

XR SHOWROOM

Directory Book 2025



XR SHOWROOM

Directory Book 2025

KoVAC | XR SHOWROOM | Directory Book 2025



Ministry of Science and ICT



NIPA National IT Industry Promotion Agency

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CHAPTER 01

KoVAC (Korea VR AR Complex)

- 01 Overview of the Korea VR AR Complex
- 02 Introduction to the Korea VR AR Complex Project

Overview of the Korea VR AR Complex

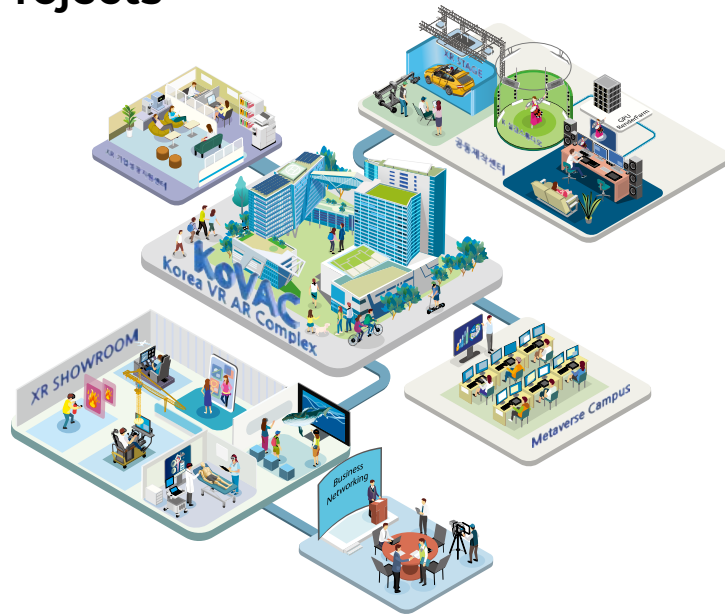
01. Introduction to the Korea Virtual and Augmented Reality Complex (KoVAC)

The Korea Virtual and Augmented Reality Complex, established by the National IT Industry Promotion Agency (NIPA), is an integrated space designed to cultivate the growth of domestic immersive content companies and strengthen their global competitiveness. It provides full-cycle support from content development to commercialization through education, office space, infrastructure, and business support.

Location	Nuritkum Square R&D Tower, 396, World Cup Buk-ro, Mapo-gu, Seoul
For business inquiries	+82-2-2132-1213 uheesu@nipa.kr



02. Current Projects



Occupancy Support

XR Support Center R&D Tower

Providing office space tailored to each stage of growth to cultivate globally competitive ICT companies
※ Selected through a resident recruitment notice

Training

Metaverse Campus Digital Pavilion (3F)

Cultivating hands-on professional developers through practical infrastructure connected to metaverse hubs and related testbeds

Production Support

Co-production center Co-production center & Digital Pavilion (4F)

Promoting the production of immersive content across various industries by supporting infrastructure and technology for immersive content creation

- **Creation Support Infrastructure** Supporting content discovery and test production through the K-Immersive Studio and LED XR Stage
- **Advanced-Stage Production Support** Providing top-tier equipment and technical assistance tailored to the specific characteristics of each production for effective digital content creation
Production support spaces, including VR editing rooms, color grading rooms, special effects studios, comprehensive editing rooms, recording studios, and other associated facilities
- **Equipment Support** 360° rigs, 12K wide-angle cameras, stereoscopic and high-resolution filming equipment, 5G real-time broadcasting systems, and more

Business Support

XR SHOWROOM Digital Pavilion (Floors 1, 2, and 4)

Permanent exhibition space for business support and raising awareness of the XR industry

- **Business Support** Establishing a business development environment through strategy planning and capacity-building programs
- **Experience Programs** Offering immersive content experiences to promote awareness of the XR industry

Introduction to the Korea VR AR Complex Project

01. XR Support Center

The XR Support Center provides office space tailored to each stage of growth—from early-stage startups to specialized companies—in the ICT sector, including XR, AI, and SW, to help revitalize the industry.

※ Tenants of the XR Support Center can use the shared meeting rooms free of charge.

Location	Nuritkum Square R&D Tower, 396, World Cup Buk-ro, Mapo-gu, Seoul
For business inquiries	+82-2-2132-1213 uheesu@nipa.kr



Supports Provided

Type	Eligible Applicants	Space Provided	Monthly Rent (VAT excluded)	Monthly Maintenance Fees (VAT excluded)	Support Period(Max)	Remarks
Early-Stage (Type A)	Within 3 years (Individual/Corporate)	Up to 50m ² (exclusive area)	Free		2 years	<ul style="list-style-type: none"> Includes office furniture, internet, shared equipment, etc. Includes shared meeting rooms
Early-Stage (Type B)	Within 7 years (Individual/Corporate)	Up to 70m ² (exclusive area)			4 years	
Hidden Champion (Type C)	Corporate	Up to 125m ² (exclusive area)	3,000 KRW/m ²	9,270원 /m ²	6 years	<ul style="list-style-type: none"> Includes shared meeting rooms
		Up to 204.5m ² (exclusive area)				
Specialized Business (Type D)	Corporate	Up to 250m ² (exclusive area)	4,530 KRW/m ²		8 years	
		Over 250m ² (exclusive area)	6,260 KRW/m ²			

*In case of changes to the building (Nuritkum Square) management or rental fee rates, the updated rates will apply.

How to Apply

Applications are accepted during the application period via the NIPA website

Eligible Applicants

SMEs in ICT sectors including XR, AI, and SW

- Businesses that can verify their relevance to the software industry, such as those whose business registration certificate specifies "software consulting, development, and supply" as their business type or category
- Support is not available for large enterprises as defined in Article 3 of the Framework Act on Small and Medium Enterprises, or for middle-standing enterprises as defined in Article 2 of the Special Act on the Promotion of Growth and the Strengthening of Competitiveness of Middle-standing Enterprises

Key Benefits

- 50% discount on the usage fee for immersive content production equipment (applicable only to externally portable equipment)
- 50% discount on the use of international, medium, and small meeting rooms within Nuritkum Square
- Networking and business program support for resident companies

02. Metaverse Campus

The Metaverse Campus cultivates specialized talent with immersive content production skills and creative capabilities.

metaverse-campus.kr



Production skills enhancement training

Latest XR technology training for current professionals in the metaverse industry

Project-based training aligned with corporate needs

Project-based training for skilled professionals in industries that utilize metaverse technologies

Overseas advanced technology training

Training for adopting cutting-edge technologies and services through firsthand experience at overseas industrial sites

03. Co-Production Center

kovacstudio.com



The Co-Production Center provides advanced XR and metaverse-based production infrastructure to support domestic small and medium-sized immersive content enterprises to secure sustainable growth. By providing shared production equipment, we aim to enhance the productivity of immersive content businesses, reduce costs, and foster synergy in co-production. This support helps alleviate the burden on small and medium-sized enterprises in producing high-quality immersive content, thereby promoting a steady supply in the content market and supporting early market establishment.

<p>Support for immersive content production infrastructure</p> <p>Support for production infrastructure integrated with cutting-edge technologies</p>	<p>Support for content utilization at the K-Immersive Studio</p> <p>Support for producing 360-degree lifelike volumetric digital humans</p>	<p>Support for External Filming Equipment</p> <p>Filming System Support for High-Quality Digital Production</p>
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Key Support Facilities and Equipment

K-Immersive Studio

K-Immersive Studio is a cutting-edge immersive content production studio capable of creating 360° volumetric digital humans based on motion data.



XR Stage

The LED XR Stage is an LED-based real-time XR and metaverse content production facility that utilizes a graphics engine and live-action backgrounds.



