



Bandai Namco Entertainment Inc.

CORPORATE PROFILE 2026



Company Profile

Company Name	Bandai Namco Entertainment Inc.
Established	June 1, 1955 ※
Capital	¥10.0 billion
No. of Employees	835 (excludes temporary employees)
HQ Address	Bandai Namco Mirai-Kenkyusho 5-37-8 Shiba, Minato-ku, Tokyo 108-0014
Business Field	Network Contents, Home Console Games, Asobi Entertainment, Licensing Business

※The date of establishment of former NAMCO LTD., the predecessor of Bandai Namco Entertainment Inc.



Corporate logo

(As of April 1, 2026)

Bandai Namco's Purpose **Fun for All into the Future**

Bandai Namco exists to share dreams, fun and inspiration with people around the world.
Connecting people and societies in the enjoyment of uniquely entertaining products and services,
we're working to create a brighter future for everyone.

CEO Message

Under Bandai Namco Group's Purpose, "Fun for All into the Future," and our Vision of "Connect with Fans," and with a focus on IP, Bandai Namco Entertainment is expanding the global entertainment business centered around games.

We will continue to maximize the value of our IP and deliver experiences that exceed the expectations of our fans around the world through high-quality and long-lasting content and multifaceted entertainment.

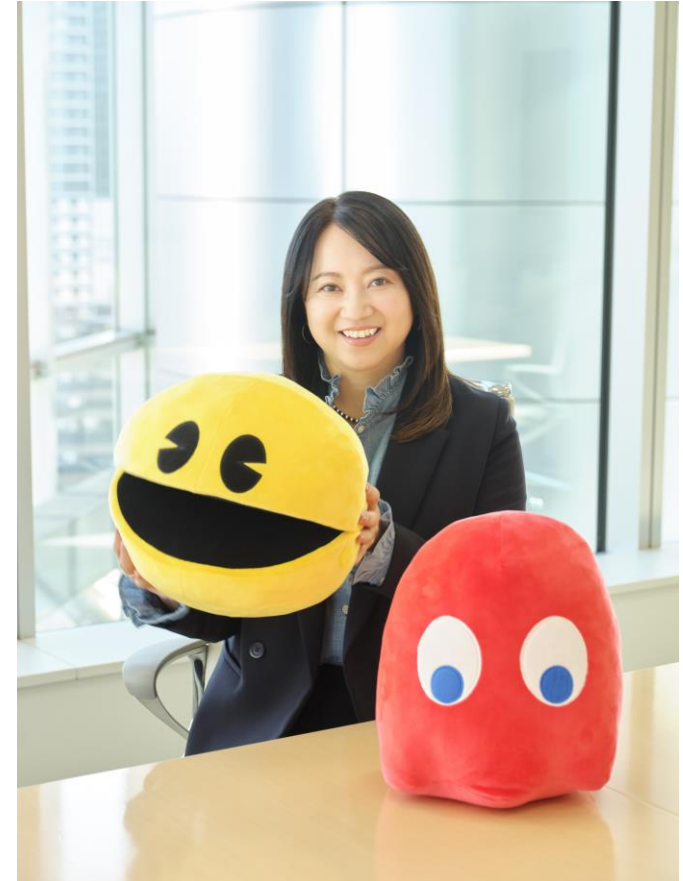
In the Mid-term Plan that began in the fiscal year ending March 2026, we have identified promoting the game portfolio, strengthening our development capabilities, and expanding and pursuing new initiatives in IP-based businesses as key strategies, and we are working to reinforce the foundations of both our game business and IP business.

In the core game business, we have established clear investment areas and priorities to build a stronger portfolio capable of creating hit titles. Along with strengthening our development platform, including the in-house game engine SOL-AVES, we are enhancing collaboration with partner companies whose strengths complement ours, and further building the development capabilities that enable sustainable growth.

We are also deepening our IP axis strategy, which aims to maximize the value of IP created from our games. Through initiatives such as our licensing business, we will take on challenges across a wide range of entertainment fields that extend beyond the games business. At the same time, we will continue activities outside our core business to expand our "connection" with society through IP.

Over the years, we have engaged sincerely with numerous IPs and fans, gaining a deep understanding of their value and what they represent while expanding their potential. This accumulated engagement has become our driving force.

