JYP

LEADER IN ENTERTAINMENT

2025 Investor Relations

1Q25 FINANCE RESULT

LEADER IN
ENTERTAINMENT

Q1 Result – Overview

Recorded Quarterly Revenue 140.8 BN (yoy+3.1%), Operating Profit 19.6 BN (yoy-41.6%), Net Profit 69.3 BN (yoy+120.2%)

(BN KRW)	2025 Q1	2024 Q1	Growth (yoy)	Differences
Revenue	**140.8**	**136.5**	**3.1%**	**4.3**
COGS	89.1	75.8	17.5%	13.2
Gross Profit	**51.7**	**60.7**	**-14.8%**	**(9.0)**
SG&A	32.1	27.1	18.4%	5.0
Operating Profit	**19.6**	**33.6**	**-41.6%**	**(14.0)**
Other Gain & Losses	77.4	5.3	1370.7%	72.1
Net Profit	**69.3**	**31.5**	**120.2%**	**37.8**

▶ Absence of major artists' album releases and large-scale concerts / MD growth from Japan

1) Music sales contraction from major artists' absence of activities

[Physical] New releases from early-stage artists (NMIXX, KickFlip, ITZY Yeji, Xdinray Heroes, etc.) 29.7 BN **yoy-3.8%**

[Streaming] Decrease in domestic/overseas streaming 15.0 BN **yoy-5.5%**

2) Decreased Concerts REV from lack of large-scale tours & JP accounting change / Increased Appearances REV

[Concerts] Stray Kids world tour (4 times), TWICE MISAMO (2 times), and DAY6 world tour, etc. 21.7 BN **yoy-26.3%**

[Appearances] Appearances 8.8 BN **yoy+86.1%** including NMIXX fan concerts, Stray Kids fan meetings, etc.

[Ads] Ads 9.0 BN **yoy+14.6%** from expansion of artists awareness

3) Increased MD revenue from Japan MD expansion

[MD] Japan concerts & online MD (19.0 BN), Stray Kids domestic fan meetings MD, etc. 32.7 BN **yoy+37.1%**

▶ Decreased OP from early-stage artists' album releases & absence of large-scale concerts

1) GPM 36.7% (yoy-7.7%pt) : Contraction from increased contents production and artist fee

- Contents Production 26.3BN **yoy+53.8**%, album releases by early-stage artists and Korea concert production costs
- Artist Fee 34.3BN **yoy+16.4%**, artist contract renewal impact

2) OPM 13.9% (yoy-10.7%pt) : Increased SG&A including one-off INNIT production cost 1.7BN

3) NP : Sales of DearU shares led to increase in Share of Profit of Associates and JVs

2025 & Future Outlook

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2025 & Future Outlook

Strengthened artists' global presence by large-scale tours, Line-up expansion through development of global & localized artists, Cost optimization of subsidiaries' business & Platform internalization/integration to heighten fan experience

Key Artist Activities and Plans

[DAY6] Hosting the largest world tour (45 times in 23 cities); Sold out all 6 shows in 360° KSPO dome in May; Released digital single & more activities planned throughout the year

[TWICE] 2025 world tour expected; To perform as a headliner at 'Lollapalooza Chicago,'; Diversified activities (group, unit, solo); Active collaboration with global artists

[Stray Kids] Hosting the largest K-POP world tour (over 2.2M audiences) with 55 times in 34 cities; 2 albums and Korea encore show planned in 2025; 20M YouTube subscribers;
The first K-POP group to with 5 albums certified Gold by RIAA; Ranked #1 on Billboard 200 for 6 consecutive albums & 3 times consecutively on Billboard Hot 100

[ITZY] Diversified activities including Yeji Solo; planning a comeback with mini album in June; upcoming albums and tours planned in 2025

[NMIXX] Hosting 2nd fan concerts in LATAM/Asia/China Region/Oceania, etc. (20 times in 12 cities); Enhancing global presence including performing at the festival in North America

[KickFlip] 2nd mini album on 5/26; Plan to perform at 'Lollapalooza Chicago,'; Continuous activities targeting domestic & global core fandoms

[NiziU] Released global single and Japan mini album; "NiziU Live with U 2025" & "2026" concerts in 25 H2 (25 cities) & fan concerts in China Region in June

[NEXZ] Released 2nd mini album; Japan live tour planned from June (18 times); Gold Disc Awards (Best 5 New Artist); Launched character MD (NEXZOO & FOX2Y) and official light sticks

[CIIU] Released 1st digital single and digital contents on Chinese SNS platform; Continuous local activities planned including Chinese local music festivals; official debut in H2

[Others] VCHA comeback planned with localized contents, L2K and new artists in 2026