04. XR SHOWROOM

The XR Showroom, which features permanent exhibitions of outstanding domestic immersive content, offers tailored experiential programs for different types of visitors through activities such as technology exchange and business matching, while also promoting awareness of the XR industry.

blog.naver.com/with_kovac



Business Support

Provision of tailored programs based on company analysis, including strategy development and technical support

- Mentoring on rights analysis, domestic and international technology patents, and certification acquisition
- Support for investment attraction through business consulting and competency enhancement
- Support for product/service translation, media promotion, and marketing
- Hosting of business networking events



Content Experience Program

Support for demonstrations and experiences of immersive content applied across diverse fields

- Operation of tour programs tailored to visit purposes such as business, investment, and benchmarking
- Participation in the "Dream Path" educational donation program and operation of Dream Path programs for elementary, middle, and high school students
- A cumulative total of 5,603 visitors from 2019 to 2024



CHAPTER 02

XR SHOWROOM

- 01 Introduction to the XR SHOWROOM
- 02 Contents Experience Program
- 03 Business Support

Introduction to the XR SHOWROOM

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An Exhibition Hall of Outstanding Domestic Immersive Content

XR SHOWROOM is a space designed to enhance understanding of the immersive content industry and support related business activities. It features outstanding achievements from research institutes and enterprises in XR, the metaverse, and related fields.

Visitors can explore the current state of the immersive content industry as it converges with a wide range of sectors, including manufacturing, healthcare, defense, firefighting, and media.

Contents Experience Program

Establishing a business development environment through specialized support tailored to the needs and demands of resident companies

Target Audience	- ICT-related personnel, investors, the general public - Local government, public agency, and interested parties both domestic and international
Hours	10:00 AM - 5:00 PM (Closed on weekends and public holidays)
Capacity	Approximately 20 visitors (adjustable; no admission fee)
Reservation	- Reservations are accepted on a first-come, first-served basis from 2 months to 2 days prior to the visit - Search “한국가상증강현실콤플렉스” or “KOVAC” on Naver
Contact	- General : +82-2-2132-1179 / skfk@nipa.kr - Overseas : +82-2-2132-1178 / chaerr@nipa.kr



XR SHOWROOM
Reservation

Business Support

Operation of experiential programs tailored to visitor purposes such as business, investment, benchmarking, and education



Tailored Support Program

- Development of tailored strategies through analysis of target markets and comparable companies
- Support for domestic and international patent and certification acquisition, as well as for rights analysis and mentoring
- Enhancing corporate competencies through IR deck creation and support, and investment attraction consulting

Support for Entry into Domestic and Overseas Markets

- Development of market entry strategies tailored to each company's characteristics
- Support for product/service translation, media promotion, and marketing
- Hosting events to promote collaboration and networking between enterprises

Performance Analysis

- Providing recommendations on future business support and policy direction through analysis of enterprise status and performance

CHAPTER 03

XR SHOWROOM Exhibition Content and Participating Companies







Status of XR SHOWROOM Exhibition Contents

- 01 Education & Training
- 02 Media
- 03 Medical & Health
- 04 Manufacturing & Industry
- 05 Others




XR SHOWROOM Exhibition Contents

24 content showcasing the best of NIPA-supported projects



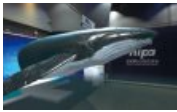



Education & Training

	Entity Name	D2Innovation	CEO	An, Jihwan
	Tel	+82-31-8017-6323	Website	www.d2innovation.com
	Contents	XR-based Integrated Education and Training System for the Air Force		
	Entity Name	LOCUS	CEO	Hong, Sungho
	Tel	+82-2-6005-5000	Website	www.locus.com
	Contents	[POLICE XR] XR-based Training and Education System for Complex Counter-terrorism Response		
	Entity Name	BIG PICTURES	CEO	Kim, Jongmin
	Tel	+82-70-4209-4773	Website	www.big-pictures.co.kr
	Contents	[VR CMS] Practical Training Solution for Construction Equipment		
	Entity Name	SIGONGtech	CEO	Kim, Seungtae
	Tel	+82-2-3438-0077	Website	www.sigongtech.co.kr
	Contents	Immersive Training Content for Integrated Natural and Social Disaster Preparedness Drills		
	Entity Name	SimG	CEO	Jeong, Jaewook
	Tel	+82-52-221-300	Website	www.SimgXR.com
	Contents	Construction VR Training Simulators and VR Tours		
	Entity Name	Yonsei University Industry Foundation	CEO	Hong, Jongill
	Tel	+82-2-2123-6901	Website	www.research.yonsei.ac.kr
	Contents	Initial Response Enhancement System for Fire Safety Managers		
	Entity Name	Time Education C&P	CEO	LEE, Kilho
	Tel	+82-2-590-6900	Website	www.timecnp.com
	Contents	[Meta-Track] Web-based Metaverse Education Platform		
	Entity Name	PlayCurio	CEO	Lee, Sangjun
	Tel	+82-2-6205-9250	Website	www.play-curio.com
	Contents	[Curio AR Play] Immersive Edutech Content for Children		

Media

	Entity Name	Newto	CEO	Choi, Juyong
	Tel	+82-10-6310-3182	Website	www.newto.co.kr
	Contents	[ArtygenSpace] Interactive Photo Zone and Immersive Object Art		
	Entity Name	Bibimble	CEO	Yoo, Miran
	Tel	+82-2-6441-3876	Website	www.bibimble.com
	Contents	[Virtudio] High-quality 3D Virtual Actor Creation Solution		
	Entity Name	Sharebox	CEO	Shin, Yeonsik
	Tel	+82-2-2132-8340	Website	www.ssharebox.com
	Contents	[X-Rumpus Box] 5-Sided Interactive XR Media Experience Space		

Medical
& Health

	Entity Name 대표번호 Contents	Alijas +82-55-333-0233 3D, AI, and IT-based Immersive Interactive Media Content	CEO 홈페이지 www.alijas.co.kr	Cho, Kiyong
	Entity Name Tel Contents	AIPARK +82-2-6925-6028 [AiVATAR] SaaS Platform for Creating Multilingual Digital Human Videos	CEO Website www.aipark.ai	Park, Chulmin
	Entity Name Tel Contents	ISPark +82-2-6430-1620 [i-VERSE] XR service utilizing the MR Table	CEO Website www.ispark.kr	Kim, Gapsan
	Entity Name Tel Contents	DKI Technology +82-2-780-1340 [TNXRtc] Trauma Training Solution Based on Medical Digital Twin Technology	CEO Website www.dkitec.com	Heo, Kyungsoo
	Entity Name Tel Contents	Rising Craft +82-32-715-4884 [TiU] XR Rehabilitation Program for Stroke Patients Based on the Principle of Brain Plasticity	CEO Website www.risingcraft.kr	Lee, Junseo
	Entity Name Tel Contents	KakaoHealthcare +82-31-629-1155 [TOGATHER] Personalized Musculoskeletal and Psychological Health Management Metaverse Service	CEO Website www.kakaohealthcare.com	Hwang, Hee

Manufacturing
& Industry

	Entity Name Tel Contents	WaBoTech +82-2-6954-1321 XR-based Automotive Maintenance, Certification Training, and Remote Repair Support System	CEO Website www.wabotech.com	Kim, Sohyung
	Entity Name Tel Contents	UVC +82-31-346-3366 Industrial Metaverse & Digital Twin-based Smart Factory Solution	CEO Website www.uvc.co.kr	Jo, Guejong
	Entity Name Tel Contents	HANMAC Engineering +82-2-2141-7100 Digital Signage-based Integrated Road Construction Platform	CEO Website www.hanmaceng.co.kr	Lee, Kyunghoon

Others

	Entity Name CEO Website Contents	Gumi Electronics & Information Technology Research Institute (eXtended Reality Device Development Support Center) Kim, Jangho(Koo, Jeongsik) www.geri.re.kr (www.xrclub.kr) Experience and Rental Service for Domestic XR Devices	Tel 054-460-9050	
	Entity Name Tel Contents	Pncsolution +82-2-528-6000 [Metalense] Industry-converged Domestic XR Devices	CEO Website www.pncsolution.co.kr	Choi, Chiwon
	Entity Name Tel Contents	CELLBIG +82-2-2051-5770 [Memory of Heroes] Korea's First Web-based 3D Metaverse Platform Honoring Veterans	CEO Website www.cellbig.com	Lee, Sangno
	Entity Name Tel Contents	TriTech +82-2-6958-7599 Digital Twin-based Operation of Fusion Energy Facilities and Fire Ladder Truck Training	CEO Website www.tritech.co.kr	Ki, Jaeseok & Ki, Seungjun

01 Education & Training

Defense | XR-based Integrated Education and Training System for the Air Force
D2Innovation Co., Ltd., Pncsolution, Korea Institute of Machinery & Materials
Korea Electronics and Telecommunications Research Institute, HUENSOFT Co., Ltd.

