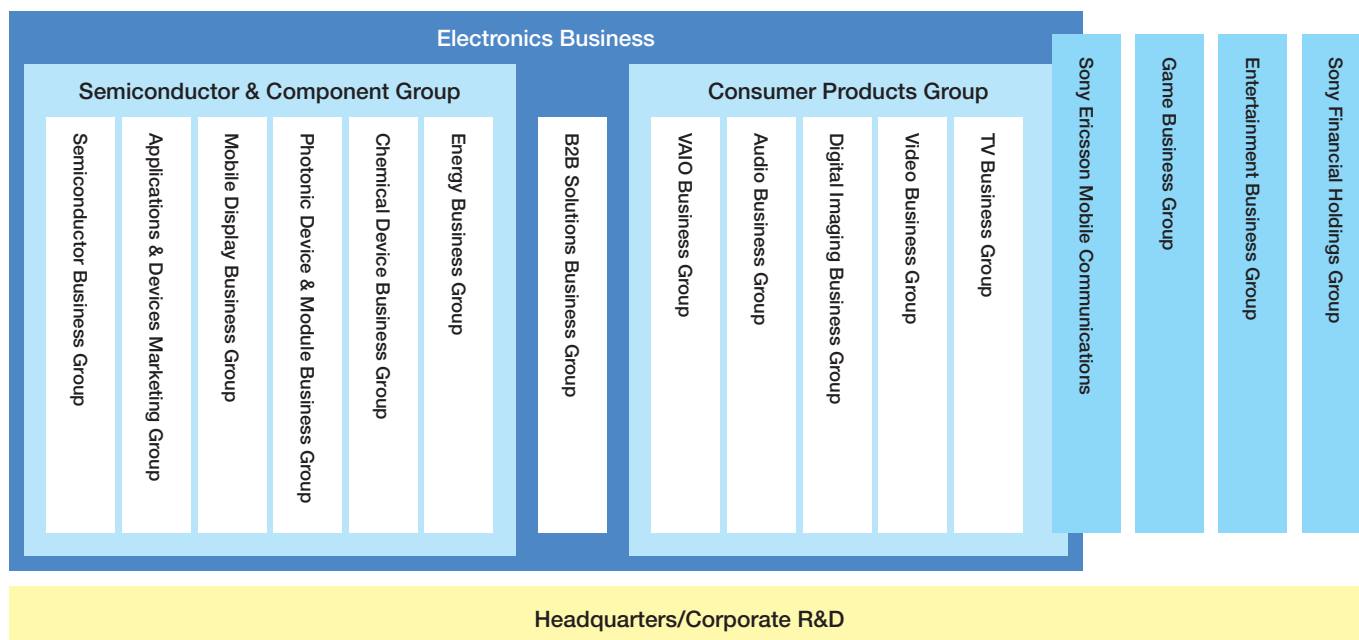


# Sony Overview

## Corporate Data

Headquarters	7-1, Konan 1-chome, Minato-ku, Tokyo 108-0075, Japan
Established	May 7, 1946
Employees	163,000 (as of March 31, 2007)
Sales and operating revenue	¥8,295.7 billion (for the fiscal year that began on April 1, 2006 and ended on March 31, 2007; hereafter referred to in this report as "fiscal 2006")

## Sony Organization Chart (As of April 1, 2007)



### Semiconductor Business Group

Semiconductor business

### Applications & Device Marketing Group

Applications and devices marketing

### Mobile Display Business Group

L-LCD business

### Photonic Device & Module Business Group

Photonic devices business

### Chemical Device Business Group

Recording media and optical film business

### Energy Business Group

Battery business

### B2B Solutions Business Group

B to B solutions business with professional use products and services

### VAIO Business Group

Personal Computer products business

### Audio Business Group

Audio products business

### Digital Imaging Business Group

Digital imaging products business (video cameras and digital still cameras)

### Video Business Group

Storage business (optical discs, etc.)

