

## FY2022.3 Segment Activity Report by Material Issue

The Bandai Namco Group's business segments and affiliated business companies have created midterm plans for the Group's Important CSR Themes (currently, material issues) and are implementing initiatives on that basis. The Group CSR Committee (currently, the Group Sustainability Committee) and the Group CSR Subcommittee (currently, the Group Sustainability Subcommittee) confirm and review progress with activities, and reports are periodically made to the Board of Directors. In these ways, we are working to achieve the plans. The status of the activities of the business segments and affiliated business companies in FY2022.3 was as follows.

Notes: Based on the business segment classification for FY2022.3.

In FY2022.3, we reviewed the Group's Important CSR Themes and identified material issues.

Starting in FY2023.3, we have been working to establish targets and implement initiatives based on the material issues that were identified. In these tables, we have replaced the previous categories with material issue categories.


The status of progress for items that are not included in the FY2022.3 targets is not shown.

Bandai Namco Group Material Issues:		
Harmonious coexistence with the natural environment		
Business Segments	FY2022.3 Activity Report	Status of Progress
Digital Business	+ Bandai Namco Entertainment Inc. announced its participation in the "Playing for the Planet Alliance," which was launched at the UN Climate Summit	
Toys and Hobby Business	+ Within the business segment, we held meetings of the CSR Promotion Committee (4 meetings) and the Eco Medals committee (4 meetings) + Certifying 490 items in FY2022.3 under the Eco Medal certification system, which certifies products that meet internal standards for environmental friendliness	
Visual and Music Business	+ Implementing live events with consideration for the environment ⇒ Using LED lighting, reusing materials, etc.	
Creation Business	+ Reducing the use of paper resources by promoting the digitalization of animation production processes + Continuing educational activities for employees through internal newsletters, mail magazines, etc.	
Amusement Business	+ With the understanding of the commercial facilities that house our amusement facilities, implementing "lights down" campaigns to turn down the lighting to the extent possible without adversely affecting customer safety, crime prevention, etc. ⇒ Implementing campaigns at 90 bases in the Amusement Unit, including the head office and facilities	
Affiliated Business Companies (BANDAI LOGIPAL INC., LOGIPAL EXPRESS INC.)	+ Average fuel consumption achieved through continued eco-driving activities ⇒ 5.29 km/L	

Bandai Namco Group Material Issues:		
Provision of appropriate products and services		
Business Segments	FY2022.3 Activity Report	Status of Progress
Digital Business	+ Periodically revising guidelines for game production + Updating various ethical guidelines + Formulating usability guidelines	
Toys and Hobby Business	+ Holding the Product Safety Forum, with Toys and Hobby business companies and Bandai Namco Entertainment Inc. cooperating to implement an online exhibition to foster consideration for product safety and quality ⇒ 1,902 attendees, 33% increase from the previous forum + Starting application of the BANDAI new quality standards from October 2021 + Maintaining certification as Product Safety Contributor Gold Company + At voice of the customer (VOC) / quality liaison committee meetings, sharing examples related to VOC, quality, and ethics with people from operating departments	
Visual and Music Business	+ Establishing skills in the operation of live events that take into account the influence of the COVID-19 crisis + Implementing multiple checks of ethical expression in visual products by the production and quality control departments and by production-related companies + Expanding products compatible with Japanese-language voice guidance	
Creation Business	+ Strengthening internal checking system for expression in scenarios, storyboards, and product editorial supervision	
Amusement Business	+ Implementing checks related to facility safety ⇒ Implementing Bandai Namco Amusement facility safety checks (233 facilities), play equipment checks (44 points), large-scale entertainment facility checks (4 points), and electrical equipment checks (64 facilities) + Implementing 29 independent inspections related to food safety (food safety inspections) + Establishing secretariat in charge of ethics for ethical expression in products and services and continuing to advance checking system + Confirming quality of imported toys to secure safety in line with Japanese domestic laws and regulation	
Affiliated Business Companies (BANDAI LOGIPAL INC., LOGIPAL EXPRESS INC.)	+ Acquiring G-Mark certification for excellent standards for safety at an additional 3 sites ⇒ Tochigi Sales Office, Shizuoka Assembly Distribution Center, and Kitakyushu Sales Office	

## FY2022.3 Segment Activity Report by Material Issue

Bandai Namco Group Material Issues: Appropriate utilization and protection of intellectual property		
Business Segments	FY2022.3 Activity Report	Status of Progress
Digital Business	+ Holding meetings to exchange opinions about patents with other companies in the industry	—
Toys and Hobby Business	+ At the FY2021 Intellectual Property Achievement Awards sponsored by the Ministry of Economy, Trade and Industry (METI) and the Japan Patent Office (JPO), BANDAI CO., LTD., received the Japan Patent Office Commissioner's Award as an excellent company utilizing the intellectual property rights system	—
Visual and Music Business	+ Strengthening rights infringement countermeasures in cooperation with related organizations and Group companies	—
Creation Business	+ Cooperating in the production of films with the Manga-Anime Guardians Project (MAGP), for which the Content Overseas Distribution Association (CODA) is working as the secretariat office	—

Bandai Namco Group Material Issues: Establishment of work environments that facilitate mutual respect		
Business Segments	FY2022.3 Activity Report	Status of Progress
Digital Business	+ Implementing family events	—
Toys and Hobby Business	+ Implementing audits at all overseas final packaging plants that make products for BANDAI CO., LTD., for the Japanese market (180 plants)	
Creation Business	+ Implementing family events	—

Bandai Namco Group Material Issues: Harmonious coexistence with communities		
Business Segments	FY2022.3 Activity Report	Status of Progress
Digital Business	+ Launching Gundam Open Innovation aiming to resolve social issues through IP (characters and other intellectual property)	—
Toys and Hobby Business	+ Implementing Gunpla Academia, a plastic model lesson package + Starting activities at BANDAI to support children when there is a disaster, developing support toys	—
Visual and Music Business	+ Through the Japanese Red Cross Society, contributing a portion of the sales of charity goods sold at live events to areas affected by disasters, such as earthquakes or heavy rains	—
Creation Business	+ Proactively accepting company visits and enhancing the content of those visits + Contributing to the SPACE Development Forum and holding workshops	—
Amusement Business	+ Participating in the Sport in Life Consortium sponsored by the Japan Sports Agency	—
Affiliated Business Companies (BANDAI LOGIPAL INC., LOGIPAL EXPRESS INC.)	+ Working together with local traffic safety associations and contributing to communities through traffic safety activities	—