Police | [POLICE XR] XR-based Training and Education System for Complex Counter-terrorism Response
Locus Co., Ltd., Kaonmedia Co., Ltd.

Construction | [VR CMS] Practical Training Solution for Construction Equipment
BIG PICTURES Co., Ltd.

Disasters & Accidents | Immersive Training Content for Integrated Natural and Social Disaster Preparedness Drills
SIGONGtech Co., Ltd.

Construction | VR Training Simulators and VR Tours
SimG Co., Ltd.

Fire Safety | Initial Response Enhancement System for Fire Safety Managers
Yonsei University Industry Foundation, National Fire Assessment Institute
SIMNET, UTEC Co., Ltd., HanbitSoft Inc.
Hoseo University Industry-Academic Cooperation Foundation

[Meta-Track] Web-based Metaverse Education Platform
Time Education C&P, Konkuk University Industry Cooperation Foundation, Globepoint Inc.
MEDIOPIA TECH Corp., inTube Inc., Jeollanamdo Office of Education, Tekville Co., Ltd.

[Curio AR Play] Immersive Edutech Content for Children
PlayCurio Co., Ltd.



XR-based Integrated Education and Training System for the Air Force

Lead Organization D2Innovation Co., Ltd. **Participants** Pncsolution, Korea Institute of Machinery & Materials, Korea Electronics and Telecommunications Research Institute, HUENSOFT Co., Ltd.

Content Description

Development of an Education, Training, and Evaluation Platform Utilizing the Defense-Dedicated Network to Enable Interoperable Training Between Air Force Wings and Large-Scale Collaborative Exercises

• Development

<Explosive Ordnance Disposal Training>

- Improvised Explosive Devices: Identification through X-ray imaging and disposal using the ANDROS robot
- Identification and Disposal of Unexploded Ordnance: Simulates the most commonly found UXO types and their front/rear fuzes to enable identification and provide appropriate disposal methods

<Aerial Firefighting Training>

- Canopy Opening and Safety Procedures: Provides methods for opening the canopies of four fighter jet models—F-16, F-15, T-50, and F-35—as well as safety procedures for rescuing the pilot
- Cable Engagement: Provides the emergency landing procedures for F-16, T-50, and F-35 fighter jets, including hand signal communication between roles and the step-by-step process

<Runway Damage Recovery Training>

- A training program focused on the recovery process in the event of runway damage, utilizing five types of equipment: excavator, loader, dozer, roller, and grader

<Spatial Disorientation Training>

- A training program designed to simulate the illusions experienced by pilots during flight, helping them develop proper operational skills by recognizing spatial disorientation, while relying on various information

<Air Traffic Control>

- A simulated air traffic control training system built using the latest Unreal-based visual system technology, incorporating components such as ASDE, ASR, e-Strip, AMOS, and VCS for Indra's control systems

- Building of an integrated training platform to unify all training programs

- Development of XR training content scenarios based on real-life training

- Application of digital twin dead reckoning technology synchronized with radar data intervals (every 5 seconds)

- Application of dynamic performance integration technology for aircraft

: Aircraft motion modeled using Eurocontrol BADA standard performance model with applied physical dynamics

: AI application technology for aircraft speed and turning maneuvers based on flight procedures

- Application of day/night and weather conditions using Korea Meteorological Administration data, with realistic representation of weather information

- Real-time simulation of events such as engine failure, collision, fuel shortage, and runway excursion

Applied Technologies

- Real-time simulation of events such as bird strikes and failures of ASR, PAR, AMOS, and ASDE radar systems
- Provision of integrated training scenarios that closely resemble real situations through the linkage of individual training modules
- Simulator hardware manufacturing technology, including omnidirectional mobility systems and ride-on simulators

**Business
Direction**

- Basic Marketing Strategy

- ※ Development of VR/Simulator systems applicable to overseas military and civilian airports
- System enhancement and expansion of operating units through incorporation of feedback from existing customer (Air Force)
- Development of expansion plans for application to other military branches such as the Army and Navy
- Development of sales strategies for integrated training platforms targeting education and training solution providers, as well as training in specialized industrial sectors

- Future Development Direction

- ※ The training program is planned for enhancement by applying Unreal Engine 5, enabling high-quality graphics and reinforced physics engines to simulate realistic aircraft motion for accident response and prevention training.
- ※ Additional development plans related to the content
 - R&D for long-range simulation development using VR/AR to overcome spatial limitations and the high cost of training equipment has been initiated and is currently underway.





D2Innovation Co., Ltd.

CEO	An, Jihwan	Tel	+82-31-8017-6323
E-mail		Website	www.D2Innovation.com
Address	A-811, 43, Changeop-ro Sujeong-gu Seongnam-si Gyeonggi (Pangyo Global Biz Center)		
Type of Business	Software consulting, development, and supply / Information technology (IT) services / Academic research services		
Business Areas	Development of 2D/3D GIS Engines and Application Software		

Entity Information

A company leading the field of defense geospatial information in Korea with creative and innovative technologies

Based on specialized technical personnel in the field of geospatial technology, we develop outstanding products such as client/server and web-based GIS solutions, UAV systems, and 3D simulation solutions.

We provide technologies and services tailored to the needs of the defense, public, and private sectors.

Core technologies

1. GooninMap: Provides a foundational architecture—including client, server, and tools—that enables fast and powerful map services in both Web and client/server environments, adaptable to various system conditions
2. Drone Simulator: The D2 drone flight simulation provides a realistic experience by visualizing immersive imagery modeled after actual terrain, offering a sense of realism comparable to operating a real drone.
3. GUAV: Developed for sensor operator training on Korea's first corps-level UAV simulator, GUAV provides simulated sensor imagery and control responsiveness that closely mimic the actual characteristics of sensor systems.
4. Drone GCS: Backed by expert personnel and technology for drone operations, utilizes 3D geospatial information to create scenarios and supports optimized automated mission planning through pre-simulation

Major Achievements

2023. Mission Planning Communication Survivability Map Generation Technology - Map Processing and Visualization Software Development
Security services management system enhancement project
2023 Firearms and explosives safety management system maintenance
Firearm location tracking system maintenance project
Online system establishment project for petty offense fine inquiry and payment
[Development] Unmanned reconnaissance vehicle system development
2023 route guidance data establishment and maintenance
- 2022.-2023. JFOS-K integrated maintenance service project
2022. Joint intelligence simulation model maintenance
Real-time automated mission execution adjustment technology development based on battlefield information
Real-world virtualization technology based on geospatial cloud platform - (integrated situational display)

- Defense integrated disaster management information system development project
- Development of decision support system for amphibious rig bridging operations
- 2022-2023 Air Force AFCCS software maintenance project
- [2020 Defense Project - Minor performance improvement for AKJCCS and KJCCS]
- Customization of situational map solution
- 2021. 2020-2021 JFOS-K integrated maintenance service
- Development of explosive ordnance detection and disposal robot system
- 2021 Joint intelligence simulation model maintenance
- Defense transportation information system enhancement project
- Delivery of Cheonjabong Model Situational Map Solution - 2021, Air Force
- Performance improvement project for the Military Intelligence Management System-Combined (MIMS-C)
- System development for performance improvement of the Changgong model
- Establishment of the Police Civil Complaint Portal and Development of Mobile Services (Research Project)
- 2021 Firearms and explosives safety management system maintenance project
- Agency for Defense Development - multi-source image fusion processing system development project
- Operational sustainment support model introduction project (GoonInMap 3.2 Enterprise)
- Military Intelligence Management System-Combined (MIMS-C)
- Army Synthetic Battlefield Training System (Build-I) development project





Pncsolution

CEO	Choi, Chiwon	Tel	+82-2-528-6000
E-mail	wslee@pncsolution.co.kr	Website	www.pncsolution.co.kr
Address	53, Gangnam-daero 10-gil, Seocho-gu, Seoul, Republic of Korea (PNC Building)		
Type of Business	Manufacturing		
Business Areas	XR Simulator, AR Glass		

Entity Information

- Since its establishment in 2015, Pncsolution has grown into a leading AR glass company in Korea, providing in-house developed XR solutions including XR simulators and AR glasses.
- We focus on producing two main products—XR simulators and AR glasses—and are also conducting R&D on a metaverse platform applicable to these products.

