DIGITAL HEARTS HLDGS.

Presentation Material

for the Three Months Ended June 30, 2026

August 6, 2026

Tokyo Stock Exchange Prime Market: Code 3676
https://www.digitalhearts-hd.com/

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Executive Summary

【Notice regarding Earnings by Segment】

- Net sales by segment include inter-segment sales or transfers.
  Segment income is based on operating income.
- Segment classification was changed from Q1 FY2026.
  For this reason, the figures for FY2025 by segment are reclassified to reflect the change in segment and comparisons are made.

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Executive Summary for Q1 FY2026

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DH Group Business led overall consolidated revenue growth, supported by continued strong performance in Domestic debugging and M&A effects. AGEST Group Business has accelerated its efforts developing new AI security services.

Net sales	Operating income	Profit attributable to owners of parent
¥9,847 mn	¥624 mn	¥358 mn
(YoY change +5.0%)	(YoY change -11.7%)	(YoY change -22.7%)

Key points of financial results

- In addition to steady sales growth in existing businesses, the consolidation effect from North American subsidiary HUWIZ SOLUTIONS INC. contributed, enabling **DH Group Business to achieve double-digit sales growth**.
- Orders for Nintendo Switch 2 in the core Domestic debugging remained at a high level, and **DH Group Business continued its upward earnings trend**.
- Due to the end of a large ERP project and system development projects amid rapid industry changes, **AGEST Group Business recorded a revenue decline and segment income/loss temporarily deteriorated**.
- **Sandbox K.K. commenced a tender offer for the DIGITAL HEARTS HOLDINGS Co., Ltd.'s common shares as part of a management buyout (MBO)**, and at the Board of Directors meeting held on August 6, 2026 we resolved to express the opinion in support of the tender offer and to recommend that shareholders tender their shares.
- Conditional upon the successful completion of Sandbox K.K.'s tender offer for the DIGITAL HEARTS HOLDINGS Co., Ltd.'s common shares, we resolved **not to pay any dividends for FY2026 and to abolish the shareholder benefit plan from FY2026**.

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Business Topics

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DH Group Business

To acquire the game debugging business from IMAGICA GEEQ Inc.

IMAGICA GEEQ

Key features of IMAGICA GEEQ Inc.'s game debugging business

- More than **10 years** of experience in the game debugging field.
- A workforce of **over 500 debuggers**, including veterans with more than five years of tenure.
- Certified as an ISQTB(*) Gold Partner.

To expand our capacity of debugging service.

AGEST Group Business

Started joint development of an autonomous AI cybersecurity platform with US-based Lazarus Enterprises, Inc.

LAZARUS

Scope of the joint development

- Develop advanced vulnerability hunting and related capabilities using Lazarus Enterprises, Inc.'s **agentic AI tool "Clearwing."**
- **Build a new model** not previously available, including reducing the burden of high token fees through on-premises use.

Began a PoC for certain functions from the end of July 2026.

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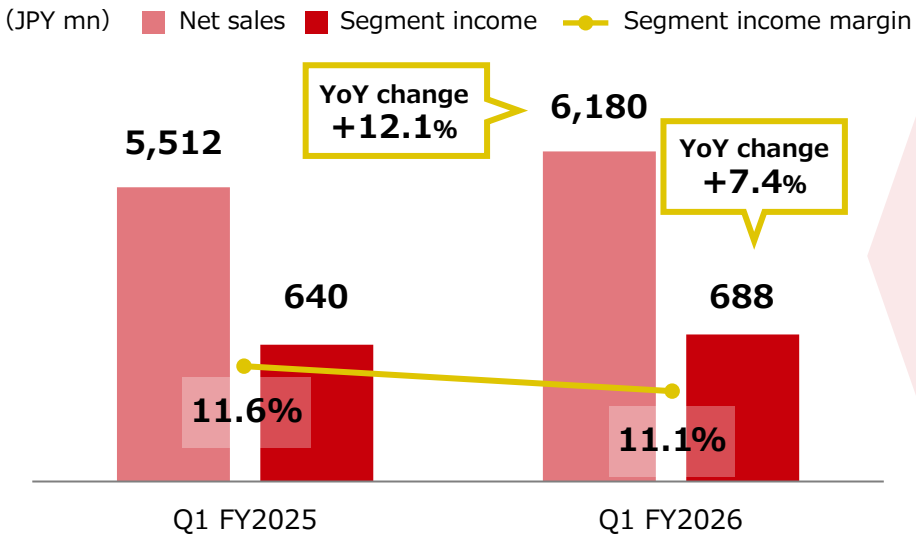
*ISTQB: an international software testing professional certification

Summary of Results by Segment - DH Group Biz

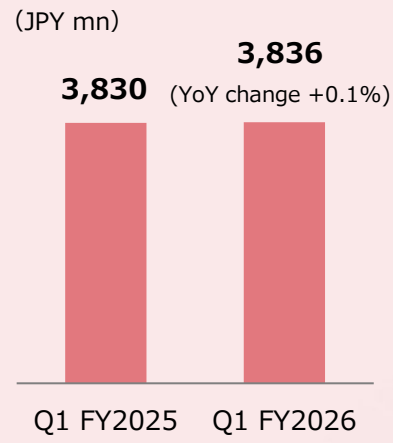
DIGITAL HEARTS HLDGS.

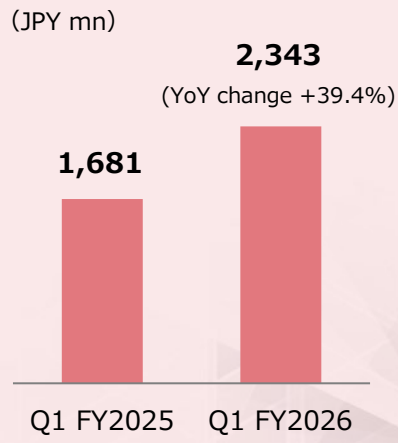
With Domestic debugging continuing to perform strongly and steady growth achieved in Global and others, double-digit revenue growth and profit growth were achieved.

■DH Group Business results



【sales by service】





■Key points of financial results

- In Domestic debugging, we steadily secured projects for new Nintendo Switch 2 titles and **maintained revenue at the same level as the strong FY2025**.
- In the focus business area of **Global and others, achieved revenue growth of +39% YoY**.
  - As simultaneous worldwide releases of game titles increased, translation and LQA expanded, supported by stronger collaboration with North American group companies.
  - Performance from HUWIZ SOLUTIONS INC., which became a consolidated subsidiary on November 20, 2025, contributed.
- **Segment income increased +7% YoY**, driven by revenue growth in both services.

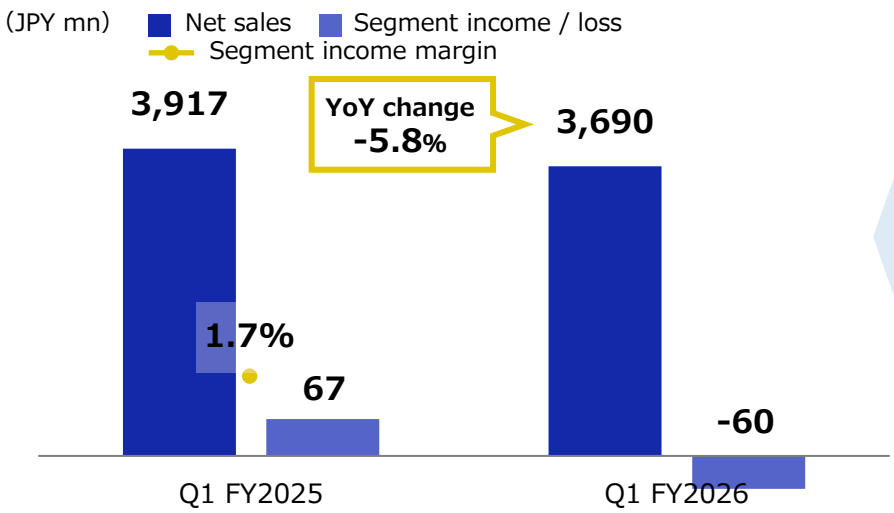
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Summary of Results by Segment - AGEST Group Biz

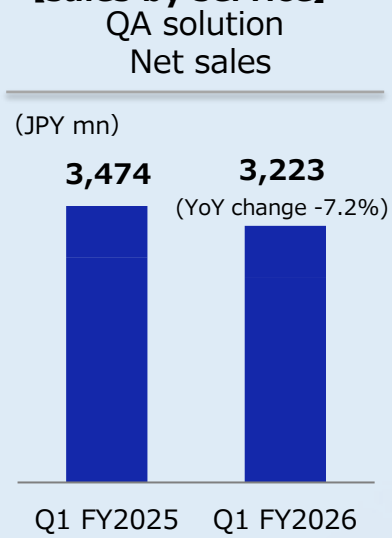
DIGITAL HEARTS HLDGS.

