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## MAKING THE IMAGE INTELLIGENT



## Nine months ended December 31, 2023

## **Financial Results Supplementary Information**

Digital Media Professionals Inc.

February 14, 2024

The views and forecasts that appear in these materials represent determinations made by the Company at the time the materials were created. The accuracy of the information therein is not guaranteed. Please be aware of the possibility that actual performance and results may differ considerably due to a variety of factors.



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## **Company Profile**

Leveraging our experience and knowledge as one of the world's leading graphics IP vendors, we have recently been contributing to solving problems for our customers and society by providing a full range of AI services from algorithm/software to hardware, and from the edge to the cloud.

| Company name                                       | Digital Media Professionals Inc. (DMP)   | IP core license business   |
|--|--|--|
| Foundation   | July 2002<br>(Listed on Tokyo Stock Exchange Mothers market in June<br>2011, Moved to TSE Growth market in April 2022) | <ul> <li>Al/GPU IP core license</li> <li>Al software license</li> </ul>                              |
| Location   | Nakano-ku, Tokyo, Japan  |  |
| Representative                                     | Chairman, President and CEO: Tatsuo Yamamoto   | Product business   |
| Capital  | 1,838 million yen  | Image processing LSI for amusement market     Vision system for collaborative robot                  |
| Number of  |  | Camera module for drone  |
| consolidated<br>employees65 (as of March 31, 2023) |  | Professional service business  |
| Number of patents                                  | 35 cases   | •AI algorithm/computer vision software contracted development     •FPGA/Board contracted development |
| Consolidated subsidiary                            | Digital Media Professionals Vietnam Company<br>Limited   | •Customer product/service support related to<br>safety system and robotics                           |

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## **DMP's Purpose**



# Making the Image Intelligent

"To create innovative products and services that harness the power of image intelligence to solve real-world problems and drive value for our stakeholders."



## Nine Months Ended December 31, 2023 Business Highlights

- Nine-month sales reached a record high. Operating income, ordinary income, and net income attributable to owners of the parent also increased significantly and returned to profitability.
- Amusement field sales grew significantly, mainly due to the brisk pachislot market, including smart pachislot. Robotics field saw product sales increase, and the high-margin GPU-related IP core license business also saw strong sales.

| Overall  | Sales by business                  | Sales by field                 |                              |
|--|------------------------------------|--------------------------------|------------------------------|
| Net sales  | IP Core License                    | Safety                         | Robotics                     |
| ¥ <b>2,292</b> M<br>(YoY* +45%)                        | ¥ <b>135</b> м<br>(YoY -15%)       | ¥ <b>41</b> M<br>(YoY -65%)    | ¥ <b>115</b> M<br>(YoY +33%) |
| Ordinary income<br>$\neq 264$ M<br>(YoY $\neq +322$ M) | Product<br>¥ <b>2,105</b> M        | Amusement<br>¥ <b>2,018</b> M  | Other<br>¥ <b>117</b> M      |
|  | (YoY +57%)<br>Professional service | <b>≠ 2,010</b> M<br>(YoY +56%) | ¥ ∎∎71M<br>(YoY +40%)        |
|  | ¥ <b>51</b> M<br>(YoY -34%)        |                                |                              |

\* YoY: Year on Year

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## Nine Months Ended December 31, 2023 Results Highlights: P/L



Net sales and incomes grew significantly mainly due to growth in the amusement field and product business

| (Unit: million yen)                               | Nine months ended<br>December 31, 2022 | Nine months ended<br>December 31, 2023 | Amount change |
|---|--|--|---------------|
| Net sales   | 1,579                                  | 2,292                                  | +712          |
| Operating income                                  | -60                                    | 261                                    | +322          |
| Ordinary<br>income                                | -58                                    | 264                                    | +322          |
| Net income<br>attributable to<br>owners of parent | -60                                    | 221                                    | +282          |

 Net sales increased 45.1% due to significant growth in product business such as Cambrian vision system in addition to "RS1" image processing semiconductors for the amusement market

 Operating income, ordinary income, and net income attributable to owners of the parent also increased significantly and returned to profitability

## Nine Months Ended December 31, 2023 **Results Highlights: Net Sales by Business and Field**

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| Sales by business  | •                                     | Sales by field   |
|--|---------------------------------------|--|
| IP core license blisiness ¥135 million   | e period<br>st year ¥158 million      | Safety field   |
| <ul> <li>Recorded AI/GPU running royalties for digital equipm<br/>in safety/robotics fields, maintenance/support revent</li> </ul>   | ues, etc.                             | <ul> <li>Recorded recurr<br/>maintenance/su<br/>service revenue</li> </ul> |
| Product business ¥2,105 million las  | e period<br>¥1,343 million<br>st year | Robotics field   |
| <ul> <li>Recorded sales from volume shipments of RS1, Can<br/>and camera modules for drone mass production</li> </ul>                | ubrian Vision Systems,                | <ul> <li>Recorded sales<br/>modules for droi</li> </ul>                    |
| <b>±</b> 31 million  | e period<br>st year ¥78 million       | Amusement fi   |
| <ul> <li>Recorded revenues from AI/GPU contracted develop</li> <li>PoC* projects for safety and robotics fields are to be</li> </ul> |                                       | <ul> <li>Recorded sales</li> </ul>   |
|  |                                       | Other  |
|  |                                       | <ul> <li>Recorded AI/GP<br/>digital equipmer</li> </ul>                    |