Core technologies

- XR Simulator
 - XR-based simulator development technology for training and education across various fields
- AR Glass
 - AR Glass development technology that augments virtual content over the real world
- AI
 - Core technologies for XR implementation, including gesture recognition and voice recognition
- Sensor Driving
 - Sensor driving technology applied to various devices

Major Achievements

- Awarded the Prime Minister's Commendation for Contributions to Science and Technology Promotion (2023.)
- Awarded the Presidential Commendation for Outstanding Contributions as an SME Entrepreneur (2023.)
- Won XR Flagship Project Contract (2021.)
- Received multiple ministerial awards in the XR field (2020.-2022. / Ministry of Culture, Ministry of Science and ICT, Ministry of Trade, Industry and Energy, Ministry of Land, Infrastructure and Transport, Ministry of SMEs and Startups)
- Developed AR Glass Proto (2019.)
- Developed joint fire simulator (2018.)
- Founded (2015.)



Korea Institute of Machinery & Materials



CEO Ryu, Seoghyeon Tel +82-42-868-7927
 E-mail mhcha@kimm.re.kr Website www.kimm.re.kr
 Address 156, Gajeongbuk-Ro, Yuseong-Gu, Daejeon
 Type of Business R&D testing service
 Business Areas Research and development & planning / Reliability and testing & evaluation / Technology transfer & support

Entity Information

Research and development & planning / Reliability and testing & evaluation / Technology transfer & support

Core technologies

Development of proprietary future technologies, key industrial technologies, and solutions to complex societal problems

Major Achievements

- Aug 2013. Established LNG and Cryogenic Technology Center (regional organization)
- Feb 2013. Established Busan Laser Application Support Center (regional organization)
- Dec 2010. Established Daegu Research Center for Medical Devices and Green Energy (regional organization)
- Mar 1992. Renamed as Korea Institute of Machinery and Materials
- Jan 1981. Launched as Korea Center for Machinery and Materials
- Dec 1976. Established as Korea Test Institute of Machinery and Metals

1단계 자율주행 트랙터 핵심기술 개발



2단계 오프로드 환경인식 핵심기술 개발





Korea Electronics and Telecommunications Research Institute (ETRI)

CEO Bang, Seungchan Tel +82-1466-38
 E-mail Website www.etri.re.kr
 Address 218 Gajeong-ro, Yuseong-gu, Daejeon
 Type of Business R&D
 Business Areas ICT and related industries

Entity Information

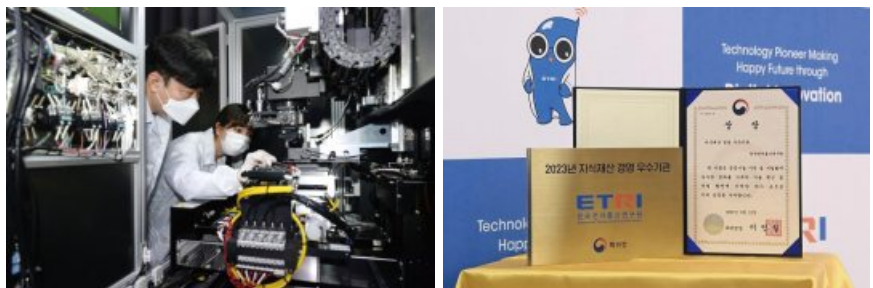


Core technologies



Major Achievements

- 2022. Developed a conductive anode binder for solid-state secondary batteries
- 2021. Micro LED, the world's first next-generation display core technology
- 2020. Developed Deepview, a visual intelligence proprietary technology platform
- 2019. Developed TIC-TOC, a 25 Gbps-class tactile internet technology
- 2018. Developed UHD mobile broadcasting technology





HUENSOFT Co., Ltd.

CEO Choi, Changjin Tel +82-32-363-3000
E-mail jhchoi@huensoft.com Website www.huensoft.com
Address 604, 301, Bupyeong-daero, Bupyeong-gu, Incheon (Namkwang Centrex, Cheongcheon-dong)
Type of Business Information and communications construction, software development and consulting, etc.
Business Areas AR/XR/MR/Digital Twin, intelligent surveillance platforms, 3D airport control systems, etc.

Entity Information

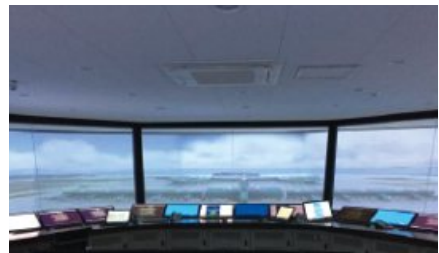
We are HUENSOFT, a company that continuously innovates and thinks creatively, dedicated to delivering the highest quality and service. We possess advanced technologies and immense potential, like a massive iceberg hidden beneath the small visible tip HUENSOFT is a leading expert in developing XR total solution-based simulators—one of the most powerful of its kind—possessing proprietary technologies across all areas of aviation, transportation, and defense industries. With digital transformation technologies that transcend time, space, and generations, we deliver top-tier systems and services. We aim to lead the way as a pioneering company in digital twin, XR-integrated education, training, experiential learning, and industrial applications.

Core technologies

- As the lead company for the 'Airfield Control Simulator Development Project,' we possess 100% in-house capabilities for the system.
- A specialized company in aviation and IT, offering maintenance services, SI, SM, consulting, and development of air traffic control simulators
- A specialized developer and maintenance provider that built both air traffic control simulators at Incheon International Airport
- Developing a training environment that closely simulates real-world scenarios using Unreal Engine

Major Achievements

- Oct 2023. Escort pass app enhancement project
Incheon drone data center establishment service
- Sep 2023. Integrated traffic management system improvement project
- Aug 2023. Incheon Line 1 AI-based intelligent video surveillance system platform establishment service
- Mar 2023. Airfield control simulator maintenance service



[POLICE XR]

XR-based Training and Education System for Complex Counter-terrorism Response

Lead Organization LOCUS Co., Ltd. **Participants** Kaonmedia Co., Ltd.

Content Description

The XR-based multi-faceted counterterrorism training and education system uses XR technology to simulate hazardous real-world situations through AR devices, three-sided screens, and replica firearms used in actual field operations. It effectively integrates these elements into the training process. To maximize training effectiveness, the system includes a scenario editor that allows instructors to actively design the curriculum, a training control system for full oversight, and an evaluation system for detailed assessment of training outcomes.

