MAKING THE IMAGE INTELLIGENT

DIGITAL MEDIA PROFESSIONALS

Business Plan and Growth Potential

Digital Media Professionals Inc.

June 22, 2026

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.

Agenda

- Company overview
- Business model and competitive advantage
  - Business model / Revenue cycle
  - Competitive advantage
  - Revenue / Cost structure
- Market trend
- Growth strategy / Business plan
- Risk information
- Handling of this material
- Supplementary material

Company overview

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)
Business content	IP license, SoC / module development & sales, and contract development services related to GPU and AI
Foundation	July 2002
Location	Nakano-ku, Tokyo, Japan
Representative	Chairman, President and CEO: Tatsuo Yamamoto
Capital	1,838 million yen
Number of employees	50 (as of April 1, 2026)
Number of patents	36 cases

Month / Year	History
July 2002	Founded
July 2005	Launched ULTRAY® Visual Processor
April 2007	PICA® Graphics IP Core received the Excellence in IP Prize of 9th LSI IP Design Award
April 2009	Launched SMAPH®-F Vector Graphics IP Core
November 2009	Launched SMAPH®-S 3D Graphics IP Core
June 2011	Listed on the Mothers market of the Tokyo Stock Exchange
May 2014	Business and capital alliance with UKC Holdings Corporation (currently Restar Corporation)
August 2016	Launched the new 3D graphics IP core "M3000" series
November 2016	Launched "ZIA™", an image recognition engine using deep learning
March 2018	Started mass production and shipment of next-generation graphics processor "RS1"
May 2019	Business and capital alliance with Yamaha Motor Co., Ltd.
May 2019	ISO 9001: 2015 Certified (Certification body: Intertek Certification Japan Ltd.)
April 2021	Capital and business alliance with Cambrian Inc, USA
April 2022	Transitioned to the Growth market of the Tokyo Stock Exchange
February 2025	Announced commencement of next-generation edge AI semiconductor business
April 2025	Concluded distributorship agreements with three Chinese robotics companies

Focused businesses/fields and sales (composition) (March 2026)

Business

IP core license ¥139M (6%)

- AI/GPU IP core license
- AI software license
- AI/GPU IP maintenance/support


Product ¥2,218M (91%)

- Graphic processing LSI for amusement market
- Edge AI semiconductor
- Vision system for collaborative robot
- FA products (AMR unit/component)
- Module






Professional service ¥74M (3%)

- AI algorithm, computer-vision software contracted development
- FPGA/board contracted development
- Customer product/service development support in safe driving assistance and robotics fields



Field

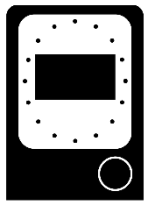
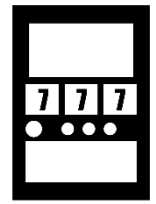
Robotics/Safety ¥281M (12%)

- Provision of AI licenses, products, and professional services for dashcam-leveraged advanced driver assistance systems and robotic products (autonomous mobile robots, collaborative robots)




Amusement ¥1,951M (80%)

- Provision of products and support for the amusement market (amusement machines)

Other ¥199M (8%)

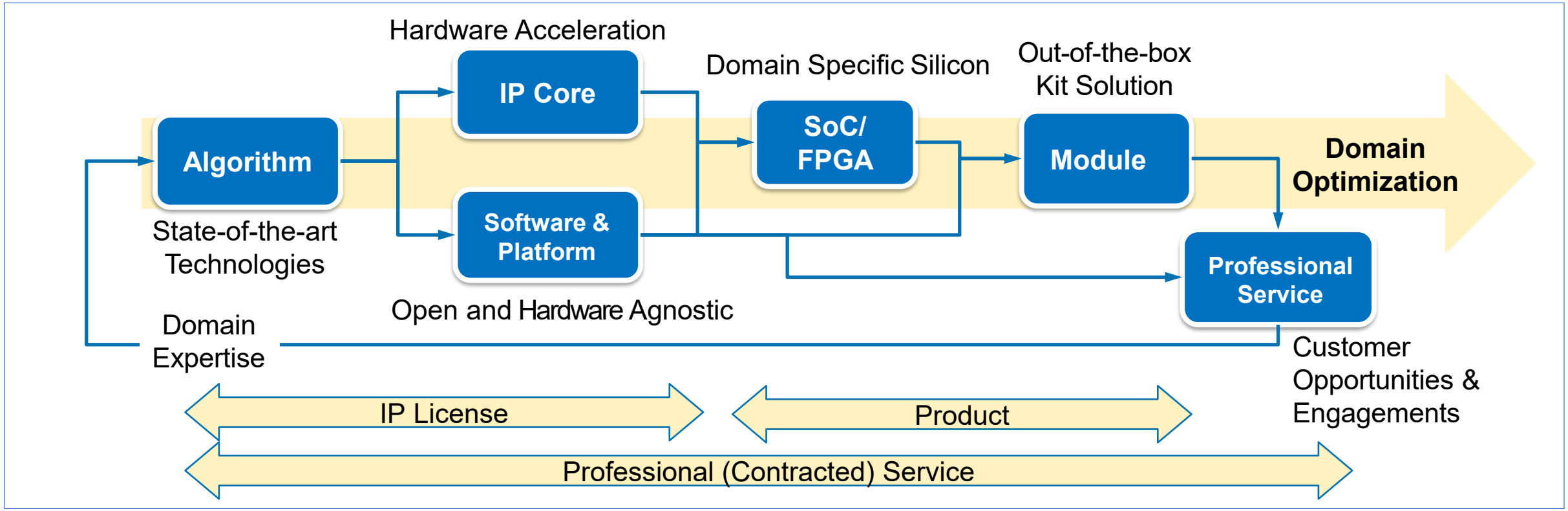
- Provision of IP core licenses (initial license, running royalty) for digital devices, etc.
- GPU IP maintenance/support



Business model and competitive advantage

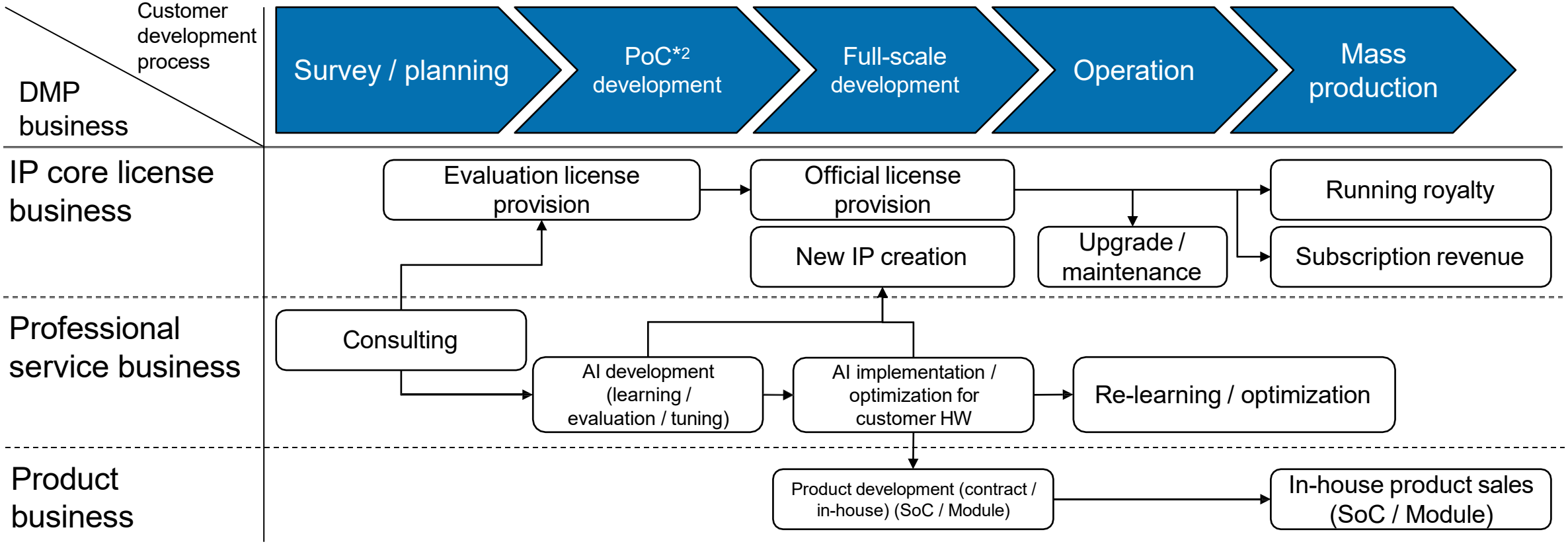
Business model

- Integrated development of algorithms, software, and hardware (domain optimization)
- Flexible value proposition and monetization model through licenses, products and professional services
- Build a well-balanced profit structure of highly profitable "IP core license business", scale-seeking "Professional service business", and “Product business"



Revenue cycle

- Providing added value and maximizing LTV*1 (Lifetime Value) of customers over the entire development life cycle (from planning to mass production) of customer products
- By developing and providing standard products and services based on the technology and know-how cultivated in customer projects, we will strive to respond flexibly and quickly to customer development and improve profitability.



