

COMPANY PROFILE

ENGLISH EDITION

2025/10/ver.1.1

Culture, Future, Adventure

At the first gig, there were only three people in the audience.

Now, we are filling stadiums.

An anime born in this country has sparked a movement
on the other side of the Earth.

It was the encounter with that music and that film
that shaped who I am today.

Inspirations unleashed into the world can transcend time,
cross borders, and change destinies.

This is our mission.

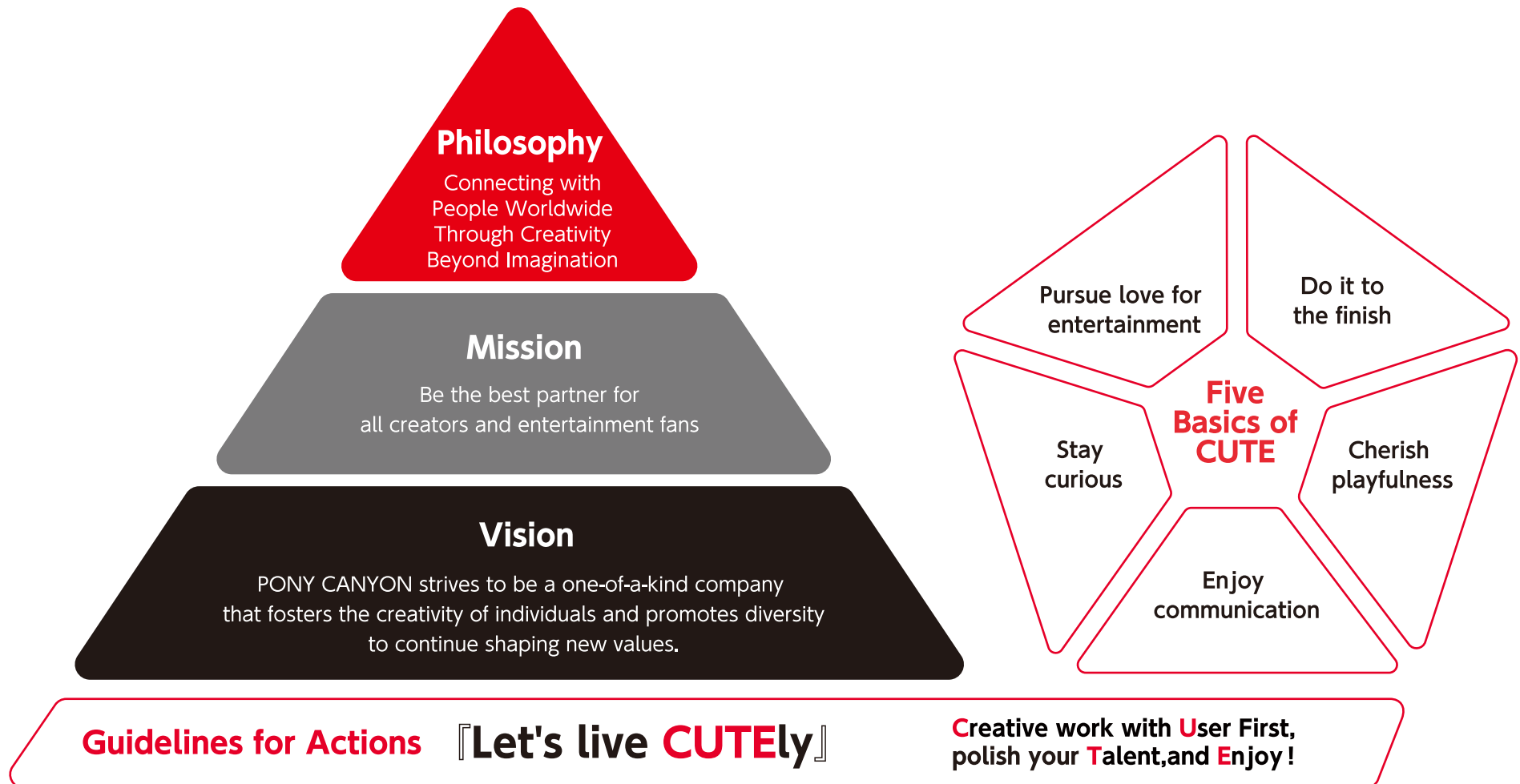
We have the power to change the world, and a person's life.
So today, we set forth once again into limitless possibilities
and adventures.

