This document has been translated from the Japanese original for reference purposes.

In the event of any discrepancy between this document and the Japanese original, the latter shall prevail.

MAKING THE IMAGE INTELLIGENT



Fiscal Year ended March 31, 2025

Financial Results Supplementary Information

Digital Media Professionals Inc.

May 13, 2025

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.

Table of contents



Company Profile · · · · · · · · · · · · · · · · · · ·
DMP's Purpose · · · · · · · · · · · · · · · · · · ·
Fiscal Year Ended March 31, 2025 Results Highlights
Business Highlights······
P/L····································
Net Sales by Business and Field····································
B/S······
Fiscal Year Ending March 31, 2026 Business Forecast······
Medium-term Vision (Three-pronged Growth Strategy)····································

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)
Foundation	July 2002 (Listed on Tokyo Stock Exchange Mothers market in June 2011, Moved to TSE Growth market in April 2022)
Location	Nakano-ku, Tokyo, Japan
Representative	Chairman, President and CEO: Tatsuo Yamamoto
Capital	1,838 million yen
Number of consolidated employees	60 (as of April 1, 2025)
Number of patents	35 cases
Consolidated subsidiary	Digital Media Professionals Vietnam Company Limited

IP core license business

- AI/GPU IP core license
- Al software license



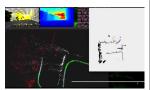
Product business

- Image processing LSI for amusement market
- Vision system for collaborative robot
- Module

Professional service business

- Al algorithm/computer vision software contracted development
- FPGA/Board contracted development
- Customer product/service support related to safe driving assistance system and robotics







Making the Image Intelligent



To develop cutting-edge products and services that leverage image intelligence to address practical challenges and deliver value to our stakeholders.

Fiscal Year Ended March 31, 2025

Business Highlights



- Development of next-generation edge Al semiconductor is progressing smoothly
 Mass production and commencement of sales are scheduled for the fiscal year ending March 2026
 Serving as a long-term business foundation and growth engine following the amusement business
- Net sales have set a new record high for the fourth consecutive fiscal year. Due to the recognition of semiconductor development expenses, operating income, ordinary income, and net income attributable to owners of the parent have decreased

Overall	Sales by business	Sales b	y field
Net sales	IP Core License	Safety	Robotics
¥ 3,077 M (YoY* +2%)	¥ 124 M (YoY -27%)	¥ 38 M (YoY -46%)	¥ 168 M (YoY +0%)
Ordinary income	Product ¥ 2,855 M	Amusement	Other
¥ 271 M (YoY -¥58M)	(YoY +4%)	¥ 2,779 M (YoY +5%)	¥ 90 M (YoY -32%)
	Professional service		
* YoY :Year on Year	¥ 97 M (YoY +12%)		

Results Highlights: P/L



Expanding growth investments, including development of edge AI semiconductor

(Unit: million yen)	FY ended March 31, 2024	FY ended March 31, 2025	Amount change
Net sales	3,016	3,077	+61
Operating income	328	265	-63
Ordinary income	330	271	-58
Net income attributable to owners of the parent	331	157	-174

- In addition to the image processing semiconductor "RS1" for the amusement market, growth in professional services for the robotics field offset the loss of a large maintenance support project in the IP core license business, resulting in a 2.0% increase in net sales.
- Increased research and development expenses, including 79 million yen for the development of edge AI semiconductor, resulted in decreases in operating income and ordinary income.
- An extraordinary loss of 42 million yen was recorded for the loss on valuation of investment securities. Additionally, after carefully reviewing the recoverability of deferred tax assets, 45 million yen was written off and recorded for income taxes deferred.

Fiscal Year Ended March 31, 2025

Results Highlights: Net Sales by Business and Field



Sales by business

IP core license business ¥124 million Same period last year ¥170 million

- Recorded initial license revenue and AI/GPU running royalties for digital equipment, initial license and recurring revenues in safety/robotics fields, maintenance/support revenues, etc.
- Large GPU IP maintenance and support project in the previous fiscal year fell off

Product business

¥2,855 million

Same period last year ¥2,758 million

- Recorded sales from volume shipments of RS1 and Cambrian Vision Systems
- Progress in product shipments including full-scale introduction to manufacturing inline and business projects for Cambrian Vision System business

Professional service business

¥97 million

Same period last year

¥87 million

- Recorded revenues from contracted development services in AI and amusement fields
- Provided professional services for semiconductor manufacturing equipment/ construction machinery as well as for autonomous mobile robots