### TV Business Group

TV products business

### Sony Ericsson Mobile Communications

Mobile phones and next-generation multimedia mobile services

### Game Business Group

Game business

### Entertainment Business Group

Entertainment business

### Sony Financial Holdings Group

Leasing, credit, life insurance, non-life insurance and banking services

## Principal Organizational Changes in Fiscal 2006

- Sony NEC Optiarc Inc. was established with the aim of further strengthening the disc drive business.
- A holding company, StylingLife Holdings Inc., was established for retail businesses, comprised of PLAZASTYLE CORPORATION, LightUp Shopping Club Inc., B&C Laboratories Inc., CP Cosmetics Inc., Maxim's de Paris Corporation and Lifeneo Inc.

Sony will continue to leverage the resources of the Sony Group to deliver more appealing products and services as the world's leading electronics and entertainment company.

## Business at a Glance

### Electronics

#### Business Areas

Audio, Video, Televisions, Information and Communications, Semiconductors, Components and Other categories



### Game

#### Business Areas

Game console and software businesses



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### Pictures

#### Business Areas

Motion picture, television and other businesses



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### Financial Services

#### Business Areas

Life insurance, non-life insurance, banking, leasing and credit financing business



### All Other

#### Business Areas

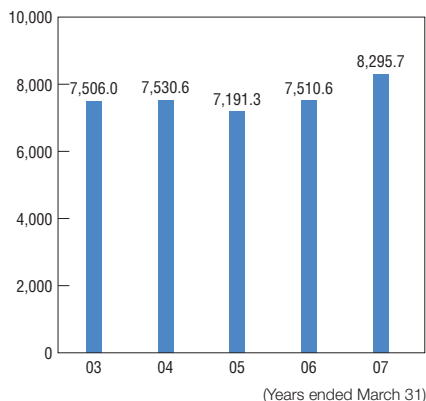
Music content, network service business, production and marketing of animation products, advertising agency and other businesses



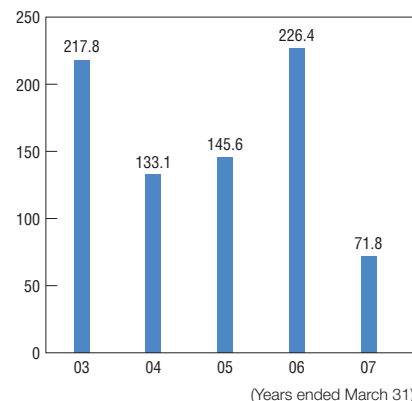
© 2007 So-net Entertainment Corporation.

## Financial Highlights (Billions of yen)

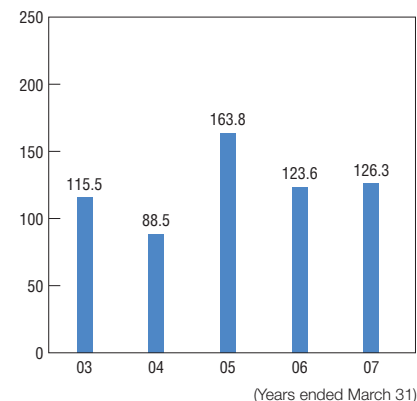
### Sales and Operating Revenue



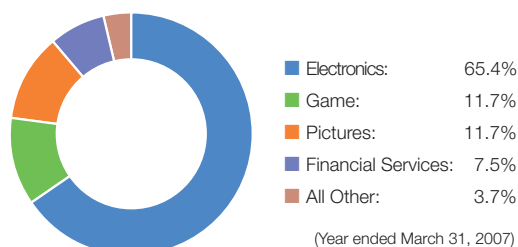
### Operating Income



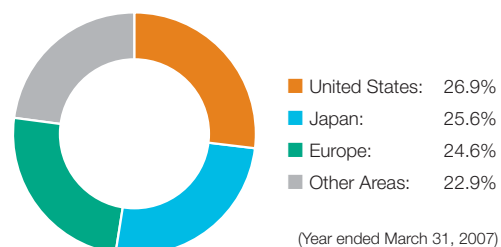
### Net Income



### Sales and Operating Revenue by Business Segment\*1



### Sales and Operating Revenue by Geographic Segment\*1, \*2



\*1 Percent of sales and operating revenue to outside customers.

\*2 Sales and operating revenue accounted for by customers in each particular market.

For more information >> <http://www.sony.net/IR/>