

Notice: This document was prepared by machine translation, and no manual modification has been made to the translated contents. This document is to be used only as a reference, and in cases any differences occur between English version and the original Japanese version, the Japanese version shall prevail. Financial Results for the first quarter in this document are unaudited.



毎日、発明する会社

FY2024/04

Financial Results for the Third Quarter

FreeBit Co., Ltd.

March 8, 2024

1.	Financial Results for the Third Quarter of FY2024/04	3
2.	Financial Results by segment for the Third Quarter of FY2024/04	14
3.	“SiLK VISION 2024” Landing Forecast	33
4.	Appendix	38

1. Financial Results for the Third Quarter of FY2024/04

Impact of change in fiscal year-end of consolidated subsidiaries (GIGAPRIZE and its subsidiaries)

- GIGAPRIZE Group (GPG) changed the date of its fiscal year-end from March 31 to April 30, the same as our consolidated fiscal year-end.
As a result, the consolidated subsidiaries in the current fiscal year has an irregular settlement of accounts for the 13-month period from April 1, 2023 to April 30, 2024. In the first quarter of the fiscal year under review, the four-month period from April 1, 2023 to January 31, 2024 has been incorporated into the consolidated settlement.
- In this presentation material, we describe the figures as the figure including the impact of the change in the fiscal year-end and the figure excluding the impact of the change in the fiscal year-end.

Consolidated period		First quarter			Second quarter			Third quarter			Fourth quarter			(month)			
		1	2	3	4	5	6	7	8	9	10	11	12		1	2	3
(Previous Fiscal Year) FY2023/04	GPG	4	5	6	7	8	9	10	11	12	1	2	3				
	FB	5	6	7	8	9	10	11	12	1	2	3	4				
(Current Fiscal Year) FY2024/04	GPG	4	5	6	7	8	9	10	11	12	1	2	3	4			
	FB	5	6	7	8	9	10	11	12	1	2	3	4				
(From the Next Fiscal Year) FY2025/04-	GPG	5	6	7	8	9	10	11	12	1	2	3	4				
	FB	5	6	7	8	9	10	11	12	1	2	3	4				

Summary of Consolidated Financial Results for the Third Quarter of FY2024/04

(Millions of yen)		FY2023/04 Q3	FY2024/04 Q3 (Including the impact of the change in the fiscal year-end)			(Reference) FY2024/04 Q3 (Excluding the impact of the change in the fiscal year-end)*2		
			Actual	Increase/ Decrease	Percentage increase/ decrease (Reference) ※1	Actual	Increase/ Decrease	Percentage increase/ decrease
Net sales	Actual	34,216	39,992	+5,775	- (+16.9%)	38,260	+4,044	+11.8%
Operating income	Actual	3,167	4,670	+1,502	- (+47.4%)	4,272	+1,104	+34.9%
	Base income*3	3,889	5,368	+1,478	(+38.0%)	4,970	+1,080	+27.8%
Ordinary income	Actual	2,964	4,592	+1,628	- (+54.9%)	4,196	+1,232	+41.6%
	Base income	3,685	5,290	+1,604	(+43.5%)	4,894	+1,209	+32.8%
Quarterly income attributable to owners of the parent	Actual	1,656	2,868	+1,212	- (+73.2%)	2,711	+1,054	+63.7%
Quarterly net income per share owners of the parent	Actual	88.09 yen	143.68 yen	+55.59 yen	-	135.79 yen	+47.70 yen	-

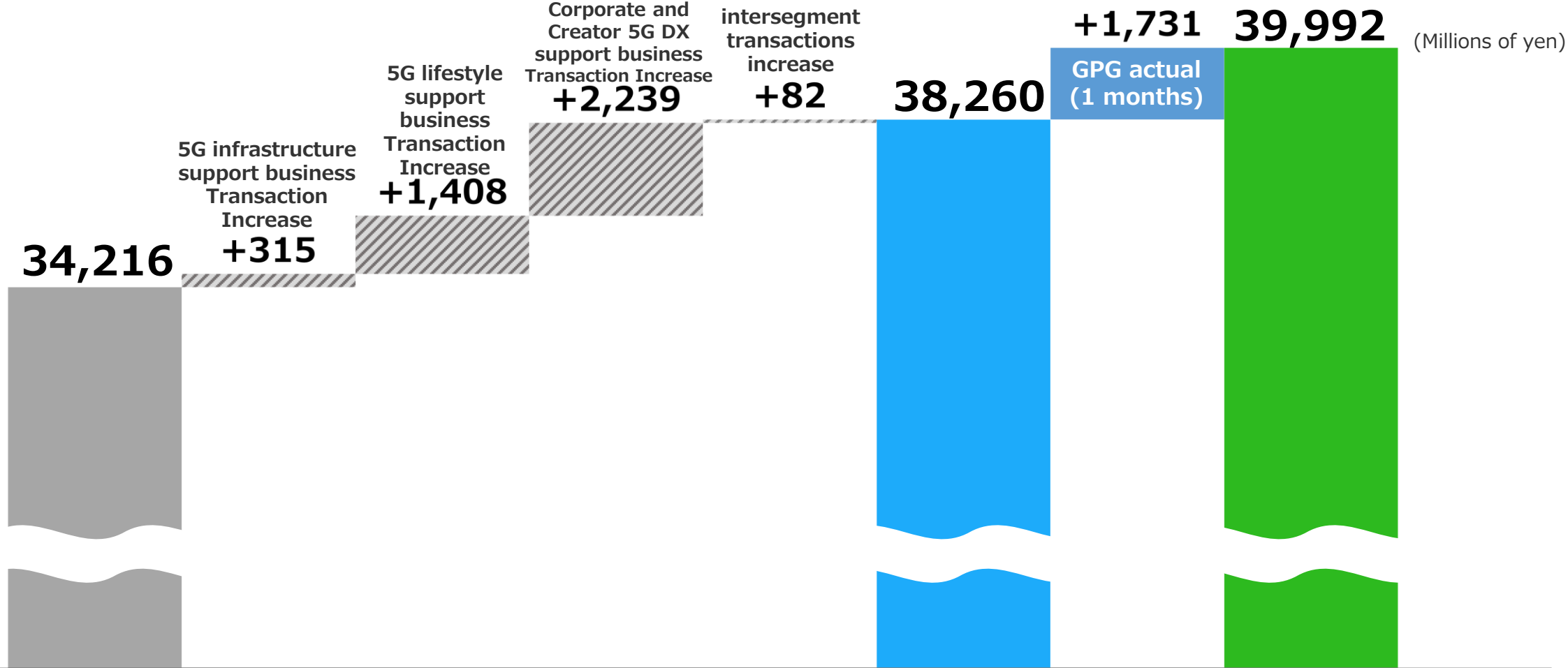
- Net sales increased 16.9% year on year due **to scale expansion in FreeBit B2B2X(B/C) Mobile Services** in the 5G Infrastructure Support Business, **progress in acquiring customers (including overseas customers) in Affiliate Services which is Full Speed Group's main business** in the Corporate and Creator 5G DX Support Business, and **steady growth in the number of units provided in ISP Services for 5G Homestyle apartment complex, which is GIGAPRIZE's main business** in the 5G Lifestyle Support Business (excluding the impact of the change in the fiscal year ^(*1): increased 11.8%)
- **Operating income increased 47.4% year on year and increased 38.0% year on year ^(*2) as compared to the previous fiscal year due to favorable performance in all segments** as a result of growth in 5G Infrastructure Support Business, Corporate and Creator 5G DX Support Business in line with the increase in sales described above, and growth in 5G Lifestyle Support Business in part due to the impact of improved profits in the TONE Business (excluding the impact of the change in the fiscal year: 34.9% year on year / increased 27.8% year on year).
- **Quarterly income attributable to owners of the parent increased 73.2% year on year** due to growth in operating income and ordinary income and the impact of the gain on sales of investment securities (excluding the impact of the change in the fiscal year end: 63.7% increase)
- Sales and profits at each stage remained solid compared to the upwardly revised full-year forecast announced on December 8, 2023. Q4 expected to remain in line with plan

*1 Figures of “excluding the impact of the change in the fiscal year-end” are unaudited reference figures.

*2 Base comparison is the year-on-year comparison of base incomes.

YoY Variance Analysis Net Sales

Sales increased 16.9% year on year (excluding the impact of the change in the fiscal year end: 11.8% year on year), due to solid performance in all segments, mainly in the Affiliate Business of the Corporate and Creator 5G DX Support Business.



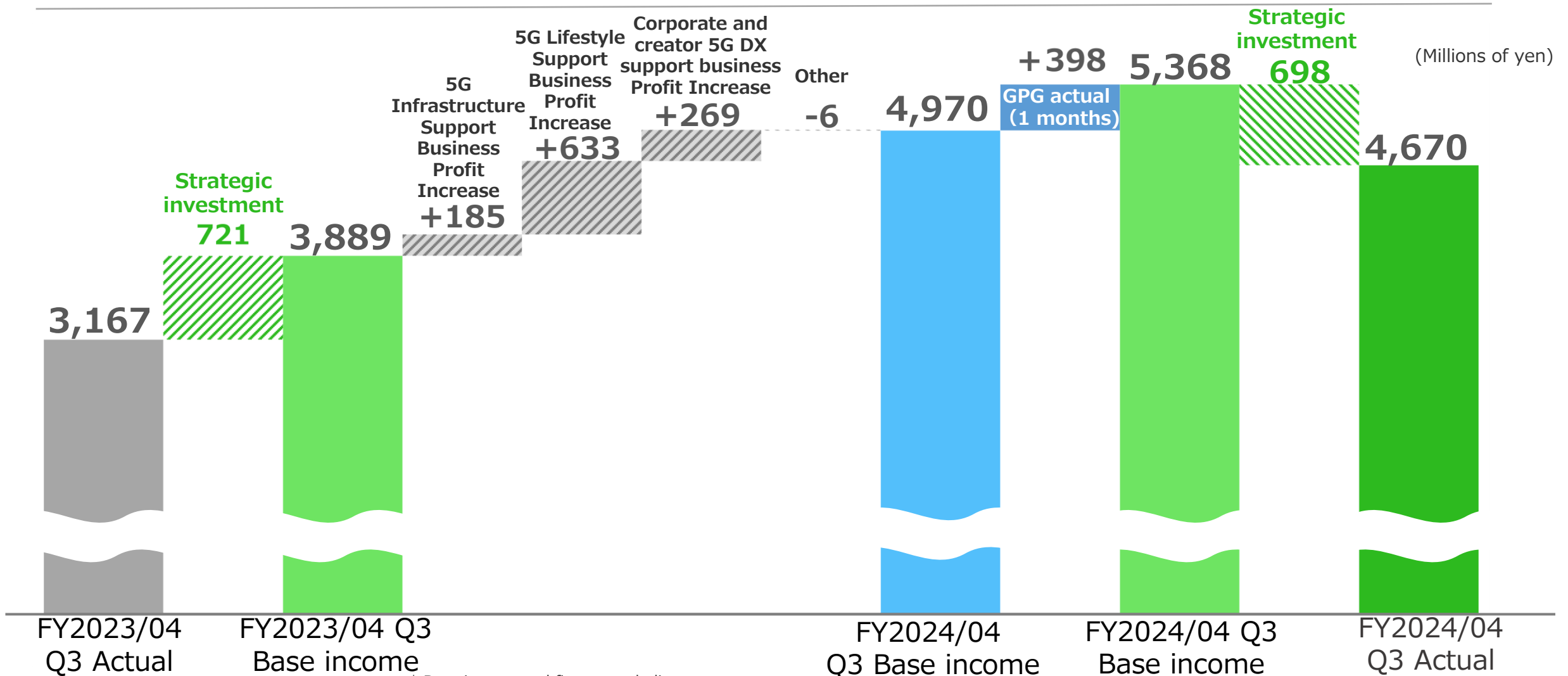
FY2023/04 Q3 Actual

FY2024/04 Q3 Actual (excluding the impact of the change in the fiscal year-end)

FY2024/04 Q3 Actual (including the impact of the change in the fiscal year-end)

YoY Variance Analysis Operating Income

While implementing strategic investments, all segments remained solid, mainly in 5G Lifestyle Support Business. As a result, actual results increased by 47.4% year on year and base income increased by 38.0%. (Excluding the impact of the change in the fiscal year-end: Base profit up 27.8%)



* Base income and figures excluding the impact of the change in the fiscal year-end are unaudited reference figures.

(excluding the impact of the change in the fiscal year-end) (including the impact of the change in the fiscal year-end) (including the impact of the change in the fiscal year-end)8

Breakdown of strategic investment for FY 2023 and FY 2024

Continuous implementation of strategic investments, including acquisition of "TONE" and "TONE Labo" users for 5G lifestyle support business and promotion of businesses in the incubation zone

(Millions of yen)

Third quarter of FY2024/04 Strategic Investment Results

5G Infrastructure Support Business (214 million yen)

- Development of 5G data-center
- Data collaboration projects, etc.

5G Lifestyle Support Business (404 million yen)

· Acquisition of users of "TONE" and "TONE Labo" (Downward trend due to control of acquisition costs while continuously implementing from the previous fiscal year) TONE Opening measures

- Develop and test 5G Healthstyle areas "TONE Care"

· Web3(Blockchain) related development/testing, "LIVING TOWN Minato Mirai" Project-related expenses, etc.