Applied Technologies

- High-quality education and training program to enhance police capabilities in public safety and multi-faceted counterterrorism response
 - Development of HRD-XR scenarios for analyzing and responding to real-world field situations
 - A practical competency-cultivating program using a feedback-based training system powered by virtual and augmented reality technologies
- Development of new XR education, training, and experience services based on digital twin resources
 - Integration of XR devices, firearm-type controllers, and three-sided display hardware
- XR education and training program aimed at the gradual improvement of field personnel capabilities
- Development of simulation and scenario editing solutions for public safety and multi-faceted counterterrorism situations
- Development of over 10 core content scenarios and customizable scenario variation elements
- Integration of scenario implementation with a graphic resource asset database
- Integration of intelligent NPCs and implementation of dynamic scenarios

Business Direction

- Promotion of business models enabling active user content experiences
- Production and commercialization of interactive content for exhibitions and experiential programs
- Development of new services in XR-based education, training, and experiential fields, including digital twin technologies
- Identification and commercialization of new training projects for job-specific fields such as police and firefighting
- Promotion of new business initiatives for XR devices and optical modules for XR devices
- Commercialization of motion tracking technology for intelligent AI NPC development





LOCUS Co., Ltd.

CEO	Hong, Sungho	Tel	+82-2-6005-5000
E-mail	business@locus.com	Website	www.locus.com
Address	B2, 4th-9th Floor, 128 Dosan-daero, Gangnam-gu, Seoul (Pension Office Gangnam Yeoksam branch)		
Type of Business	Animation, video, and film production		
Business Areas	Film, drama, advertising content, CG/VFX, exhibitions, and new media		

Entity Information

LOCUS is a comprehensive cultural content company that encompasses a wide range of content businesses, backed by strong planning and production capabilities. LOCUS creates a variety of synergistic effects through close collaboration with its studios. Since 2009, LOCUS has brought to life a creative world where art and technology blend, producing over 4,800 global works across animation, game cinematics, advertising, film, and drama for a wide range of screens and immersive spaces. Through relentless passion and effort in new media fields such as virtual influencers, XR content, and interactive media art, we continue to push the boundaries of content technology to deliver entirely new experiences.

Core technologies

- Animation Studios: A leading Korean animation studio with world-class capabilities in animation planning, production, and business development
- VFX Studios: Korea's largest high-quality VFX studio providing total solutions for TV commercials
- DX Studios: A future-oriented new media content studio delivering unprecedented experiences
- LOCUS-X: Korea's No.1 virtual entertainment studio, creator of the nation's first virtual influencer, Rozy

Major Achievements

- Nov 2024. Commendation plaque awarded by the Korean National Police Agency on the 79th Police Day for the XR Education and Training System
- Nov 2023. Received the Minister of Culture, Sports and Tourism Award (Grand Prize) at the 2023 Korea Future Content AwardsAug. Produced and operated the main exhibition content for the Cheonan K-Culture Expo, hosted by Cheonan City and the Independence Hall of KoreaAug. Released the animated film Running Man: RevengersJan. Opened the permanent exhibition Yumi's Cells: Jeju Special Exhibition at Hanwha Aqua Planet Jeju
- Dec 2022. Received the Minister's Commendation from the Ministry of Science and ICT at the 2022 ICT Fund Policy Awards for Distinguished ContributorsDec 2022. Received the Minister of Culture, Sports and Tourism Award at the 2022 Korea Content Awards for distinguished contributions to overseas content expansionNov. Received a Letter of Appreciation from the Commissioner General of the Korean National Police Agency for distinguished contributions to the 4th International Police Equipment ExpoMay. Produced VR content including MBC VR Human Documentary: Meeting You 3 - Mom's Flower Garden
- Sep 2021. Produced animation for Seasons 1 and 2 of the TVING original OTT drama Yumi's Cells

- Aug 2020. Launched Korea's first virtual influencer, RozyFeb Produced immersive digital content and built an exhibition hall for the Chuncheon National Museum
- Dec 2019. Red Shoes received the Presidential Award in the Animation category at the 2019 Korea Content Awards
- Jul 2019. Global release of the animated feature film Red Shoes
- Mar 2018. Directed and produced the VR film Stay with Me
- Jan 2017. Produced a cinematic trailer for a game developed by the Chinese internet company NetEase's Project G37
- Oct 2016. Produced theme zone content for the Kazakhstan EXPO and the Korea Pavilion
- Oct 2015. Produced content for the 4D dome theater at Dongfang Salt Lake City, China
- Jul 2014. Produced exhibition content for the National Museum of the Republic of Kazakhstan
- Jun 2013. Produced multimedia show content for Enjoyland Animal Kingdom Theme Park in China
- Dec 2011. Produced theme zone content for the Korea Pavilion at the Yeosu World Expo
- Dec 2010. The Seven Dwarfs won the Minister of Culture, Sports and Tourism Award (Grand Prize) at the 2010 Korea Story Contest
- May 2009. Established as LOCUS Co., Ltd.





Kaonmedia Co., Ltd.

CEO Lim, Dongyeon Tel +82-31-724-8607
E-mail A41103@kaonmedia.com Website www.kaonmedia.co.kr
Address 884-3, Seongnam-daero, Bundang-gu, Seongnam-si, Gyeonggi-do
Type of Business Broadcast equipment manufacturing
Business Areas XR devices, AI solutions, OTT platforms, and network equipment

Entity Information

We operate globally in media, network equipment software, and mobile IP/platform businesses based on AI solutions, with exports accounting for a significant portion of our total revenue. Our primary market consists of domestic and international broadcasting and telecommunications service providers.

We are generating revenue through business expansion into XR, AI, and 5G sectors, while also investing in the development of XR devices utilizing telecommunications network technologies and in content related to the metaverse.

Core technologies

In 2021, we developed a 2-in-1 hybrid XR device combining band-type and helmet-type designs. We also developed an augmented reality-based remote collaboration solution for technicians in different locations, which was integrated into the XR device and applied to the manufacturing processes of our affiliate companies.

In 2022, we developed an all-in-one convertible AR/VR XR device and created our own augmented reality-based solutions adaptable to various industries. These solutions are being proposed to a wide range of institutions, companies, and global clients as part of our ongoing commercialization efforts.

Major Achievements

- Dec 2022. Developed a convertible AR/VR XR device
- Aug 2022. Joined the global initiative UN Global Compact (UNGC)
- Dec 2021. Developed a 5G-based XR device
- Aug 2020. Won the project for establishing an XR-based multi-faceted counterterrorism education and training system
- Jan 2019. Obtained Wi-Fi 6 certification from the Wi-Fi Alliance and EasyMesha™ certification
- May 2013. Selected as a World Class 300 company



|VR CMS|

Practical Training Solution for Construction Equipment

Lead Organization **BIG PICTURES Co., Ltd.**

Content Description

The Virtual Reality Construction Machine Simulator (VRCMS) is a practical training solution based on virtual environments that overcomes the spatial and time limitations of traditional hardware-intensive systems. It provides realistic training experiences in a virtual space, allowing users to select construction equipment by type and manufacturer brand on a single simulator. With simulation upgrades, new machinery types can be added quickly for training. The system also enhances learning effectiveness and operational convenience through integrated content and learning management features.

Applied Technologies

- Time and physics-based simulation VR visualization technology
 - Realistic movements of construction machinery and a haptic UI optimized for the VR environment provide a highly immersive experience.
 - Provides a structured curriculum based on NCS learning modules
- Real-time network monitoring data integration technology
 - Manages the network, curriculum, and system for 15 users in real time
 - The recorded operational data provides intuitive feedback through 3D graphics.
- Presenting a standard for practical training through learning management and analysis
 - Practical evaluation from the construction equipment operator qualification test is applied to objectively assess trainees' job competencies.
 - By profiling and grouping trainees, and collecting and managing their practical training progress, both individual and group progress can be quickly assessed.

Business Direction

- Expanding the curriculum to include operation of construction equipment attachments and level systems essential for fieldwork, enhancing competitiveness as a practical training platform
- Expanding consumer touchpoints on the metaverse platform by overcoming hardware limitations
- Expanding the market by establishing real-time multi-system capabilities within a single system
- Operating NCS-based virtual learning model





BIG PICTURES Co., Ltd.

