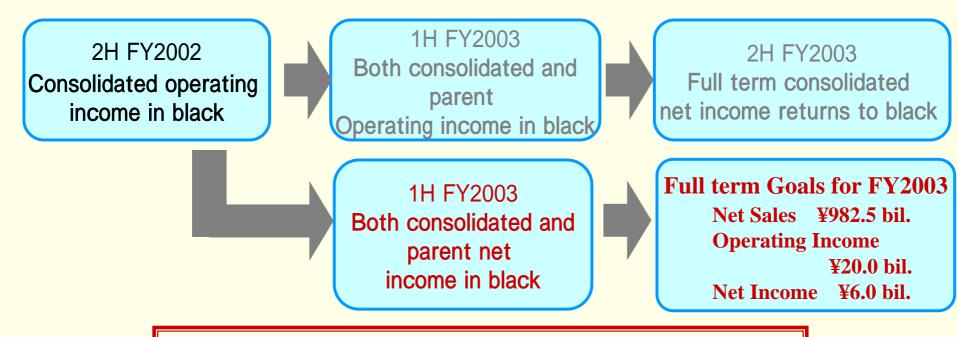
FY2003 Objectives



Full term goal for FY2003 achieved in first half.

Management Measures

Acceleration of Growth Strategy

Continue business restructuring

Improve profitability by lowering

breakeven point

Improve marginal profit ratio and productivity

Focus on priority businesses

High-Definition Displays
Networkable AV Systems
Digital HD Storage
Components
Entertainment

Focusing on Priority Businesses

Priorities for FY2003

Progress in 1H FY2003

Consumer

Electronics

Global organization necessary to realize the optimization of development/production and sales locations

Reduction of fixed costs through employment structural reform

Measures to strengthen domestic sales organization

Centralization of manufacturing at Yokosuka factory to improve productivity and quality

In progress

Completed with the implementation of the early retirement program

Double Sales YoY

In Progress. Consolidating manufacturing functions (Production Engineering, Purchasing, Quality Assurance. etc) at Yokosuka plant

Industrial

Electronics

Accelerating the shift to overseas production (Goal: overseas production ratio of 40%)
Focus on priority businesses through structural reform

Decreasing the number of products from 1700 to 1100

Overseas production ratio of 38%

Focus on Security/Presentation/Network/ Solution fields

Number of products reduced to 1509

Components

& Devices

Expansion of Optical Pickup and Motor business Global organization necessary to realize the optimization of development/production and sales locations

Reduction of fixed costs through employment structural reform

Withdrawal from Magnetic Head business, reduction of Crystal Oscillator Device business

Sales increase vs FY2001: Motor 113%, Optical Pickup 104%

In progress

Completed with the implementation of the early retirement program

Withdrawal from Crystal Oscillator Devices Business and Koriyama factory to close

Entertainment

Integration of 2 US plants
Employment structural reform in Media business
Dramatic reform of Film/Game business
Improve earning power in Music business

Closure of Sacramento factory, completion of integration of 2US plants

Completed with the implementation of the early retirement program

Withdrawal from Film business (production and distribution), and reduction of Game business In progress

Management Reinforcement Lowering Breakeven Point

Aim to lower FY2003 breakeven point to ¥500 bil. in FY20 3

Completion of Restructuring

Reorganization of business/ business base

Employment structural reform Withdrawal from Magnetic Head Business and Reduction of Crystal Oscillator Device Business Withdrawal from Film Business (production and distribution), and Reduction of Game Business Integration of Disk Production Bases in US

Improve global competitiveness by implementing domestic structural reform (Number of Workforce Reduced to 8.200)



Completed in 1H FY2003



Completed in 1H F 2003

Commitment to continued restructuring

Re-basing the business

Reduction of imventory/

Reduction of Inventory Turnover to Less than 30 Days (Inventory Turnover to 38 Days by the End ofMarch 2003)



Reduced to 47 days in 1H FY2003 (Target was 48 days: s rpassed target 1 day)

Reduction of procurement costs

Reduction of Procurement Costs and Value Engineering (VE) by 20% within Fiscal 203



In progress. Exceed 1H Y2003 target (Reduced procurement costs by ¥195 bn Vs target of ¥16.6 bn)

Realignment of manufacturing facilities

Implementing goal of completing development and Manufacturing in 6-months Clearly shifting focus of domestic plants to consolidating manufacturing functions at Yokosuka plant



In progress to make Yoko uka plant as manufacturing center and lansfer manufacturing facilities to Y kosula

Management Reinforcement Employment Structural Reform and Personnel Plan