Learn more about our
tagline here



We are a general entertainment company.

From its beginnings manufacturing and selling music cassette tapes for car stereos, PONY CANYON's product range soon grew to include CDs, DVDs and Blu-rays. Since then, it has further expanded into the fields of video, film, anime, and more, becoming a creative entertainment company that produces a wide range of related "things, personalities, and products", continuing to expand in scope even now. Though the entertainment that people seek may change in form, its power to bring smiles to the faces and touch the hearts of those people remains the same. PONY CANYON wishes to continue seeking out the true potential of entertainment.



FUJISANKEI COMMUNICATIONS GROUP(FCG)

FUJISANKEI COMMUNICATIONS GROUP (FCG) is Japan's largest media conglomerate consisting of 78 companies, 4 corporations, 3 museums and 13,000 employees.

At FCG, our extensive range of business in industries such as television, newspaper, radio, publishing, film, music, soft packaging, online sales and real estate have been highly acclaimed for their achievements over the years. In addition, we endeavor in cultural enterprise such as The Hakone Open Air museum, The Utsukushi-ga-hara Open-Air Museum, and The Ueno Royal Museum. Often referred to as the "Nobel Prize for the Arts" by media within and outside of the country, the "Praemium Imperiale" is one of our most profound projects organized by the Japan Art Association.

We at FCG aspire to reach out and fulfill the hearts of audiences, listeners, readers, and consumers from all over the world as Japan's leader in the information industry, while acknowledging the size of our social influences at all times.

PONY CANYON is one of the core companies of the FUJISANKEI COMMUNICATIONS GROUP.

For detailed information on the FUJISANKEI COMMUNICATIONS GROUP,
please refer to this page.



Music Business

We spearhead the global expansion of a multifaceted music enterprise.

Our endeavors include the strategic planning and production of digital content and packaged software for music and music videos, artist management, fan club administration, concert organization, merchandise production. With a primary focus on artists from Japan and Asia, we cater to a diverse array of genres, ranging from Pop, Rock, and R&B to Hip-Hop, Punk, Idol, K-Pop, and Jazz.

aiko



Official Hige Dandism



Kroi



TOMOO



BAND-MAID



go!go!vanillas



Animation Business



We are actively engaged in licensing and marketing of anime content for countries around the world, promoting streaming and commercialization in the global market. We also provide comprehensive management and coordination of events, merchandise, theatrical performances, voice actor management, etc. In Japan, not only do we sell our content to streaming platforms and broadcasters, but we are also dedicated to the distribution and promotion of our content for theaters and live screenings, as well as to the sale of packaged software.

Attack on Titan



Tokyo Revengers



TOUGEN ANKI



Cute High Earth
Defense Club Hi-CARA!



KINNIKUMAN
Perfect Origin Arc



KILLTUBE



- Attack on Titan ©Hajime Isayama, KODANSHA/ATTACK ON TITAN The Final Season Production Committee.
- Tokyo Revengers ©Ken Wakui, KODANSHA / TOKYO REVENGERS Anime Production Committee.
- Tougen Anki ©Yura Urushibara (AKITASHOTEN) /TOUGEN ANKI PROJECT
- Cute High Earth Defense Club Hi-CARA! ©KURARI UMATANI/KUROTAMA dormitory
- Kinnikuman ©Yudetamago/Shueisha, Kinnikuman Production Committee
- KILLTUBE ©CHOCOLATE/KILLTUBE

Voice actors and anime singers

We are engaged in music production as well as the planning and development of live performances and merchandise for anime song singers and voice actors. We also operate a voice actor management agency called Swallow and a voice actor school called P's Voice Artist School.

Masayoshi Oishi



Maaya Uchida



Kana Hanazawa



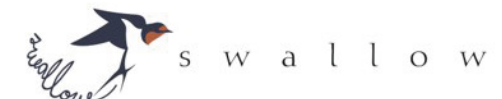
Akari Kito



DIALOGUE+



harmoe



Visual Business

We are engaged in the planning and production of a wide range of domestic video content, encompassing movies, dramas, variety shows, cultural programs, sports coverage, children's programming, stage productions, and virtual YouTuber projects. Additionally, we actively invest in and produce content for the domestic video market, while also acquiring overseas works, primarily movies and TV shows from Europe, the United States, and Asia.