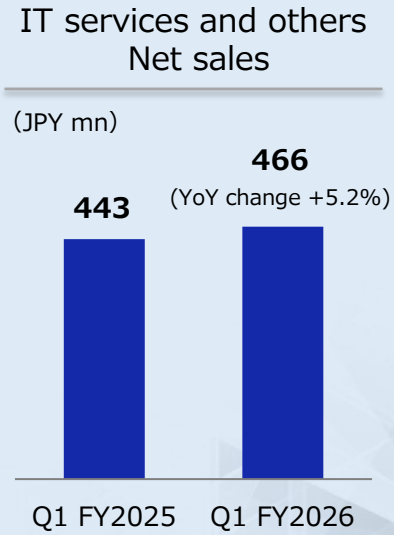
Revenue and profitability declined due to the end of a large ERP project and reduced system development projects amid industry changes. To return to growth, we are building a new business model independent of engineer headcount.

■AGEST Group Business results



【sales by service】





■Key points of financial results

- In QA solution, while the system testing services remained at the previous year's level, **revenue decreased due to the completion of a large ERP project** and **the lower system development** following broader AI adoption.
- In IT services and others, revenue increased as **security monitoring**—temporarily reduced in FY2025—**shifted to a recovery trend**.
- Segment income declined significantly due to **lower profitability accompanying the revenue decrease in QA solution**.
- **Strengthening technology-focused solutions** by expanding our proprietary AI testing tool "TFACT" and the vulnerability visualization tool "SBOM Archi," both launched in FY2025, while commencing joint development of the autonomous AI cybersecurity platform **"AGEST ZERO SHIELD"** with a U.S. company.

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Regarding the Tender Offer for the DIGITAL HEARTS HOLDINGS Co., Ltd.'s Common Shares

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Sandbox K.K. commenced a tender offer for the DIGITAL HEARTS HOLDINGS Co., Ltd.'s common shares as part of a management buyout (MBO). At the Board of Directors meeting held on August 6, 2026 we resolved to express the opinion in support of the tender offer and to recommend that shareholders tender their shares.

■ Summary of resolutions of the Board of Directors on August 6, 2026

- Express an opinion in support of this tender offer.
- Recommend that the DIGITAL HEARTS HOLDINGS Co., Ltd.'s shareholders tender their shares in this tender offer.
- Change to dividend forecast (no dividend) and abolition of the shareholder benefit plan, conditional upon the successful completion of this tender offer

■ Overview of the tender offer

Tender offeror	Sandbox K.K. - All shares outstanding are held by Eiichi Miyazawa, the DIGITAL HEARTS HOLDINGS Co., Ltd.'s Representative Director and Chairman. - Established on July 13, 2026 for the primary purpose of acquiring and holding the DIGITAL HEARTS HOLDINGS Co., Ltd.'s shares.
Tender offer price	1,060 yen per share of common share
Planned number of shares to be purchased	Upper limit: None Lower limit: 5,922,743 shares
Tender offer period	August 7, 2026 (Fri) to September 24, 2026 (Thu) [31 business days]

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Consolidated Financial Results for Q1 FY2026

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Summary of Financial Results for Q1 FY2026

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- Consolidated net sales increased, supported by strong Domestic debugging revenue and additional M&A effects.
- Consolidated operating income, ordinary income, and net income decreased, partly due to lower profitability with the weaker sales in AGEST Group Business.

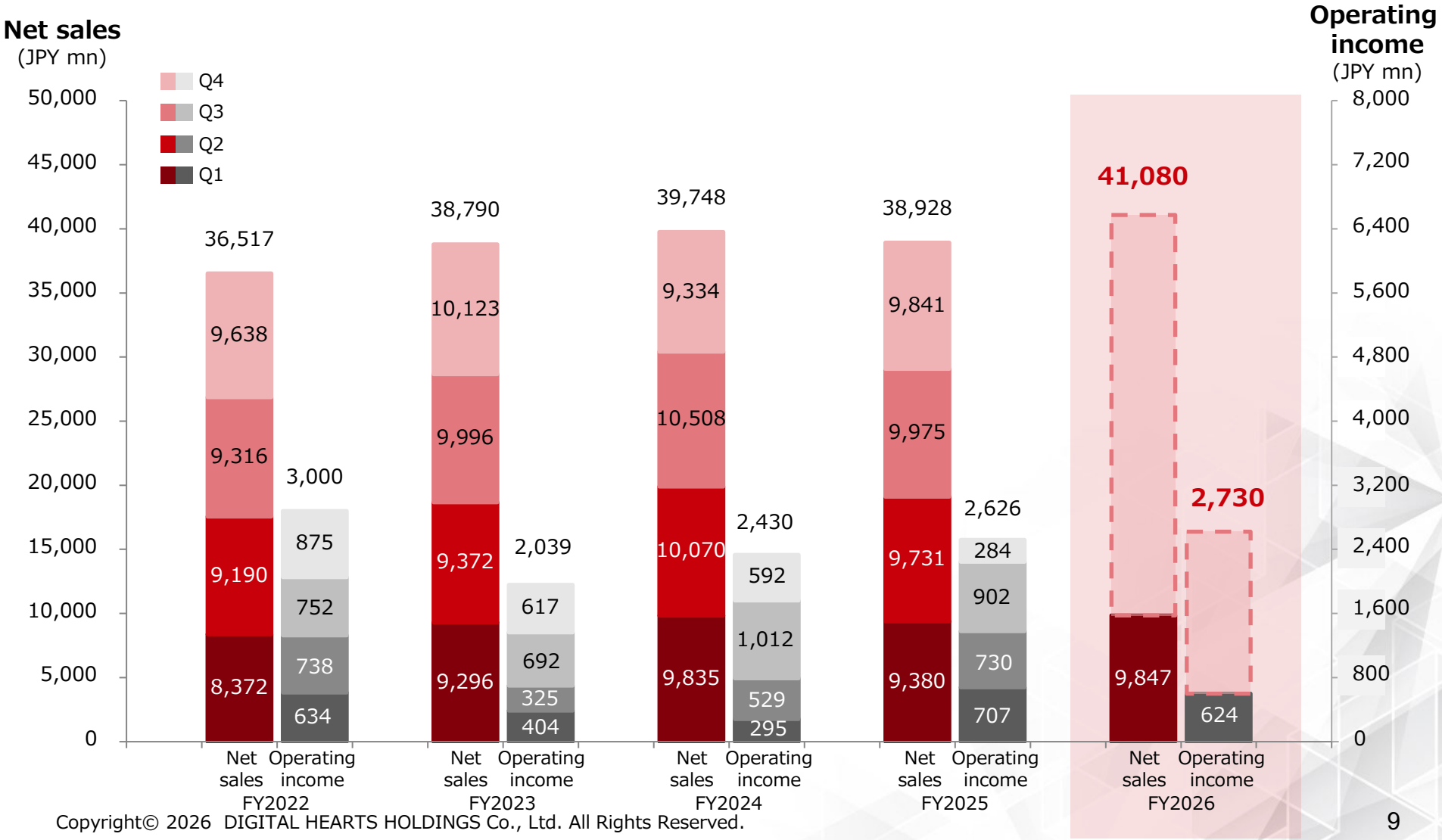
(JPY mn)	Q1 FY2025	Q1 FY2026	YoY change	
Net sales	9,380	9,847	+466	+5.0%
Cost of sales	6,854	7,249	+395	+5.8%
Cost of sales (%)	73.1%	73.6%		+0.6 points
Gross profit	2,526	2,597	+71	+2.8%
SG&A	1,818	1,972	+154	+8.5%
Operating income	707	624	-83	-11.7%
Operating income Margin	7.5%	6.3%		-1.2 points
Ordinary income	706	562	-143	-20.4%
Profit attributable to owners of parent	463	358	-105	-22.7%
EBITDA	902	891	-11	-1.3%

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Trend in Net Sales and Operating Income

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Despite AGEST Group performing slightly below expectations, strong growth in DH Group drove revenue and profit to progress broadly in line with the Company's plan.



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Consolidated Balance Sheets

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(JPY mn)	Q4 FY2025 (As of March 31, 2026)	Q1 FY2026 (As of June 30, 2026)	Change from Q4 FY2025
Total assets	**21,531**	**21,351**	**-180**
Current assets	14,031	13,888	-142
Cash and deposits	7,132	6,544	-587
Noncurrent assets	7,500	7,463	-37
Property, plant and equipment	1,620	1,562	-57
Intangible assets	2,770	2,792	+22
Goodwill	1,790	1,736	-53
Investments and other assets	3,109	3,107	-2
Total liabilities	**11,570**	**11,166**	**-403**
Current liabilities	11,187	10,778	-409
Short-term loans	5,672	5,873	+200
Noncurrent liabilities	382	387	+5
Total net assets	**9,961**	**10,185**	**+223**
Shareholders' equity	8,517	8,574	+57
Accumulated other comprehensive income	1,112	1,290	+177
Non-controlling interests	331	320	-11
Total liabilities and net assets	**21,531**	**21,351**	**-180**

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Financial Results Q1 FY2026 by Segment and Full-Year Consolidated Financial Forecasts

【Notice regarding Earnings by Segment】

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  For this reason, the figures for FY2025 by segment are reclassified to reflect the change in segment and comparisons are made.

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Summary of Financial Results by Segment

DIGITAL HEARTS HLDGS.

