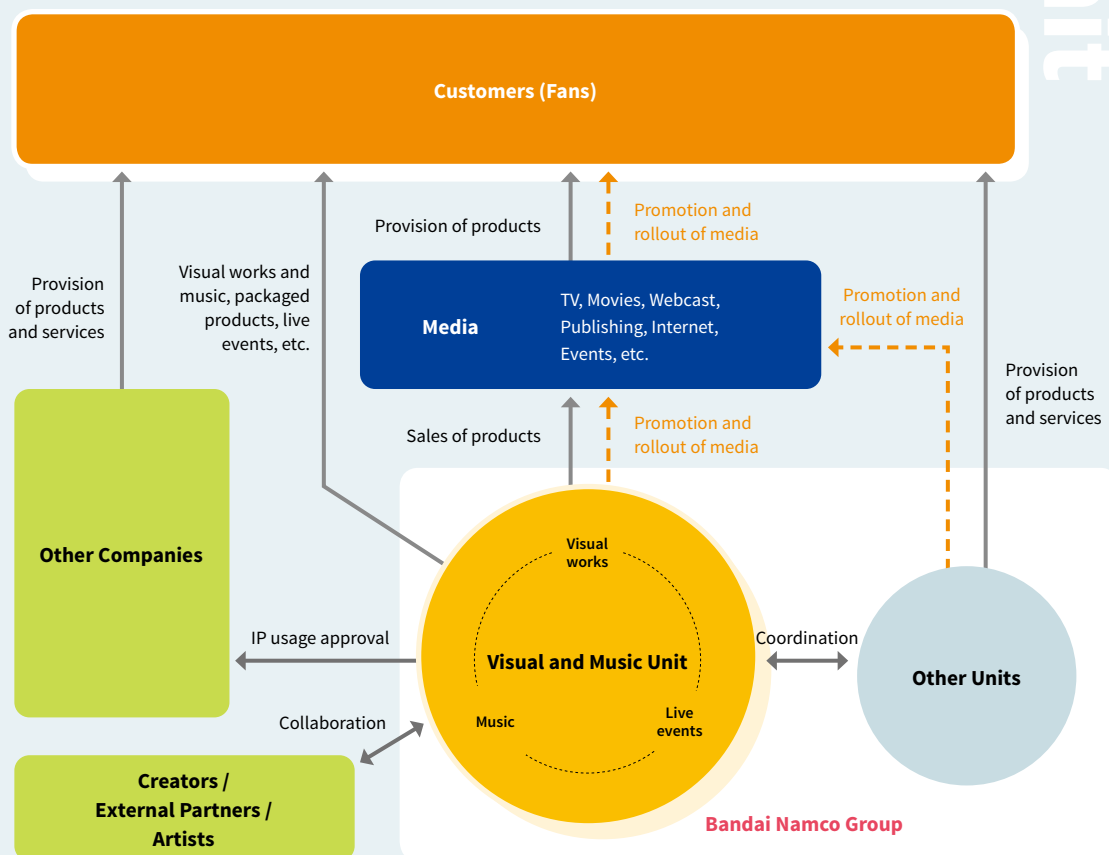


Business Model of the Visual and Music Unit



MAIN STRATEGIES

- Strengthen IP creation
 - Expand licensing business
 - Strengthen and expand film business
 - Expand business on a global basis
- Strengthen and expand music and live event businesses
- Promote personnel strategy

FY2027.3 NUMERICAL TARGETS

Segment sales **¥95.0 billion**

Segment profit **¥12.0 billion**

Note: Results forecasts are as of May 2026.

FY2026.3 RESULTS AND RELATED DATA

Visual and Music Business Number of Copyrighted Products (As of March 2026)

NUMBER OF COPYRIGHTED PRODUCTS / TOTAL NUMBER OF HOURS

1,213 products / **6,146** hours

NUMBER OF MUSICAL WORKS
Bandai Namco Music Live Inc.

Number of works with master license recordings

Approx. 80,100

Number of works published

Approx. 46,100

Note: From FY2017.3, number of works managed in-house

Number of Live Events Held

NUMBER OF PERFORMANCES*

854

* Number of performances held by Bandai Namco Music Live Inc.