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 E-mail cms@big-pictures.co.kr Website www.big-pictures.co.kr
 Address Rooms 410&411, 151, Gyejok-ro, Dong-gu, Daejeon 34640 (Daejeon Knowledge Industry Complex, Dae-dong)
 Type of Business Software development and supply / Simulator development and supply
 Business Areas VR / EdTech

Entity Information

- Our Vision
 As equipment and machinery advance, the amount of information and knowledge required for operation increases, leading to higher training time and costs. Big Pictures aims to contribute by enabling anyone to easily and quickly acquire operational competencies through digital spatial technologies and software.
- Business Areas
 Through the digital innovation of construction equipment training, we provide a safe and eco-friendly training solution to a greater number of trainees.

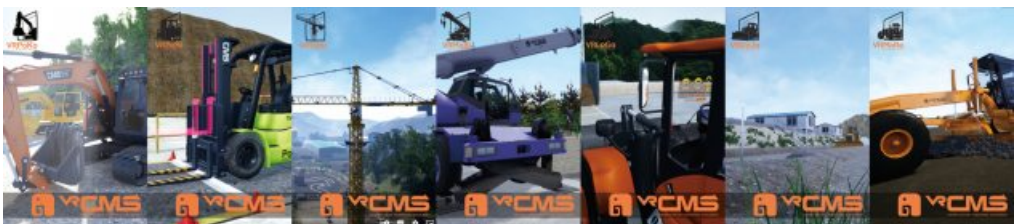
Core technologies

- Simulation: Physics-based virtual simulation that visualizes a 360-degree virtual environment in real time, reflecting the dynamics of construction equipment
- Learning Content: Provides simulator content control and management through a multi-network system integrating learning management and learning analysis (CMMatrix)
- Data Integration: Real-time control technology for unmanned vehicles

Major Achievements

- 2024. 12. Awarded the Minister of Science and ICT commendation for distinguished contributions to the advancement of the immersive content industry
- 11. Received the top prize for business performance (President of the National IT Industry Promotion Agency)
- 11. Participated in the 17th Army M&S International Conference
- 10. Signed a business agreement and content supply contract for virtual training with Raonmeta; business agreements for virtual education commercialization with Eduall Lab and Drivetec; operated the K-Girls Day program under the Ministry of Trade, Industry and Energy and the Korea Institute for Advancement of Technology
- 09. Signed a business agreement for virtual training education with Ho Chi Minh City University of Transport, HOPEE VN, and GTVT
- 09. Selected as an excellent company in fair recruitment by the Human Resources Development Service of Korea
- 07. Signed an industry-academia cooperation agreement with Pohang Girls' Electronic High School
- 06. Registered as a leading company in learning-centered field training; signed a Glocal University 30 agreement with Daejeon Health Sciences College
- 04. Operated a virtual training technology exchange program with the Hawaii State Department of Education
- 03. Operated an excavator virtual training program under the National Tomorrow Learning Card
- 01. Selected as an outstanding IPP partner company and family company by Paichai University
- 2023. 12. Signed a business agreement for virtual education with GTS Vietnam and TQA Solution.

- 11. Signed a business agreement on virtual education technology with Trueworld Studio in Singapore; signed an agreement to establish a virtual training center with Hanoi National University of Education in Vietnam
- 11. Participated in the 16th Army M&S International Conference
- 10. Received the Korea Metaverse Industry Association President's Award for business achievements in content solutions
- 10. Operated the K-Girls Day program under the Ministry of Trade, Industry and Energy and the Korea Institute for Advancement of Technology
- 07. Operated a virtual training technology exchange program with the Hawaii State Department of Education
- 04. Registered the VRCMS product on Venture Nara
- 03. Signed a business agreement for future talent cultivation with Mapo Youth Center
- 02. Jointly established a VR Simulation Center and signed a business agreement with Namseoul University
- 2022. 12. Received the Korea Metaverse Industry Association President's Award for outstanding business performance
- 12. Received a commendation from the President of the Korea Institute of Startup & Entrepreneurship Development for distinguished contributions to business management and technological innovation
- 12. Certified as a family-friendly company
- 11. Participated in the 15th Army M&S International Conference
- 10. Direct production registration for software engineering services
- 10. Signed a business agreement for construction equipment operator talent cultivation with Daejeon Sejong Heavy Equipment Training Center
- 02. Signed a business agreement with Mokpo Technical High School for the cultivation of key talent in the foundational civil engineering industry
- 2021. 12. Received a commendation from DICIA for distinguished contributions to content industry promotion and the development of the cultural content industry
- 11. Participated in the 14th Army M&S International Conference
- 04. Selected for the process safety assessment project by NIPA
- 01. Direct production registration for educational training equipment and supplies
- 2020. 12. Designated as a family company by the Daedeok Science and Technology Social Cooperatives
- 11. Signed a business agreement for virtual training education with the Korea Safety Corporation
- 09. Signed a business cooperation agreement for VR solutions with JCH Systems
- 08. Registered a Corporate-Affiliated Research Institute
- 04. Established a permanent VRCMS experience facility in Sangam
- 2019. 12. Received the Presidential Commendation for distinguished contributions to industrial development through venture startup promotion
- 09. Selected for a regulatory exemption for demonstration under the sandbox program
- 04. Selected for the 9th cohort of the Youth Startup Academy
- 02. Incorporated as BIG PICTURES Co., Ltd.



Immersive Training Content for Integrated Natural and Social Disaster Preparedness Drills

Lead Organization SIGONGtech Co., Ltd.

Content Description

The immersive content for natural and social complex disaster prevention drills is developed using cutting-edge physics simulation technology and enables interaction through various activities. It is designed to provide experiential training for safety, aiming to prevent unexpected complex disaster situations.

By integrating with Cybershoes, the user's movements are realistically reflected, enhancing immersion. The purpose of the content is to provide disaster safety prevention drills through realistic experiences, enabling users to engage in various activities aimed at preventing unexpected complex disaster situations. To achieve this, we developed effective integration between the physics simulation and the user interface.

Applied Technologies

The immersive content for natural and social complex disaster prevention drills combines physics simulation technology with Cybershoes to provide realistic interaction. The fusion of real and virtual environments further enhances user immersion, offering a richer experience through a variety of unexpected content.

- Applied Cybershoes to minimize dizziness while enabling unlimited movement within virtual space
- Applied physical environmental variables to deliver a realistic experience within the virtual reality space, comparable to real-world conditions
- Implemented multi-user, space-based virtual reality content using wireless streaming VR in a Wi-Fi 6 environment, eliminating the need for backpack PCs

Business Direction

- B2G Business: Domestic and international safety experience centers, exhibition halls, multi-purpose cultural spaces, etc.
 - Commercialization planned for existing safety experience centers
- B2C Business: Promoting commercialization of story-based experiential theme parks
 - Device sales planned through SNS promotion and Steam VR marketing





SIGONGtech Co., Ltd.

CEO	Kim, Seungtae	Tel	+82-2-3438-0077
E-mail	yangsj@sigongtech.co.kr	Website	www.sigongtech.co.kr
Address	225-20 Pangyoyeok-ro, Bundang-gu, Seongnam-si, Gyeonggi-do		
Type of Business	Advertising, promotion, and exhibition		
Business Areas	Immersive content, art & technology, simulators, interactive media, science centers, experience centers, museums, exhibition experience halls, interior design, and expos		

Entity Information

A global creative group leading immersive content & art and technology

- SIGONGtech is a specialized company in exhibitions, culture, and immersive content, continuously growing since its founding in 1988 by creating numerous achievements marked as Korea's "first."
- In particular, as the content industry becomes increasingly important, SIGONGtech is actively developing a variety of immersive technologies and content.

Core technologies

- SIGONGtech, Korea's largest and leading company in immersive content, art & technology, exhibitions, culture, and interior design, operates a dedicated "Cultural Technology Research Lab" staffed by experts
- Holds over 240 intellectual property rights and professional certifications

Major Achievements

- Hosted Korea's first laser show in 1988
- Established Korea's first omnibus-type science experience at the Dome Theater of the National Science Museum in 1990
- Developed Korea's first sealed display case in 1996
- Conducted Korea's first offshore HD 3D video filming in 1998 (Lisbon Expo)
- First comprehensive exhibition and cultural company from Korea to expand overseas, with projects in China, Kazakhstan, Saudi Arabia, Malaysia, and more
- Won Korea's largest exhibition project for the comprehensive career experience center, JobWorld
- Korea's first large-scale multimedia show, the BIG-O Show



VR Training Simulators and VR Tours

Lead Organization SimG Co., Ltd.