*1 LTV: Abbreviation for Lifetime Value. The profit earned from the beginning to the end of transactions with a customer (customer lifetime value)
*2 PoC: Abbreviation for Proof of Concept. Verification and trial about feasibility before introducing a new concept, theory or principle in full scale

Competitive advantage

DMP can optimize AI processing for the domains, including hardware

AI flow: Data → Learning → Inference

Execution environment: Cloud, Edge

Development process: Algorithm development → Software optimization → Hardware acceleration

DMP's Products & Services

- ZIA™ Cloud SAFE — DMP's cloud service
- ZIA™ MOVE, ZIA™ SAFE — DMP's integrated software development platform
- ZIA™ DV700 A3000 — DMP's edge AI inference processor
- 

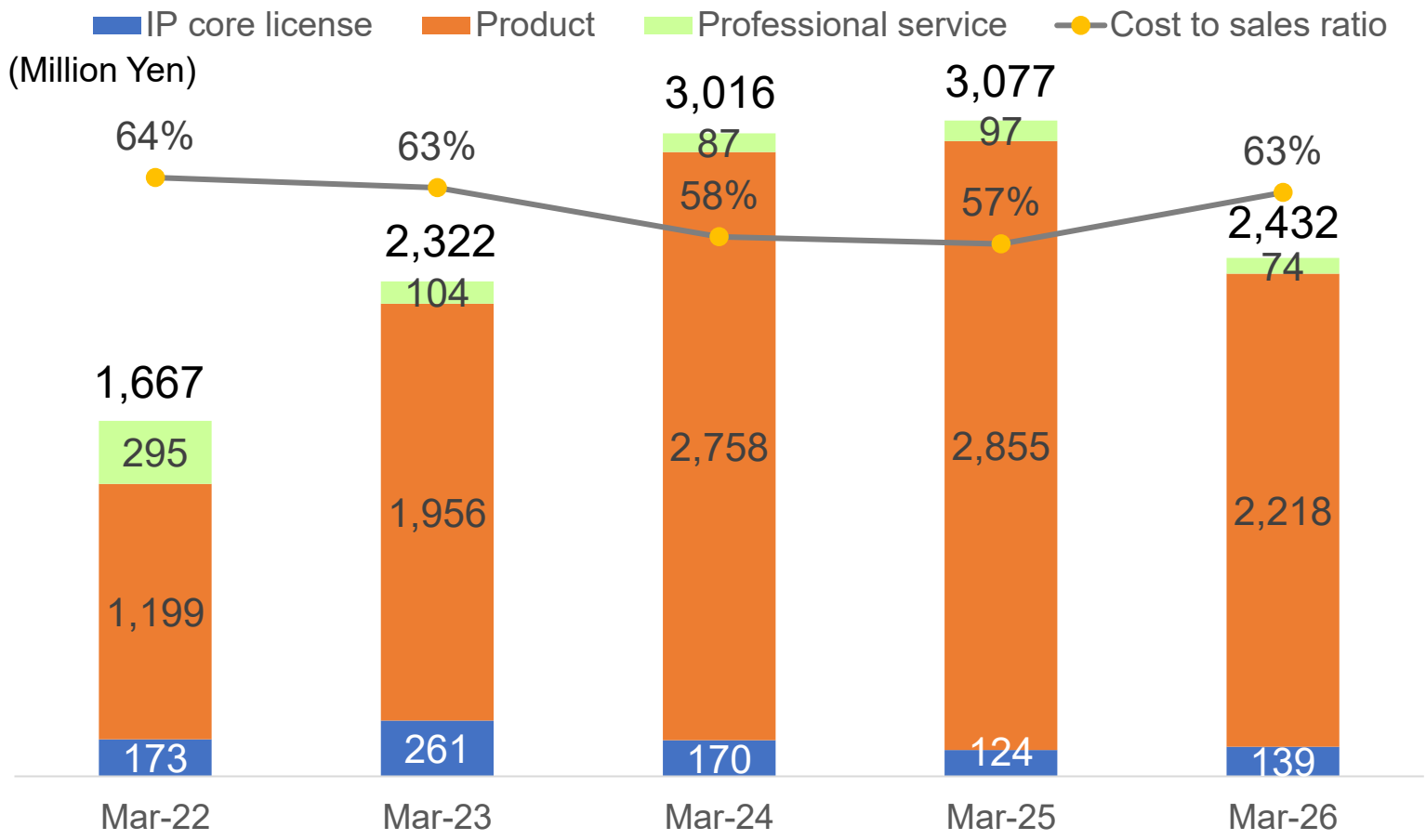
DMP Edge AI Inference chip

DMP: Support customers' smooth transition from prototype (PoC) to deployment by understanding the domain and developing with final implementation in mind

Competitions: Almost no AI development company understands the execution environment, resulting in a lot of rework in the process of deployment

Revenue / cost structure

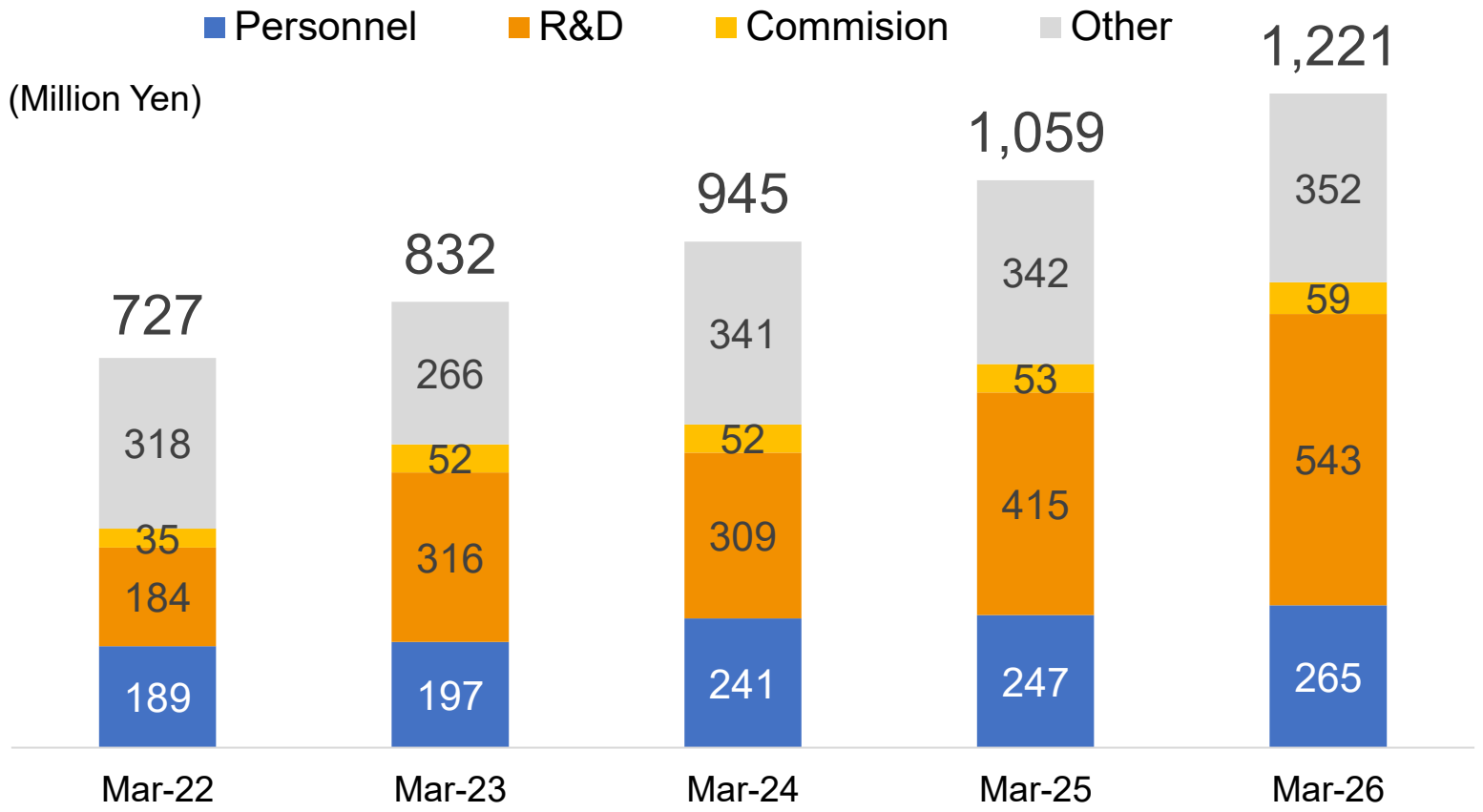
- Cost to sales ratio tends to fall with increase in IP core license sales (ratio)
- Overall cost ratio rose due to increased cost in product business in March 2026



Note: FY2026/3 figures are non-consolidated; for comparability, FY2022/3 through FY2025/3 also use non-consolidated figures.