Our operations span theatrical releases, package software, streaming services, broadcasting, and promotional activities, providing a comprehensive suite of services across the video content spectrum.

Okaasan to Issho



Depth of Field



NEMURUBAKA



Becoming Led Zeppelin



Check In Hanyang



Sunshine by My Side



■Okaasan to Issho ©NHK・NED ■Depth of Field ©Enjo/TAIYOH TOSHO, Depth of Field Partners. ■Nemurubaka ©Masakazu Ishiguro, Tokuma Shoten/Nemurubaka Film Production

■Becoming Led Zeppelin ©2025 PARADISE PICTURES LTD. ■Check In Hanyang ©Channel A & PONY CANYON All Rights Reserved ■Sunshine by My Side ©2023 New Classics Media, All rights reserved.

Live entertainment and merchandise business

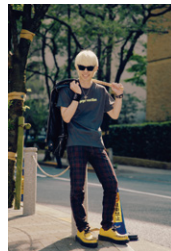
Every year, we plan, organize, and operate about 300 events, including live performances and exhibitions, across a wide range of genres such as J-pop, anime, voice actors, and singers. We also provide comprehensive one-stop solutions, including planning, development, and sale of merchandise, for live performances and other events regardless of their scale or form. Moreover, we operate a futuristic live performance theater called Harevutai, which serves as a versatile space for various events and activities such as live music performances, film screenings, reading events, esports, movie filming, various show tapings (drama, comedy, auditions, etc.), as well as business events such as product launch events.



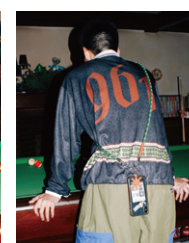
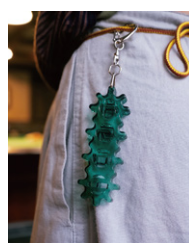
P's LIVE!08
P's GROOVE



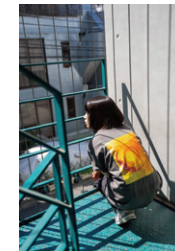
go!go!vanillas



Kroi



TOMOO



EC solutions business

Through our company-operated online sales outlets such as Canime, Moviecan, PonyReco+, and PONY CANYON Figure, we offer our original content, merchandise, as well as anime and game figures created by our business unit. We also cater to the needs of overseas consumers through our online shops such as PONY CANYON Shop and PONY CANYON World Shop. In addition, through our in-house developed electronic ticket app PONY CANYON Ticket App “PONycan”,



PONY CANYON Ticketing App

This app is equipped with an e-ticket feature that allows users to handle everything from ticket purchase to venue entry with a single app, as well as a news feature that delivers the latest information from PONY CANYON.



iOS app <https://apps.apple.com/jp/app/id1617078121>

Android app <https://play.google.com/store/apps/details?id=jp.co.ponycanyon.ticket>



PONY CANYON official online shops
<https://www.ponycanyon.co.jp/>



Official online shop for overseas consumers
(including Mainland China)
<https://worldshop.ponycanyon.net/>



Curated online visual shop
<https://moviecan.jp/>



Official online anime shop
<https://canime.jp/>



Official online shop for overseas consumers
(excluding Mainland China)
<https://shop.ponycan.com/>



Online shop specializing in analog records and archived music
<https://record.ponycanyon.co.jp/>



Online shop specializing in character figures
<https://figure.ponycanyon.net/>

Fan Business

Through the operation of artist fan clubs, we foster ongoing engagement between fans and content. We provide diverse services that are tailored to fans' needs, such as delivery of members-only content, event planning, merchandise development, and advance ticket sales.

aiko[Team aiko]



MASAYOSHI OISHI[CLUB014]



DIALOGUE+[Team D+]



KANA HANAZAWA[Destination Club]



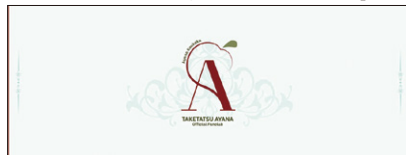
MAO ABE[ABEMANIA]