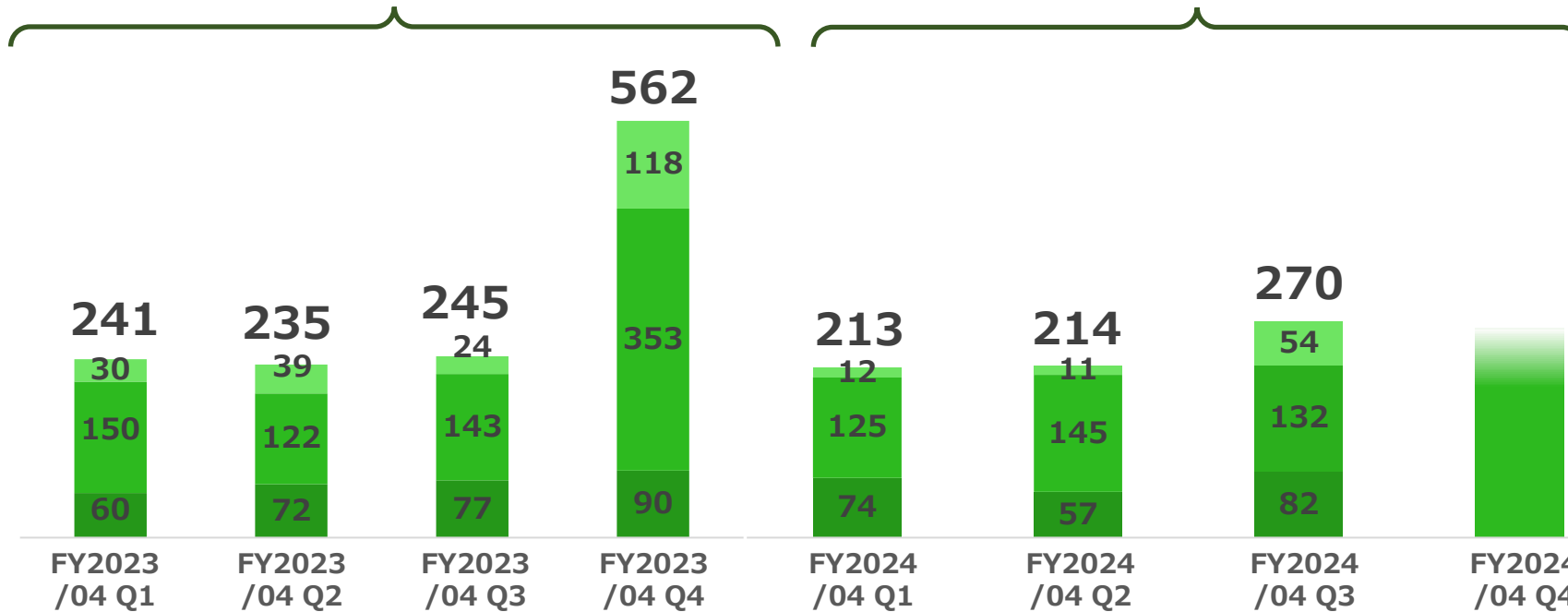
Support for corporate and creator 5G DX

Support Business (79 million yen)

- Creator Maker Domains [StandAlone] multi-faced development of platforms

FY2023/4
Total 1.28 billion yen

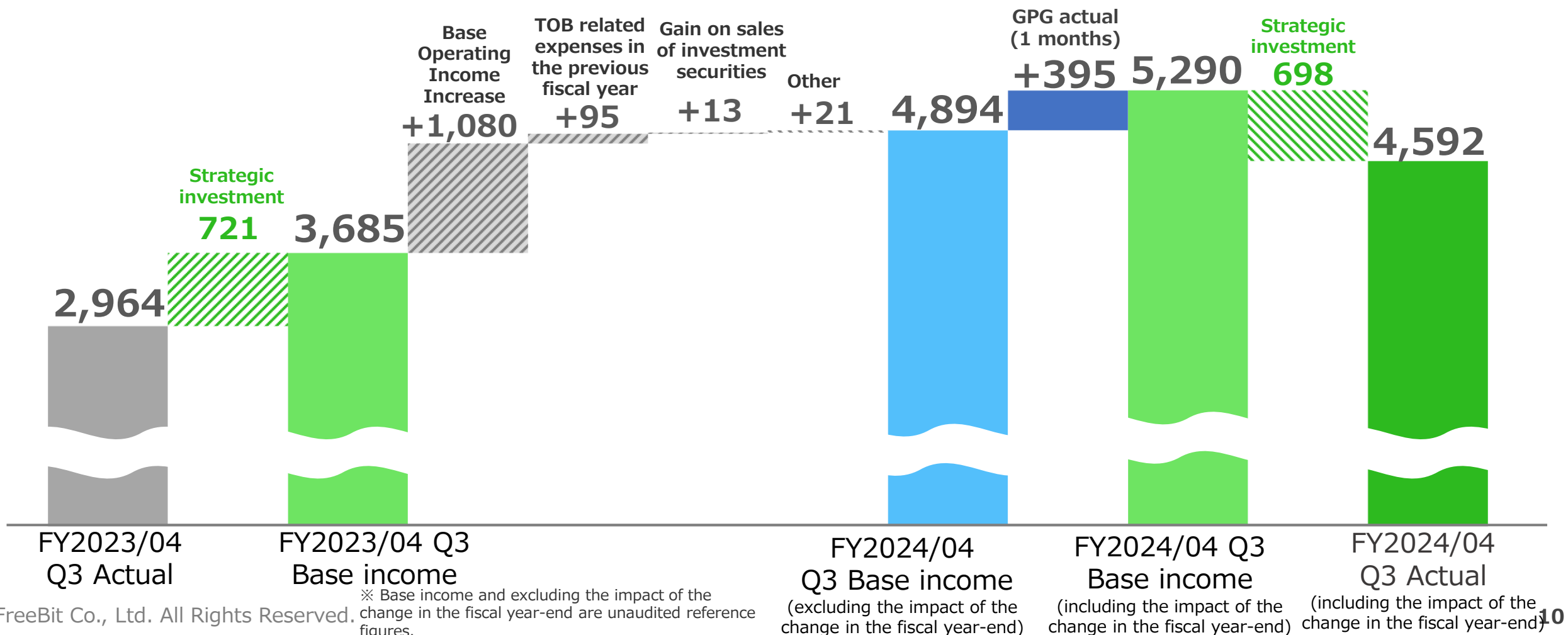
FY2024/04



YoY Difference Analysis Ordinary Income

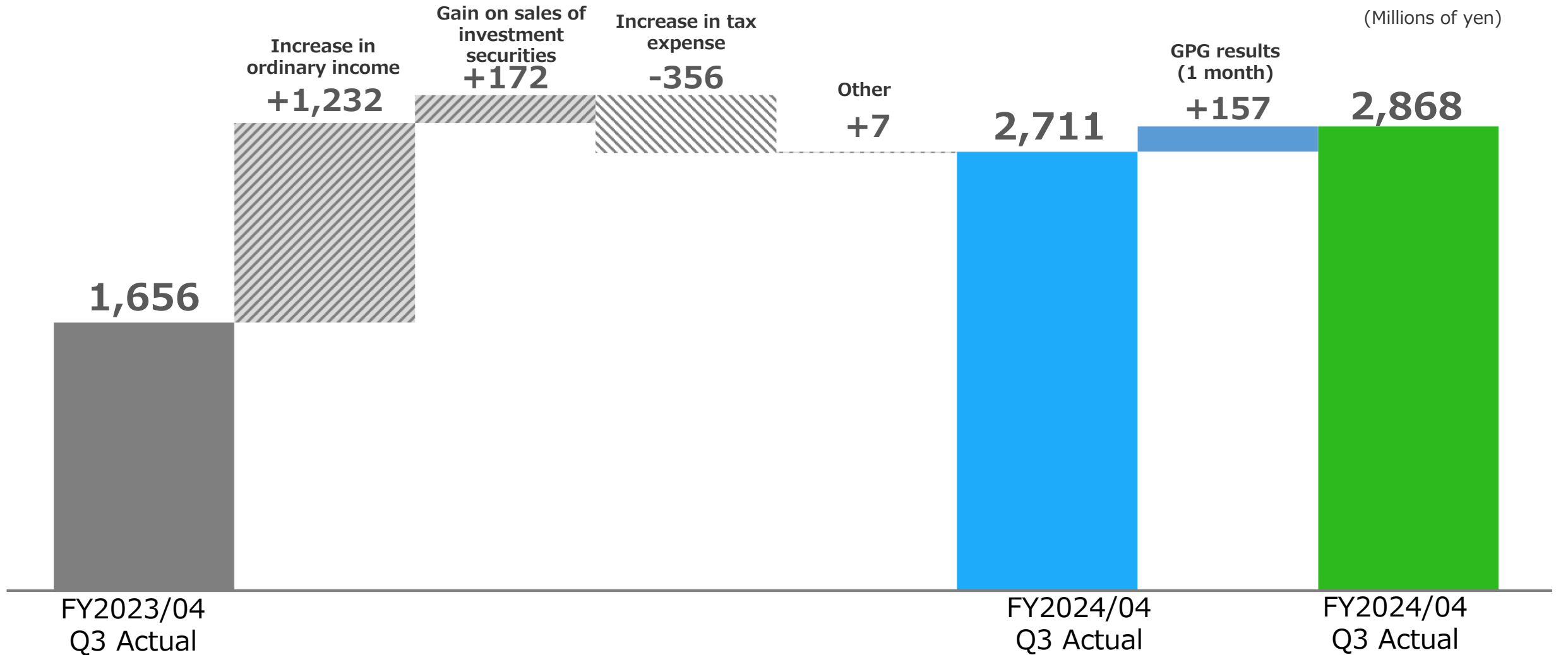
Due to strong base profit, actual results increased by 54.9% year on year and base profit increased by 43.5%. (Excluding the impact of the change in the fiscal year-end: Base profit up 32.8%)

(Millions of yen)



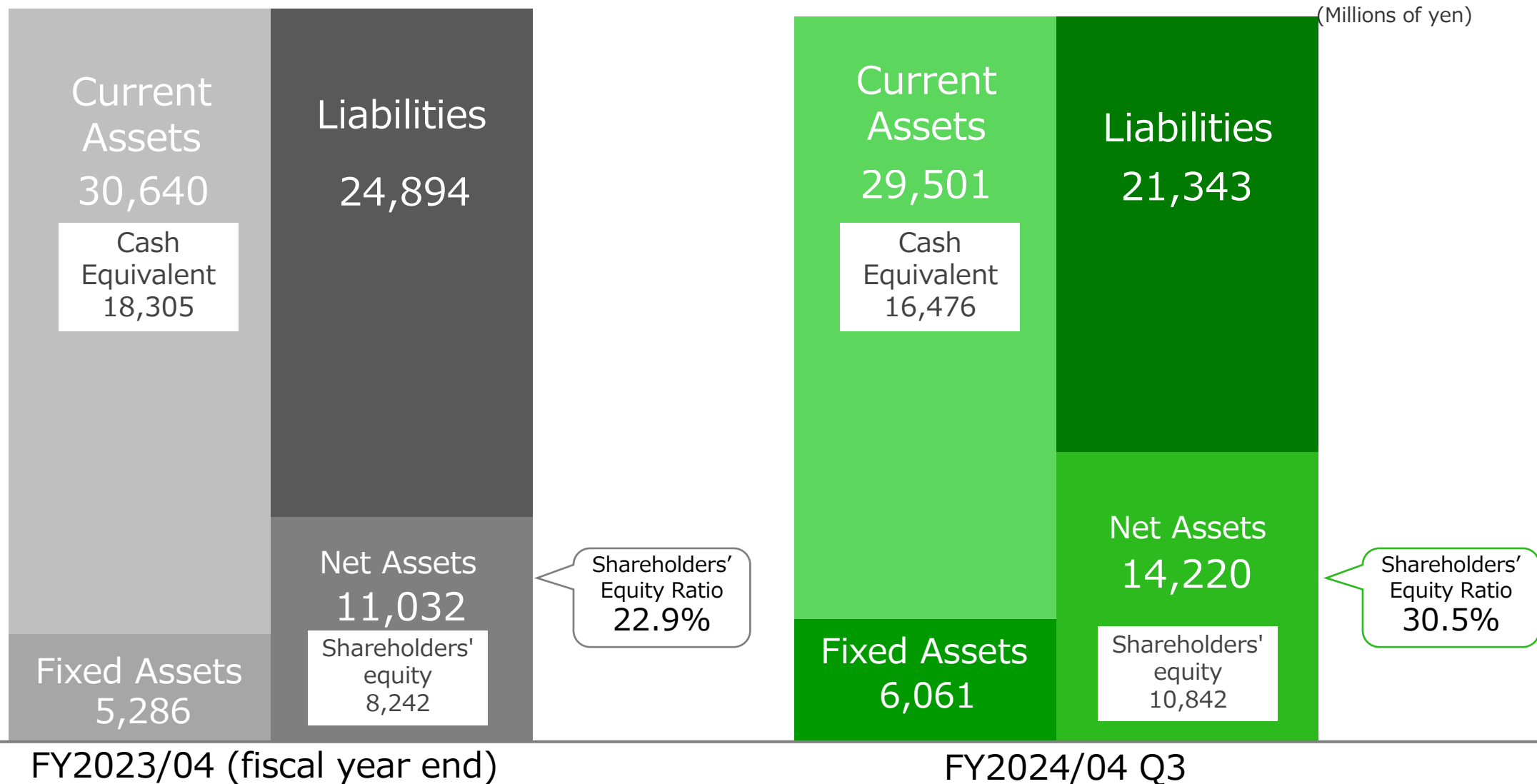
YoY Variance Analysis Quarterly net income attributable to owners of the parent

**Increased by 73.2% YoY due to increase in ordinary income, etc.
(Excluding the impact of the change in the fiscal year-end: up 63.7%)**