Cost structure

- SGA (selling, general and administrative expenses) are mainly R&D and personnel expenses.
- R&D expenses are related to the development of technologies and solutions for medium-term growth. Increased due to development cost of edge AI semiconductor for March 2025 and March 2026

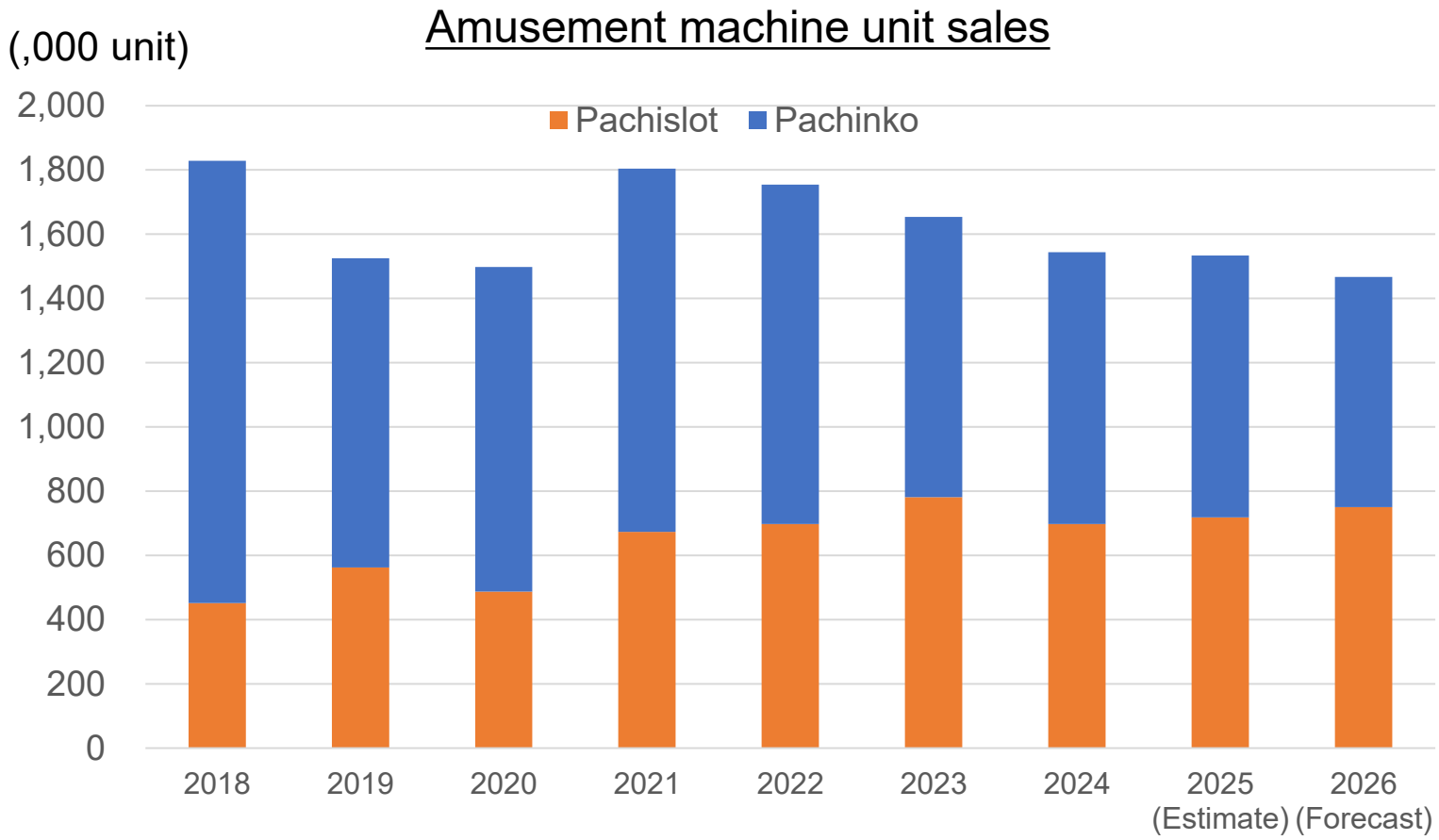


Note: FY2026/3 figures are non-consolidated; for comparability, FY2022/3 through FY2025/3 also use non-consolidated figures.

Market trend

Amusement

- Pachislot market, our main battleground, bottomed out in FY 2018-2020 and has begun rising
- Pachislot market is projected to surpass the pachinko market in fiscal year 2026



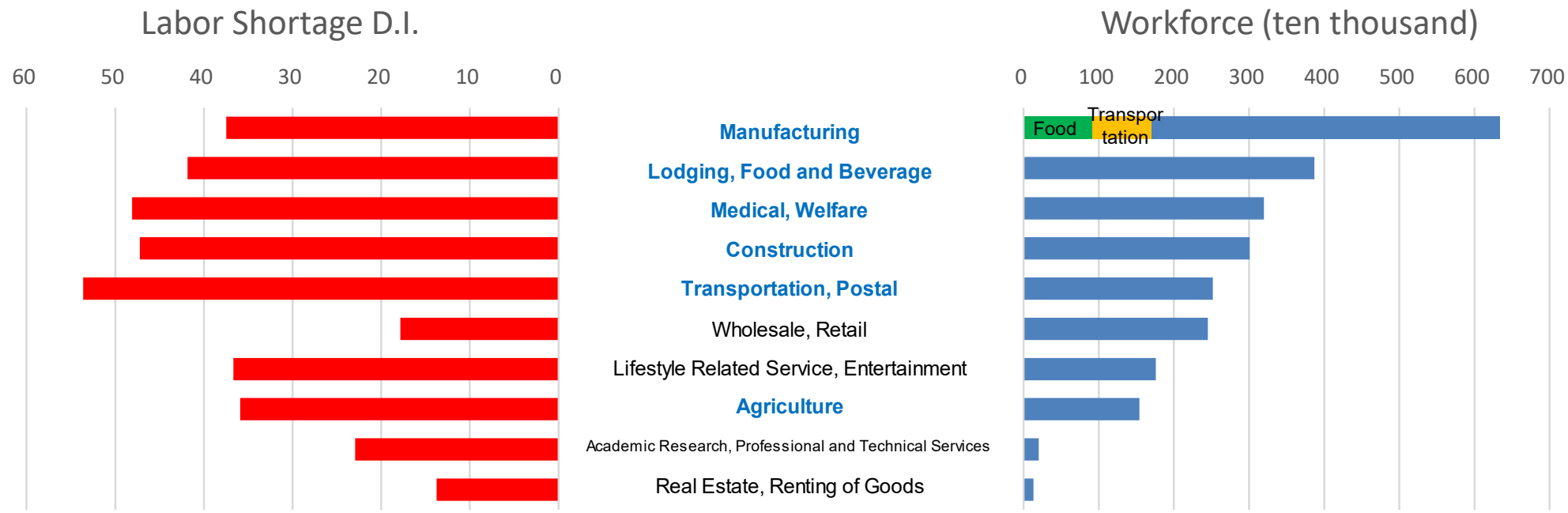
Source: Yano Research Institute; estimate and forecast are averages of those provided in the FY03/2026 financial results presentation materials of the three pachinko/pachislot machine manufacturers (SEGA SAMMY HOLDINGS, SANKYO, and Heiwa)

Market trend

Robot as a solution to social issues (labor shortage)

The most promising industries for robot adoption from a workforce and labor shortage perspective are manufacturing (with the highest number of workers in food products and transportation equipment), followed by construction, transportation, and agriculture, as well as lodging, food and beverages, and medical and welfare.