And it is the dedication of each employee that supports these challenges. By focusing on delivering results and speed, and by valuing our "connection with fans" above all else, we will continue bringing excitement to fans around the world.



Nao Udagawa

President & CEO
Bandai Namco Entertainment Inc.

Executive Profile



Bandai Namco Entertainment Inc
President & CEO

Nao Udagawa

Apr 1994 Joins BANDAI CO., LTD.
Sep 2000 BANDAI NETWORKS Co., Ltd.
Apr 2009 Bandai Namco Entertainment Inc.
Apr 2010 Studio 2, Production Department 2-4, General Manager
Apr 2013 Business Division 2, Division Manager
Apr 2014 Executive Officer and Business Division 2, Assistant Manager
Apr 2015 Bandai Namco Entertainment Inc., Director in charge of NE Business Department and NE Business Department, Manager
Apr 2016 Bandai Namco Online Inc., Director
Apr 2017 Bandai Namco Entertainment Inc., Director
Apr 2018 Bandai Namco Entertainment Inc., Corporate Managing Director
BANDAI CO., LTD., Director
Aug 2019 BANDAI NAMCO Mobile S.L.
(current, Bandai Namco Mobile S.L.), Director
Apr 2021 BANDAI SPIRITS CO., LTD., President & CEO
Apr 2022 Bandai Namco Entertainment Inc., Director (part-time)
Apr 2023 Bandai Namco Entertainment Inc., President & CEO and Chief Pac-Man Officer (current)
Bandai Namco Holdings Inc., Executive Officer
Jun 2023 Bandai Namco Holdings Inc., Director (part-time) (current)



Director

Daisuke Uchiyama

Apr 1994 Joins BANDAI CO., LTD.
Apr 2007 Bandai Namco Entertainment Inc.
Apr 2013 Bandai Namco Entertainment Inc., Business Division 2, Production Department 2, General Manager
Apr 2014 Bandai Namco Entertainment Inc., Business Division 2, Production Department 1, Division Manager
Apr 2017 Bandai Namco Entertainment Inc., Executive Officer & CS Business Department, Manager
Bandai Namco Studios Inc., Director
Apr 2019 Bandai Namco Entertainment Inc., Director in charge of CE Business Department & CE Business Department, Manager
Apr 2020 Bandai Namco Entertainment Inc., Director
Bandai Namco Studios Inc., President & CEO (current)
Bandai Namco Research Inc., Director
Apr 2023 Bandai Namco Research Inc., President & CEO
Apr 2024 Bandai Namco Entertainment Inc., Director in charge of CE Business Division
Bandai Namco Australia Pty. Ltd., Managing Director (part-time) (current)
Bandai Namco Holdings Asia Co., Ltd., Director (part-time) (current)
Jun 2024 Bandai Namco Entertainment Asia Pte. Ltd., President & CEO (part-time) (current)
Apr 2026 Bandai Namco Entertainment Inc., Managing Director in charge of CE Business (current)



Director

Akira Togashi

Apr 1998 Joins BANDAI CO., LTD.
Apr 2014 BANDAI CO., LTD., Human Resources Department, General Manager
Apr 2015 Bandai Namco Holdings Inc., Administrative Headquarters, Human Resources Department, General Manager
Apr 2019 BANDAI CO., LTD., Corporate Strategy Office, General Manager
Apr 2020 BANDAI CO., LTD., Director
Ishimori Production Inc., Director (part-time) (current)
Apr 2021 BANDAI SPIRITS Co., Ltd., Director
Apr 2023 Bandai Namco Entertainment Inc., Director in charge of Corporate Planning Unit (current)
Jan 2024 YLAB STUDIOS Inc., Director (part-time) (current)
Apr 2024 Bandai Namco Entertainment Inc., Director in charge of AE Business Division (current)
Bandai Namco Shimane Susanoo Magic Inc., Director (part-time) (current)
Apr 2026 BANDAI CO.,LTD., Director (part-time) (current)