Content Description

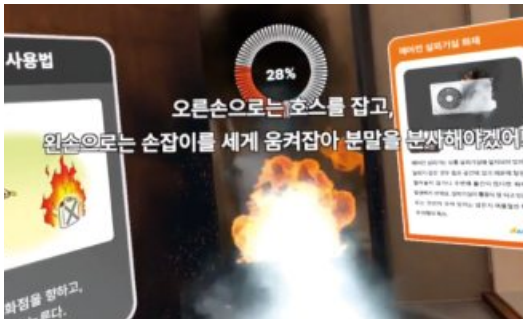
1. Excavator VR Simulator: A product that allows heavy equipment operation training in a safe environment through a simulator designed to replicate a real excavator. It is equipped not only with license test practice content but also with actual field operation content, enabling practical training.
2. Fire Extinguisher VR Content: Provides a highly immersive training environment by integrating real fire extinguisher hardware with VR content. This enables users to accurately learn how to use a fire extinguisher and apply it correctly in real fire situations.
3. Museum Tour VR Content: Allows the recreation of non-existent exhibits or museums within a VR space, offering an engaging and interactive viewing experience by enabling users to virtually touch exhibits or participate in related mini-games

Applied Technologies

- MR technology that enhances training effectiveness by integrating VR content with hardware
- Realistic graphic quality based on 3D modeling
- Effective MMI implementation reflecting user convenience (2 patented technologies)
- Wireless integration technology between input devices and all-in-one HMDs for VR content
- Application of physics engine to simulate vehicle dynamics such as gradual acceleration, braking, and tilting during turning maneuvers

Business Direction

- Excavator VR Simulator
 - Sales focused on specialized educational institutions such as agricultural and technical high schools, as well as military units
 - Content added and upgraded annually
- Fire Extinguisher VR Content
 - Demand generated primarily by fire stations and fire training institutions, particularly for children from preschool to elementary school
 - Additional content and upgrades planned
- Museum Tour VR Content
 - Targeting primarily institutions, associations, and the culture and tourism sectors
 - Individual upgrades carried out through customer customization





SimG Co., Ltd.

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E-mail	simg@simglab.com	Website	www.SimGXR.com
Address	102, 54, Yulliyeonghae 1-gil, Cheongnyang-eup, Ulu-gun, Ulsan		
Type of Business	Software development		
Business Areas	Software development and supply		

Entity Information

A company that shares joy through XR technology

Established in 2013, SimG is a virtual reality content development company that applies XR technology across various industries—including construction, manufacturing, education, healthcare, and culture/tourism—focused on growth and development through innovation by improving work environments, enhancing quality, and reducing costs.

Core technologies

- Planning and production of XR content based on industrial field environments
- MR technology that enhances training effectiveness by integrating VR content with hardware
- Hardware development technology that maximizes educational effectiveness through integration with VR
- Ongoing upgrades carried out through a corporate-affiliated research institute and direct production facility
- Digital Twin technology that enables realistic training by integrating VR and AI technologies
- Realistic graphic quality and effective MMI implementation designed for user convenience

Major Achievements

- 2024. Winner of the KES 2024 Innovation Award
Signed MOUs with companies in Thailand and Japan
Participated in the Tokyo XR Fair
- 2023. Established a Seoul branch office
First export of heavy equipment simulators to Indonesia
- 2022. Registered a Madrid trademark application designating the US, UK, Canada, and Japan
Established a Busan branch office
Developed an export-oriented forklift hardware model
Developed dozer, loader, and grader VR simulators and supplied them to military units
- 2021. Selected as an INNOBIZ (technology-innovative SME)
Developed industrial safety content for chemical accidents and supplied it to Korea Polytechnics
Developed and supplied excavator simulators in collaboration with Volvo Group Korea
- 2020. Developed a design verification VR solution and supplied it to Hyundai Construction Equipment
Received the Minister of Education Award for heavy equipment simulators
Relocated corporate building
- 2019. Established a corporate-affiliated research institute (Immersive Content Research Center)
- 2018. Developed a forklift simulator using HMD technology and supplied it to the Army Engineer Corps

- 2017. Listed on Venture Nara, the platform of the Public Procurement Service
- 2016. Developed an excavator simulator using HMD technology and supplied it to the Ministry of National Defense
- 2014. Registered as a venture company (No. 20140111661)
Produced and delivered 3D videos—including troubleshooting for air circuit breakers and three other types—for Hyundai Heavy Industries
- 2013. Established SimG Co., Ltd.



Initial Response Enhancement System for Fire Safety Managers

Lead Organization Yonsei University Industry Foundation **Participants** National Fire Assessment Institute, SIMNET, UTEC Co., Ltd., HanbitSoft Inc., Hoseo University Industry-Academic Cooperation Foundation



Immersive virtual training system and content were developed using extended reality (XR), including virtual reality (VR), augmented reality (AR), mixed reality (MR), digital twin technology, motion-based interfaces (3D treadmill), and haptic gloves, to strengthen the capabilities of fire safety managers.

To develop metaverse-based training system content as described above, the key demonstration features include: a fire protection system inspection and operation simulation for fire safety managers using AR technology; an immersive fire response training simulation within a virtual digital twin building using VR and 3D treadmill technology; and an AI-based evaluation system that recognizes trainees' voices and motions in real time for performance assessment.

1. XR-based fire protection system inspection and operation simulation

- Training and education conducted by integrating HoloLens 2 and Meta Quest Pro devices
- Integration of training and evaluation for 12 types of fire protection system inspection and operation



2. XR-based fire response training simulation

- Fire response training conducted in a virtual environment by integrating Oculus Quest, Meta Quest 3, 3D treadmill, and hand-tracking devices
- Applied 560 fire scenarios across four types of buildings: multi-use facilities, facilities for vulnerable populations, complex buildings, and underground shopping centers

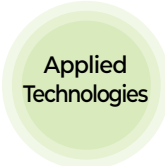
> 시스템 구성



> 실제 현장 배경으로 장비 작동 훈련



3. AI system for evaluating evacuation guidance voice and motion of fire safety managers
- Performs deep learning analysis by recognizing the trainee's voice and motion data in real time
 - Evaluates and reflects results based on scenario progression and whether a retry is required
 - Supports global languages: Korean, English, and Japanese



> 시스템 구성



> 모션 인식 정보추출을 통한 분석 평가 요소 반영



Business
Direction

- A modulation-based, adaptive, and parallel pipeline configuration is enabled by reducing dependencies between core technologies, allowing flexible solution packaging.
 - Implemented a 2-track strategy for the transfer (sale) of developed technologies
 - (Direct transfer) Facilitated natural technology transfer and solution distribution through consortium-based business models—such as collaboration, co-production, and outsourcing—with related companies and developers/producers utilizing the existing CGI pipeline
 - (Indirect transfer) Promoted business feasibility assessment through market validation and profitability testing of the completed solution, while continuously improving and supplying products through collaboration with technology commercialization vendors and academia-industry-research networks
- Commercialization format: XR-based fire safety education and training solution targeted for sales in B2G and B2B markets
 - As the frequency of large-scale fires increases both domestically and internationally, global demand for fire response education and training is also increasing.
 - Based on Korea's advanced ICT technology, exports of firefighting, security, and counter-terrorism equipment have been steadily increasing.