Workforce / Labor shortage rate by Industry



Source

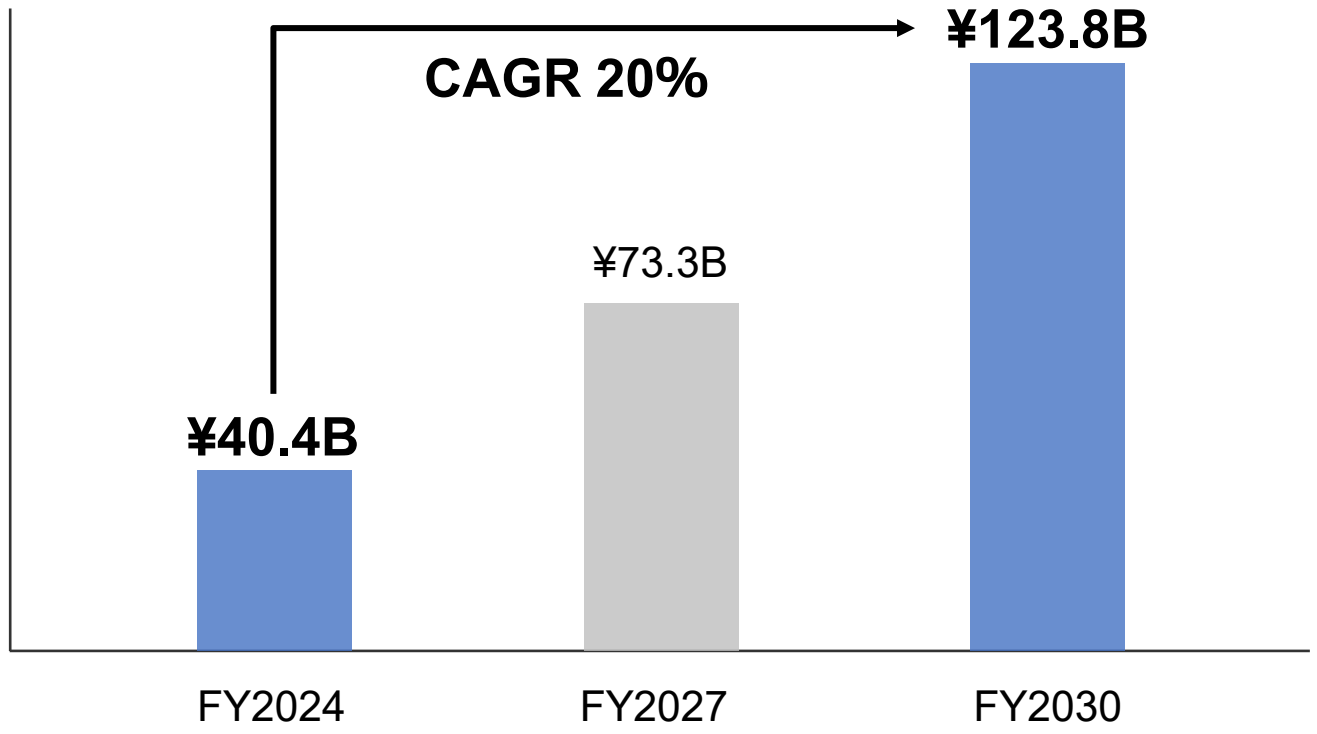
Workforce: Of the workers by industry and occupation in the March 2026 Labor Force Survey (Statistics Bureau, Ministry of Internal Affairs and Communications), DMP counted the number of workers in the agriculture, forestry, and fishing industry, production process workers, transportation and machine operators, construction and mining workers, transportation, cleaning, and packaging workers, and care service workers, which are occupations where the introduction of robots is expected to have higher effects.

Labor shortage D.I.: D.I. (Diffusion Index) of excess/shortage of workers (shortage - excess) for transportation/machine operation, skilled workers, simple workers, and services (Lodging, Food and Beverage and Medical, Welfare) from the February 2026 Survey of Labor and Economic Trends (Ministry of Health, Labor and Welfare), weighted by the number of workers in the above occupational categories.
(For agriculture, the employment situation D.I. from the January 2026 Agricultural Business Conditions Survey (Japan Finance Corporation) was used.)

Logistics robotics

The construction of logistics centers and warehouses designed for the use of logistics robots is advancing in response to the declining workforce, and the adoption rate of robots is expected to increase.

Japanese Logistics Robotics Market Trends and Forecasts

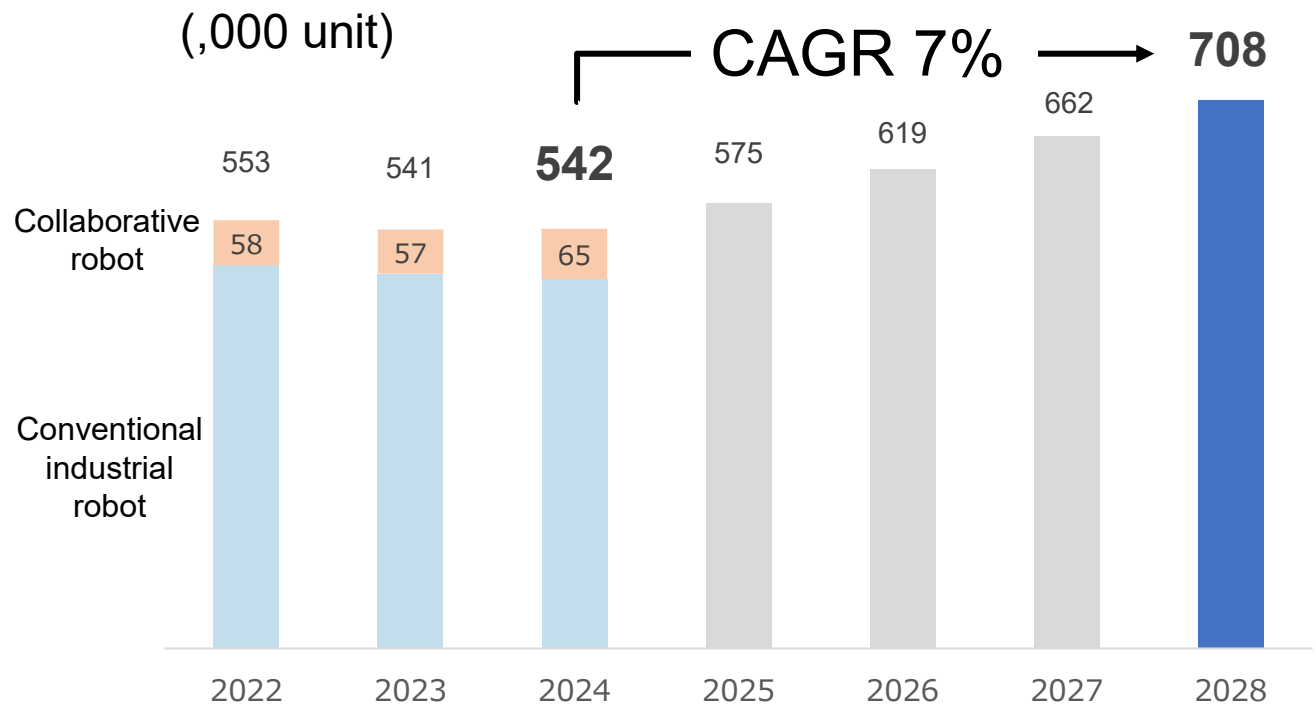


Source: Yano Research Institute, "Logistics Robotics Market Status and Future Outlook," February 2025

Industrial robot

- Against a backdrop of labor shortage, introduction and application of industrial robots is advancing at manufacturing and distribution sites as well as in food, pharmaceuticals, and cosmetics industries.
- The border between conventional industrial robots and collaborative robots has become blurred. The scope of application of AI vision systems that detect and recognize objects with cameras is also expanding.

Worldwide shipments of industrial robots



Source: "World Robotics 2025" (International Federation of Robotics (IFR)), September 2025

Growth strategy / Business plan

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.

Approach to Sustainability Based on Purpose

Purpose

"Making the Image Intelligent"
Developing cutting-edge products and services that leverage image intelligence to address practical challenges and deliver value to our stakeholders

Long-term Sustainability Perspective

Social Issues	Our Issues
・Overcoming the decline in working population ・Realizing a safe and secure society ・Realizing a low-carbon society	Expanding revenue and profits in the robotics/safety field and IP core license business

Identification of Sustainability Material Issue

Realizing a Sustainable Society through Business Activities

Human Capital Perspective

Enhancing and Aligning Human Capital

KPI

- Sales in the robotics/safety field and other fields (IP license for digital devices)
- Employee engagement indicators

Social & environmental changes/issues and DMP initiatives

Mega topic	Social & environmental changes / issues	DMP's initiatives
Declining birthrate and aging population	• Declining working population • Key workers' overwork • Skill transfer issue • Increase in elderly car accidents • Existence of vulnerable road users • Infrastructure aging	• Contributing to productivity improvement, work efficiency improvement, labor saving to complement and mitigate the decrease in the working population and hard work by making efforts for automation and autonomy in the field of robotics • Contributing to real-time accident prevention and safe driving education based on near-miss events by providing safe driving assistance services • Contributing to MaaS promotion through autonomous driving technology • Contributing to a global low-carbon society by reducing the power consumption of hardware (IP) • Contributing to infrastructure inspection by utilizing AI image recognition technology
Climate change	• Rise in average temperature due to the greenhouse effect • Increase in natural disasters • Decrease in agricultural production and food	