Director

Futoshi Tagawa

Apr 1999 Joins BANDAI CO., LTD.
Apr 2020 BANDAI CO., Executive Officer & Capsule and Small Toy Business Department, General Manager
Apr 2024 Bandai Namco Entertainment Inc, Executive Officer & Head of NE Business Division and NE Business
Apr 2025 Bandai Namco Network Services Inc., Director (part-time)
Bandai Namco Mobile S.L. Director (part-time) (current)
Bandai Namco Entertainment (Shanghai) Co., Ltd, Director (part-time) (current)
Apr 2026 Bandai Namco Entertainment Inc., Director in charge of NE Business Division and NE Business (current)
Bandai Namco Network Services Inc., President & CEO (part-time) (current)

Executive Profile



Director

Yoshiyuki Kaneko

Oct 2003 Joins Namco Limited (current, Bandai Namco Entertainment Inc.)
Apr 2012 Bandai Namco Entertainment Inc., PC Line-up Division General Manager
Apr 2018 Bandai Namco Entertainment Inc., Development Division General Manager
Apr 2019 Bandai Namco Sevens Inc., President & CEO
Apr 2026 Bandai Namco Entertainment Inc., Director in charge of Licensing Business (current)
Bandai Namco Sevens Inc., President & CEO (part-time) (current)
Bandai Namco Filmworks Inc., Director (part-time) (current)



Director (part-time)

Toru Konno

Apr 1995 Joins BANDAI CO., Ltd.
Sep 2000 BANDAI NETWORKS Co., Ltd.
Apr 2009 Bandai Namco Entertainment Inc.
Apr 2010 Bandai Namco Entertainment Inc., No.2 studio No.2-5 Production General Manager
Apr 2015 Bandai Namco Entertainment Inc., NE Business Department, Marketing Division Manager
Apr 2017 Bandai Namco Entertainment Inc., Executive Officer & NE Business, Manager
Apr 2018 Bandai Namco Entertainment Inc., Director in charge of NE Business Department and NE Business, Manager
Algraf Corporation, Outside Director
Oct 2018 Bandai Namco Network Services Inc., Director
Apr 2019 Bandai Namco Holdings Asia Co., Ltd., Director
Aug 2019 Bandai Namco Mobile S.L., Director
Apr 2021 Bandai Namco Online Inc., Director
Jan 2023 Bandai Namco Entertainment (Shanghai) Co., Ltd., Chairman
Apr 2023 Bandai Namco Entertainment Inc., Director in charge of Global Marketing Division & Overseas Business Regional Strategy Department
Bandai Namco Europe S.A.S., Director
Bandai Namco Holdings China Co., Ltd., Director (part-time) (current)
Bandai Namco Holdings China Co., Ltd., Director (current)
Bandai Namco Entertainment America Inc., Director (Chairman)
Bandai Namco Australia Pty. Ltd., Managing Director
Bandai Namco Mobile S.L., CEO (current)
Apr 2024 Bandai Namco Entertainment Inc., NE Business Division, Director
Bandai Namco Nexus Inc., President & CEO
Bandai Namco Online Inc., President & CEO
Apr 2025 Bandai Namco Entertainment Inc., Director in charge of Licensing Business Division
Bandai Namco Network Services Inc., President & CEO
Bandai Namco Filmworks Inc., Director
Apr 2026 Bandai Namco Entertainment Inc., Director in charge of NE China and Europe (part-time) (current)
Bandai Namco Entertainment (Shanghai) Co., Ltd., Director & CEO (current)
Bandai Namco Network Services Inc., Director (part-time) (current)
Bandai Namco Nexus Inc., President & CEO (part-time) (current)
Bandai Namco Mobile S.L., CEO (part-time) (current)





Director (part-time)

Yoshikuni Niki

Apr 2010 Joins Bandai Namco Entertainment America Inc., Studio Marketing VP
Oct 2010 Bandai Namco Entertainment America Inc., Namco Label VP
Apr 2012 Bandai Namco Entertainment America Inc., Publishing and IP Strategy VP
Apr 2017 Bandai Namco Entertainment Europe, Portfolio Strategy SVP
Apr 2020 Bandai Namco Entertainment America Inc., Director, COO
Apr 2022 Bandai Namco Entertainment America Inc., Director, CEO
Apr 2024 Bandai Namco Entertainment America Inc., Director, COO
Apr 2026 Bandai Namco Entertainment Inc., Director in charge of CE Europe and North America (part-time) (current)
Bandai Namco Entertainment America Inc., President & CEO (part-time) (current)
Bandai Namco Entertainment Europe S.A.S., President (current)
Bandai Namco Entertainment Iberica S.A., Director (part-time) (current)
Bandai Namco Holdings Europe S.A.S., Director (part-time) (current)
Bandai Namco Holdings USA Inc., Director (part-time) (current)