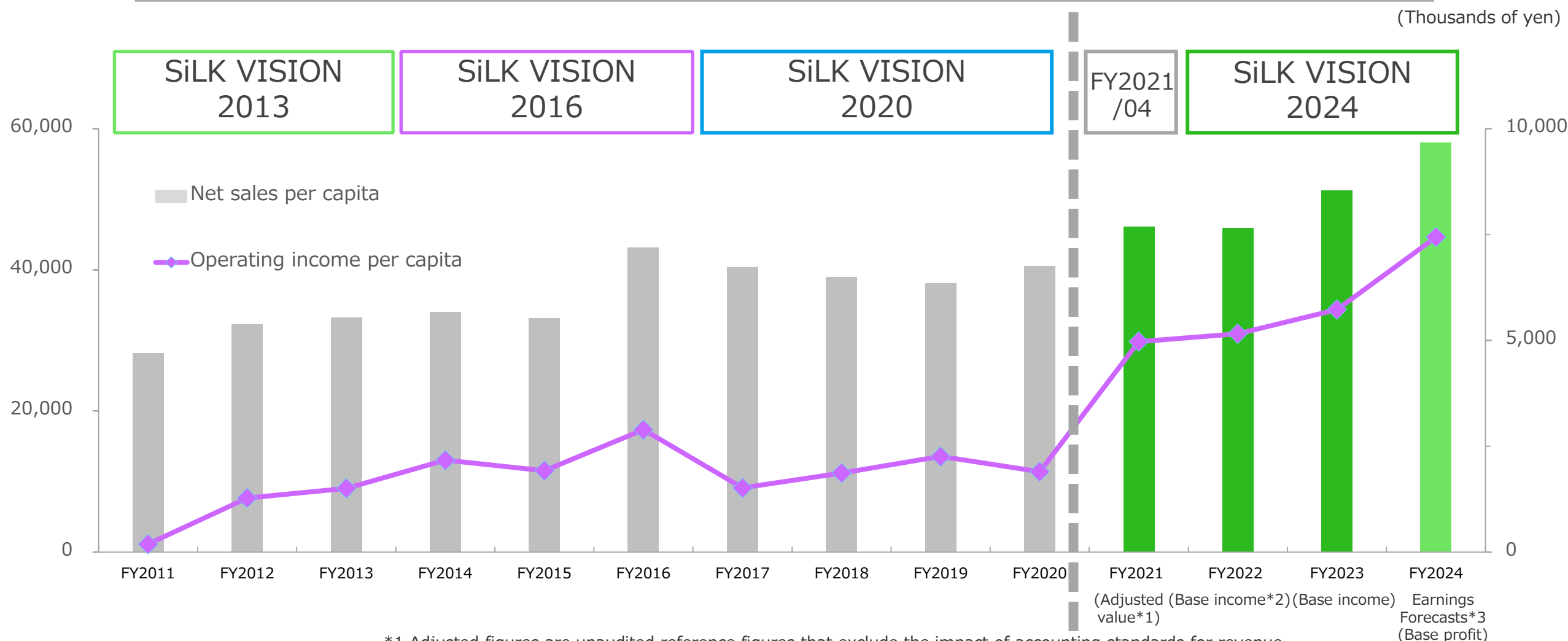
Consolidated Results Summary BS

Shareholders' equity ratio increased to 30.5% due to an increase in retained earnings resulting from solid performance and a reduction in interest-bearing debt



Net Sales and Operating Income per Employee

Net sales and operating income (base profit) per employee are expected to increase from the previous fiscal year



*1 Adjusted figures are unaudited reference figures that exclude the impact of accounting standards for revenue recognition, off-balance-sheet businesses, strategic investments, and changes in the DTI fiscal year-end.

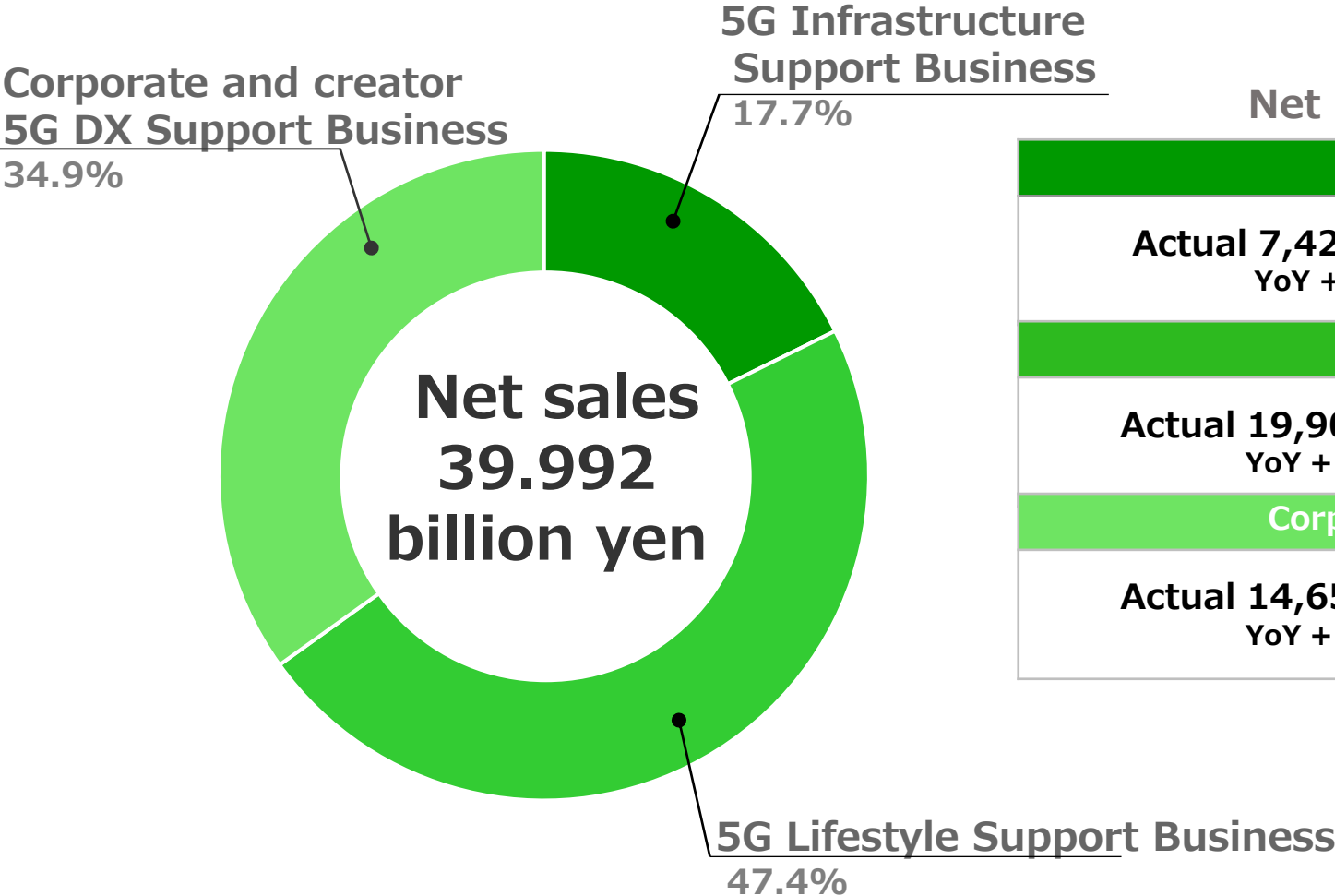
*2 Base profit values are unaudited reference figures.

*3 Estimated using the number of employees in the 23rd fiscal period for the 224th fiscal period.

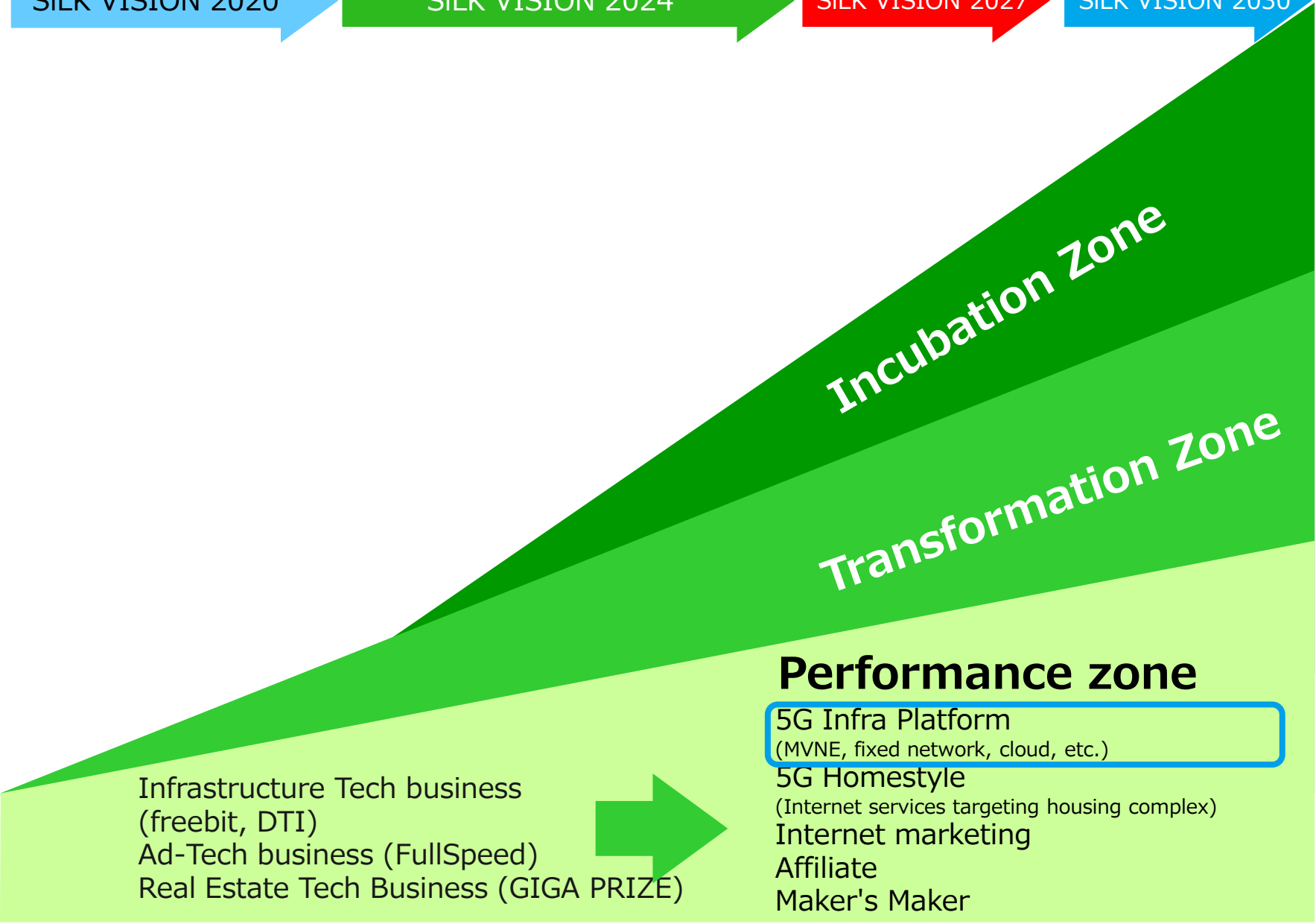
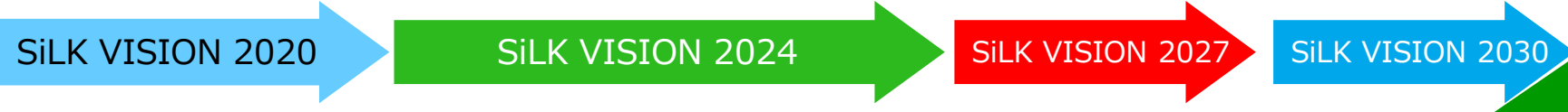
2. Financial results by segment for the Third Quarter of FY2024/04

Composition by segment

Revenues and profits increased in all segments: 5G Infrastructure Support Business, 5G Lifestyle Support Business, and Corporate and Creator 5G DX Support Business



Net sales	Segment profit or loss
5G Infrastructure Support Business	
Actual 7,424 million yen YoY +4.4%	Actual 1,341 million yen YoY +15.6% (Actual %) or +13.5% (Base %)
5G Lifestyle Support Business	
Actual 19,903 million yen YoY +18.7%	Actual 2,578 million yen YoY +68.0% (Actual %) or +52.9% (Base %)
Corporate and creator 5G DX support business	
Actual 14,654 million yen YoY +18.0%	Actual 767 million yen YoY +59.3% (Actual %) or +46.7% (Base %)



Corporate and Creator 5G DX Support Business

Creator Maker (StandAlone)
Bizmodel Maker (4.0)

5G Lifestyle Support Business

5G Workstyle / 5G Healthstyle
5G Carlifestyle (MaaS)

5G Lifestyle Support Business

5G Lifestyle (TONE/DTI)
5G Homestyle

5G Infrastructure Support Business

Most existing businesses have shifted to the Performance zone. Growing continuously incorporating the changing times such as 5G and eSIM.

Infrastructure Tech business (freebit, DTI)
Ad-Tech business (FullSpeed)
Real Estate Tech Business (GIGA PRIZE)



Performance zone

5G Infra Platform (MVNE, fixed network, cloud, etc.)