Contribution to SDGs

Focused field

Focusing on fields where we can leverage our common technology bases, as our strength

Amusement

Amusement SoC RS1
Graphics module

Robotics

AI inference processor IP
Edge AI inference chip
Camera IP (ISP & Stereo)
GPU IP
Camera module

Autonomous driving technologies
Visual SLAM
Picking system

Safety

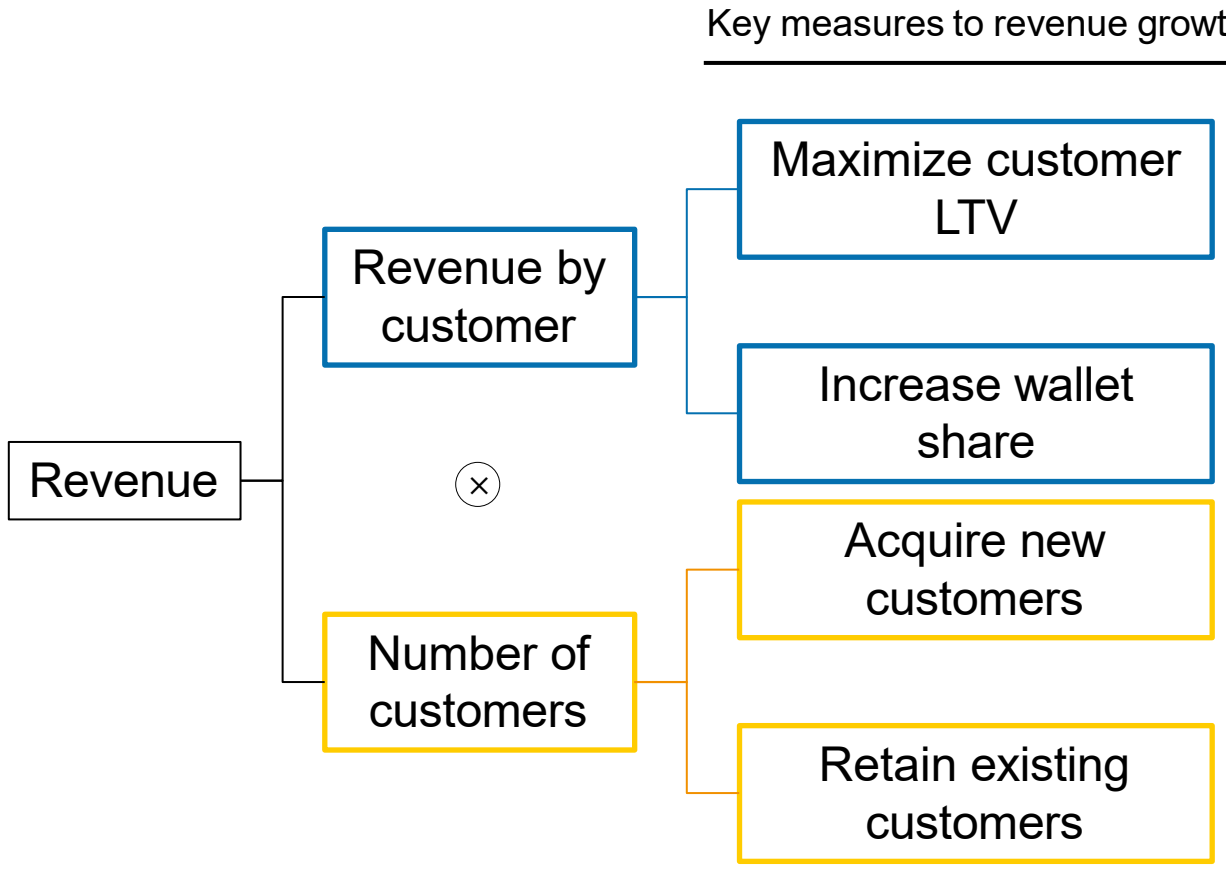
Safe driving assistance system
DMS/ADAS
Cloud service

Common technology bases

GPU | **Low-power IP** | **Computer Vision** | **Edge & Cloud Computing** | **AI**

Revenue structure and key activities for revenue growth

Maximize revenue through technology innovation, customer / ecosystem management, and operations management



Key activities to revenue growth

1. Technology innovation

Maximize customer LTV, increase wallet share, retain and acquire customers by improving technology / products / services and expanding lineup

2. Customer / ecosystem management

Retain and acquire customers and complement technologies by improving relationships with various ecosystems including customers and revitalizing collaboration

3. Operations management

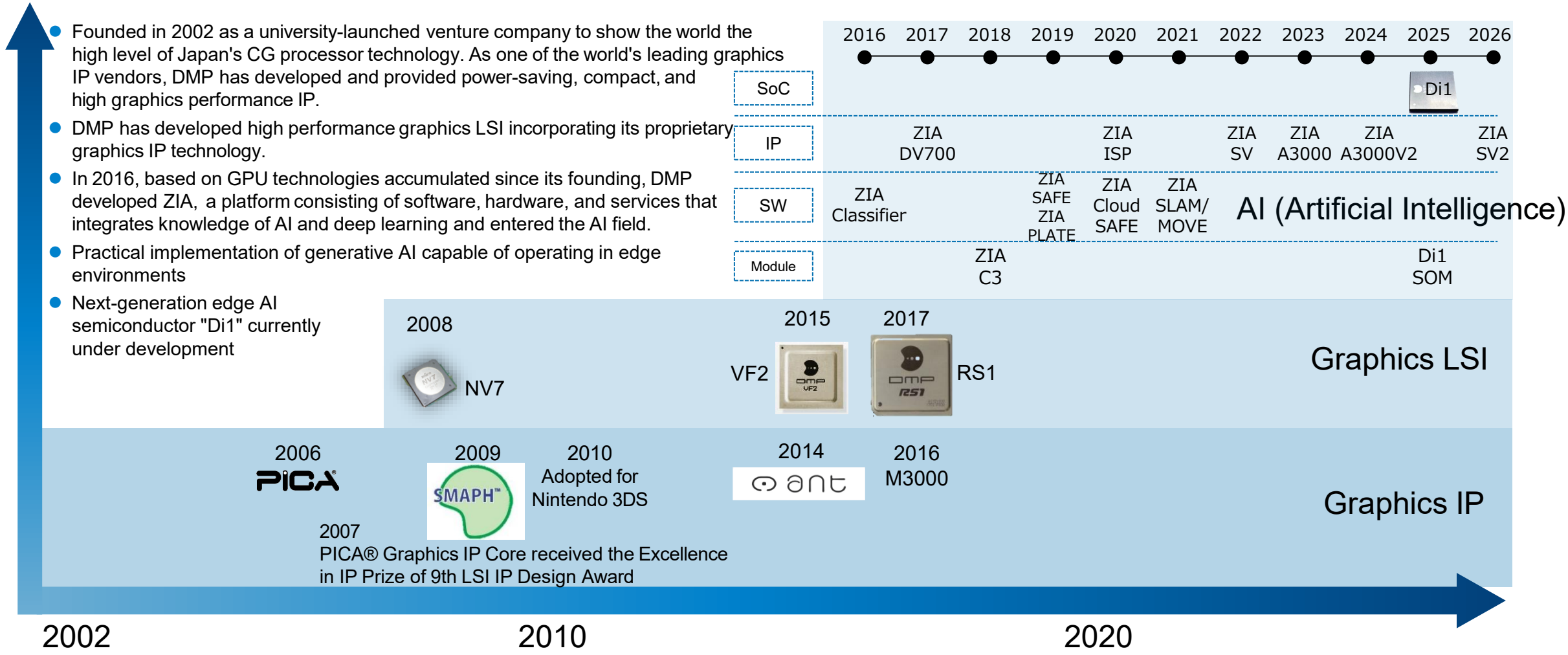
Strengthen development competitiveness, improve customer satisfaction, and improve revenue by strengthening development personnel and controlling quality, cost, and delivery

Key activities for revenue growth

Technology innovation

Continue to develop and provide cutting-edge hardware and software IP, software, products and services based on the outstanding technologies accumulated in the fields of AI and visual computing as an embedded GPU pioneer

- Founded in 2002 as a university-launched venture company to show the world the high level of Japan's CG processor technology. As one of the world's leading graphics IP vendors, DMP has developed and provided power-saving, compact, and high graphics performance IP.
- DMP has developed high performance graphics LSI incorporating its proprietary graphics IP technology.
- In 2016, based on GPU technologies accumulated since its founding, DMP developed ZIA, a platform consisting of software, hardware, and services that integrates knowledge of AI and deep learning and entered the AI field.
- Practical implementation of generative AI capable of operating in edge environments
- Next-generation edge AI semiconductor "Di1" currently under development



