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MAKING THE IMAGE INTELLIGENT



Nine Months ended December 31, 2025

Financial Results Supplementary Information

– Transformation Towards ¥8 Billion Sales in FY March 2030: From Strategic Investment to ROI –

Digital Media Professionals Inc.

February 12, 2026

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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

IP core license business

- AI/GPU IP core license
- AI software license



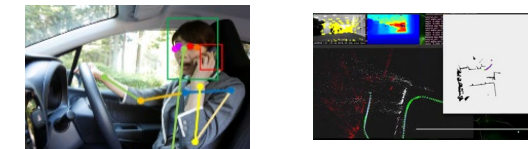
Product business

- Image processing LSI for amusement market
- Edge AI semiconductor
- Vision system for collaborative robot
- FA products (AMR units/components)
- Module



Professional service business

- AI algorithm/computer vision software contracted development
- FPGA/Board contracted development
- Customer product/service support related to robotics/safety



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.

Medium-term Vision (Three-pronged Growth Strategy)

Expansion into Growth Area: Edge AI 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

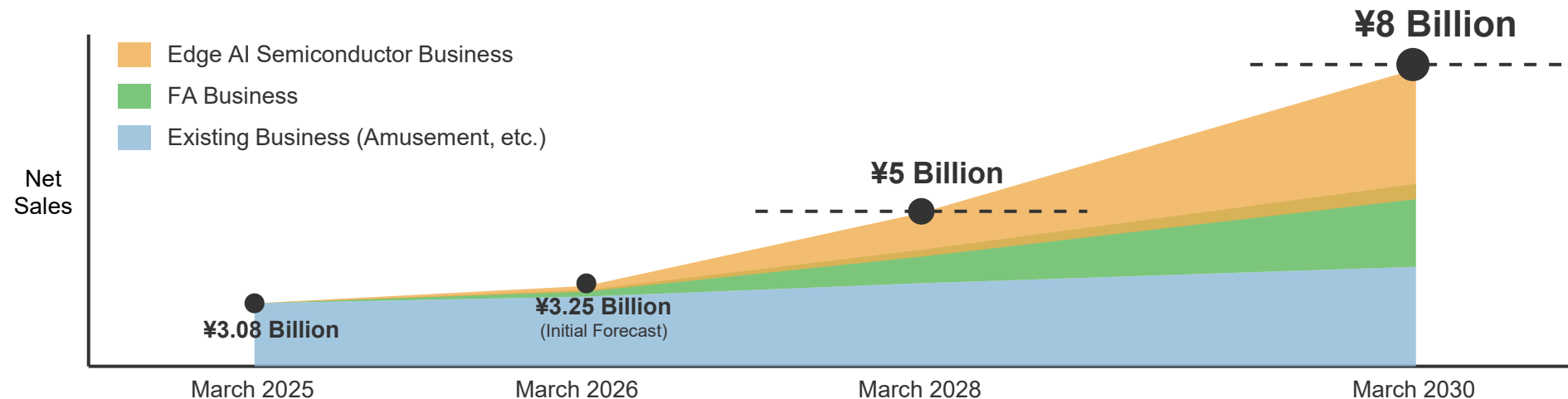
Long-term Enhancement of Corporate Value

Acquisition of New Business Opportunities: FA (Factory Automation) 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



Strategic Progress Toward Accelerated Growth

Strategic investments and resource allocation to build revenue foundations for two mid-term growth engines

Edge AI Semiconductor Business

- Building the "Di1" Edge AI Platform, headed by the next-gen Edge AI semiconductor "Di1," supporting customer AI development via both hardware and software.



Di1 Cam Di1 Development Kit

- Mass production scheduled for Q4 FY March 2026.
- Providing hybrid AI solutions combining "Di1" with NVIDIA products from Aetina (Taiwan).
- Customer evaluation progressing in Surveillance Cameras, Drones, and Mobility markets.
- Started sales promotion in India as part of GTM strategy. Initiated activities in Taiwan and China leveraging the ecosystem.

FA Business

- Launched operations in April 2025
- Exceeded first-year expectations by delivering AMR (autonomous mobile robot) units and components to AMR manufacturers and end-users.
- Exhibited at iREX (Dec 2025), acquiring numerous valid leads for future business.



AMR Unit



Controller



LiDAR



Motor + Driver



Fleet Management Software

Robotics/Safety Field

- Full-scale launch of "Vision-LLM Insight," an action recognition AI platform that understands video "context" (LLM x Vision AI). Detecting potential risk signs in Public Facilities/Parks, Commercial Facilities, Construction/Logistics, and Transportation.

Skateboarder detection system operation started in public facilities.



- Providing professional services for object detection systems for semiconductor manufacturing equipment.

Aiming for transition from PoC to mass production.



● Completion of Strategic Investment & Growth of New Drivers

- Development and mass production preparation for Edge AI semiconductor "Di1" completed; shifted to customer evaluation phase.
- Robotics & Safety field (including FA business) grew, advancing business portfolio diversification.
- Amusement market in a temporary adjustment phase due to low approval rates by the Security Electronics and Communications Technology Association (SECTA). However, mainstay "RS1" shipments turned to a recovery trend from Q3 onwards due to approvals of key customer titles.

