinobu Fujisaki

Share Data

(as of March 31,2025)

Shares Issued	28,844,400
Shareholders	35,821

Major Shareholders

(as of March 31,2025)

Fuji Media Holdings, Inc.
TBS Holdings, Inc.
Nippon Television Network Corporation
The Master Trust Bank of Japan,Ltd. (Trust Account)
The Master Trust Bank of Japan,Ltd. (Retirement Benefit Trust Account for Dentsu Inc.)

Consolidated Financial Highlights

(FY2024)

Net sales	76,757 million yen
Operating income	2,036 million yen
Ordinary income	2,997 million yen
Profit attributable to owner of parent	637 million yen

Consolidated Balance Sheet

(FY2024)

Total assets	100,499 million yen
Total liabilities	32,465 million yen
Net assets	68,034 million yen

Affiliated Companies

- WOWOW Communications Inc.
- WOWOW Entertainment, Inc.
- Broadcasting Satellite System Corporation
- BS Conditional Access Systems Co., Ltd.
- WOWOW PLUS INC.
- WOWOW CROSS PLAY, Inc.
- Frost International Corporation
- WOWOW BRIDGE INC.
- CINRA, Inc.