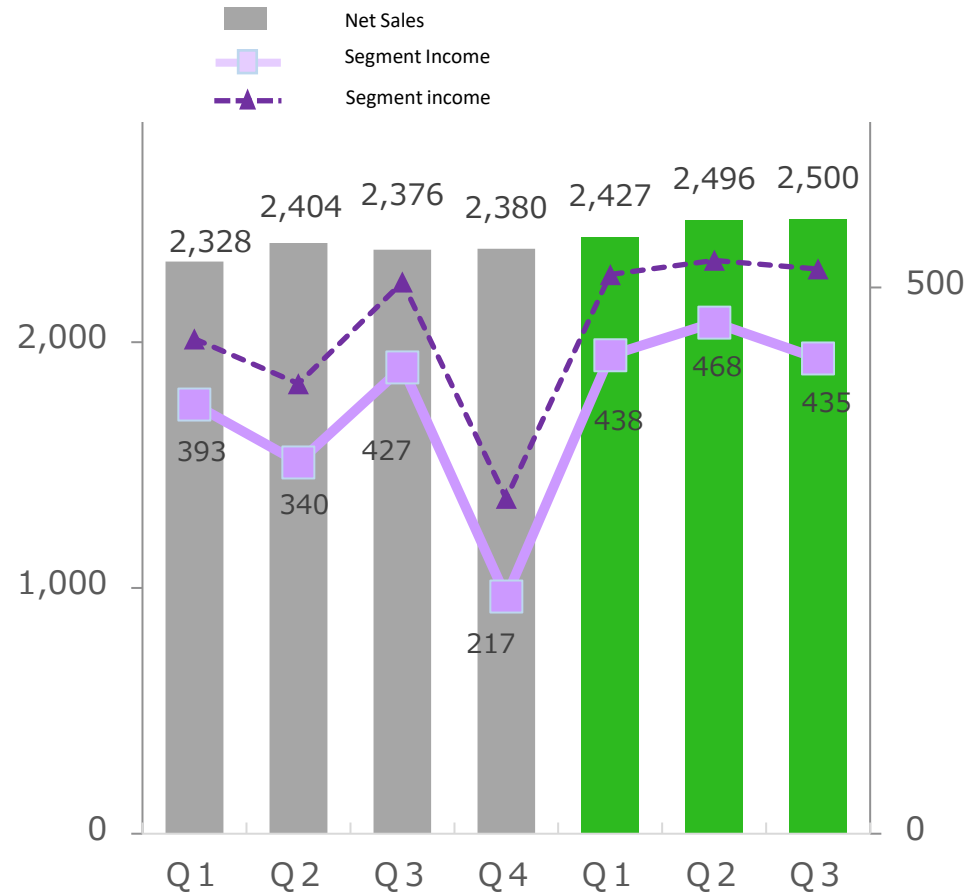
5G Homestyle (Internet services targeting housing complex)
Internet marketing
Affiliate
Maker's Maker

5G Infrastructure Support Business : Performance Progress

B2B2X(B/C) Operating income increased 13.5% year on year due to increase in use of B2B2X(B/C) mobile services, despite decrease in use of fixed network services and increase in personnel expenses (compared to the base)

Net Sales and Segment Income (Loss)

(Millions of yen)

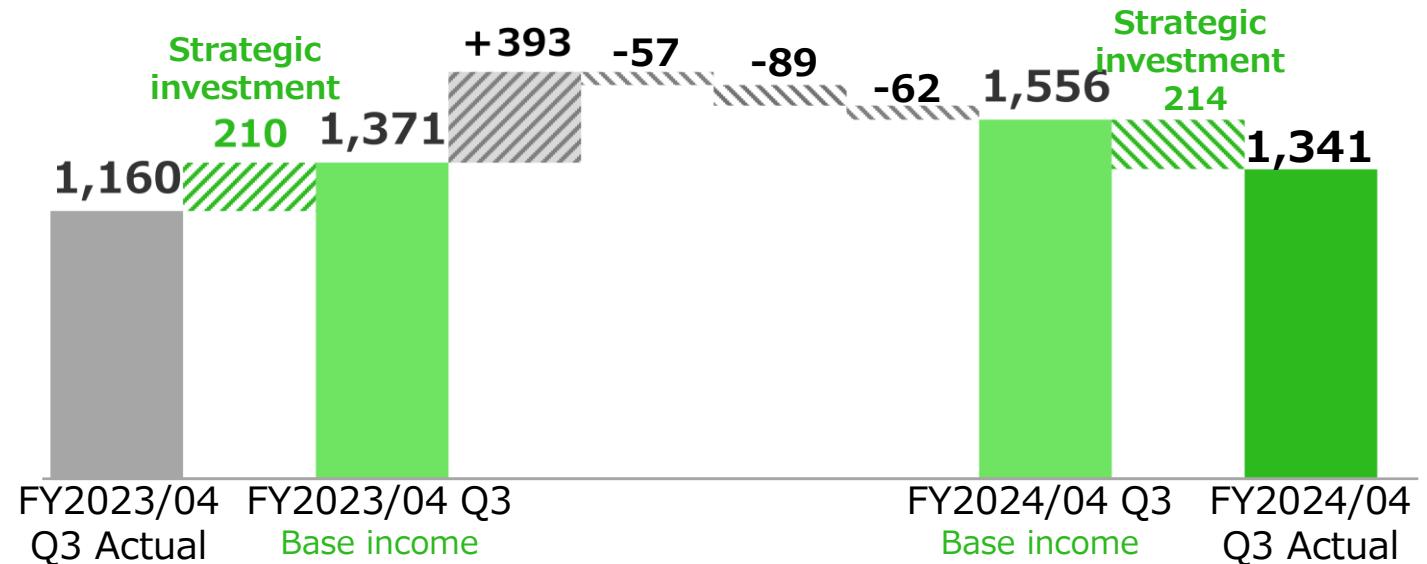


Segment Profit/Loss YoY Variance Analysis

(Millions of yen)

- +393** B2B2X(B/C) Mobile: Profits increased due to increased use of services
- 57** B2B2X(B/C) Fixed network: Decrease in profit due to decrease in use of services
- 89** Increase in personnel expenses due to strengthening of human resources
- 62** Other

Breakdown: • Development of 5G data-center
• Data collaboration projects, etc.



Cultivate a broader range of new customers such as startups
Continuous announcement of construction of direct sales system and provision of new services

- Continuous launch of ICT services for corporations through B2B direct sales to small-lot customers

Previously we had mainly developed services for B2B2X(B/C), but we have started direct sales to customer segments that want to expand our reach.

Leveraging the strengths of FreeBit Group companies, we have built our own structure required for direct sales, such as service design and online complete sales platforms, and will develop new customer segments such as startups and SMEs.

- Develop ICT-packaged products "freebit Business", for corporate customers

Announced the provision of the second phase, "freebit mobile Biz" in ICT packaging for corporations "freebit Business" following the launch of the first phase "IP everywhere"

The first phase "IP everywhere" allows access to internal servers easily and is highly secure from outside the home using fixed IP addresses

In the second phase, "freebit mobile Biz", 5G business-use devices can be used easily and reasonably by installing eSIM in private devices



freebit Business

● First phase [IP everywhere] ● Second phase [freebit mobile Biz]

B2B Online Complete Sales Platform **Billing /eKYC**

Pre 5G/Pre web3

SILK VISION
2024

from The Garage again.



Core 5G/Core web3

SILK VISION
2027

from The Garage again.



GIGA PRIZE
5G Homestyle

TONE
5G Lifestyle

TONE Care
5G Healthstyle

どこでも IP
DOKODEMO IP
freebit mobile Biz
freebit Business
(B2B direct sales)

5G system
Service

freebit
MVNO Pack
5G

YourNet
5G

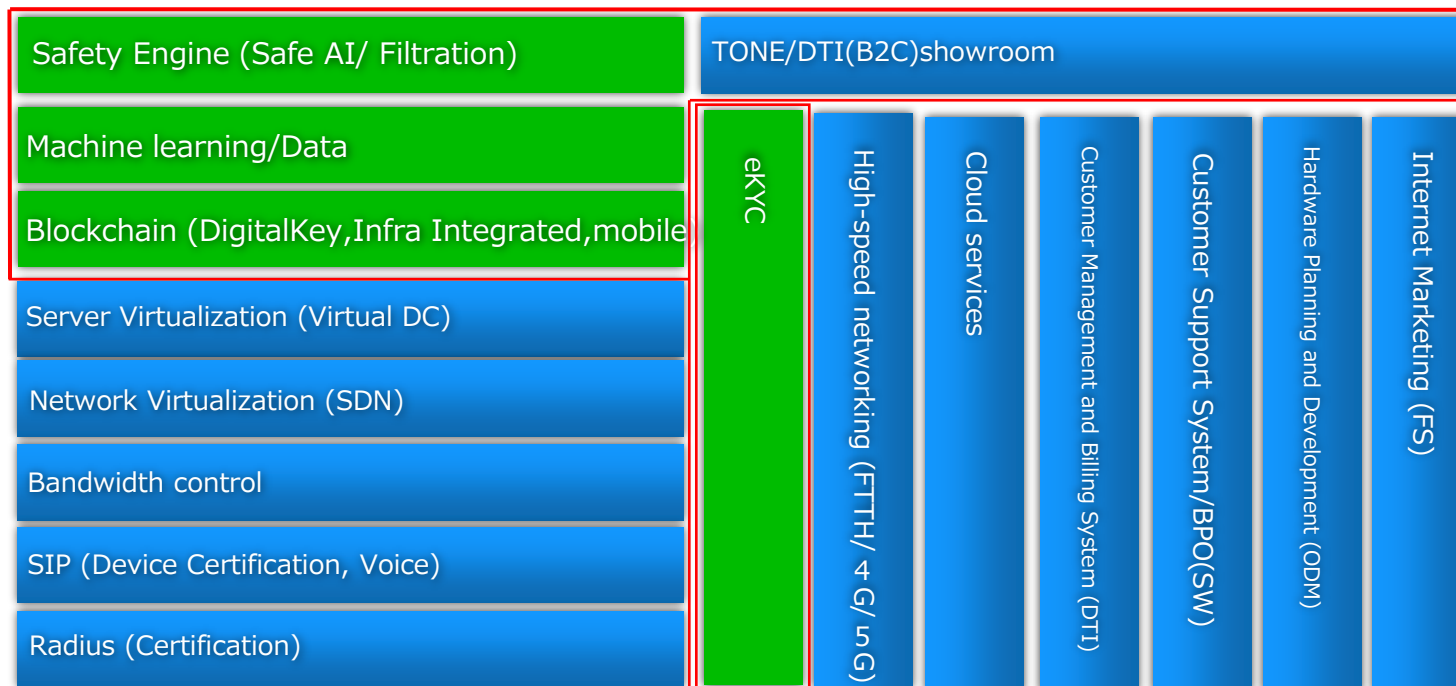
web3(DAO)
Related services

Industrial
Blockchain

freebit web3 Blocks
(Powered by CountUp)

Unique management (Showroom)

Platform Maker (5G) /web3 blocks



"IP everywhere" Interview articles

"freebit Business" initiatives' first phase "IP everywhere" published interview-article ranked No. 1 in weekly access on the third day of public offering

- "IP everywhere" interview article ranked No. 1 in weekly access on the third day of public offering

An interview-article on "IP everywhere" was posted on "INTERNET Watch", a news distributor on the latest Internet trends

Ranked No. 1 in weekly cumulative access in the "Series, Feature, Review, Others" category, three days from its release on 3/1



- Interview article "Users of Fixed IP Service are increasing? Hearing its reasoning"

「ISPのISP」が持つ固定IPアドレスを有効活用

—まず、フリービットについてご紹介ください。

【遠藤氏】 フリービットは、2000年に、DTI（ドリーム・トレイン・インターネット）というISP（プロバイダー）を運営していた石田宏樹（社長）が創業しました。ISPさんのために設備を用意してお客様にサービスを提供するためのホールセール（卸売）として始めました。いわばISPのためのISPですね。緑の下の力持ちみたいな会社なので、名前はあまり表に出てきませんが。



フリービット株式会社 インフラ事業本部 通信事業推進部 シニアリーダー 事業企画開発室の遠藤大氏


2013年ごろからはモバイルでも同じようにホールセールを始めて、今は、モバイル、固定回線、クラウドの3本柱で展開しています。

—DTIは1995年設立と、古株のISPですよな。

【田中氏】 はい。DTIはいまはフリービットの子会社です。古くからあるという意味では、ベッコアメ・インターネットも子会社になっています。

—ベッコアメもですが。いろいろ子会社にされていますね。

【田中氏】 変わったところでは、マンション向けインターネットの株式会社ギガプライズもあります。ユーザーさんとの間にマンション管理会社が入るので、ギガプライズもあまり名前が表に出ない会社ではありますが。



フリービット株式会社 技術本部 モバイルサービス部 部長の田中正幸氏


IPアドレスを制限しているサーバーへの接続にニーズ 契約数は右上がりに増加

—どこでもIPは、どのようなところで使われているのでしょうか。

【遠藤氏】 引き合いの多いケースに、まずWeb制作会社さんがいます。契約相手のサーバーに接続するときに、接続できるIPアドレスが制限されていることが多くて、固定回線で固定IPを用意すると高額になるので、どこでもIPを使うパターンです。

あとはリモートワークで会社のサーバーにアクセスするときに、社内LANを経由しなくても登録されたIPアドレスであればアクセスできるようにする、というニーズも非常に多いです。同様のパターンとしては、海外に出ているときの会社のサーバーへのアクセスもあります。