#### ld

| Safety field  | ¥41 million    | Same period<br>last year | ¥117 million  |  |  |  |
|---|----------------|--------------------------|---------------|--|--|--|
| <ul> <li>Recorded recurring revenues (running royalties and subscription fees),<br/>maintenance/support revenues related to dashcams, and professional<br/>service revenue</li> </ul> |                |                          |               |  |  |  |
| Robotics field  | ¥115 million   | Same period<br>last year | ¥86 million   |  |  |  |
| <ul> <li>Recorded sales of products such as Cambrian Vision Systems and camera<br/>modules for drone mass production, and professional services</li> </ul>                            |                |                          |               |  |  |  |
| Amusement field   | ¥2,018 million | Same period<br>last year | 1,291 million |  |  |  |
| Recorded sales of RS1 for mass production   |                |                          |               |  |  |  |
| Other   | ¥117 million   | Same period<br>last year | ¥83 million   |  |  |  |
| <ul> <li>Recorded AI/GPU running royalties and maintenance/support revenues for<br/>digital equipment</li> </ul>  |                |                          |               |  |  |  |

\* PoC: Abbreviation for Proof of Concept. Verification and trial about feasibility before introducing a new concept, theory or principle in full scale



## **Equity ratio remains high at 85.9%**

| (Unit: million yen)              |                         | End of March<br>2023 | End of Dec.<br>2023 | Amount<br>change | Major factors of increase/decrease   |
|----------------------------------|-------------------------|----------------------|---------------------|------------------|--|
|                                  | Current assets          | 3,683                | 3,391               | -292             | Accounts receivable - trade and contract<br>assets -549, Cash and deposits +173,<br>Merchandise and finished goods +95 |
|                                  | Non-current assets      | 158                  | 502                 | +344             | Investment securities +370   |
| Т                                | otal assets             | 3,842                | 3,893               | +51              |  |
|                                  | Current liabilities     | 700                  | 532                 | -167             | Accounts payable - trade -204  |
|                                  | Non-current liabilities | 17                   | 18                  | +0               |  |
| Total liabilities                |                         | 717                  | 550                 | -167             |  |
| Total net assets                 |                         | 3,124                | 3,343               | +219             | Retained earnings +221   |
| Total liabilities and net assets |                         | 3,842                | 3,893               | +51              |  |

# 3rd Quarter Ended December 31, 2023 **Topics**



#### Safety

## **Realize a safe and secure society**

- Earned recurring revenues from existing projects from edge to cloud for dashcams
- PoC projects in the broader safety field are underway for car license plate recognition, human attributes/line of flow recognition, headcount counting, etc., utilizing DMP's high AI image recognition capabilities

#### Amusement



## Realize both beautiful video expression and reduction of machine chassis cost

- Continued mass production shipments of our image processing semiconductor, RS1, for pachislot machines, including smart pachislots with strong utilization and pachinko machines
- Expand our share and acquire new customers in the market segment where we can demonstrate the superiority of our unique 2D/3D integrated chip

## Solving social/customer problems through image intelligence

#### Robotics

## Contribute to labor saving in the

#### manufacturing and transportation industries

- Promoted activities to acquire new licenses of ZIA MOVE for autonomous robots through development kits, with a track record of multiple adoptions
- Expanded Cambrian Vision System business
- Made progress in product shipments and business projects with a view to in-line production aimed at reducing labor and improving productivity for end customers in the manufacturing industry, particularly the automotive industry
  - Active business progress with customers in the pharmaceuticals, cosmetics, and food industries such as <u>installation in the Kao's Dynamic Cell Production System</u>, taking advantage of the strengths in recognition accuracy for transparent and glossy parts



## AI/GPU IP

## Provide small size, low power, and high-performance IPs optimized for customer SoCs

- Obtained stable running royalties from existing IPs/ customers and progressed deals for new projects
- Promoted activities to obtain license business of ZIA A3000, an AI IP processor that significantly exceeds the performance of current products

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No change in the full-year earnings forecast announced on November 13, 2023 Currently examining the outlook for future business performance and will promptly announce revisions to the current forecast if such revisions become necessary

| (Lipit: Million yon)                        | FY 03/2023 | FY 03/2024       |          |                    |  |
|---|------------|------------------|----------|--------------------|--|
| (Unit: Million yen)                         | (Actual)   | 9 months results | Progress | Full-year forecast |  |
| Net sales                                   | 2,232      | 2,292            | 78%      | 2,950              |  |
| Operating income                            | 27         | 261              | 109%     | 240                |  |
| Ordinary income                             | 28         | 264              | 110%     | 240                |  |
| Net income attributable to owners of parent | 22         | 222              | 111%     | 200                |  |

Record-high net sales in cumulative Q3 mainly due to brisk sales in the product business and the amusement field.
 Operating income, ordinary income, and quarterly net income attributable to owners of the parent have exceeded the full-year forecast.

In the fourth quarter, we expect to continue volume shipments of "RS1" image processing semiconductors for the amusement market, as well as license and professional service revenues in the safety field, product sales and professional service revenues in the robotics field, and solid GPU-related license revenues.

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