(JPY mn)	Q1 FY2025	Q1 FY2026	YoY change
Net sales	**9,380**	**9,847**	**+5.0%**
DH Group	5,512	6,180	+12.1%
AGEST Group	3,917	3,690	-5.8%
CVC Related	–	–	–
Adjustments	-49	-23	–
Operating income	**707**	**624**	**-11.7%**
DH Group	640	688	+7.4%
AGEST Group	67	-60	–
CVC Related	–	-2	–
EBITDA	**902**	**891**	**-1.3%**
DH Group	738	827	+12.0%
AGEST Group	163	66	-59.5%
CVC Related	–	-2	–

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Financial Result of DH Group Business

- **Secured Domestic debugging sales at the same level as the strong FY2025, by steadily winning project orders such new titles for Nintendo Switch 2.**
- **In Global and others, achieved a significant revenue increase to approximately 1.4x YoY, supported in part by the performance contribution of North American HUWIZ SOLUTIONS INC., newly joined to the group in FY2025.**
- **With revenue increasing in both services, segment net sales rose +12% YoY (double-digit growth), and segment income increased +7% YoY.**

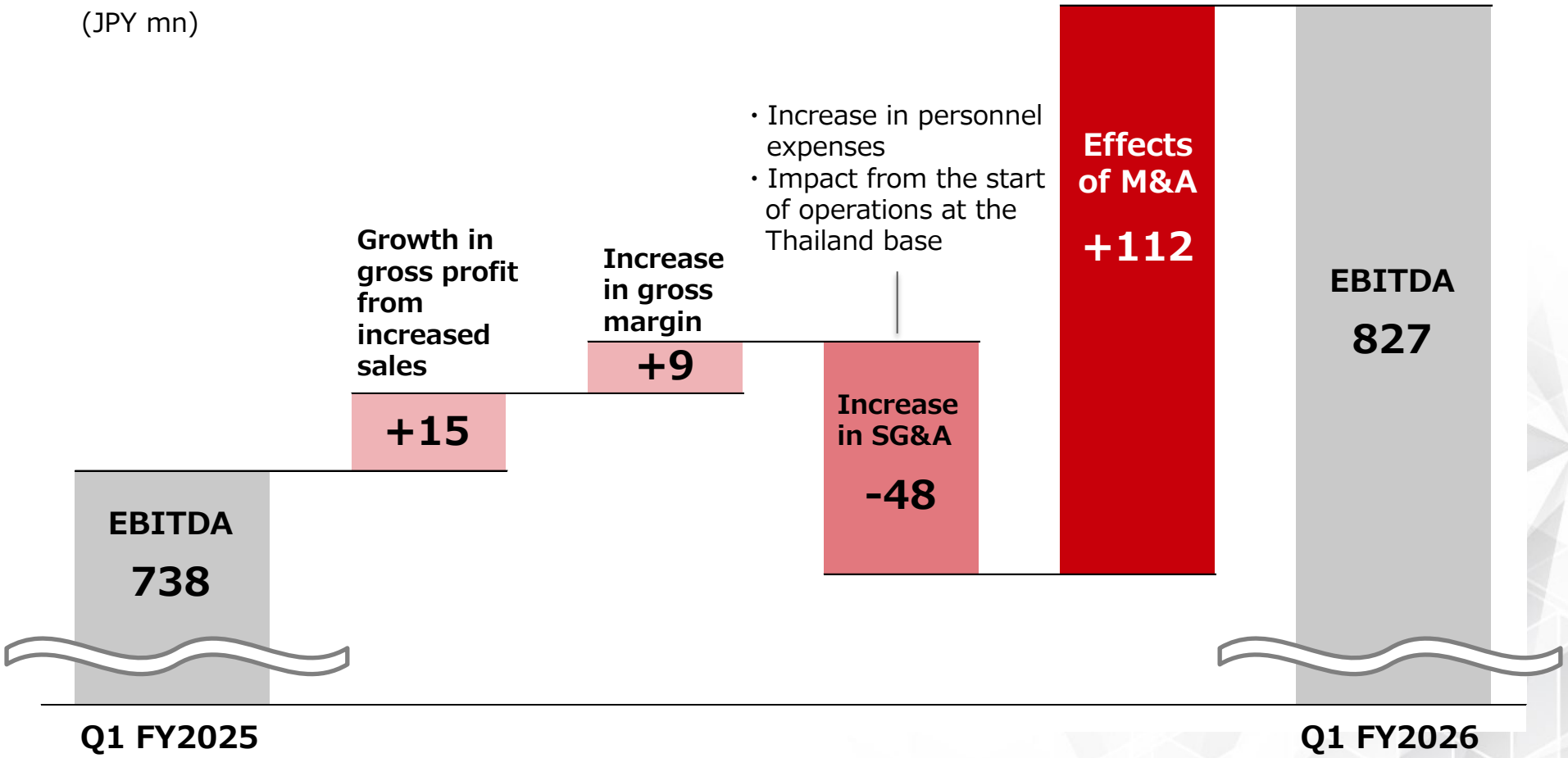
(JPY mn)	Q1 FY2025	Q1 FY2026	YoY change
Net Sales	5,512	6,180	+12.1%
Domestic debugging	3,830	3,836	+0.1%
Global and others	1,681	2,343	+39.4%
Segment income	640	688	+7.4%
EBITDA	738	827	+12.0%

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Analysis of Changes in EBITDA - DH Group Biz

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EBITDA increased significantly by +12.0% YoY, supported by higher sales in existing businesses such as Domestic debugging and translation/LQA, improved gross margin ratio, and contributions from the newly added North American subsidiary.

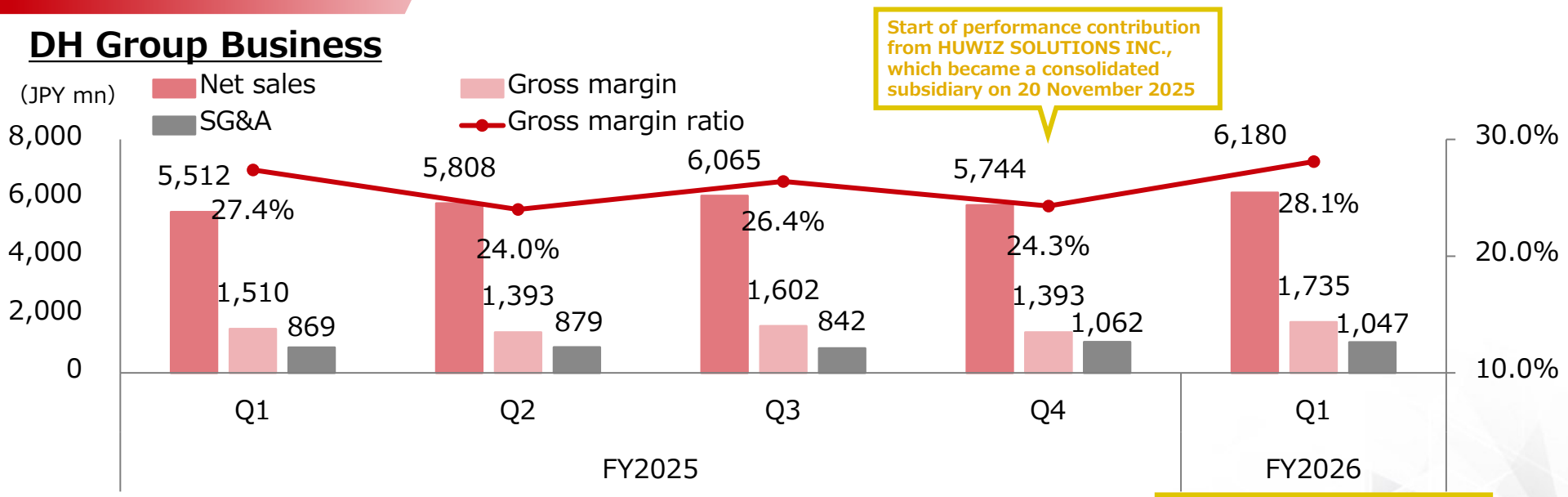


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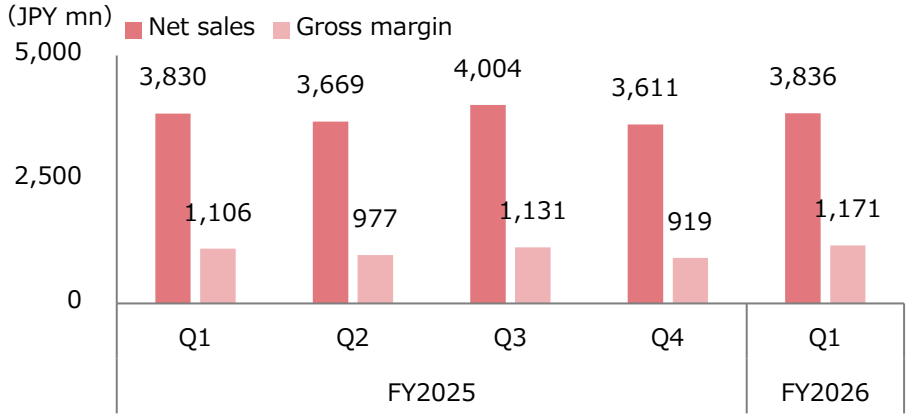
DIGITAL HEARTS HLDGS.