そのほか多店舗展開されている飲食店さんでの利用もけっこうあります。売上管理などをしている中央のサーバーに各店舗から接続するためではないかと思いません。

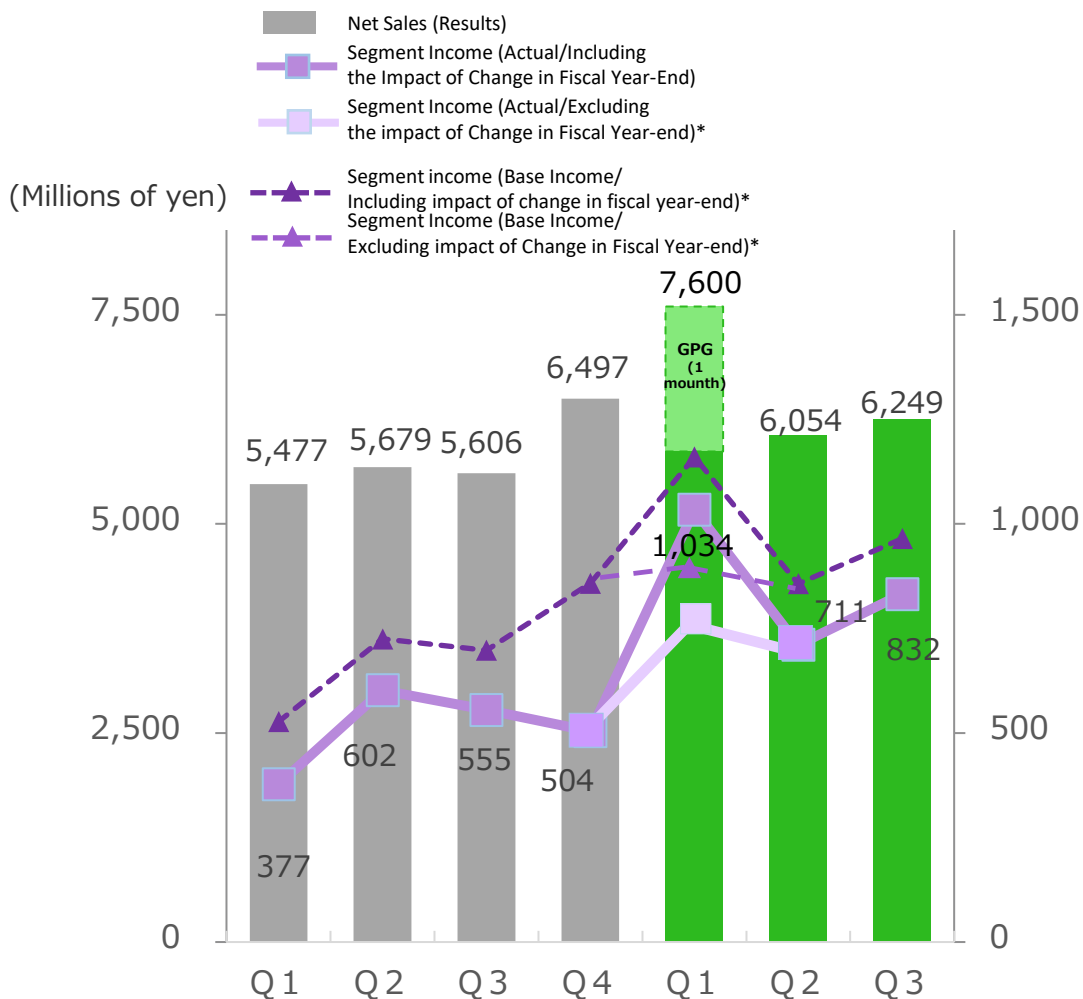


アカウント毎に割り当てられた専用グローバル固定IPで通信

5G Lifestyle Support Business: Performance Progress

Operating income increased 52.9% year on year due to solid 5G Homestyle and improved profit in TONE business (compared to the base) (excluding the impact of the change in the fiscal year end: increased 32.5% year on year)

Net Sales and Segment Income (Loss)

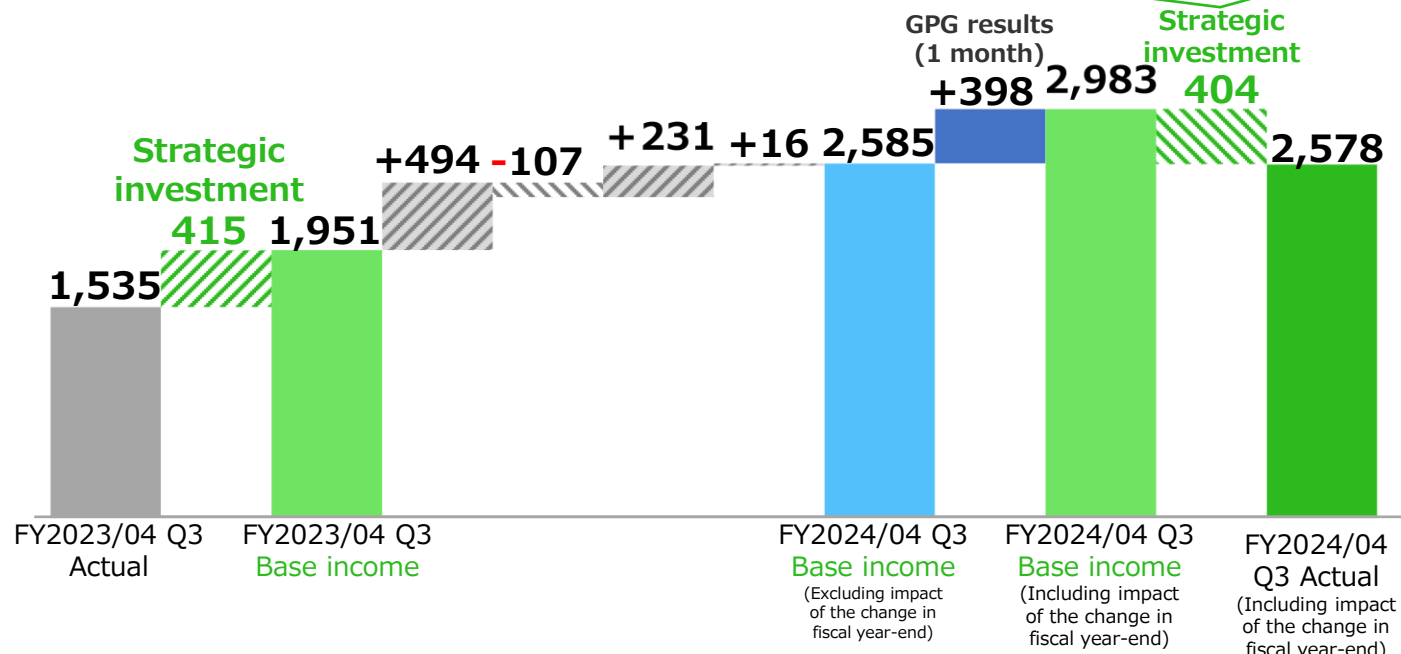


Segment Profit/Loss YoY Variance Analysis

+494
-107
+231
+16

Increase in income due to sales increase in 5G Homestyle(GPG)
Decrease in income due to decrease in use of 5G Lifestyle(DTI) fixed network services
Improved profit in TONE business (decrease of one-time expenses for the launch of new devices in the previous fiscal year and reduction of store development expenses)
Other

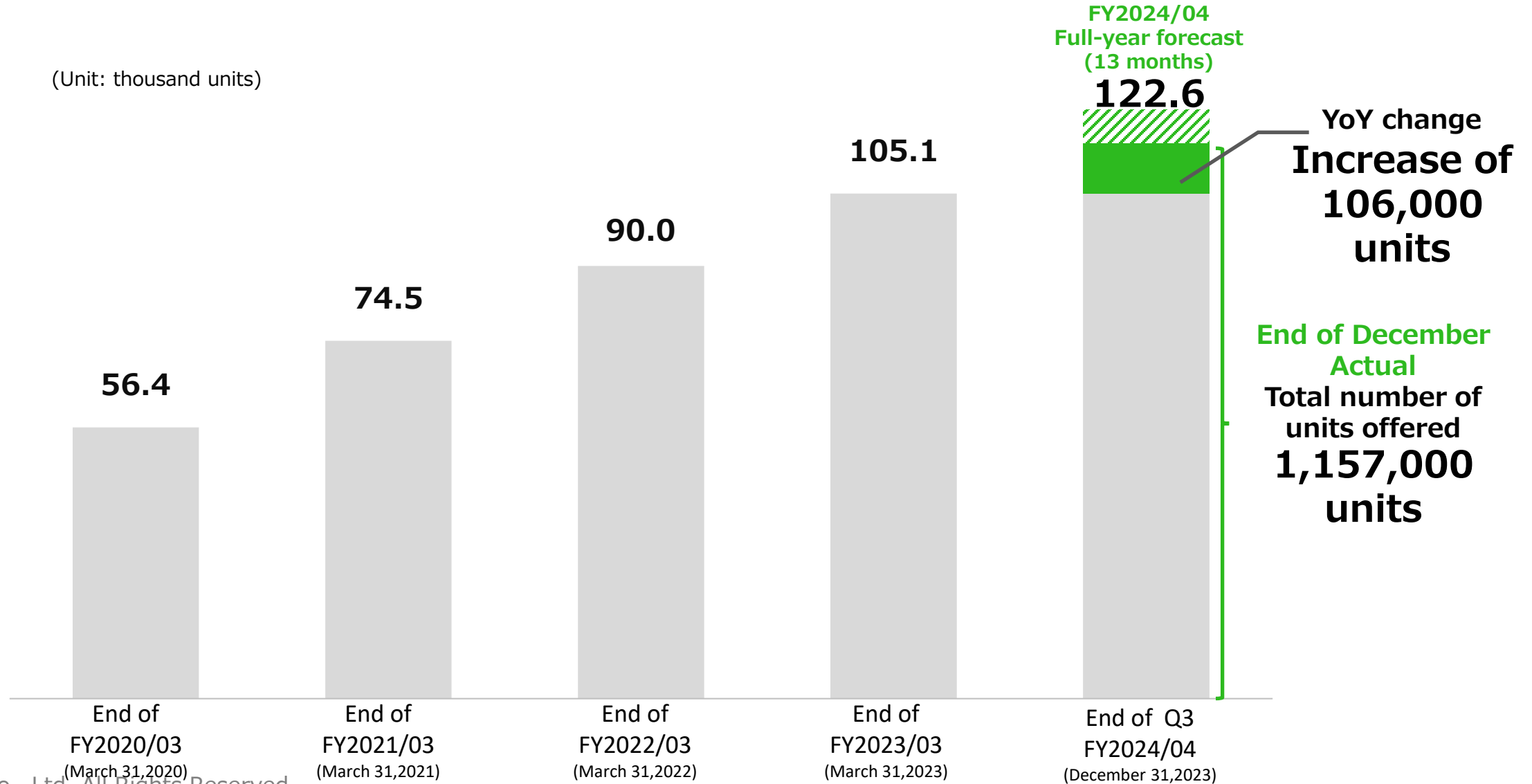
- Breakdown:
- Acquisition of users for "TONE mobile"
 - Develop and test 5G Healthstyle area of "TONE Care"
 - Web3(Blockchain) related development and testing, etc.
 - "LIVING TOWN Minatomirai" project-related expenses



5G Lifestyle Support Business: Performance Progress GIGA PRIZE

The number of units provided for ISP services for apartment buildings, a key indicator of 5G Homestyle(GPG), was steady, increasing by 106,000 units compared to the end of the previous fiscal year to a cumulative total of 1,157,000 units

(Unit: thousand units)



Leveraging our expertise in developing new products and ISP services for apartment buildings, we will horizontally expand into existing markets and develop new markets.

- Utilizing the expertise cultivated in ISP services for apartment buildings, implement development of state-of-the-art products with an eye to 5G/web3 era. While promoting horizontal development in the market for apartment buildings, utilize ISP service technologies for apartment buildings in conjunction with new products to develop new markets

● Strategic Image of 5G Homestyle Area

Realizing New Lifestyles and Housing through 5G Homestyle



- Provision of "cloud camera service" in collaboration with NTT Media Supply

"Cloud camera services" added sensor systems to lines provided by ISP for apartment buildings, an existing business for cloud video storage functions, and built a business model to provide these systems to each property, making progress in monetization. Providing crime prevention camera functions for apartment buildings by utilization.

Aiming to expand service users and enhance property value by leveraging the strengths of both companies, which provide services in collaboration with NTT Media Supply and have many points of contact with customers in the apartment market



X



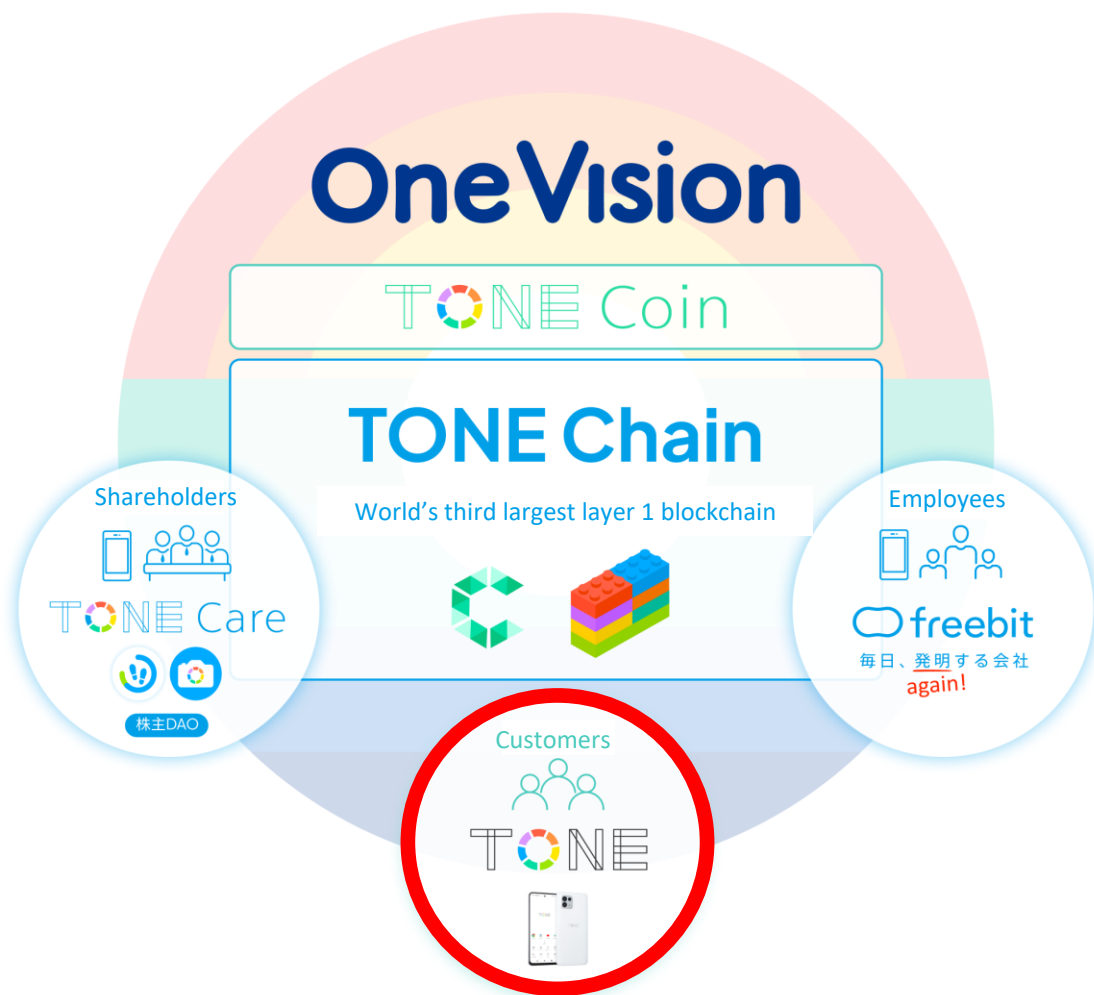
- Introduction of next-generation street lights "Secual Smart Pole" to "Metropolitan Meiji Park"