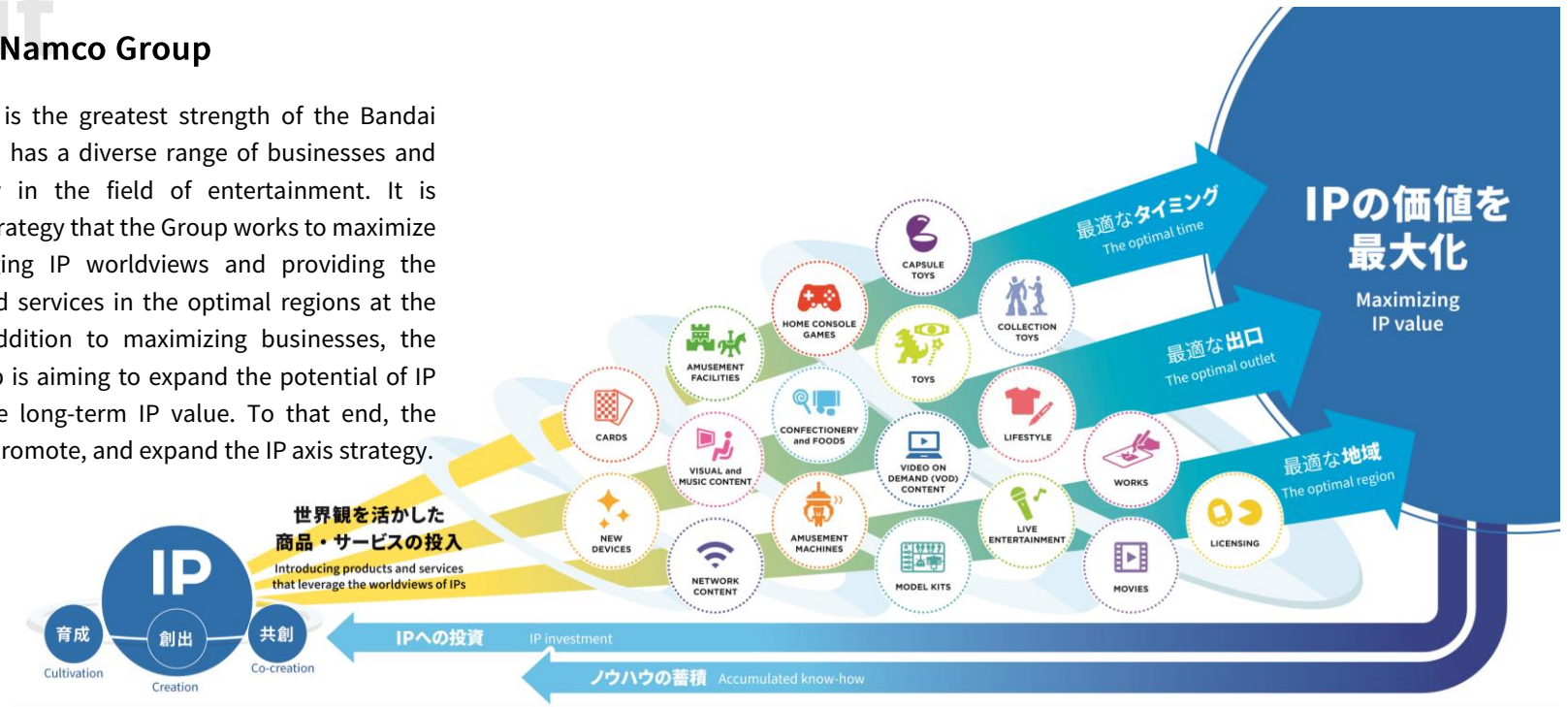
History

- Mar 2006 The gaming division within Bandai Namco Group integrates to establish “Bandai Namco Games Inc.”
 - Apr 2008 Banpresto Co., Ltd.’s game business division responsible for planning and development of home console games and arcade game machines integrates.
 - Apr 2009 Bandai Networks Co., Ltd. integrates under the concept of strengthening the network business and to create new contents and businesses.
 - Apr 2012 The internal development divisions are branched to establish Bandai Namco Studios Inc.
 - Jan 2015 Bandai Namco SHANGHAI Co., Ltd. established under the concept of expanding and strengthening business within China.
 - Apr 2015 Company name changed to “Bandai Namco Entertainment Inc.” under the concept of expanding the company’s business domain.
 - Feb 2016 Headquarters move to Shiba, Minato-ku.
 - Aug 2017 BXD Inc., established through a joint venture with Drecom Co., Ltd. (Company consolidated in Jan 2020 into a subsidiary company, and in Mar 2021 the company name was changed to “Bandai Namco Nexus”)
 - Apr 2018 Bandai Namco Amusement Inc. inherits the company’s Amusement Machine Business Unit.
 - May 2018 Bandai Namco Network Services Inc. established to manage and operate various network services.
 - Apr 2019 Bandai Namco Research Inc. established as a research focused company to create new values and innovation.
 - Apr 2019 BANDAI NAMCO Sevens Inc. established as a company specializing in the field of Japanese slots and pachinko gaming machines.
 - Aug 2019 Acquired management rights to the “B.LEAGUE” professional basketball team, “Shimane Susanoo Magic”.
 - Sep 2019 “BANDAI NAMCO Mobile S.L.” established in Barcelona, Spain to expand and maximize outreach into the EU mobile content market.
 - Oct 2020 Acquisition of Reflector Entertainment (consolidated into a subsidiary company)