AKARI KITO Official Fan Club[Smiley Light Village]



AYANA TAKETATSU[AYANA KOUKOKU]



harmoe[harumoe room]



KAORI ISHIHARA[hand in hand]



SHIZUKA KUDO Official Fan Club[Cherish]



TOMOO[YOU YOU]



NAOHITO FUJIKI[NAO-HIT style]



MAAYA UCHIDA[LIFE IS LIKE A SUNNY DAY]



Kroi[FUNK LOVE]



Hakubi[YURUHAKUBI no SATO]



Moreover, in response to the increasing popularity of Asian content, we actively plan and manage fan meetings that are focused on Thai dramas. By organizing events with lead actors to facilitate interaction with fans, we provide opportunities for experiencing the charm of the works more deeply.



IDOL FACTORY GIRL'S DAY
~Starring Freen Becky & Fay May~



Max&Tul Fan Meeting in Japan 2024
-I missed you-



The Sign Fan Meeting in Japan
Walk by the River



Area Alliance Business



We are carrying out regional revitalization projects under the mission of “revitalizing Japan and its regions through the power of entertainment” (over 550 projects completed). We are working on solving social issues through our unique method leveraging our expertise in content creation and promotion strategies.

Through entertainment, we are promoting collaboration with local communities to achieve various goals, such as to promote quality education for all (SDGs No. 4), to make cities and human settlements sustainable (SDGs No. 11), and to achieve goals through partnership (SDGs No. 17). From local to global—we are promoting our business to contribute to the realization of a sustainable society.



Relocation and settlement promotion in Ome City, Tokyo (2022–2024)



Learning program production for Clark Memorial International High School (since 2020)

PONY CANYON's “Four priority themes” for sustainability

Resolution of social issues through entertainment

We are committed to solving social issues by harnessing the power of entertainment to captivate people and spread messages. In addition to our ongoing regional revitalization projects, we will put effort into creating new projects and content for the achievement of the SDGs.



Diversity and inclusion

In order to offer content that caters to the varied preferences of diverse audiences, it is important for our employees, who plan the content, to be diverse. To create new value through these efforts, we work together to create a work environment that embraces individuality.



Fair business dealings with creators

For sustainable development of the entertainment industry, we strive to build fair and transparent relationships with creators. Furthermore, we are committed not only to identifying and solving the challenges that creators face, but also to providing the support they need.



Eco-friendly creative activities

To provide entertainment in a sustainable manner, we consider our environmental impact and take steps toward improvement. We promote creative activities in an environmentally-conscious manner through the use of the most suitable materials, reduction of plastic usage, and other necessary measures.



Well-being

We continuously hold a variety of events for maintaining and promoting employee health, such as health-related activities, walking events, and online seminars.

Wellness management declaration

In realizing our corporate philosophy of “connecting with people worldwide through creativity beyond imagination,” it is essential that “our employees stay healthy both physically and mentally while making the most of one’s abilities.” We hereby declare that the company, our employees, and their families will work together to promote “health and wellness” and to contribute to the realization of affluent communities and society through the enhancement of employee vitality and the creation of entertainment.



Recognition Program for the Outstanding Organizations of KENKO Investment for Health

The Recognition Program for the Outstanding Organizations of KENKO Investment for Health was established by METI in FY2016, aiming to highlight outstanding large enterprises and SMEs that have been implementing the KENKO Investment for Health program in order to develop an environment in which such enterprises are able to gain enhanced recognition from employees, employment seekers, related enterprises, and financial institutions, etc.

(From the website of the Ministry of Economy, Trade and Industry)



PONY CANYON has been certified three years in a row since 2023.

Responsible Drinking Seminar



Pink Ribbon Campaign



Wellness Management Festival



Our Wellness Management Efforts (Fiscal Year 2024)

Lounge Space



Entrance



Meeting Room



Mastering Room



Event Space



Office

The office space, which has been designed to draw out creativity and facilitate smooth communication, fosters the creation of a wide range of entertainment content and respect for each employee's free expression of ideas. It serves as a place for creating new value through the blending of diverse sensibilities.

CEO's Message & Board Members

Today, the entertainment industry is at a major turning point.