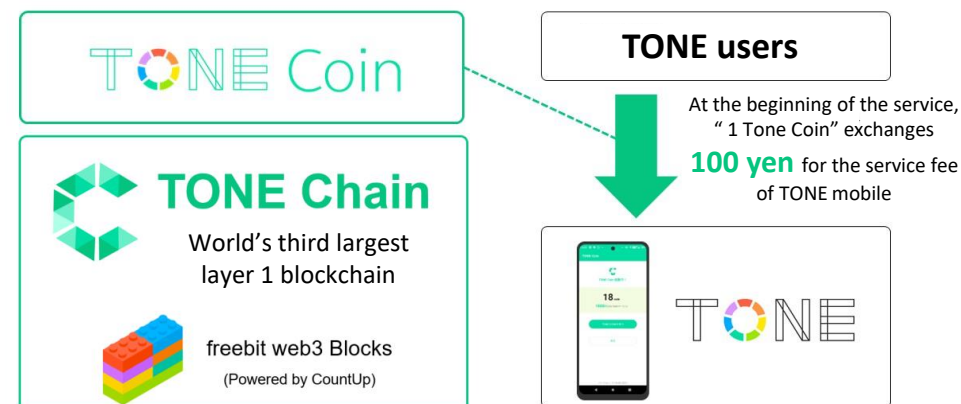
Established in Meiji Park "Secual Smart Pole"

First Park-PFI business in Tokyo adopted next-generation street lights "Secual Smart Pole" in "Meiji Park". Contributing to the DX of businesses that grasp the actual use of parks. Aiming for the Creation and Social Implementation of Innovative Services to Solve the Problems of Local Governments as a New Business

Announced on December 8, 2023, web3 stakeholder community demonstration tests "One Vision" launched "TONE Coin" real-value exchange for customers



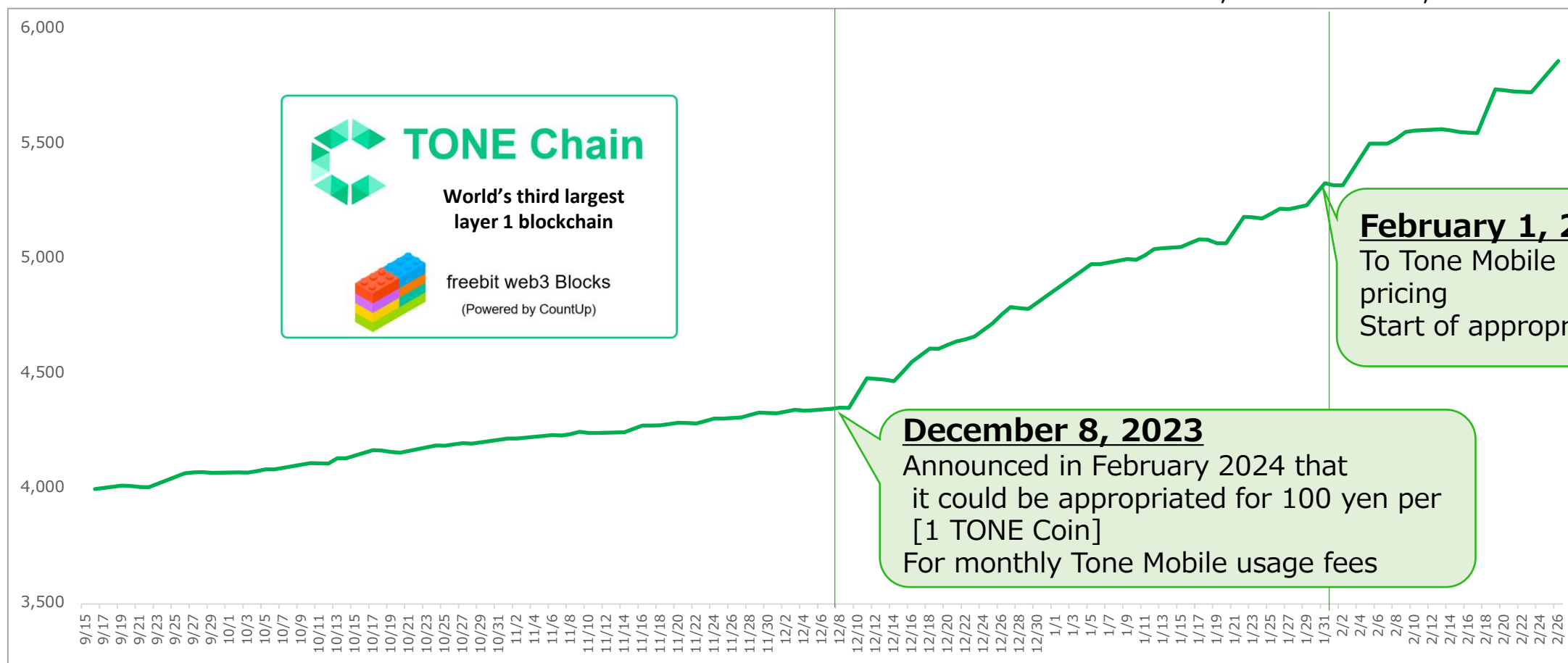
Real value exchange began on February 1, 2024



Changes in the number of TONE Chain nodes

“Real value exchange for TONE Coin” Since its announcement, the number of TONE Chain nodes has further increased. Even after the real value exchange began, the number continues to be steady.

Transition of TONE Chain nodes *User nodes, Partner nodes, etc. Total

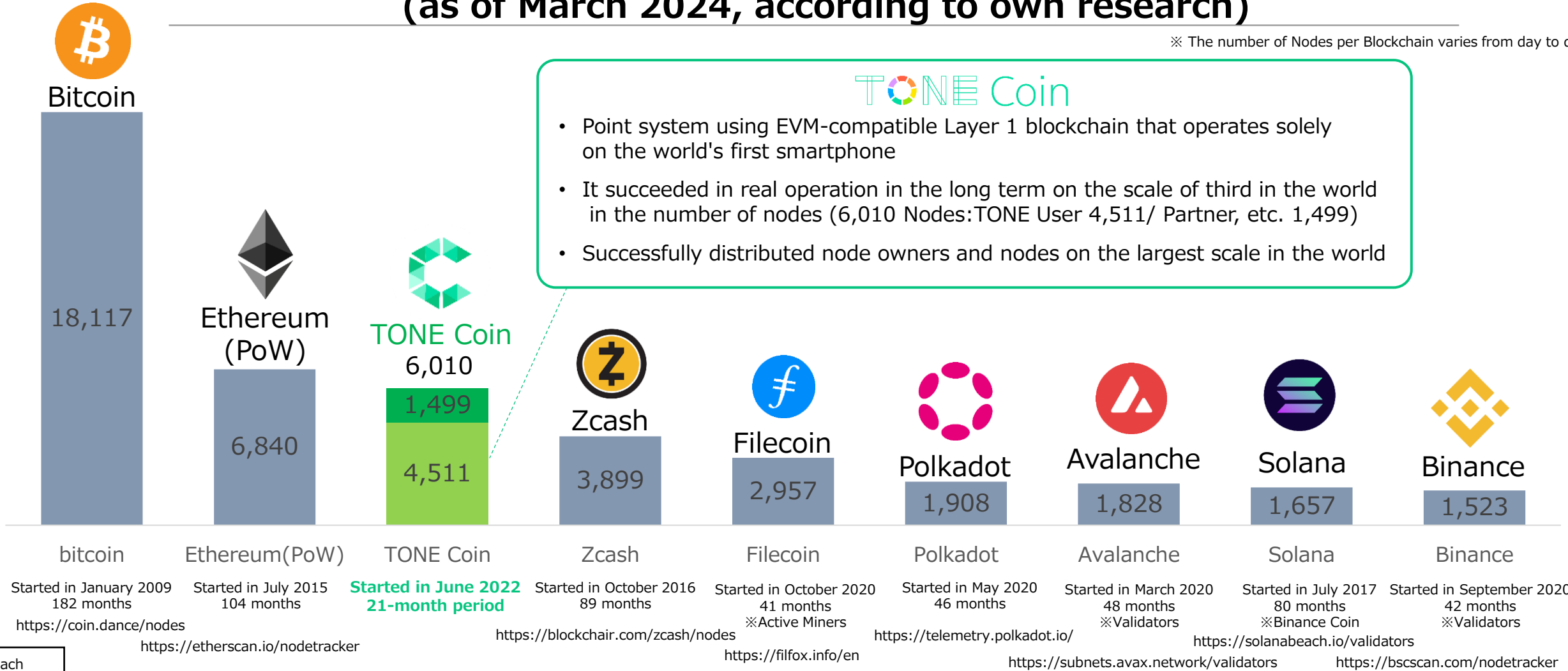


World ranking in the number of nodes of Layer 1 blockchain

Announced today

TONE Coin expanded to third in the world, in terms of the number of nodes used by users (as of March 2024, according to own research)

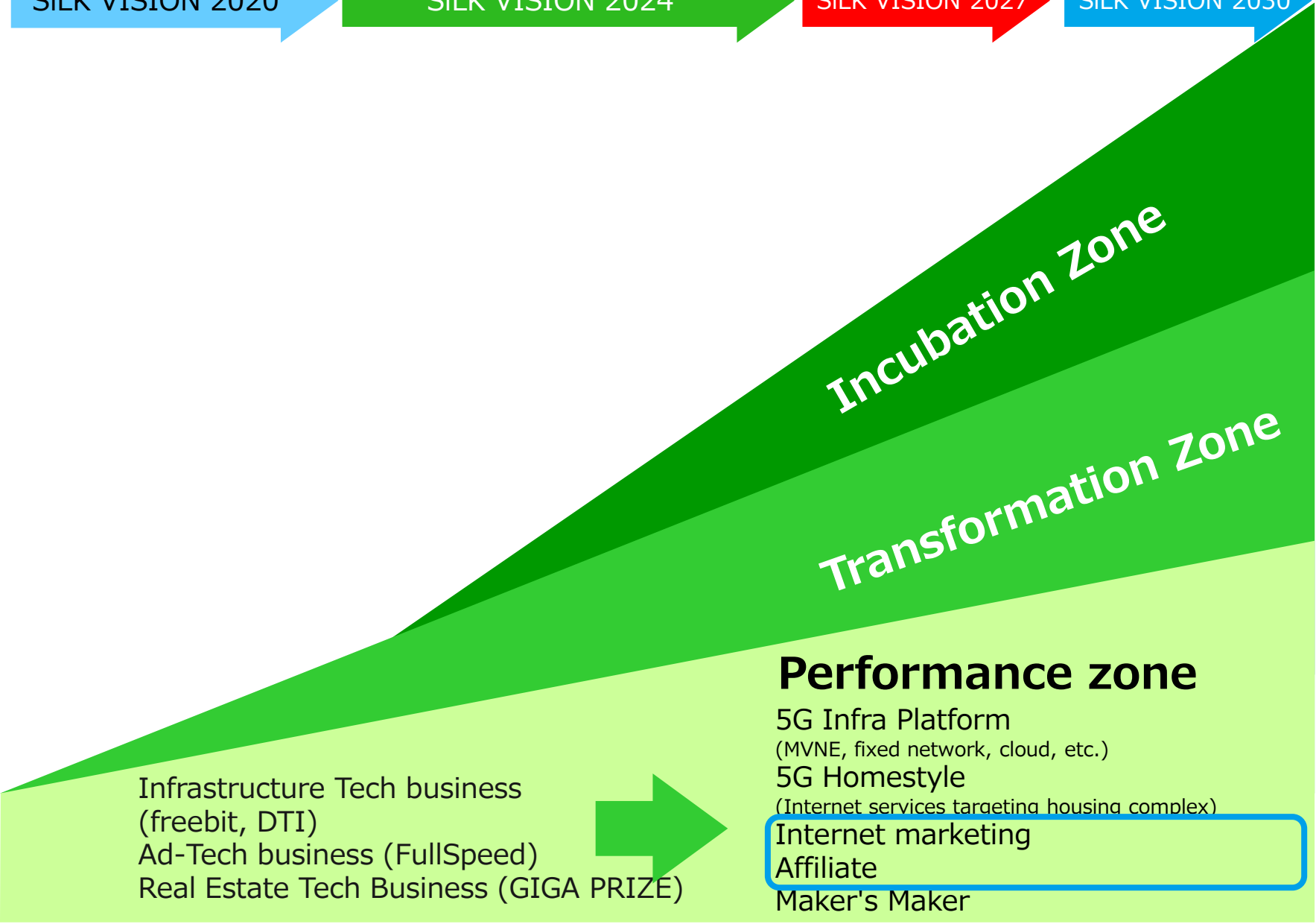
※ The number of Nodes per Blockchain varies from day to day.