Performance Trends

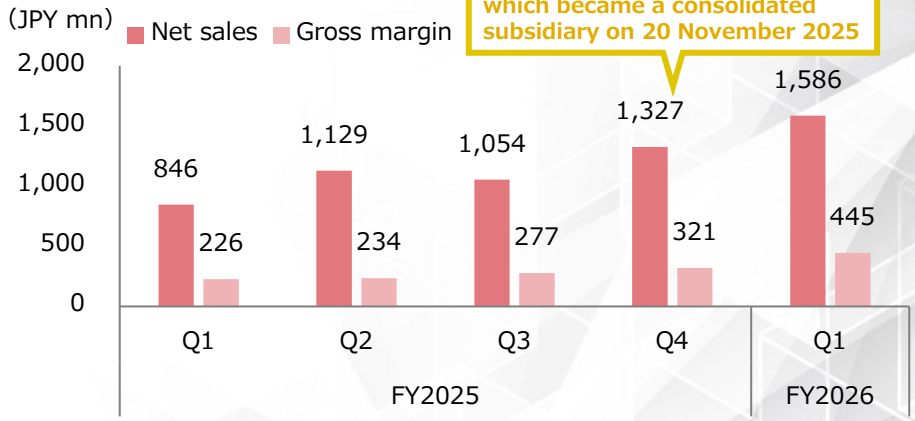
DH Group Business



Domestic debugging



Global(*) service

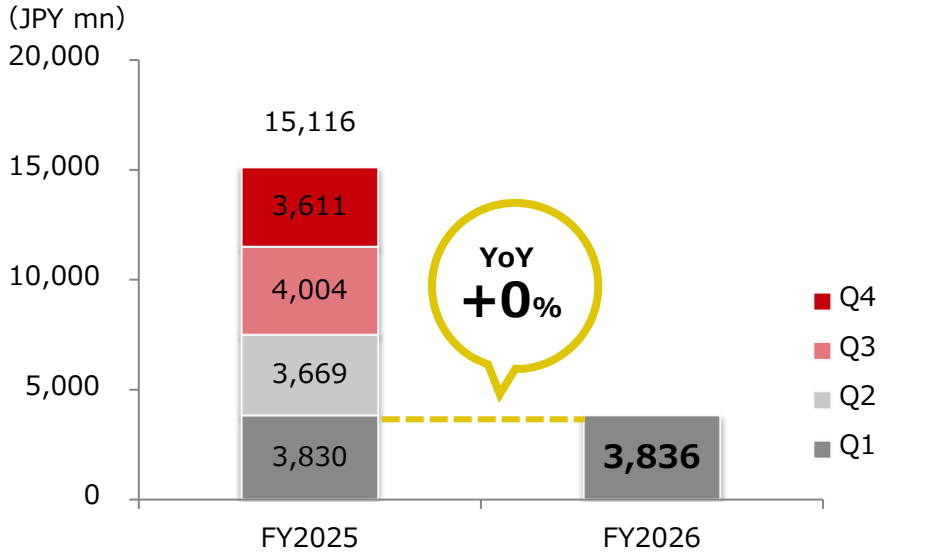


Copyright© 2026 DIGITAL HEARTS HOLDINGS Co., Ltd. All Rights Reserved. *Net sales from translation, LQA, marketing support, and overseas debugging.

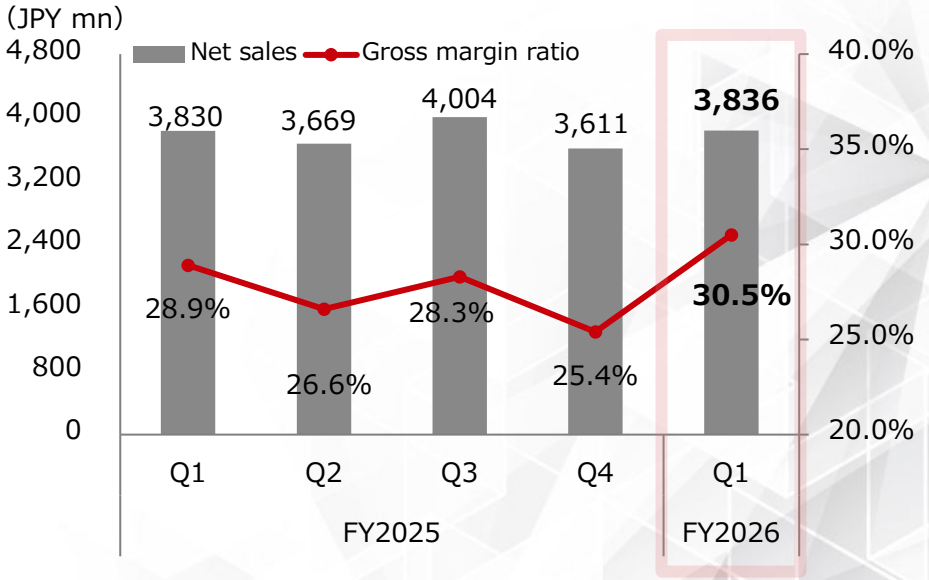
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- By steadily capturing strong demand driven by the launch of Nintendo Switch 2, we **maintained revenue at the same level as the strong FY2025**.
- With improved tester utilization rate and order unit prices, the **gross margin ratio reached a high level of 30.5%**.
- **Strengthened service delivery capabilities in both quality and scale**, by executing a business transfer agreement to acquire the game debugging division from IMAGICA GEEQ Inc.

Quarterly sales



Net sales and Gross margin ratio

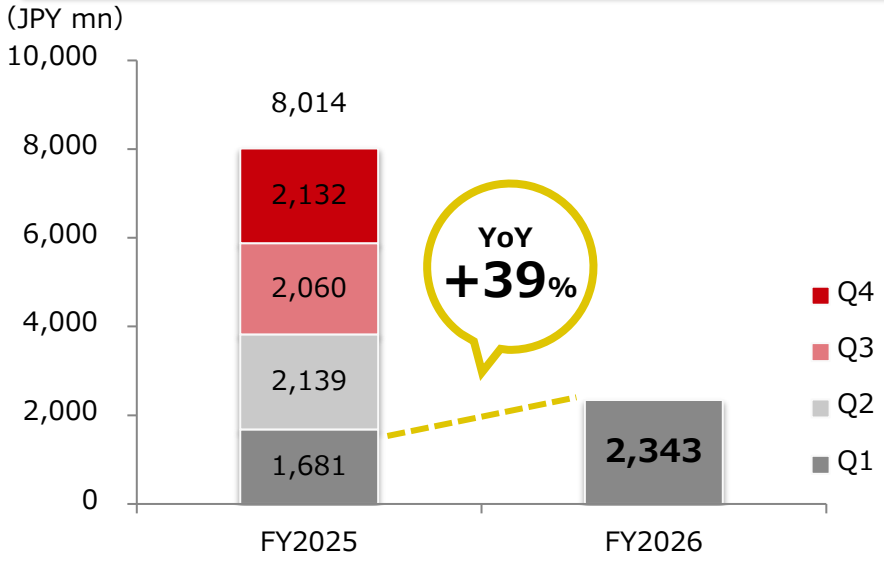


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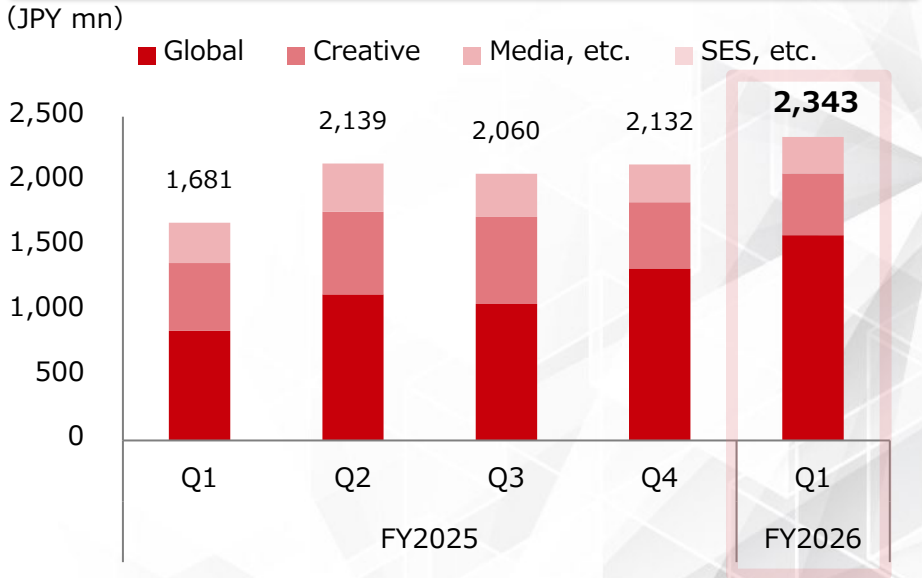
DIGITAL HEARTS HLDGS.