 - May 2021 Opening of the “MIRAIKEN studio,” an xR base dedicated to the creation and distribution of the next generation in entertainment
 - Apr 2022 Establishment of our corporate “purpose” and changes to the corporate logo mark
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- Apr 2022 Launching of the “Bandai Namco Entertainment 021 Fund,” a new startup investment fund seeking to build an “IP metaverse” and in creating new forms of entertainment
 - May 2022 Holding of the “BANDAI NAMCO ENTERTAINMENT FESTIVAL 2nd” event
 - Jun 2022 Bandai Namco Entertainment Inc. and ILCA Inc., specializing in the field of image and art development, join forces to establish Bandai Namco Aces Inc.
 - Dec 2022 Holding of “THE IDOLM@STER” series first conference, “PROJECT IM@S CONFERENCE~Towards THE IDOL 3.0~”
 - Jul 2023 The first “IJIGEN FES,” a dream collaboration event series, “IJIGEN FES THE IDOLM@STER★♥LOVELIVE! UTAGASSEN,” will be held at Tokyo Dome
 - Jun 2024 “ELDEN RING” sells over 5 million units worldwide in 3 days since release of “SHADOW OF THE ERDTREE” DLC (Domestic Publisher: FromSoftware/Global Publisher: Bandai Namco Entertainment)
 - Feb 2025 “DRAGON BALL Sparking! ZERO” becomes the fastest title in the “DRAGON BALL” game series to sell over 5 million units worldwide
 - Apr 2025 The Licensing Business Division is newly established to strengthen the licensing business
Acquired Bandai Namco Online Inc. with the purpose of enhancing the business operation structure of the overall digital business
URS Games Inc. is newly established as joint venture with CREEK & RIVER Inc.
 - May 2025 PAC-MAN 45th Anniversary
Live-Action film adaptation of ELDEN RING announced
 - Jan 2026 Chihaya Kisaragi: OathONE - Solo Live at Nippon Budokan using Sony’s latest robotics technology, marking a challenge toward new artistic expressions in next generation live entertainment.
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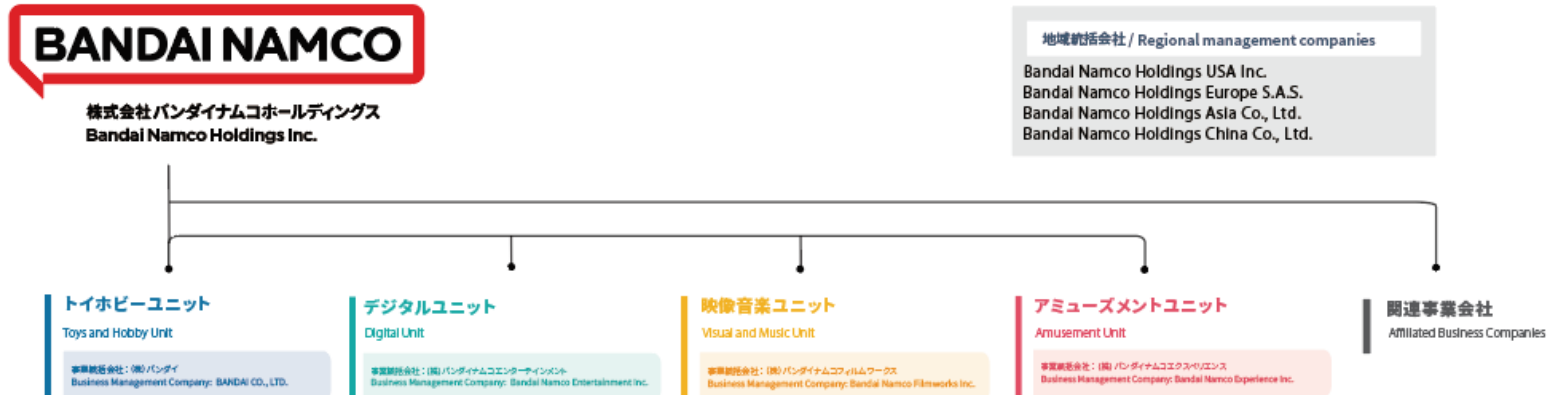
About