TONE Coin

- Point system using EVM-compatible Layer 1 blockchain that operates solely on the world's first smartphone
- It succeeded in real operation in the long term on the scale of third in the world in the number of nodes (6,010 Nodes:TONE User 4,511/ Partner, etc. 1,499)
- Successfully distributed node owners and nodes on the largest scale in the world

Each value Source



Corporate and Creator 5G DX Support Business
Creator Maker (StandAlone)
Bizmodel Maker (4.0)

5G Lifestyle Support Business
5G Workstyle / 5G Healthstyle
5G Carlifestyle (MaaS)

5G Lifestyle Support Business
5G Lifestyle (TONE/DTI)
5G Homestyle

5G Infrastructure Support Business

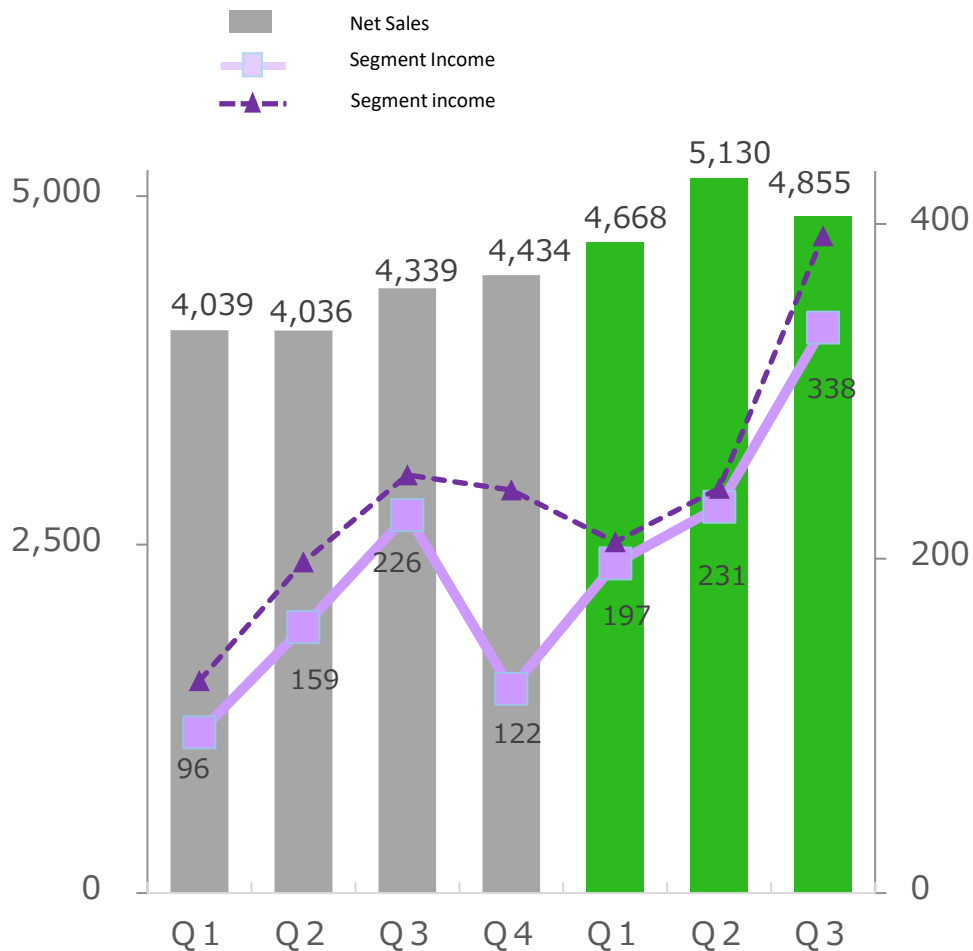
Most existing businesses have shifted to the Performance zone. Growing continuously incorporating the changing times such as 5G and eSIM.

Corporate and Creator 5G DX Support Business : Performance Progress

Operating income increased 46.7% year on year due to higher net sales and gross profit with strong performance in the Affiliate Business, and with the impact of PMI following the conversion of FS to a wholly owned subsidiary.

Net Sales and Segment Income (Loss)

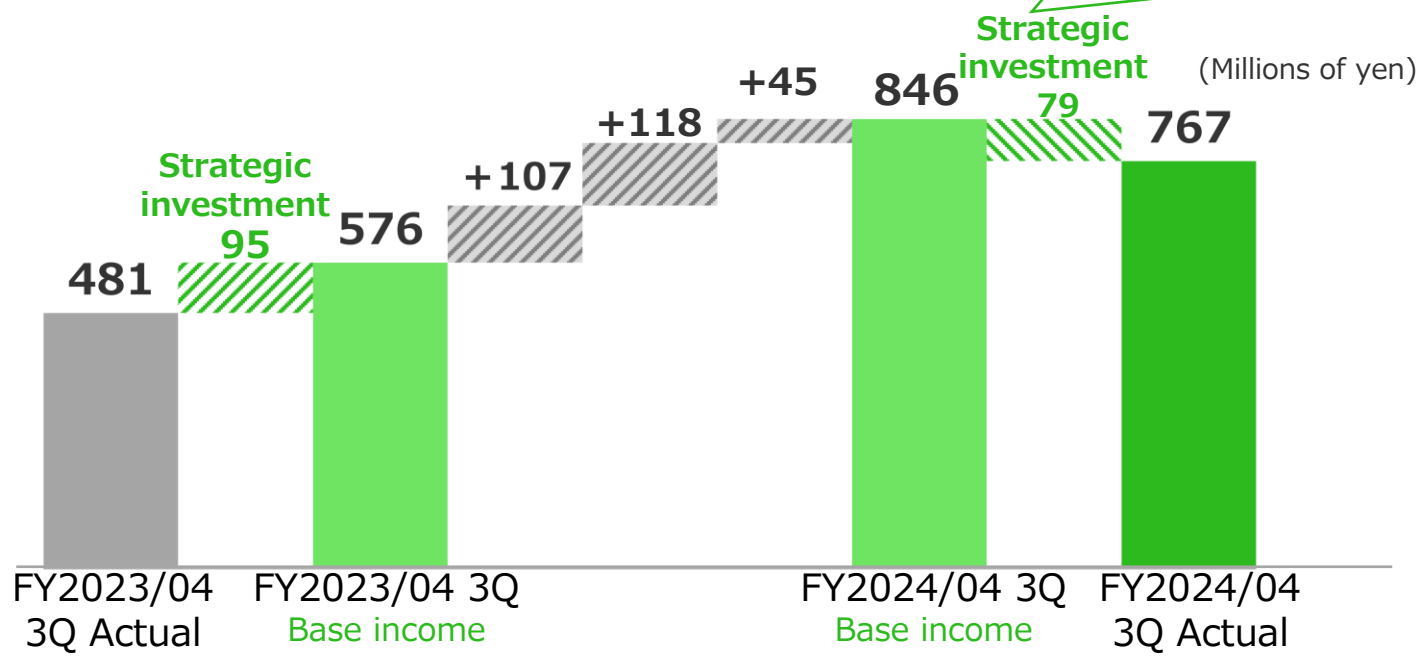
(Millions of yen)



Segment Profit/Loss YoY Variance Analysis

- +107** Increase in gross profit in the Affiliate Business by strengthening focus genres and acquiring new customers, including overseas customers
- +118** Decrease in SG&A expenses due to PMI effects such as resource optimization accompanying the conversion of FS to a wholly owned subsidiary
- +45** Other

Breakdown · Multifaced development of platforms of "StandAlone"



※ Base income is an unaudited reference figure.

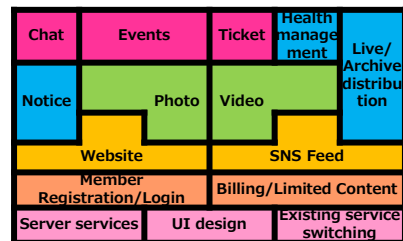
Progress in development of new artists' services StandAlone Aiming to form a fan community in 5G/web3 era

- Through development and demonstration tests, artists are expanding horizontally, such as selling tickets and goods using platforms and implementing subscription services. **Aiming to build a fan community in 5G/web3 era, further develop services and utilize proprietary technologies**

● StandAlone Business Development Image

Development and field trials

Develop platforms and components, and conduct demonstration tests



Service Development

Provision of services utilizing platforms

Implementation of ticket and goods sales for events



Provision of subscription services



Horizontal development of services for creator community



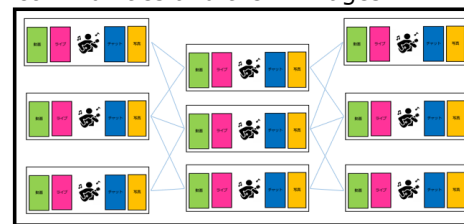
In the future

Aiming to form a fan community in 5G/web3 era by utilizing proprietary technologies and horizontally deploying communities

Utilization of FreeBit's proprietary technology



Horizontal development of communities and their linkages



- Toward horizontal community development
Development of services by new artists progressed

Gradual release of new artist apps aimed at horizontal development of services for creator communities
Jockey Ryusei Sakai's app "RS Jockey Room" launched on February 20

In addition, Maika Yamamoto, the leading actress of Nippon Television drama series "Sister", and as the up and coming actor, we are preparing for the release of the popular Airu Kubozuka app.

2/20~ "RS Jockey Room"
(Ms. Ryusei Sakai, a jockey)
Fan Community App)



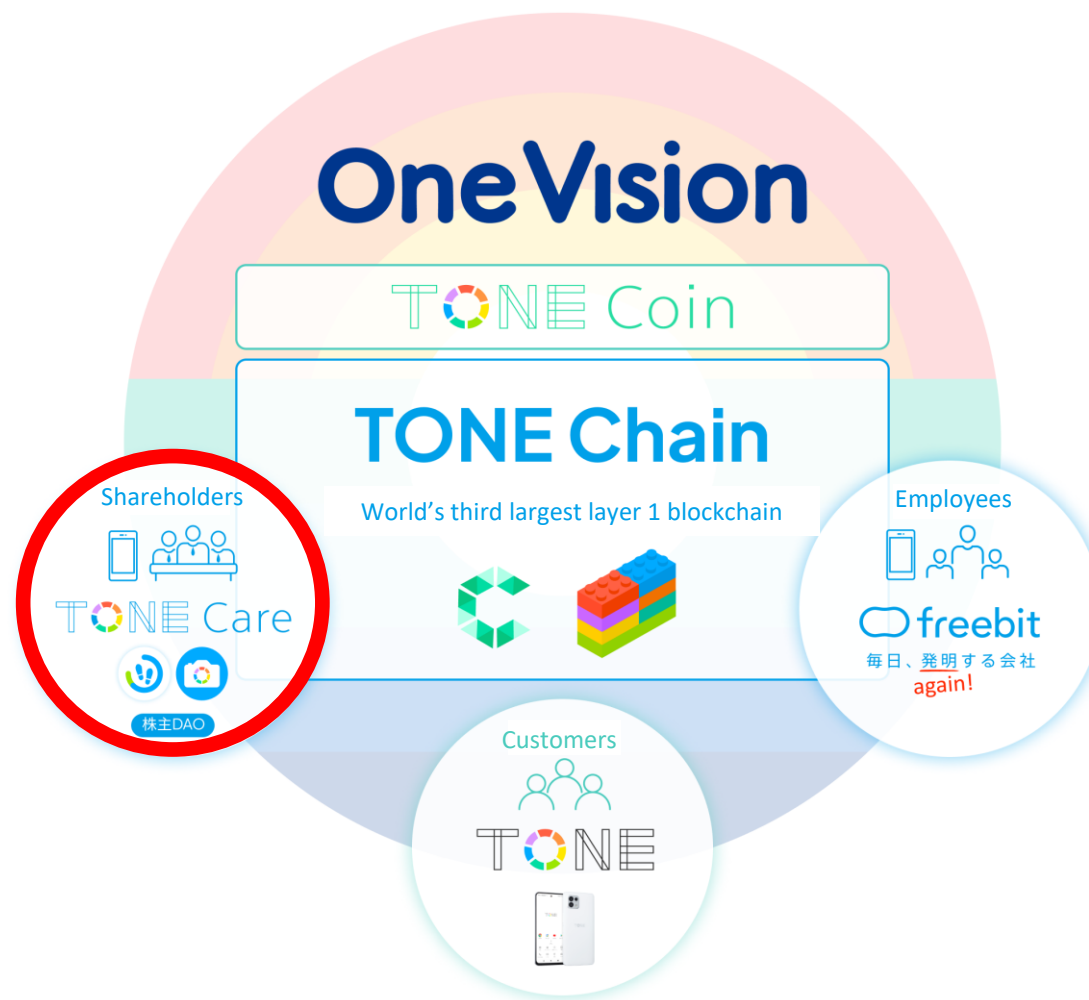
Actress/Model
Maika Yamamoto



Actor Airu Kubozuka



December 8, 2023 announced Web3 demonstration tests of stakeholder communities
Shareholder-oriented initiatives progress of “One Vision”



“One Vision” progress

Announced today

Regarding the shareholder return measure of “One Vision”, a roadmap has been announced to provide the service for shareholders as of the end of April 2024

● **Announcement of roadmap on “One Vision” as a shareholder-return measure**

Started offering "FreeBit Shareholder DAO App" **for shareholders as of the end of April 2024, with shareholder** return measures in June
 Granting “Shareholder NFT” allows them to acquire "TONE Coin" as compensation through the sealing of "TONE Chain" and participate in "FreeBit Shareholder DAO" by posting on the shareholder bulletin board and participating in various demonstration tests of FreeBit Group

