

We aim to achieve net sales of 150 billion yen in the fiscal year ending March 31, 2030 (FY2029) by continuing to pursue sales growth with stable profitability and by actively leveraging our resources to take on new business domains.

1. Maintain and improve stable profitability

- Continue the growth of the core businesses and pursue a higher gross margin.
- Maintain a net sales CAGR of 10% or higher and seek to achieve net sales of 150 billion yen and an operating margin of 8% or higher in the fiscal year ending March 31, 2030 (FY2029).
- Continually launch innovative products to achieve a New Product Vitality Index (NPVI) of 30%.

2. Drive innovations by taking on new business domains

- Pursue opportunities in **high viscosity domains** such as paints and industrial functional materials. Aim for significant expansion in the IP market by advancing into the **Digital Paint** market.
- Work to launch a digital signage business using flexible organic electro-luminescence (EL) sheets.
- Launch a second brand, Mimaki La Meccanica, to enter the printer and cutting plotter peripherals markets.
- Accelerate the advancement of the 3D printer business. Expand and develop 3D printing into a new pillar of the core business.
- During the five years of Mimaki Innovation 30 (FY2025-FY2029), the Group allocates **1-2% of net sales** for investment in new domains, separate from existing development investment.

3. Establish a structure for managing the development of technology and expand human capital

- Increase the speed of new product development and build a competitive development structure.
- To advance the business management structure, the Group will accelerate initiatives to streamline operations using AI, reform processes through digital transformation, leverage no-code development, and optimize user interfaces.
- Implement companywide training programs ranging from technology development to the strengthening of sales capabilities to develop innovators who will provide something new and something different.