Key activities for revenue growth

Customer/Ecosystem management

Retain and acquire customers and complement technologies by improving relationships with various ecosystems including customers and revitalizing collaboration

Ecosystem	Example	Development	Manufacturing	Marketing	Sales	After-sale/Operation
DMP		・Requirement definition based on customer needs ・Technology complement with Tech Companies as needed	・Selection of manufacturing contractors ・Manufacturing process management	・Focus on growth fields ・Collaboration with platformers / sales partners to create markets and maximize customer reach	・Collaboration with sales partners ・QCD optimization	・Product improvement and new product planning based on VOC ・Improvement of customer satisfaction
Customer	・Yamaha Motor	Needs			VOC (Voice of Customer)	
Technology	・Cambrian ・iCatch	Technology complement				
Platformer	・NVIDIA ・AWS			Customer base		Cloud Operation
Sales Marketing/ SIer	・RESTAR Group ・Robot SIer			Market info / Customer base / Distribution		
Manufacturing	・Renesas		Development/ Manufacturing outsource			

Progress: Safety field

- Solid track record in advanced driver-assistance systems, supported by high recognition accuracy and the flexible combination of edge and cloud technologies
- Promoting initiatives to enhance and upgrade safety management, including the rollout of an AI skateboarder detection system in collaboration with Nishio Rent All Co., Ltd (June 2025), PoC projects in the construction sector, and the full-scale launch of the behavior-recognition AI platform, “Vision-LLM Insight” (September 2025)

Car exterior and interior (driver) monitoring

JVCKENWOOD
DENSO TEN
Smart mobility with a smile
Sumitomo Mitsui Auto Service

Public Safety　Smart City　BEMS*

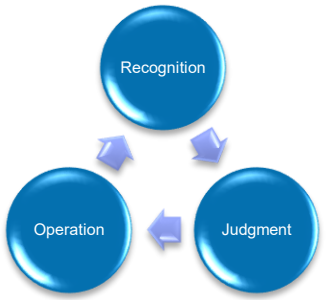
Local Government
Energy
Building/Construction

* Building Energy Management System, An energy management system that measures and visualizes the amount of electricity used within a building, and also controls air conditioning and lighting equipment

Progress: Robotics/FA field

- ZIA MOVE delivers a full autonomous-driving pipeline based on Visual SLAM that is robust against environmental changes. It has been selected for two latest AMR models for food factories (March 2025).
- We signed distributor agreements with three leading Chinese companies and launched an FA business that provides AMR/AGF units, components, and software on an integrated basis (April 2025). Our AMR solution was adopted by a Tier 1 manufacturer, and adoption for mass-production lines toward FY2028 has also been confirmed (FY3/2026). Roughly half of the ¥74 million year-on-year increase in Robotics/Safety sales was attributable to the FA business.
- Cambrian Vision System has been highly evaluated for its recognition accuracy for transparent and glossy parts, as well as its robustness against ambient light. Product deliveries and business opportunities are progressing, including full-scale introduction into customers' manufacturing lines (FY3/2026).
- Announced the establishment of the "Tokyo Robotics Innovation Center" at Tokyo Ryutsu Center (May 2026), and developing it as a Physical AI implementation hub through real-machine demonstrations

High-performance, custom



ZIA MOVE

Off-the-shelf

AMR unit/ components

Specific applications

Cambrian Vision System

Manufacturing

Transportation/Logistics

Construction

Agriculture

AMR/AGV Developer

Progress: Amusement field

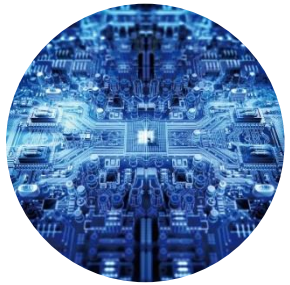
- Our market share expanded as ZEEG's standard chassis equipped with RS1 gained market penetration, with cumulative shipments exceeding one million units.
- Amusement field sales were ¥2,779 million in FY3/2025 and ¥1,951 million in FY3/2026. In FY3/2026, while we worked to increase added value by capturing peripheral businesses and reduce costs, RS1 shipments softened temporarily due to market stagnation.
- In FY3/2027, we will continue market research and product planning for next-generation products, while expanding mass production of RS1 and securing stable earnings.

× BANDAI NAMCO Fun for All into the Future

ZEEG Sammy UNIVERSAL ENTERTAINMENT

Progress: Other field (IP for digital equipment)

- In FY3/2026, in addition to providing initial license of AI IP, we recorded AI/GP running royalty income for digital still cameras, 4K TVs, office automation equipment, and other applications.
- We will steadily accumulate existing royalty and maintenance support revenue, while strengthening the development of IP for next-generation Physical AI and expanding IP license into industrial robotics and other fields.



GPU IP

AI IP

RENESAS

FUJIFILM
Value from Innovation

OM SYSTEM

REGZA

Progress: Next-generation edge AI semiconductor Di1

- Announced next-generation edge AI semiconductor “Di1” in May 2025; achieved first-pass success in CS evaluation and mass-production chip development completed in FY3/2026. Distributed Di1-based SDK to approx. 50 customers/partners; adoption and mass-production development progressing in Japan and overseas. Full-scale revenue contribution from mass-production chip shipments expected mainly from FY3/2027 onward
- Started joint development of next-generation edge AI cameras for security with Sparsh CCTV; targeting approx. 50,000 units in the first year after mass production launch (announced April 2026)
- Di1 adoption progressing for ideaForge’s next-generation VTOL drone, enabling advanced visual sensing and real-time processing, promoting development for autonomous flight and obstacle avoidance (announced April 2026)
- Customer evaluations and implementation studies ongoing across security cameras, drones, AMRs/robotics, and other applications; new opportunities development also continued

Completed preparations for Di1 mass production

Di1評価ボード

Collaboration with Sparsh CCTV

Adoption for ideaForge drones

KPI (Key performance indicator)

- KPI
  - Sales in robotics/safety field as well as other fields (IPs for digital devices)
  - Align sustainability KPIs and focus on the robotics/safety field, core focus areas, to create and provide products and services that contribute to overcoming labor shortages due to an aging population and achieving a safe and secure society, thereby advancing the realization of a sustainable society. Additionally, in the IP core license business, advance the creation and provision of products and services that contribute to achieving a low-carbon society.
- KPI trends

(Million Yen)	March 2022	March 2023	March 2024	March 2025	March 2026
Robotics/Safety*	400	356	239	207	281
Other	110	137	129	90	85
Sales	511	493	368	298	367

For the fiscal year ended March 2026, revenue increased year on year, mainly in the Robotics/Safety field, due to the addition of sales from the new FA business, higher sales of mobility products, and increased professional service revenue for semiconductor manufacturing equipment.

*With the progress of social implementation of robotics, safety technologies have become important to address contact risks with people and objects. In light of this and the direction of our business, we have integrated the two fields from FY3/2026.

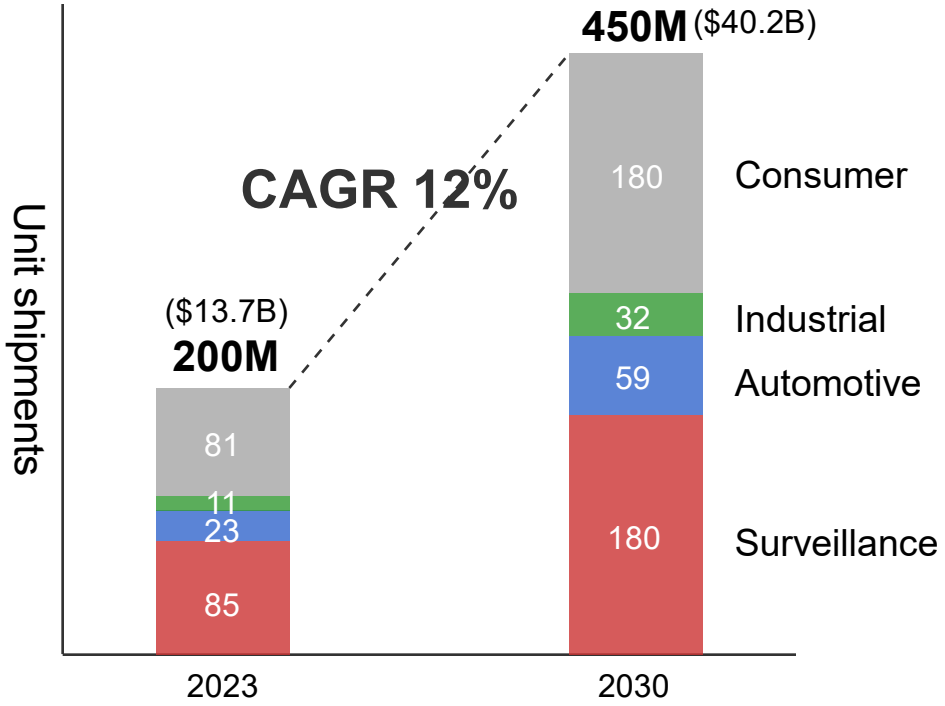
- KPI improvement measures

Leveraging next-generation edge AI semiconductor with superior power-saving performance, we will create and provide high-value-added, differentiated products and services in the robotics/safety field to drive revenue growth.