● **“One Vision” Shareholder Benefits**

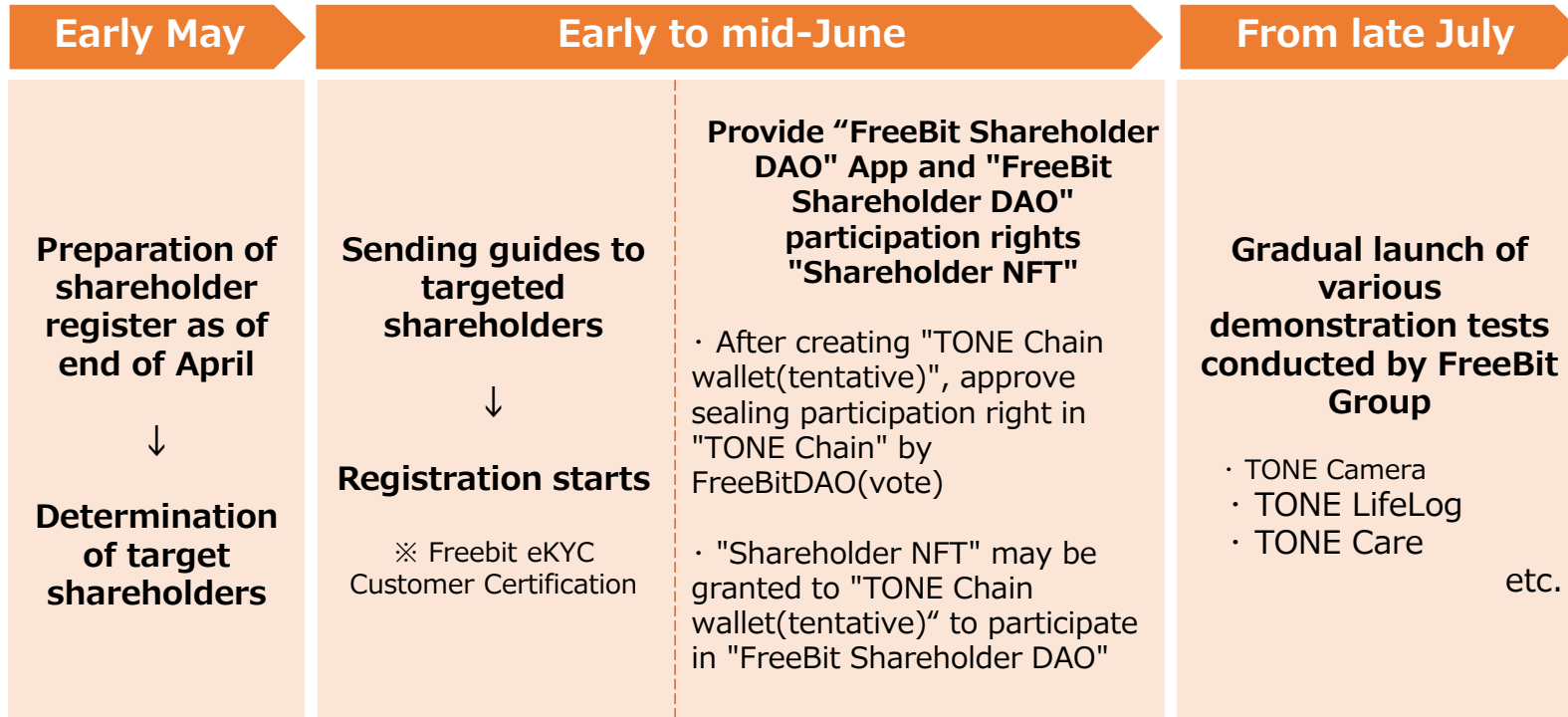
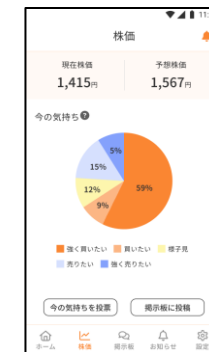
Receiving “TONE Coin” for sealing compensation

- Utilize excess smartphone resources. Participate in "TONE Chain" sealing
- Rewarded "TONE Coin]" as compensation
- Considering a system that can exchange value with shareholders



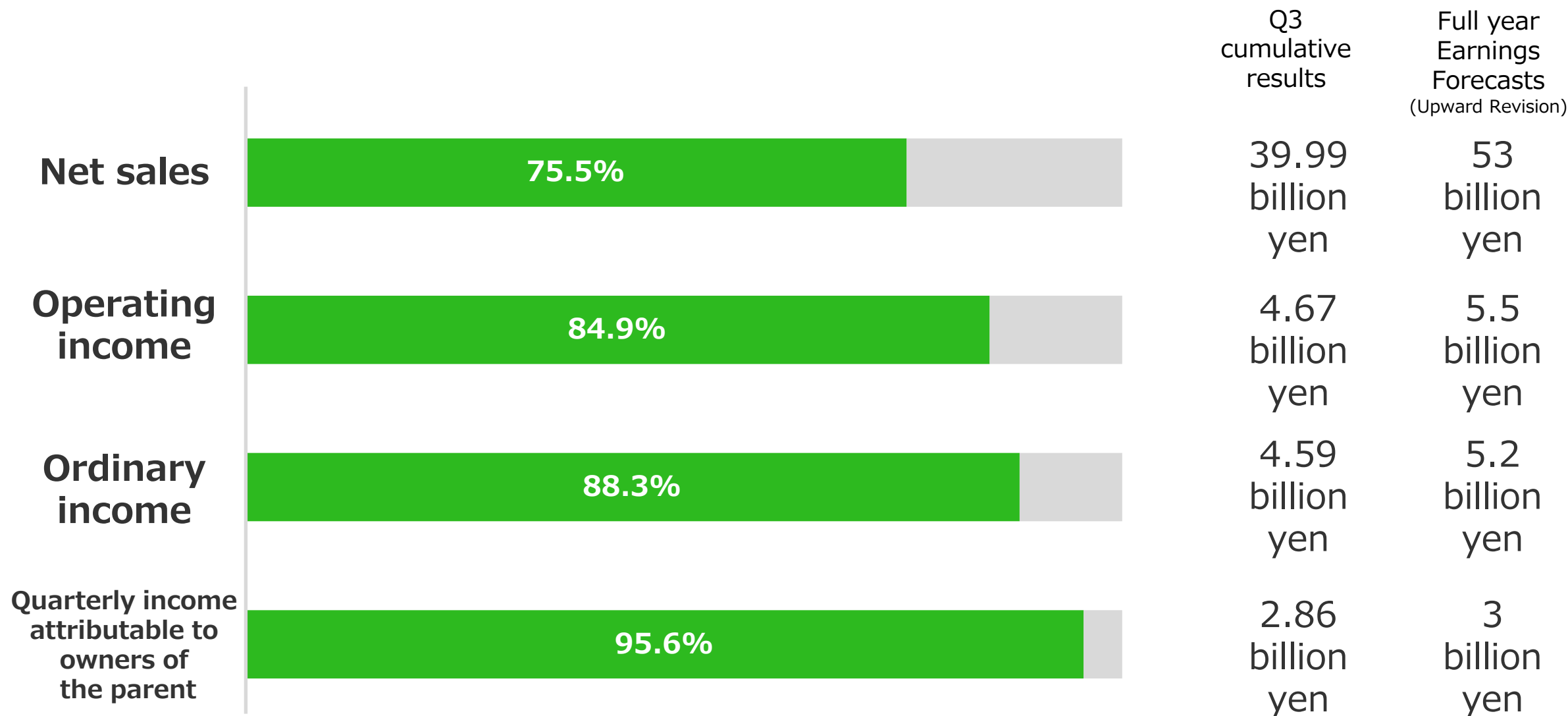
Post to Shareholder Bulletin Board

- Shareholder bulletin board allows shareholders to interact with each other and with FreeBit IR representatives



3. "SiLK VISION 2024" Landing Forecast

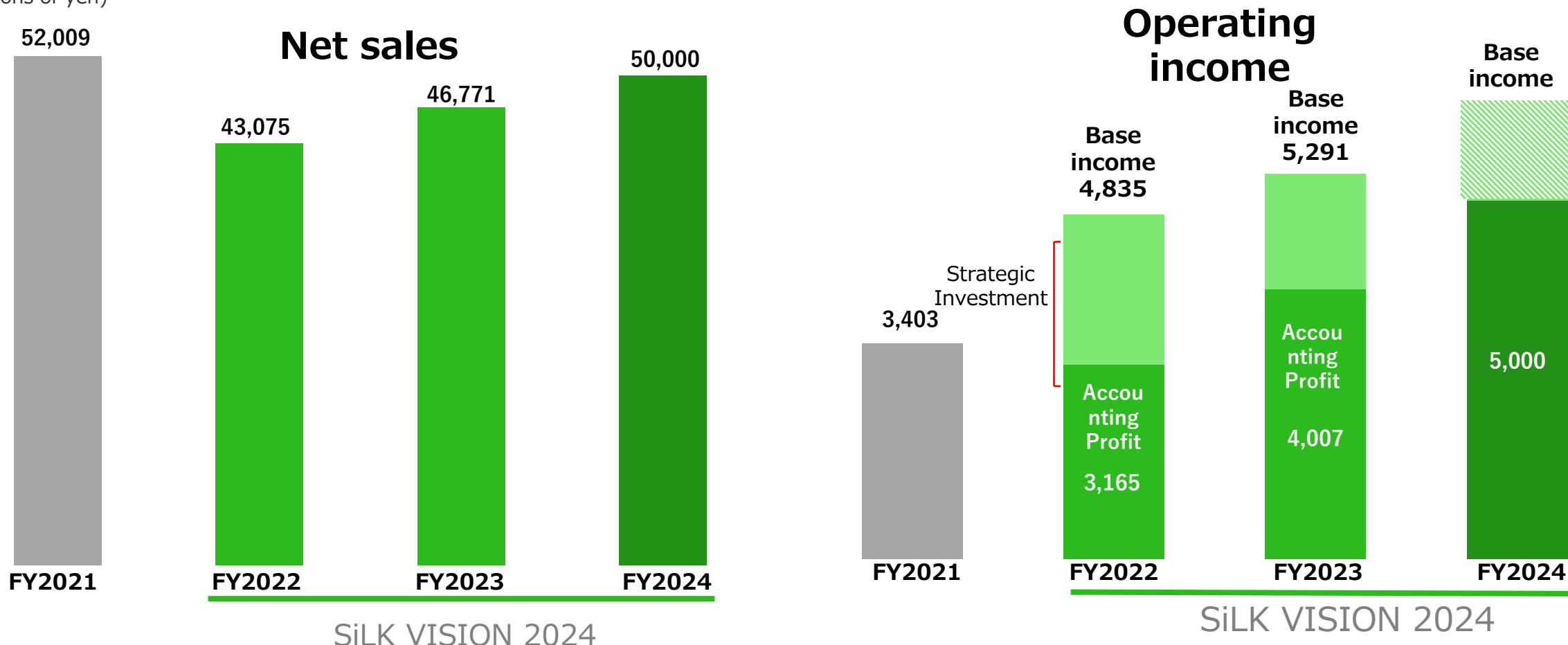
Strong performance against forecast after upward revision (announced on December 8, 2023). Q4 is also expected to progress as planned



Medium-term management plan "SiLK VISION 2024"

As a result of the three-year medium-term management plan, the performance targets for the final year of the plan are expected to exceed net sales of 50 billion yen and operating income of 5 billion yen, and the forecasts are for **net sales of 53 billion yen and operating income of 5.5 billion yen.**

(Millions of yen)



※1 Net sales and operating income in FY2021 are figures before adjusting "Accounting Standard for Recognition of Revenue" and other factors.

※2 Base income is the business income figure excluding temporary investments and unaudited for the reference.

In the current fiscal year, as the second [Transformation Term] toward SV2027, we also conducted a strategic reexamination.

In SV2027, lifted the ban on M&A and expanded the strategic portfolio



"SiLK VISION 2024" Final Year (Current Year)

- Results Targets for the Final Year Progress Over Net Sales of 50 billion yen and Operating Income of 5 billion yen
- **Aiming for "SiLK VISION 2027" ,current fiscal year positioned as the second "Transformation Term" and optimized of portfolios**

Re-examine organizational strategy, human resources strategy, and business strategy, and implement an action-based SiLK VISION 2027 that deepens the future

"SiLK VISION 2027"

- Social Implementation of New Businesses such as "One Vision in Incubation Domains
- In line with the growth of existing businesses, **expand the Strategic Portfolio through lifting of the ban on M&A and Business Alliances**

Forward-looking statements in this document, including our forecasts, goals, targets, plans and strategies, are based on information that we believe to be reasonable at the time of preparation of this document. Actual results and targets may differ materially from these forecasts and targets due to various factors. These materials are explanatory materials for our business strategy and are not prepared for the purpose of soliciting investment.

<IR and Inquiries Regarding This Material>

FreeBit Co., Ltd.
In charge of IR, Corporate
Planning Division
Email freebit-ir@freebit.net
WEB <https://freebit.com/>

4. Appendix

Explanation of the Three Revolution Areas and Each Business

Mobile revolution area

In order to solve various social problems, such as environmental problems, an aging society, and low growth, and to realize a sustainable society, the area provides the infrastructure that is the foundation for the improvement of the efficiency of people's lives and the production revolution of intelligence.

Lifestyle revolution area

For the transition to a sustainable society, people's ways of working, learning, and living will change. This is an area in which we solve the social problems that are necessary for this purpose and create new societies and values.

Production revolution area

"Structuring of intelligence" to mobilize appropriate knowledge from a vast amount of knowledge for solving social problems, and the resulting "production revolution of intelligence" brings about innovation.

5G Infrastructure Support Business

A business that provides a platform that supports not only the creation of "human" but also the creation of "consumer" markets that lead to connected and reliable use of "goods" at an affordable price through 5G and eSIM(SIM software)/AI/Blockchain.

5G Lifestyle Support Business

Using platforms created by 5G support business, this business builds and provides business platforms that support the creation of various "koto (thing)" markets, such as "safe and secure lifestyles," "healthy lifestyles," "work styles," and "housing," which are unique to 5G era.

Support for corporate and creator 5G DX

A business that supports manufacturing in 5G age by using a proprietary DX method to build platforms that enable not only corporations but also creators and influencers that will become the core of future manufacturing, from "(Market Creation)→Value Creation→Verification→Market Introduction→Maintenance of Customer Relations."

Market potential

5G related market for the domestic industry is 210.6 billion yen, IoT market is 10.2 trillion yen. We will continue to provide stable, safe, and secure telecommunications infrastructure services, while building next-generation networks and data centers for the 5G era and aiming to develop new services utilizing 5G and eSIM.

Market potential

With the new corona, people's desire has fallen to the "safety desire" of the 5-stage theory of Maslow, but with the spread of vaccines in the future, the higher-order desire (= cost consumption) has been revived. Accelerating the penetration of IT into lifestyles in 5G also contributes to the creation of higher-order markets-goods→services→outcomes.

Market potential

In Marketing 4.0, creators and influencers do not simply recommend goods and services, but rather promote who they themselves can become as a result of using them. In other words, a market that satisfies Maslow's "desire for self-realization" (= cost consumption) is required.

(NOTE) Domestic 5G related markets (2027) and domestic IoT markets (2025) are based on IDC Japan surveys, and MaaS domestic markets (2030) are based on Fuji Keizai.