Overall

Net Sales

¥ **1,657M**
(YoY* -25%)

Ordinary income

¥ **-387M**
(PY ¥ 121M)

Sales by business

IP core license

¥ **82M**
(YoY +11%)

Product

¥ **1,529M**
(YoY -26%)

Professional service

¥ **44M**
(YoY -42%)

Sales by field

Robotics/Safety

¥ **200M**
(YoY +38%)

Amusement

¥ **1,365M**
(YoY -32%)

Other

¥ **91M**
(YoY +87%)

* YoY: Year on Year

Executed ¥300M strategic investment in "Di1." Maintained financial soundness, though affected by temporary adjustments in the amusement market.

(Unit: million yen)	Nine Months Dec 31, 2024	Nine Months Dec 31, 2025	Amount Change
Net Sales	2,206	1,657	-549
Operating income	121	-399	-521
Ordinary Income	121	-387	-509
Net income attributable to owners of parent	100	-409	-509

- **Execution of Strategic Investment:** Recorded ¥300M in development costs for Edge AI semiconductor "Di1" as planned (SG&A). This is a one-time investment establishing the foundation for future growth.
- **Temporary Factors:** Net sales declined due to suppressed shipments of "RS1" image processing semiconductors caused by Amusement market adjustments (low approval rates), but recovery trend seen from Q3.
- **Profitability:** Incomes decreased YoY due to strategic investment burden and temporary sales decline, but the peak investment phase has passed.

Results Highlights: Net Sales by Business and Field

● Sales by business

IP core license	¥82 million	Same period last year	¥74 million
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- Recorded running royalties for AI/GPU in digital devices, recurring revenue in robotics/safety field, and maintenance/support income.

Product	¥1,529 million	Same period last year	¥2,055 million
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- Recorded sales of mass shipments of RS1, Cambrian Vision Systems, camera modules for drones, and FA products.
- RS1 shipments down 32% YoY due to temporary market adjustment; recovering from Q3.

Professional service	¥44 million	Same period last year	¥76 million
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- Recorded contract development service income for semiconductor manufacturing equipment, safety driving assistance, and AMR, etc.

● Sales by field

Robotics/Safety*	¥200 million	Same period last year	¥144 million
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- Recorded recurring revenue (running royalties, subscription fees) related to dashcams, maintenance support income, product sales of Cambrian Vision Systems, camera modules for drones and FA products, and professional service revenues for semiconductor manufacturing equipment, safety driving assistance, and AMR, etc.

Amusement	¥1,365 million	Same period last year	¥2,012 million
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- Sales mainly from RS1 mass shipments.

Other	¥91 million	Same period last year	¥48 million
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- Recorded running royalties for AI/GPU in digital devices and maintenance/support income.

* From FY March 2026, “Safety” and “Robotics” fields are integrated into “Robotics/Safety,” reflecting the importance of safety technologies (e.g., contact/risk detection) in advanced robotics such as cobots and AMRs and alignment with our business direction.

Equity ratio remains high at 86.3%

– Solid financial base enabling continuous strategic investment –

(Unit: million yen)		March 31, 2025	Dec 31, 2025	Amount change	Major factors
	Current assets	3,297	2,662	-635	Cash and deposits -770, Securities -200, Inventories +187
	Non-current assets	794	1,047	+252	Investment securities +179, Intangible assets +36
Total assets		4,092	3,709	-382	
	Current liabilities	461	482	+20	Accounts payable +99, Other -59
	Non-current liabilities	19	25	+6	
Total liabilities		480	507	+26	
Total net assets		3,611	3,202	-409	Retained earnings -409
Total liabilities and net assets		4,092	3,709	-382	

Forecast revised from May 13 announcement

Despite revision, return to growth trajectory with revenue increase and profitability in Q4.

(Unit: Million yen)	Full year March 2025	Nine months Dec 31, 2025	Full year forecast ending March 31, 2026		
			Previous	Revised	Amount change
Net sales	3,077	1,657	3,250	2,500	-750
Operating income	265	-399	20	-275	-295
Ordinary income	271	-387	25	-260	-285
Net income attributable to owners of parent	157	-409	20	-300	-320

- **Aggressive investment:** Executed strategic investments for mid-to-long-term growth in FY March 2026.
- **Signs of recovery:** "RS1" shipments temporarily stagnated due to low approval rate in pachislot market, but multiple major customer titles approved in Q3; shipments bottomed out and returned to increasing trend.
- **Revision ground:** Recovery pace of amusement market and "RS1" mass production shipments below initial expectations; full-year forecast revised.
- **Q4 profitability:** Expecting return to profitability for Q4 (Jan-Mar) due to increased product sales, IP initial license revenue, and reduced SG&A (end of "Di1" development costs).
- **Strategy unchanged:** Continuing to enhance corporate value through Amusement peripheral business, Edge AI, and FA business growth.

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