- Global and others achieved **a significant sales increase** of approximately 1.4x YoY, by **steadily securing new projects in the focus area of translation/LQA**, and with **performance contributions from North American HUWIZ SOLUTIONS INC.**, which became a subsidiary in FY2025.
- **We established a new department to oversee business** and are strongly driving our growth strategy, including strengthening collaboration among group subsidiaries and with alliance partners.

Quarterly sales



Quarterly sales by service



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Financial Result of AGEST Group Business

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- System testing sales remained stable at FY2025 levels. QA solution revenue declined, reflecting the completion of a large ERP project and reduced system development demand amid accelerating AI adoption.
- Revenue in IT services and others increased as security monitoring recovered from a temporary decline in FY2025.
- Segment income fell significantly, reflecting lower profitability in QA solution.
- Strengthening technology-focused solutions by expanding AI testing tool "TFACT" and the vulnerability visualization tool "SBOM Archi," both launched in FY2025, while commencing joint development of the autonomous AI cybersecurity platform "AGEST ZERO SHIELD" with a U.S. company.

(JPY mn)	Q1 FY2025	Q1 FY2026	YoY change
Net sales	3,917	3,690	-5.8%
QA solution	3,474	3,223	-7.2%
IT services and others	443	466	+5.2%
Segment income	67	-60	–
EBITDA	163	66	-59.5%

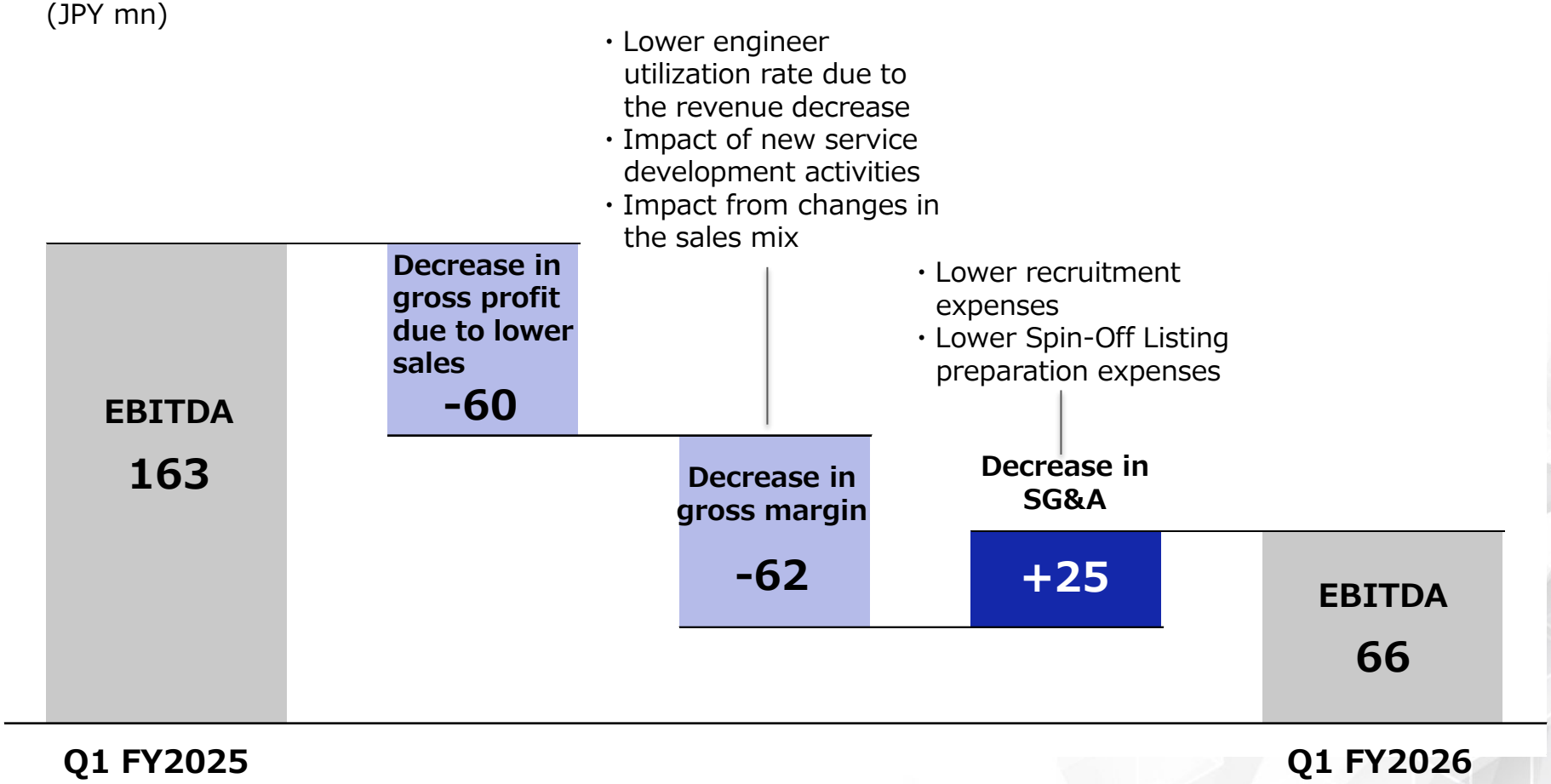
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Analysis of Changes in EBITDA - AGEST Group Biz

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EBITDA fell below the prior-year level, largely impacted by the decline in the gross margin ratio accompanying the revenue decrease in QA solution.

(JPY mn)

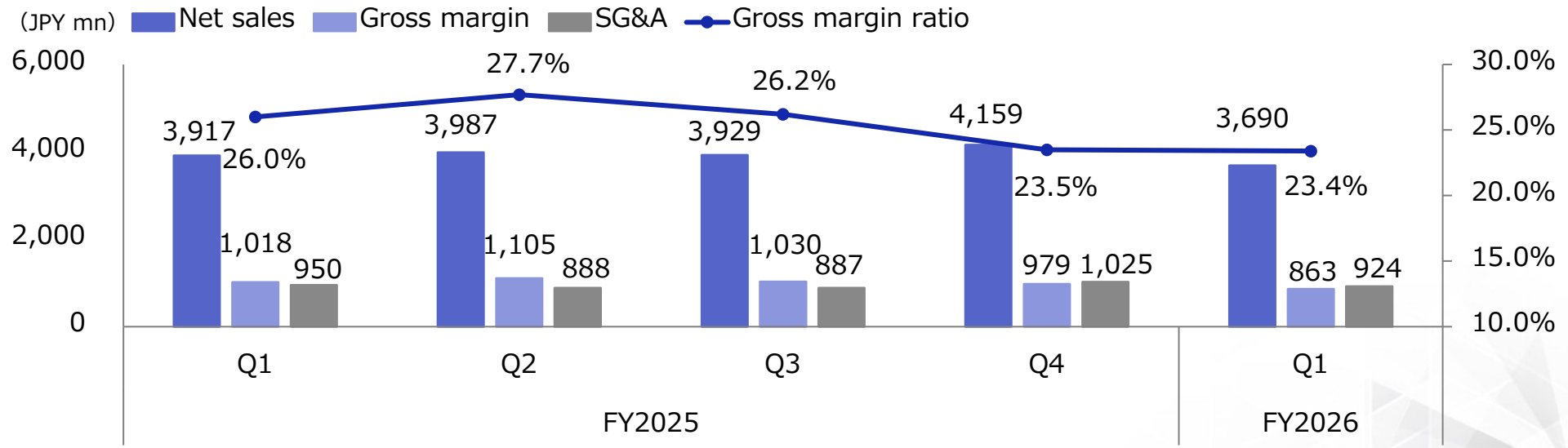


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DIGITAL HEARTS HLDGS.

AGEST Group Business

Performance Trends



QA solution division KPI

Number of clients with orders(*)

Q1 FY2025
734 companies

Q1 FY2026
773 companies

Breakdown of YoY changes in number of clients with orders
Domestic +74 companies
Overseas -35 companies

Annual sales per client(*)

Q1 FY2025
¥19 mn

Q1 FY2026
¥16 mn

Number of engineers

Q1 FY2025
1,083 people

Q1 FY2026
1,053 people

Breakdown of YoY changes in number of engineers
Domestic +5 people
Overseas -35 people

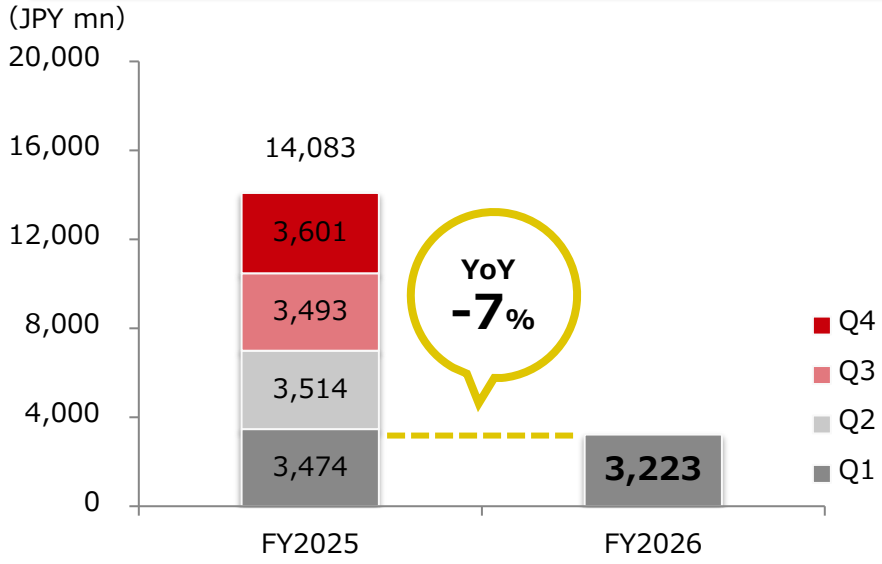
* "Number of clients with orders " and " Annual sales per client" are calculated from the results of the last 12 months.