Investment in Business Optimization for Mid-to-Long Term Growth

[Core-Biz] Strengthened multi-label system; Change in content decision making process & structure; Strengthened key personnel in creative roles; IP Diversification

[Blue Garage/MD] Decrease # of offline pop-up; Enhancement of licensing business; Expansion of character MD & categories; business structure optimization

[Blue Garage/Platform] Completion of platform internalization and integration to FANS SHOP; Strengthen profitability and fan experience through paid membership BM

2025 & Future Outlook

Physical Album

Date		Artist	Content
Q1	1/20	KickFlip	Debut Mini
	3/10	ITZY Yeji	Solo Mini
	3/17	NMIXX	Mini
	3/24	Xdinary Heroes	Mini
	3/31	NiziU	Single
Q2	4/28	NEXZ	Mini
	5/26	KickFlip	Mini
	6/9	ITZY	Mini
Q3		TBA	
Q4		TBA	
2025 Total Physical Album Releases			**20+**

* Above table includes publicly announced global (ex-Japan) albums as of as of May 14th, and is subject to modification.

Concerts

Date	Artist	Location (No. of Concerts)
Q1	DAY6	Taiwan (2), Hong Kong (2), Korea (8), Japan (4), Philippines (1)
	TWICE Misamo	Japan (2)
	Stray Kids	Hong Kong (2), Chile (2)
	NiziU	Japan (12)
Q2	DAY6	Australia (3), New Zealand (1), U.S. (3), Japan (2), Indonesia (1), Korea (6)
	Stray Kids	Brazil (3), Peru (1), Mexico (2), Japan (4), U.S. (12), Canada (1)
	Xdinary Heroes	Korea (5), Thailand (1), Malaysia (1), Indonesia (2)
	NEXZ	Japan (7)
Q3	Stray Kids	Netherlands (1), Germany (1), U.K. (2), Spain (2), France (2), Italy (1)
	Xdinary Heroes	Taiwan (1), Korea (1), Singapore (1), United States (6)
	NiziU	Japan (TBA)
	NEXZ	Japan (11)
Q4	NiziU	Japan (TBA)
2025 Total Concerts		**210+**
2025 Total Audiences		**3M+**

* Above table includes publicly announced concerts, as of May 14th, 2025 and is subject to modification.
* NMIXX fan concerts will be reflected in Appearances segment.

Artist Line-up Expansion (by year)

Artists	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025
2PM	*CR*			*CR*						*CR*	
DAY6	*Debut*							*CR*			
TWICE	*Debut*							*CR*			
Stray Kids				*Debut*							*CR*
ITZY					*Debut*						
NiziU (Japan)						*Debut*					
Xdinary Heroes							*Debut*				
NMIXX								*Debut*			
VCHA (USA)										*Debut*	
NEXZ (Japan)										*Debut*	
KickFlip											*Debut*
CIIU (China)											*Debut (H2)*

CR: Contract Renewed / E : Expected
Orange font: Global localization project

Statement of Financial Position - Consolidated (B/S)

(Unit: KRW BN)

	2025 (Q1)	2024	2023
Current Assets	396.4	362.3	368.8
Non-current Assets	344.9	316.5	202.8
Total Assets	**741.3**	**678.8**	**571.5**
Current Liabilities	183.3	174.8	154.3
Non-current Liabilities	21.7	21.1	19.1
Total Liabilities	**205.0**	**195.9**	**173.5**
Capital	18.0	18.0	18.0
Capital Surplus	79.1	79.1	78.2
Treasury Stock	(10.8)	(10.8)	(10.5)
Retained Earnings	441.4	389.5	310.8
Equity attributable to the owners of the Parent Company	532.1	478.6	394.0
Total Equity	**536.3**	**482.9**	**398.0**

Statement of Comprehensive Income - Consolidated (P/L)

(Unit: KRW BN)

	2025 (Q1)	2024	2023
Revenue	**140.8**	**601.8**	**566.5**
Cost of Sales	89.1	345.4	298.2
Gross Profit	**51.7**	**256.4**	**268.3**
Selling and Administrative Expenses	32.1	128.1	98.8
Operating Income (Loss)	**19.6**	**128.3**	**169.4**
Other Non-operating Income/Expenses	(0.8)	(3.5)	(5.9)
Financial Income/Expenses	3.9	8.9	(11.7)
Share of Profit(Loss) of Associates and JVs	74.3	2.5	3.8
Profit Before Income Tax	**97.0**	**136.2**	**155.7**
Income Tax Expense	27.7	38.4	50.7
Net Profit (Loss)	**69.3**	**97.7**	**105.0**