Sales by field

Safety field

¥38 million

Same period last year

¥71 million

 Recorded dashcam-related recurring revenues (running royalties and subscription fees), maintenance/support revenues and professional service revenue

Robotics field

¥168 million

Same period last vear

¥168 million

Recorded sales of professional services and products such as Cambrian
 Vision Systems in addition to license revenues for autonomous mobile robots

Amusement field

¥2,779 million

Same period ¥2,642 million last year

Recorded sales of RS1 for mass production

Other

¥90 million

Same period last year

¥134 million

- Recorded initial license revenue, AI/GPU running royalties, and maintenance support revenues for digital equipment
- Large GPU IP maintenance and support project in the previous fiscal year fell off

Results Highlights: B/S



Equity ratio remains high at 88.2%

(Unit: million yen)		End of March 2024	End of March 2025	Amount change	Major increases/decreases
	Current assets	3,272	3,297	+25	Accounts receivable - trade and contract assets +165, Inventories +16, Cash and deposits -73, Securities -100
	Non-current assets	647	794	+147	Intangible assets +153, Investment securities +53, Deferred tax asset -44
Total assets		3,919	4,092	+172	
	Current liabilities	443	461	+18	Account payable - trade +114, Accrued consumption taxes -47, Income taxes payable -32
	Non-current liabilities	18	19	+0	
Total liabilities		461	480	+18	
Total net assets		3,457	3,511	+153	Retained earnings +157
Total liabilities and net assets		3,919	4,092	+172	

Business Forecast



Executing aggressive strategic investments aimed at future growth for the fiscal year ending March 2026

(Unit: million yen)	FY 03/2025	FY 03/2026		
(Onit. million yen)	(Actual)	Forecast	% Change	
Net sales	3,077	3,250	+5.6%	
Operating income	265	20	-92.5%	
Ordinary income	271	25	-90.8%	
Net income attributable to owners of the parent	157	20	-87.3%	

- In addition to steady shipments of image processing semiconductors for the amusement market, sales from new businesses such as next-generation edge AI semiconductor and FA (Factory Automation) contribute to a limited extent, resulting in an increase in net sales.
- Strategic investments centered on the development of next-generation edge AI semiconductor (R&D expenses: US\$1.9 million) are being executed to drive future growth.
- In the medium term, we aim to expand revenue and enhance corporate value by further penetrating the amusement market and leveraging the two growth engines of the edge AI semiconductor business and FA business.

Medium-term Vision (Three-pronged Growth Strategy)



Expansion into Growth Area: Edge Al Semiconductor Business

Leveraging the strengths and expertise cultivated in our core business to expand into new semiconductor business area

Expanding adoption in high-growth markets such as mobility, smart factories, drones, and smart cameras

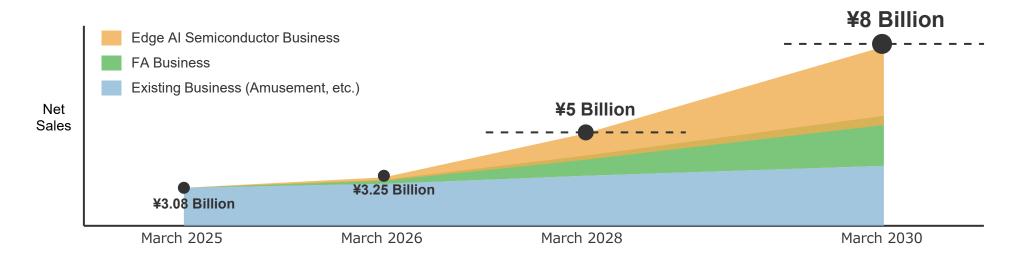
Long-term Enhancement of Corporate Value

Acquisition of New Business Opportunities: FA Business

Leveraging the industry network established through Cambrian Vision System business Contributing to solving social issues in Japan by further advancing the smartification of robotics, factory automation, and logistics automation

Further Growth of Core Business: Amusement Business

Enhancing profitability through increased added value by integrating peripheral businesses and cost reduction





<Inquiries>

Digital Media Professionals Inc. Corporate Planning Department

Tel. +81-3-6454-0450

URL: https://www.dmprof.com/en/ir/

- Forward-looking statements contained within this document are based on currently available information and involve risks and uncertainties, including macroeconomic conditions and trends in the industries in which we are engaged. As such, actual results may differ materially from those anticipated.
- The purpose of this document is to provide information for the purpose of understanding our company and is not to solicit investment in securities issued by our company. Please refrain from making any investment decisions based entirely on this document.