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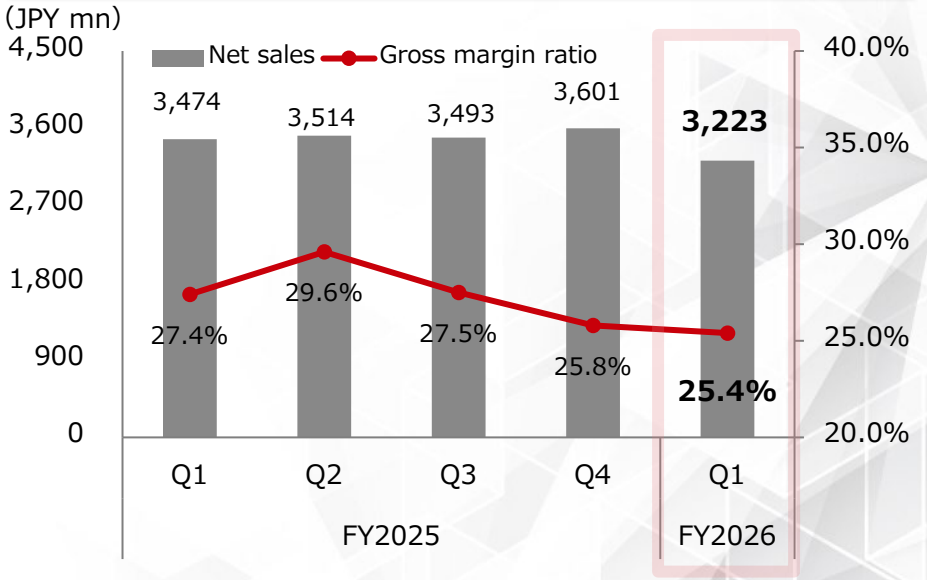
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- While **system testing sales remained stable at FY2025 levels**, revenue decreased mainly due to the completion of a large ERP project and system development projects due to the broader adoption of AI.
- The gross margin ratio temporarily declined due to **lower engineer utilization associated with the revenue decrease** and strengthened new service development activities.
- **Focusing on building a new revenue model** that is not dependent on the number of engineers, including by strengthening sales of our proprietary AI test tool **"TFACT"** launched in the FY2025.

Quarterly sales



Net sales and Gross margin ratio



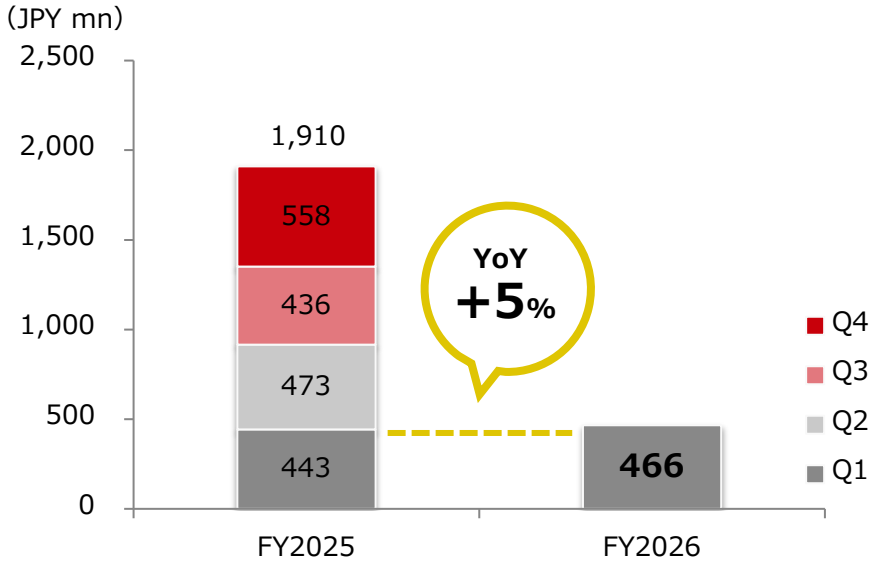
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AGEST Group Business - IT services and others division

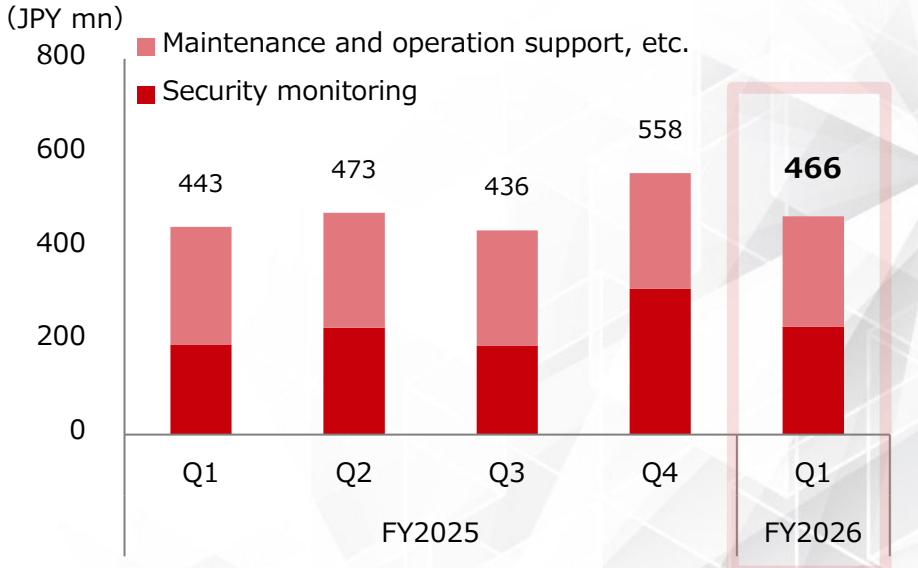
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- **Continued the strategic reduction of certain low-profit services, such as maintenance and operation support.**
- **Security monitoring services, which had been affected by endpoint security device price hikes from a certain vendor, returned to growth in FY2026.**
- **The SBOM(*) management tool launched in Jan. 2026 got off to a strong start, supported by tailwinds such as cybersecurity-related legislative developments.**
- **Started joint development of the autonomous AI cybersecurity platform "AGEST ZERO SHIELD" with a U.S. company.**

Quarterly sales



Quarterly sales by service



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*SBOM (Software Bill of Materials) refers to a structured list of OSS and other components contained in software.

CVC Related Business

- As rapid advances in AI are significantly transforming industry structures and business models, we established a new CVC (Corporate Venture Capital) division to accelerate investments in companies from which we can expect to acquire technologies, ideas, business models, and innovator talent not available within the Company.
- Segment loss reflects only the operating expenses of the newly established division.
- "GeeSPORTS JAPAN CHAMPIONSHIP 2026," a nationwide esports tournament for seniors, to be held on October 1, 2026 (International Day of Older Persons), following last year's event

*Gee Sports: A proprietary name derived from the initials of "**G**randParents," "**E**xciting," and "**E**mpower." A multi- generational eSports initiative based on the concepts of "Simple Controls," "Open Communication," and "Enjoyment for All."

(JPY mn)	Q1 FY2025	Q1 FY2026	YoY change
Net sales	–	–	–
Segment income	–	-2	–
EBITDA	–	-2	–

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Consolidated Financial Forecast for FY2026

*Re-posted from the "Presentation Material for the Fiscal Year Ended March 31, 2026" disclosed May 13, 2026, after excerption

DIGITAL HEARTS HLDGS.

- Aim for record-high consolidated net sales, with AGEST Group maintaining sales at the same level as FY2025 while shifting its business model, and DH Group driving overall growth under favorable market conditions.
- Despite increased growth investments, including AI, the Group targets higher consolidate OP, supported by revenue growth and improved profitability in AGEST Group.
- Net income is expected to reach a record ¥1.8 bn, up 1.5 times YoY.

(JPY mn)	Full-year FY2025 (Actual)	Full-year FY2026 (Forecast)	YoY Change
Net sales	**38,928**	**41,080**	**+5.5%**
DH Group	23,130	25,380	+9.7%
AGEST Group	15,994	15,700	-1.8%
CVC Related	–	–	–
Adjustments	-196	–	–
Operating profit	**2,626**	**2,730**	**+4.0%**
DH Group	2,245	2,270	+1.1%
AGEST Group	380	530	+39.3%
CVC Related	–	-70	–
OP margin	**6.7%**	**6.6%**	**-0.1points**
Ordinary income	**2,582**	**2,730**	**+5.7%**
Profit attributable to owners of parent	**1,182**	**1,850**	**+56.6%**

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Businesses Forecast for FY2026

*Re-posted from the "Presentation Material for the Fiscal Year Ended March 31, 2026" disclosed May 13, 2026, after excerption

DIGITAL HEARTS HLDGS.