About Bandai Namco Group

The IP axis strategy is the greatest strength of the Bandai Namco Group, which has a diverse range of businesses and extensive know-how in the field of entertainment. It is through the IP axis strategy that the Group works to maximize IP value by leveraging IP worldviews and providing the optimal products and services in the optimal regions at the optimal times. In addition to maximizing businesses, the Bandai Namco Group is aiming to expand the potential of IP in order to maximize long-term IP value. To that end, the Group will advance, promote, and expand the IP axis strategy.



ORGANIZATION



What We Do



VIDEO GAME

We are actively releasing a wide variety of titles leveraging the characteristics and strengths of various home video game consoles. We are delivering to the world a wide range of game genres based on our robust portfolio of IPs, with titles such as “Mobile Suit Gundam” and the “Tales of” series. Customers will also find many games that appeal to a broader audience, such as the Japanese drum-based rhythm game, “Taiko no Tatsujin” series, the fighting game being enjoyed by fans around the world in the esports scene, the “TEKKEN” series, and the highly acclaimed, dark fantasy world of “ELDEN RING” (Japan published under FromSoftware Inc. / all other regions published under Bandai Namco Entertainment).



NETWORK CONTENTS

We are promoting a large portfolio of contents worldwide, utilizing the worldview of our unique and appealing IPs, such as “DRAGON BALL” and “THE IDOLM@STER” series, to be enjoyed on mobile and PC.

We are connecting fans and creating excitement that can only be found through online contents with notables such as the smartphone game app, “DRAGON BALL Z Dokkan Battle” and “ONE PIECE Bounty Rush,” both enjoyed by players around the world. Also, “THE IDOLM@STER Gakuen,” the newest title of “THE IDOLM@STER” series, is loved by many fans and have received stellar reviews for the music and the gameplay in raising the many unique idols.



ASOBI ENTERTAINMENT

We are providing services that can enrich lifestyles by creating new forms of entertainment that are not limited to what is considered traditional within the game business.