Medium-term vision (Edge AI semiconductor business)

- Global market potential of 270 million units by 2030 across just three sectors: surveillance, automotive, and industrial
- Overwhelming power and performance advantages over competing products
- Launching an All-in-One intelligent chip integrating advanced features like real-time 3D ranging, high-quality ISP, and high-performance AI into domestic and international markets, aiming to achieve **¥3 billion in sales by the fiscal year ending March 2030** (achievable with less than 1% market share across the three sectors)

Global edge AI camera market

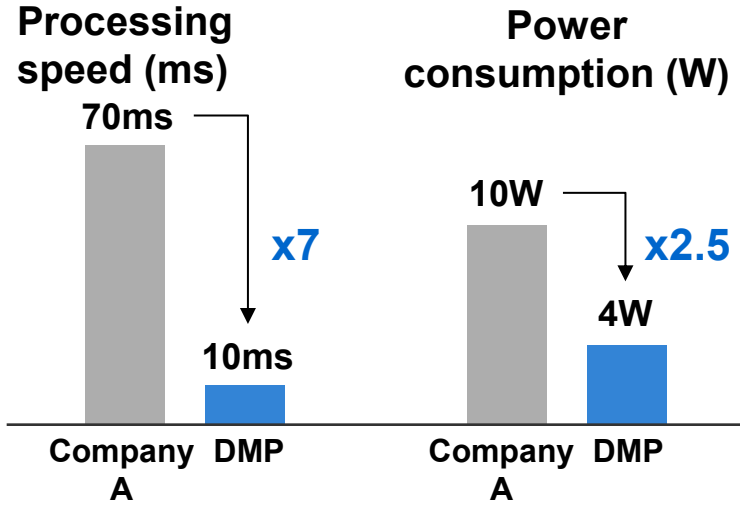


Source: Our estimates based on MarketsandMarkets "AI Camera Market by Type - Global Forecast to 2030 (July 2023)

Competitive performance and power consumption (Stereo vision function)

*Measurement results under the same conditions at a Taiwanese drone manufacturer

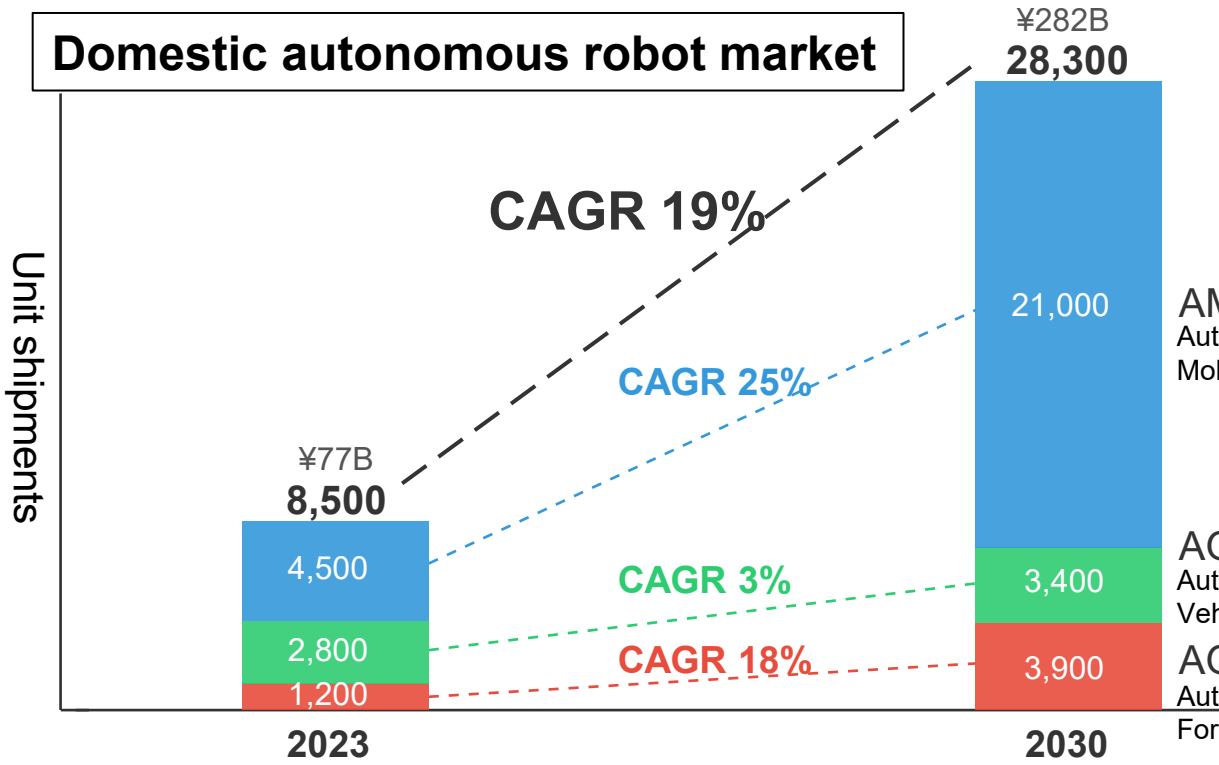
17.5 times power & performance efficiency



Medium-term vision (FA business)

- To address labor shortages and accelerate manufacturing/logistics DX, autonomous mobile robot shipments are growing at CAGR 19% (the expanded market size, including in-house AMRs doubles this [based on our industry interviews]).
- Through comprehensive product lineups from leading Chinese companies, AMR/AGF components target AMR developers while the main units target logistics/manufacturing, aiming to achieve **¥2 billion in sales by the fiscal year ending March 2030** (achievable with less than 2% market share in the expanded market).

Domestic autonomous robot market



LiDAR AMR/AGF Unit

Business model

Components to AMR developer

Units to logistics/manufacturing

Source: Our estimates based on Yano Research Institute "2023 Edition: World AGV/AMR Market Status and Future Outlook," Fuji Keizai "2023 Worldwide Robot-Related Market Status and Future Outlook," and industry association/major manufacturer-published data

Medium-term vision (Three-pronged growth strategy)

Evolving into "Edge Intelligence Platform Company" positioned to capture growth opportunities in the Physical AI era.

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

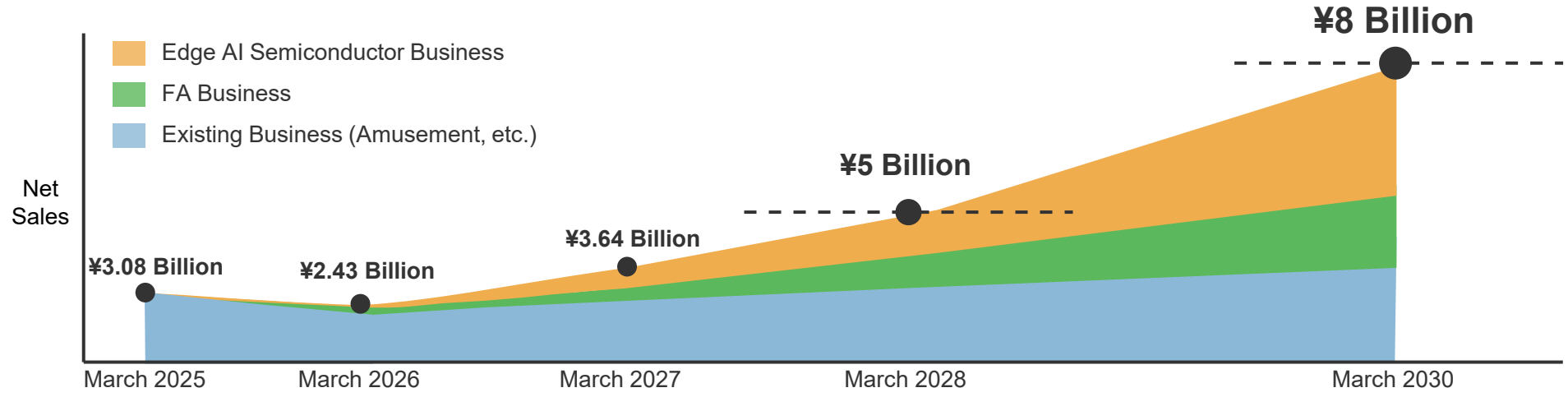
Long-term Enhancement of Corporate Value

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



Risk information

Risk information

Item	Major risks	Probability/ Timing of actualization	Impact	Countermeasures
Technology obsolescence and R&D failures	Graphics processing and AI technologies are evolving at a very fast pace, and there is a risk that we would fall behind. There is also a risk that our research and development may be delayed or aborted.	Medium/ Uncertain	Large	We will keep a close eye on technological trends and proactively promote technology development. In addition, we will strive to secure excellent engineers necessary for technology development.
Customers' market trends	Since the Company's revenue is partly linked to the number of shipments of amusement machines, in-vehicle products, and other products in which our products are embedded by customers, there is a risk that revenue would decrease in the event of sluggish sales of customers' products or a decrease in the number of shipments due to changes in laws and regulations.	Low-High/ Uncertain	Large	We will aggressively develop new markets and new products by gathering information from customers and external organizations. Although we are unable to deal with laws and regulations on our own, we will work closely with our channels and end customers to determine the degree of impact on our business performance and take actions such as making disclosures as necessary.
Securing and developing human resources	Securing excellent human resources is a prerequisite for our future growth. However, securing those for AI and other advanced technologies is becoming increasingly difficult. If we are unable to secure talents, there is a risk that our business growth would be restricted.	Medium/ Medium-Long term	Large	We are making efforts to attract human resources by providing flexible work systems such as the introduction of a discretionary work system and attractive compensation systems such as the stock compensation system.