Focusing on building a businesses foundation that wins in AI era.

DH Group Business

Delivering 'Entertainment quality' essential in the AI era to the world

- Continue to focusing on new Debugging projects for Nintendo Switch 2 titles.
- Targeting new global clients by strong coordination with a new group company, HUWIZ acquired in FY2025, and a U.S. new business alliance partner.
- Improving the productivity of testers and enhancing order-receiving capacity with AI collaborative operational platform "HumanOps OS."

AGEST Group Business

Evolving toward AI-driven QA and security services by leveraging AI tech

- To Build a new revenue base that is not dependent on the number of engineers by strengthening AI testing tool "TFACT" and licensing service "SBOM Archi" that visualizes vulnerability risks.
- Strengthen engineering skills in response to increasing consulting needs for optimal AI utilization in the early stages of AI development.
- Promote leaner back-office operations following the withdrawal of the Spin-Off Listing initiative and enhance operational efficiency through AI utilization.

CVC Related Business

Speedy expansion and investment in markets and domains that differ from our existing businesses

- **Invest approx. ¥0.5 bn per year** in companies offering technologies, ideas, business models, and innovator talent not available within the current Group.
- Established **a new disclosure segment, "CVC Related Business"** from FY2026.

■ Disclosed Segments from FY2026

DH Group Business
Domestic debugging
Global and others
AGEST Group Business
QA solution
IT services and others
CVC Related Business
Adjustments

New

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Appendix

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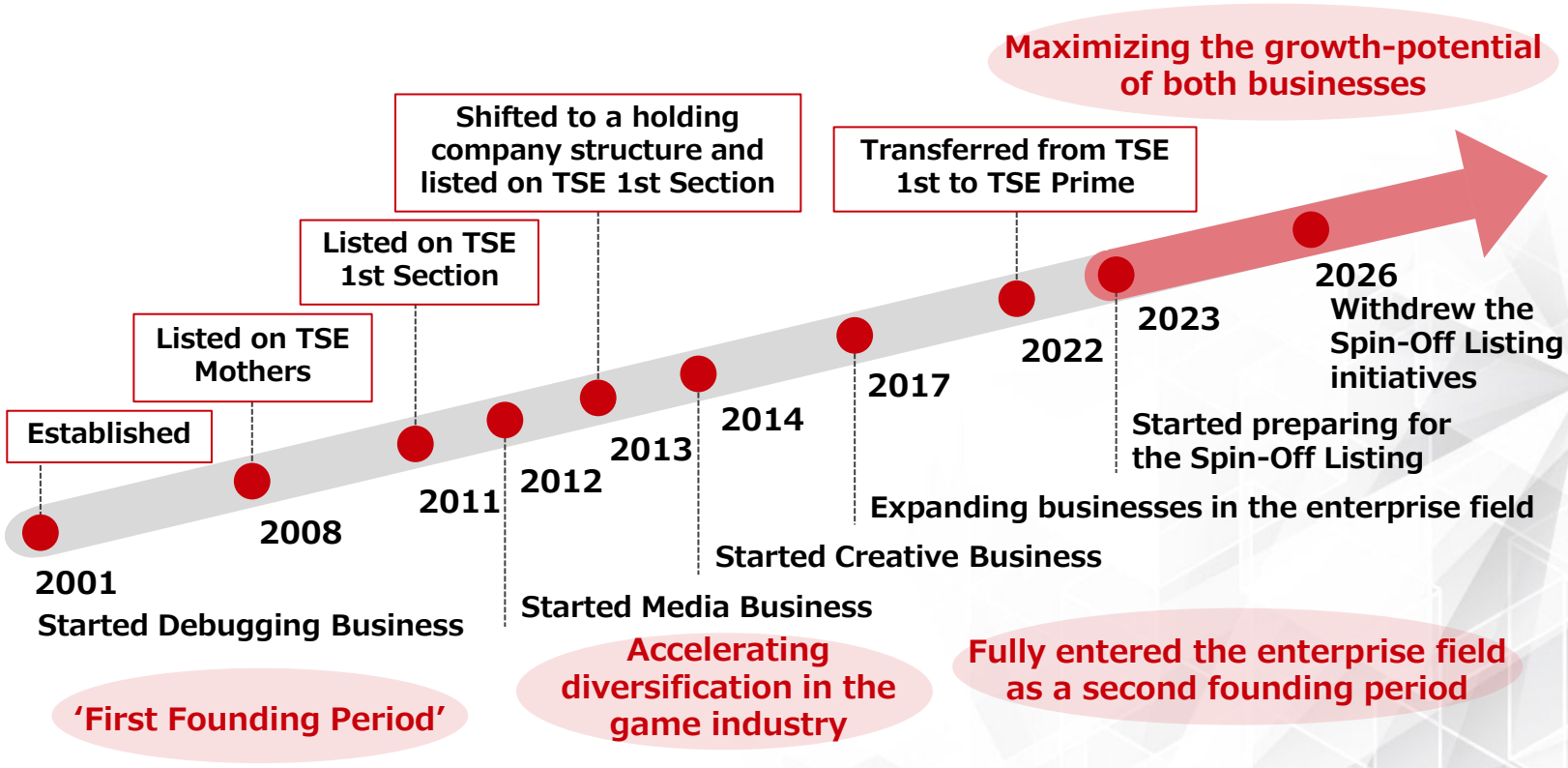
Our mission

SAVE the DIGITAL WORLD

Market environment

Growth of console game market → Growth of mobile game market → Expansion of IoT/DX → Expansion of AI

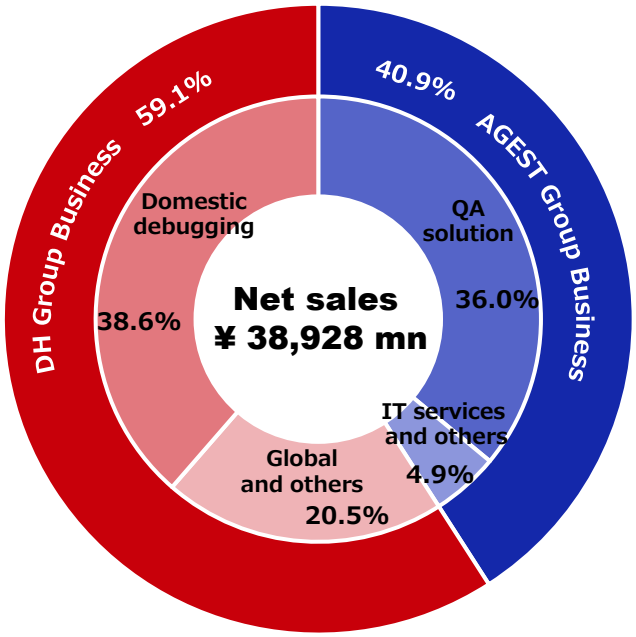
History



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DIGITAL HEARTS HLDGS.

Our core business: Debugging and QA(Quality Assurance)



Sales breakdown by segment (FY2025)

*Segments include inter-company sales and/or transfers.

DH Group Business	Domestic debugging	38.6%	➢ Debugging for console games, mobile games, etc.
	Global and others	20.5%	➢ Translation, LQA*, and localization for game software ➢ Marketing support for game launching in overseas markets ➢ Game development and CG development ➢ Game information site "4Gamer.net"
AGEST Group Business	QA solution	36.0%	➢ Testing for business systems incl. online ➢ Support for test automation ➢ Security test ➢ Introduction of ERP and CRM ➢ System development
	IT services and others	4.9%	➢ Security monitoring ➢ IT support

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*LQA = Linguistic Quality Assurance

Group Companies

DIGITAL HEARTS HLDGS.

DIGITAL HEARTS HLDGS.
(Holding Company)

(As of June 30, 2026)

DH Group Business

DIGITAL HEARTS Co., Ltd.
Game debugging for Japanese game makers, Localization, etc.

DIGITAL HEARTS CROSS Group
Marketing support, etc.

DIGITAL HEARTS (Shanghai) Co., Ltd.
Game debugging, Localization, etc.

DIGITAL HEARTS Seoul Co., Ltd.
Game translation, Marketing support, etc.

Digital Hearts Linguitronics Taiwan Co., Ltd.
Game translation

JetSynthesys Digital Services Private Limited
Game debugging for overseas game makers

HUWIZ SOLUTIONS INC.
Game debugging for overseas game makers

FLAME Hearts Co., Ltd.
Game development and CG content development

Aetas, Inc.
Operation of a game information site, “4Gamer.net”

AGEST Group Business

AGEST, Inc.
System testing, Cyber-security, etc.

AGEST Vietnam Co., Ltd.
System testing, Test automation support

LOGIGEAR CORPORATION
System testing, Test automation support

DEVELOPING WORLD SYSTEMS LIMITED
Introduction and maintenance support for Oracle products

GPC K.K
SAP/ERP implementation support, System development, etc.