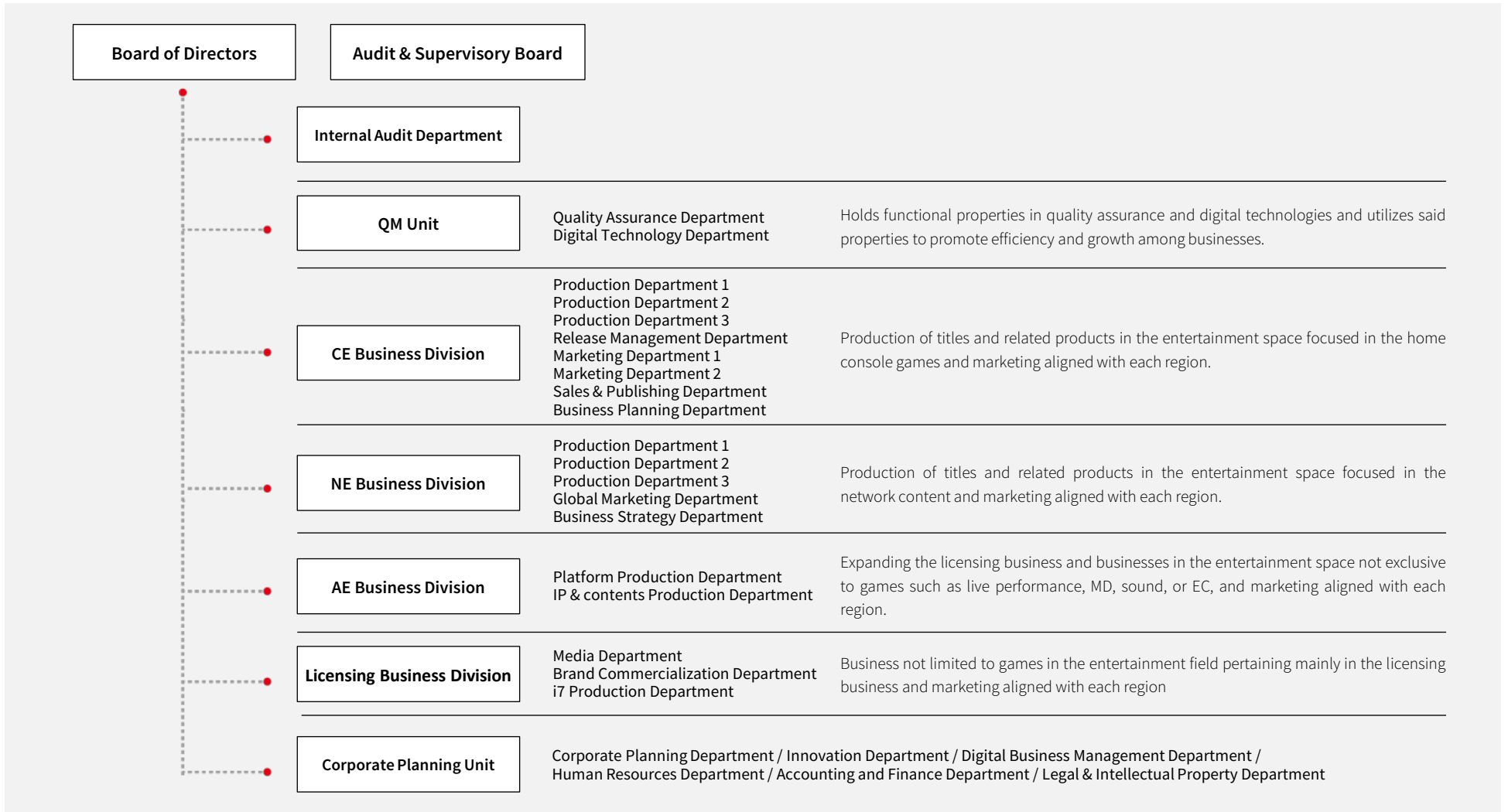
We are creating digital and physical forms of entertainment using our extensive line of resources such as the “MIRAIKEN studio” where various of our IPs are brought to life through the use of xR technologies, the music site, “Bandai Namco Game Music,” where we offer a robust line-up of Bandai Namco Group original game music along with original music developed by “ASOBINOTES,” and the live streaming platform, “ASOBI STAGE,” where we stream events and concerts of various IPs online in real-time.



LICENCE BUSINESS

We leverage the many IPs we own, such as “PAC-MAN,” “THE IDOLM@STER” series, “Taiko no Tatsujin,” “TEKKEN,” “Tales of” series, or “IDOLiSH7,” as part of our licensing business to maximize the value of the IPs and further strengthen our connection with fans around the world.

Organization Chart



International Offices

18 countries worldwide, **30** locations