Note) For other risks, please refer to "Risk Factors" on our website.

Handling of this material

- 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.
- The latest status including the progress of "Business Plan and Growth Potential" is disclosed in June each year after the announcement of full-year financial results. The next disclosure is scheduled to be made in June 2027.

Supplementary material

Group Business Description

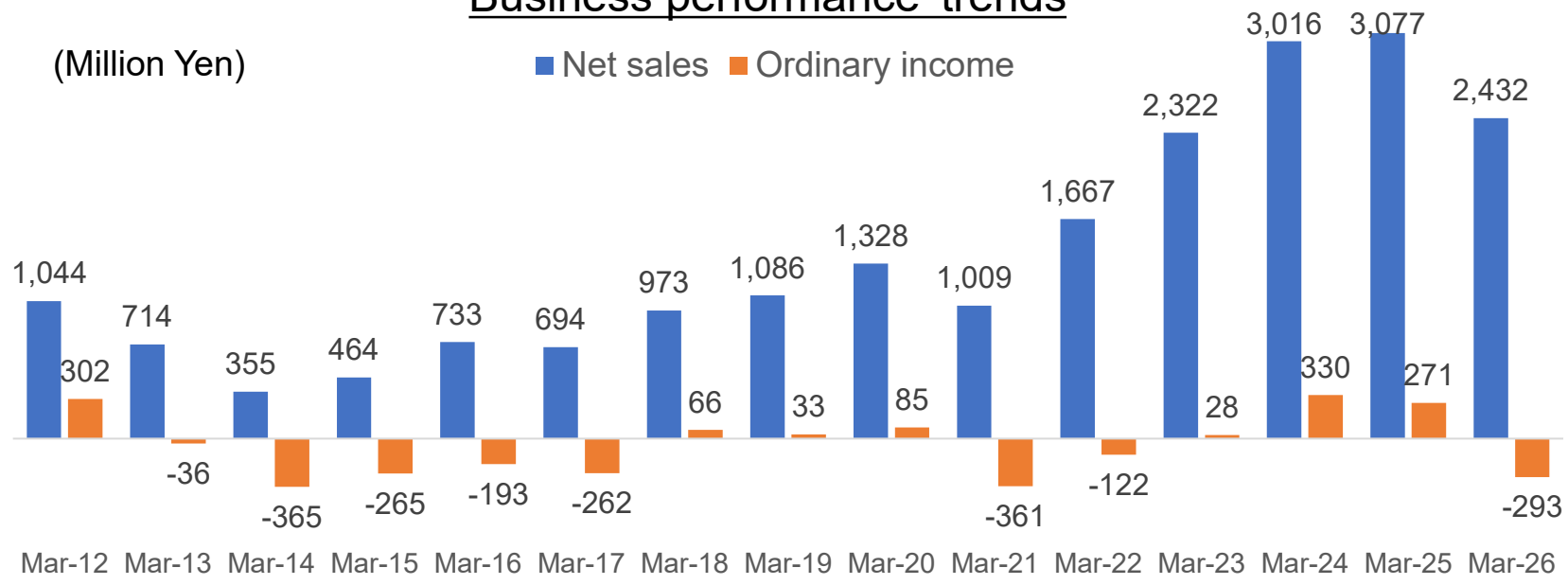
Business	Description	Major Customers
IP Core*1 License Business	Development and license offer of hardware IP (logic design data etc.) and software IP (mainly hardware control drivers and supporting tools for contents creation) necessary for drawing detailed images and artificial intelligence*2 (AI) such as deep learning*3 a) License fee: Compensation through offering IP core license in the process of developing products such as home appliances by customers b) Recurring revenue Running royalty: Compensation received according to the number of products incorporating IP core shipped by customers Subscription fee: Compensation received from customers based on the actual use of our cloud services (PV: number of page views) c) Maintenance and service fee: Revenue from maintenance of IP based on maintenance contract, etc.	Semiconductor manufacturer/ Manufacturer of final product with embedded semiconductor
Product Business	Development, manufacturing (outsourced) and sales of graphics LSI*4 (SoC*5) mainly for amusement equipment Sales of vision system (object detection by camera) for collaborative robot*6 Development, manufacturing (outsourced) and sales of AI SoC, FPGA*7 and module for AI equipment, other	Trading company/SIer Manufacturer of final product with embedded Semiconductor
Professional Service Business	Provision of design service of studying and optimizing the entire SoC system by integrating various IP cores of the Company, software service of developing and optimizing algorithm based on GPU*8/vision /AI technology cultivated through development of in-house products, etc.	Manufacturer of final product with embedded semiconductor

*1: Partial circuit modules within an LSI, designed for a specific function (e.g. graphics IP core). IP stands for Intellectual Property.
*2: Software and system that enable computers to make human-like perceptions and judgments such as computer programs that understand and judge sentences, images, conversations, sounds, etc.
*3: A type of machine learning method that realizes artificial intelligence by utilizing human brain imitated neural network mechanism, which is being commercialized in the field of image recognition
*4: Large-scale integrated circuits composed of silicon wafers (materials with properties intermediate between conductors and insulators used in the manufacture of semiconductor products). LSI stands for Large Scale Integration and is also called "semiconductor".
*5: Integrated circuit (design method) that integrates a series of functions (systems) required on one semiconductor chip. SoC stands for System on a Chip.
*6: Robot that can works together with people without safety fences
*7: Integrated circuit that allows buyers or designers to set and change the configuration after manufacturing. FPGA stands for Field Programmable Gate Array
*8: Arithmetic unit or processor specialized in real-time image processing represented by computer games. GPU stands for Graphics Processing Unit. By utilizing its better performance in parallel computing performance than CPU, technologies called GPGPU (General-Purpose computing on GPU) that apply its computing resources to purposes other than image processing are applied to the AI/deep learning field.

Business results

- From GPU IP business mainly for game consoles at the time of listing, through LSI development for amusement, focusing on AI business in recent years
- In FY3/2026, net sales declined 21%, mainly due to the continued low approval rates for pachislot machines in the Security Electronics and Communications Technology Association tests. Ordinary profit turned negative, partly due to ¥301 million in strategic development investment for the “Di1” edge AI semiconductor.

Business performance* trends



GPU IP business centered on game consoles

Recorded up-front development cost for next-generation amusement LSI

Impacted by COVIT-19; next-generation amusement LSI contributed to the earnings; focusing on AI; Developed edge AI semiconductor

* non-consolidated results up to the FY3/2020, consolidated results from FY3/2021 to FY3/2025, and non-consolidated results for FY3/2026

Targeting a return to profitability and significant revenue growth while continuing strategic investments in R&D and talent acquisition

(Unit: millions of yen)	FY March 2026 Full-Year Actual	FY March 2027	
		Full-Year Forecast	Change
Net Sales	2,432	**3,640**	+1,207(+49.6%)
Operating Profit	-311	**30**	+341
Ordinary Profit	-293	**45**	+338
Net Income	-327	**30**	+357

- DMP expects significant revenue growth driven by expanded mass production of RS1 and the capture of peripheral opportunities in the amusement business, together with the expansion of growth businesses such as edge AI semiconductors and Robotics/Safety.
- DMP will continue disciplined strategic investment, mainly in R&D and talent acquisition, to accelerate mass-production opportunities for Di1 and develop high-value-added solutions integrating Di1 into the Robotics/Safety business.
- Medium-term: Revenue growth and corporate value enhancement through two growth engines of edge AI semiconductor and FA businesses in addition to capturing further amusement market.