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Main Business Locations

(As of June 30, 2026)



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* List countries/regions where main offices are located

Consolidated Financial Statement

DIGITAL HEARTS HLDGS.

(JPY mn)	FY2018	FY2019	FY2020	FY2021	FY2022	FY2023 (Former*)	FY2023 (Current*)	FY2024	FY2025
Net sales	19,254	21,138	22,669	29,178	36,517	38,790	38,790	39,748	38,928
DH Group Business (Former Entertainment Business)	15,951	16,115	15,647	17,687	19,815	19,180	23,488	23,906	23,130
AGEST Group Business (Former Enterprise Business)	3,302	5,022	7,021	11,491	16,840	19,714	15,975	16,158	15,994
Adjustments	-0	-	-	-	-138	-105	-674	-316	-196
Operating income	1,605	1,394	1,908	2,696	3,000	2,039	2,039	2,430	2,626
DH Group Business (Former Entertainment Business)	3,086	2,964	3,077	3,668	4,214	3,325	1,734	1,941	2,245
AGEST Group Business (Former Enterprise Business)	-226	-67	188	645	639	423	305	488	380
Adjustments	-1,254	-1,503	-1,356	-1,616	-1,853	-1,709	-	-	-
Operating income margin	8.3%	6.6%	8.4%	9.2%	8.2%	5.3%	5.3%	6.1%	6.7%
DH Group Business (Former Entertainment Business)	19.3%	18.4%	19.7%	20.7%	21.3%	17.3%	7.4%	8.1%	9.7%
AGEST Group Business (Former Enterprise Business)	-	-	2.7%	5.6%	3.8%	2.1%	1.9%	3.0%	2.4%
Profit attributable to owners of parent	1,575	792	974	1,778	799	176	176	629	1,181
Total assets	9,832	10,637	14,338	17,610	19,581	21,103	21,103	19,949	21,531
Current assets	7,403	7,453	9,744	10,392	12,528	13,526	13,526	14,069	14,031
Cash and deposits	4,197	3,739	5,076	5,208	6,456	6,858	6,858	7,593	7,132
Noncurrent assets	2,428	3,183	4,593	7,217	7,052	7,576	7,576	5,880	7,500
Goodwill	481	1,027	2,467	4,588	3,468	2,313	2,313	1,035	1,790
Total liabilities	4,819	5,198	8,024	10,044	10,107	12,250	12,250	10,688	11,570
Interest-bearing liabilities	2,272	2,553	4,797	5,590	5,127	7,133	7,133	5,249	5,771
Total net assets	5,012	5,438	6,314	7,566	9,474	8,852	8,852	9,260	9,961
Shareholders'equity	4,791	4,922	5,691	6,991	8,806	8,415	8,415	8,953	9,630
Shareholders' equity ratio	48.7%	46.3%	39.7%	39.7%	45.0%	39.9%	39.9%	44.9%	44.7%
Net cash	1,924	1,186	278	-382	1,328	-275	-275	2,343	1,360
Debt Equity Ratio	0.5	0.5	0.8	0.8	0.6	0.8	0.8	0.6	0.6
Net cash provided by operating activities	889	1,086	1,416	3,077	2,850	1,759	1,759	3,119	3,224
Net cash used in (provided by) investing activities	62	-1,018	-1,813	-2,537	-1,903	-2,369	-2,369	-5	-3,724
Net cash provided by (used in) financing activities	-693	-515	1,730	-546	141	934	934	-2,555	-92
ROE	38.6%	16.3%	18.4%	28.0%	10.1%	2.1%	2.1%	7.2%	12.7%
Dividend Payout Ratio	18.0%	38.6%	31.0%	18.2%	57.5%	264.5%	264.5%	81.4%	47.2%

*We have changed the disclosed segments from FY2024. The results by segment in the above list are based on the current disclosed segments only for FY2023 and FY2024. The segment results for FY2022 and earlier years are based on the former segment definition.

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DIGITAL HEARTS HLDGS.

Major risks	Countermeasures
1. Leakage of confidential information	- Prohibiting staff members from bringing personal items into the test room - Physical security measures including access control with fingerprint authentication and the installation of security cameras - Introduction of a personal reference system that applies to all registered testers
2. Obsolescence of existing services driven by AI and other technologies	- Focusing on the application of the latest technologies, including a test automation and AI Utilization - Developing new services to improve added value
3. Reduction of productive population in Japan	- Developing internal training programs that will enable the active participation of members with diverse generational, racial, and other backgrounds - Strategically acquiring human resources through our overseas offices
4. Expansion of corporate acquisition and new businesses	- In-depth market research and due diligence - Reducing risks by building a system for appropriate business management after acquisition

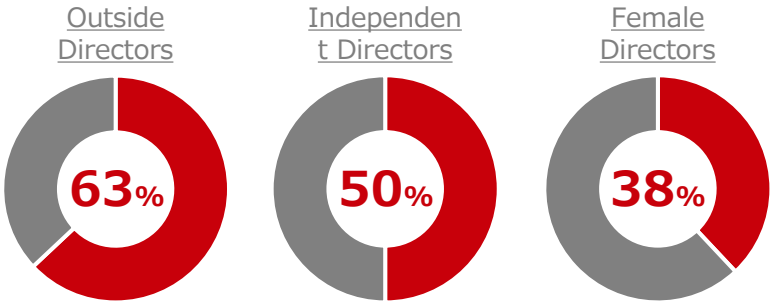
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Business foundation supporting growth strategy

(As of June 30, 2026)

Board of Directors

Consists of members from diverse backgrounds, including founder, corporate management experiences in various industries, certified public accountants, and lawyers, and holds discussions from a diverse perspective.



Audit and Supervisory Committee

Composed of members with extensive management experience and specialized expertise, and audits and supervises the execution of directors' duties.

Investment Committee

Implement appropriate investment with a certain discipline by deliberating in advance for large scale investments including M&As.

Risk Management Committee

Identify risks and formulate countermeasures on a cross-group basis.

(As of March 31, 2026)

Ratio of female managers *1

19.4%

Ratio of foreign employees *2

11.1%

Ratio of employees with disabilities *3

2.9%

*1 Reporting target: The Company and all of consolidated subsidiaries in Japan and overseas
*2 Reporting target: The Company and all of domestic consolidated subsidiaries
*3 Reporting target: DIGITAL HEARTS HOLDINGS Co., Ltd., DIGITAL HEARTS Co., Ltd., AGEST, Inc.

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DIGITAL HEARTS HLDGS.

Our Major Initiatives and Sustainable Development Goals (SDGs)

Human resource **To resolve the shortage of IT human resource**

- Internal support system for obtaining software test certification of “ISTQB”.
- Provides world-class test engineer training programs at its unique educational institution, AGEST Academy

Human resource **Workplace for diverse human resources**

- Provide workplaces for diverse people such as students, part-timers, young actors and musicians, and people with disabilities at test centers with over 3,000 people every day.
- Employ foreign nationalities of more than 35 countries/areas, such as Asia, Europe and the U.S., who engage in translation/linguistic debugging service, etc.

Technology **To realize a secure and safe digital society**

- Established AGEST Testing Lab., a unique technology research institute, to promote research on new testing techniques to support a constantly evolving software society through industry-academia collaboration.
- Develop original unique tools and business solutions by utilizing AI.

Communities **To revitalize local community and resolve IT disparities**

- Create jobs throughout nationwide test centers (Lab.) and promote teleworking/ work-from-home style by Remote Debugging service.



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Glossary

Terms	Definition
System Testing	This is a term used in our Enterprise Business and the same meaning of software testing. System testing comprises detection of system bugs for enterprise resource planning (ERP) software, websites, business apps, etc.
Debugging	This is a term used in our Entertainment Business. We run tests and find software bugs from the perspective of the user. Debugging generally refers to the identification and correction of errors, but we specialize in identifying and reporting them. Mobile games comprise two-thirds of our debugging requests, with console games making up the other third.
QA	An abbreviation for Quality Assurance. It includes both of software testing and game debugging.
LQA	An abbreviation for Linguistic Quality Assurance. LQA focuses on finding and fixing in-game linguistical errors that occur when translating from a foreign language.
Shift Left	This is the concept about software development process. The idea is to implement testing and security measures early in the total development process. By making it smaller to have a development rework due to bugs and vulnerabilities, it is expected to speed up and secure the entire development cycle.
Shift Right	A method to continuously improve the software quality by utilizing data obtained from user operations after software release.
QA for Development	It is the name for our original services, which are high-value-added solutions to support “Shift Left”.
DHQ	DHQ, as Digital Hearts Quality, shows our unique QA methods and code of conduct that defines our commitment to client success.
Tester	Staff members who carry out debugging. Most of our testers are registered part-time workers. Some are trained to work as test engineers or cybersecurity specialists.
Next-generation QA engineer	The highest-class QA engineer with knowledge of both software development and testing to contribute to client’s service quality improvement for all from development to post-release.
Console Games	A game played using dedicated hardware such as the Nintendo Switch or PlayStation.

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DIGITAL HEARTS HLDGS.

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