

# MONEX GROUP

## **Monex Group Successfully Completes Acquisition of Viling, Inc.** **— Monex Group to Enter the Education Business —**

TOKYO, November 26, 2021 - Monex Group, Inc. (headquarters: Tokyo; Representative Executive Officer and CEO: Oki Matsumoto; hereinafter Monex Group) today announced the successful completion of its acquisition of all shares of Viling, Inc. (headquarters: Tokyo; CEO: Kazuaki Nakamura; hereinafter Viling).

### 1. Background and Purpose of the Merger

Always a step ahead of the “Y” in “MONEY,” our name MONEX expresses our desire to design innovative ways of managing money and support individual investment and economic activities. Ever since our establishment, Monex Group has been providing online securities and other global financial services backed by state-of-the-art IT technology.

Recently, in April 2021, Monex Group revised its business principles and set as its ultimate goal the realization of individual self-fulfillment through the optimization of each person’s lifetime balance sheet.

Money is just one tool for self-fulfillment. In addition to supporting individuals in their efforts to increase their money through investment and asset building, we have come to believe we should provide the services such as:

- (1) Supporting individuals to achieve self-fulfillment even with limited money
- (2) Supporting individuals to develop a mind-set to think about how to live a better life
- (3) Supporting individuals in their efforts to prevent or treat difficult diseases, which often reduce spending and are time consuming

to support individuals in optimizing their lifetime balance sheets, including in a non-monetary, non-financial sense, and that should be the ultimate corporate purpose and raison d’etre of MONEX.

As part of this effort, Monex Group has been looking into the education business as a means to enhance well-being\*<sup>1</sup> and contribute to individual self-fulfillment. Concurring with Viling's corporate philosophy and business, Monex Group decided to enter the education business by acquiring all shares of Viling and making it a wholly owned subsidiary.

Under the corporate philosophy of "creating a society full of enthusiasm," Viling has been engaged in STEAM education\*<sup>2</sup> since 2013. Viling develops its own educational materials and content, manages its own classrooms and operates franchises. With STEAM education, Viling nurtures problem-solving skills through the use of technology and other means to develop human resources who can play an active role in the new "Society 5.0."\*<sup>3</sup> We believe Viling, with its global standard educational theories and its philosophy and passion for social contribution, is the best partner to pursue Monex Group’s new business principles.

By combining Viling’s expertise in STEAM education cultivated through its businesses with Monex Group’s knowledge of networks and cutting-edge IT technology accumulated through its financial services, we will provide a wide range of high-quality, primarily STEAM educational opportunities that enable individuals to achieve self-fulfillment. Through initiatives that contribute to enhancing the well-being of individuals - an education that allows each individual and child to develop his or her abilities in accordance with their shape and level - Monex Group aims to optimize the lifetime balance sheet of individuals.

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\*<sup>1</sup> Well-being: Proposed in the Preamble to the Charter of the World Health Organization (WHO) in 1946. In the provisional translation by the WHO Japan Association, well-being is defined as “a state in which everything is fulfilled.”

\*<sup>2</sup> STEAM stands for science, technology, engineering, arts and mathematics. STEAM education is a multi-disciplinary educational philosophy that combines science and mathematics education with arts education. Amidst the rapid development of AI, IoT and other sciences and technologies, STEAM education is gaining increased focus as an approach to foster inquiry, dialogue, and critical thinking needed to create social value.

\*<sup>3</sup> Society 5.0: A human-centered society that achieves both economic development and solutions to social issues through a system that highly integrates cyberspace (virtual space) and physical space (real space). It was first proposed in the Fifth Science and Technology Basic Plan as the future society that Japan should aim for.

## 2. Overview of Viling (as of November 26, 2021)

(1) Name	Viling, Inc.
(2) Address	Toginogikubo Bldg. 2F, 1-23-19 Kamiogi, Suginami-ku, Tokyo
(3) Representative	Kazuaki Nakamura, CEO
(4) Business description	Education and childcare businesses
(5) Capital	44.8 million yen
(6) Establishment	October 10, 2012

## 3. Future prospects

This acquisition will not have any impact on the Company’s consolidated financial business performance.

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