Today, everyone can enjoy music and videos easily with just a smartphone. Everything from songs of top-selling artists to movies, anime, and dramas based on popular original works—everything is at your fingertips to enjoy. Even more interestingly, we now live in an era where anyone can become an artist or a creator, moving beyond just consuming content.

I keep asking myself, “What are the purpose and role of Pony Canyon in such an unprecedented era?”

My answer is to continue creating songs, works, and other types of content with true value that would deeply resonate with our customers’ minds in today’s world, which is flooded with a tremendous amount of content from all sorts of genres.

I also believe that our mission is to respect and support the passion of talented artists and creators and to work together in exploring the future they envision.

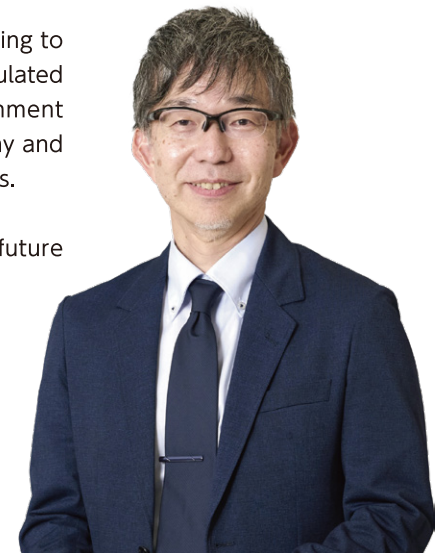
To achieve these goals, PONY CANYON never stops evolving.

We have irreplaceable entertainment expertise that we have been accumulating and carrying on over many years.

We also have professional producers and directors who are capable of tailoring this invaluable expertise to suit the times, as well as professional planners and promoters who are devoted to bringing songs and other works to as many people as possible.

Riding the wave of the digital revolution, we continue striving to provide new, inspiring experiences through years of accumulated expertise and creativity. We aim to become an entertainment company that offers songs and other works that accompany and enrich everything from life’s milestones to everyday moments.

Our wish is that you will eagerly await PONY CANYON’s future endeavors.



President & C.E.O.
Kazunari Okuma



Managing director
Kazuki Kobayashi



Managing director
Noriko Fukamachi



Managing director
Katsuya Muramatsu



Managing director
Kenichi Wakatsuki



Board member
Sadakazu Kikuchi



Board member
Takahiro Sasaki

Company Overview

Name	PONY CANYON INC.
Head Office	1-5-17 Roppongi, Minato-ku, Tokyo, 106-8487, JAPAN
Founded	October 1, 1966
Capital	JPY 100M
Business Outline	Planning, production, and sales of various audio or visual content in music, education, art, sports, movies, entertainment. Film distribution. Planning and producing events. Regional revitalization business.
Main shareholder	FUJI MEDIA HOLDINGS, INC.
Number of employees	485(as of March,2024)
Branch Office	Tokyo / Osaka / Taiwan

【Area Promotion Center(Osaka Office)】

3-6-32 Nakanoshima Kita-ku,Osaka-shi, Osaka-fu 530-0005, JAPAN

Affiliated Companies

Ponycanyon Music Publishing Inc.

EMP Inc.

PCI Music Inc.

STYRISM INC.

Dream Studio Company

PONYCANYON USA INC.

PONYCANYON ENTERTAINMENT TAIWAN, INC.

History

1966	Established as NIPPON BROADCASTING SYSTEM ENTERPRISE INC.
1970	Changed name to PONY INC. Established Canyon Records Inc.
1982	Established PONY CANYON SALES INC.
1987	Changed name to PONY CANYON INC.
2011	Opened USTREAM-Dedicated Studio
2012	PONY CANYON Studio opens in Yoyogi
2013	PONY CANYON Studio opens in shibuya
2015	Established PONY CANYON USA INC.
2019	Launched “harevutai” – A Next-Generation Live Theater
2022	PONY CANYON TOWER SIDE Studio opens in shibakoen
2024	Established PONYCANYON ENTERTAINMENT TAIWAN, INC.
2026	60th Anniversary



Head Office: Roppongi Itchome Building



Corporate Website
<https://www.ponycanyon.biz/en/>



Official Website
<https://www.ponycanyon.co.jp/>



News Portal
<https://news.ponycanyon.co.jp/>