XR기반 소방안전관리자 교육훈련 플랫폼

Offline

XR 기반 화재대응 교육훈련 시뮬레이션 시스템

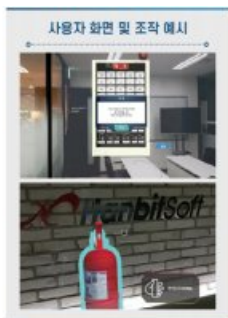
XR 기반 소방시설 점검작동 시뮬레이션 시스템

Online

비대면 XR 콘텐츠 온라인 시뮬레이션 플랫폼

로그인 화면 훈련선택 화면 훈련실행 화면

- ✓ 소방설비 점검 역량 강화 모듈 개발
- ✓ 실감형 가상훈련 체계 및 콘텐츠 개발
- ✓ 디지털트윈 최신기술 적용
- ✓ XR기반 반응형 교육훈련 및 평가시스템 개발





Yonsei University Industry Foundation

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E-mail	jmc@yonsei.ac.kr	Website	www.research.yonsei.ac.kr
Address	50 Yonsei-ro Seodaemun-gu, Seoul (Yonsei University, Sinchon-dong)		
Type of Business	Academy		
Business Areas	Business facility management, business support, and leasing services		

Entity Information

- Developed an augmented reality-based integrated disaster response training simulator
- Developed multi-media, multi-path adaptive network technology
- Developed simulation-based emergency preparedness training technology for organizational units
- Developed wireless optical communication-based vertical mobility network technology
- Developed intelligent stealth technology to minimize the exposure of ICT resources used for public tasks and missions
- Developed trusted integration technology for defense mobile environments to enable real-time information sharing
- Developed technology for constructing dynamic thematic maps using fixed and mobile platforms to establish next-generation digital national geospatial information

Core technologies

- Holds numerous papers and patents related to artificial intelligence, big data, and 5G networks
- Conducted multiple projects on XR and AI-based technologies, as well as camera motion recognition technology(including the development of an augmented reality-based integrated disaster response training simulator, and a real-time detection system that integrates complex augmented reality and AI to identify unconscious workers and their work environments)
- Provided advisory services for various evaluation systems in the ICT sector
- Carried out a project to develop an augmented reality-based integrated disaster response training simulator (awarded the Minister of the Interior and Safety Commendation)
- Recognized for contributions to R&D in the smart policing sector by the National Police Agency

Major Achievements

- Projects
 - Developed intelligent stealth technology to minimize the exposure of ICT resources used for public tasks and missions (2021. - 2025.)
 - Initial Response Enhancement System for Fire Safety Managers (2021. - 2023.)
 - Developed wireless optical communication-based vertical mobility network technology (2019. - 2023.)
 - Developed multi-media, multi-path adaptive network technology (2017. - 2020.)
- Papers
 - (SCI/SCIE) Energy Minimized Computing Offloading with Popularity-based Cooperation in 5G mMTC Networks, IEEE IoTJ, 2021.
 - (SCI/SCIE) DQN-Based Optimization Framework for Secure Sharded Blockchain System, IEEE IoTJ, 2021.
 - (SCI/SCIE) URLLC Mode Optimal Resource Allocation to support HARQ in 5G Wireless

Networks, IEEE Access, 2020

- (SCI/SCIE) Clustered Virtualized Network Functions Resource Allocation based on Context-Aware Grouping in 5G Edge Networks, IEEE TMC, 2020

- (SCI/SCIE) Prediction-Based Conditional Handover for 5G mm-Wave Networks: A Deep-Learning Approach, IEEE VTM, 2020

• Patents

- Apparatus and method for offloading computing amount by task priority in a fog computing-based wireless network

- Apparatus and method for adaptively managing sharded blockchain network based on Deep Q Network

- Real-time analysis classification method of signal data using hybrid machine learning

- Adaptive control method, apparatus and user device for providing video in real time network cameras



National Fire Assessment Institute

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Type of Business	Guidance and consulting		
Business Areas	Fire risk assessment, etc.		

Entity Information

- We are a non-profit organization established to enhance expertise in fire and safety through research on fire prevention, safety management, and risk assessment, and to promote the adoption of an advanced safety culture.
- We contribute to the advancement of fire safety technology by strengthening autonomous safety capabilities in the private sector, developing diagnostic and assessment technologies to identify fire risks, and distributing them free of charge.

Core technologies

- Fire Risk Assessment Tool (Risk Diagnosis Method by Fire Growth Stage): A risk assessment method that reflects changes in response factors according to the growth stages of a fire
 - ※ Fire Growth Stages: Fire prevention → Detection and alarm → Initial response → Fire suppression systems → Public firefighting units → Fire resistance performance of the building

Major Achievements

- Fire Safety Rating System (Fields include F-SM, F-SP, F-SA, and F-DHA)
 - ※ Conducted numerous assessments for organizations such as Korea South-East Power, Korea Midland Power, Samsung Electro-Mechanics, Samsung Biologics, LG Innotek, and SK Telecom
- Fire Safety Assessment (Applying diagnostic tools tailored to each site)
 - ※ Hyundai Motor Company, Kia Corporation, LG Innotek, SK Siltron, LG Science Park, Noroo Group, SK Bioscience, and others
- Customized safety training for enterprises (Fire response training and education tailored to each industry)
 - ※ Korea South-East Power, Multicampus (for safety team members and employees of Samsung affiliates)



SIMNET

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 Type of Business Software development, supply, and consulting
 Business Areas Defense M&S systems, simulators, CBT, and ICT/SI

Entity Information

Since its foundation in 1999, Simnet has been a specialized Modeling & Simulation company contributing to the advancement of Korea's extended reality industry by participating in various defense simulation and simulator development projects, fostering core technologies, and cultivating skilled professionals. By integrating cutting-edge ICT technologies such as IoT, extended reality, and AI with its defense expertise, Simnet is emerging as Korea's leading defense M&S company.

Core technologies


- Entity/unit-level combat simulation technology
- Multi-resolution conversion/modeling technology
- Live-Virtual-Constructive integrated architecture technology
- Virtual environment generation technology based on XR technology
- Haptic feedback and motion platform interface technology

Major Achievements

- Export-oriented artillery tactical training simulation equipment upgrade and development (from 2024.)
- Manufacture and performance upgrade of tank gunnery simulator (until 2022.)
- Army Synthetic Battlefield Training System (Build-I) development (from 2021.)
- System development and mass production of joint fire simulator (until 2021.)



합동화력시뮬레이터 체계개발 및 양산



«합동화력시뮬레이터」 실험 교욱훈련 현장»

합동화력시뮬레이터는 2015년 11월 중소기업과 정부의 공동투자로 체계개발을 시작하여, 2018년 12월 개발을 완료하였고 2020년 초 육군을 시작으로 기존 모의사관관측장비를 대체하여 2021년 11월 제병대를 끝으로 전력화를 완료했습니다.

	
모의 FOV 주어진 관측장비	모의 DCA관측장
	
모의 헬멧경	포식 모델링

실전과 같은 훈련을 위해 군의 요구수준에 맞춰 건물과 표적을 모델링하고 실상화와 유사한 모의관측장비를 별도로 개발하여 훈련효과를 높이고자 하였습니다.

육군합성전장훈련체계(Build-I) 체계



K1A2전차 포술모의훈련장비





UTEC Co., Ltd.

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 Type of Business Application software development and supply
 Business Areas AI-based big data platforms, AR/VR/XR-based data solutions, engineering IT and SI, disaster/safety environment information platforms, and web solutions and software development

Entity Information

- As-is: A company securing AI-based big data solutions and foundational XR-based metaverse technologies
- To-be (2025): A company expanding into AI-based big data and providing XR-based metaverse solutions
- Vision (2030): A company offering AI-based big data platforms and XR-based metaverse solutions, specializing in digital twin and cloud mobile infrastructure

Core technologies

Plant engineering IT
 Big data platform, disaster and safety platform, AI platform
 Mobile solutions, XR/Smart Device-based metaverse solutions

Major Achievements

- 2022. Won the SI development project for the Construction Workers Mutual Aid Association
 Development of a data-based engineering rule library for design error verification
- 2020. Certified as a technology-innovative SME (Inno-Biz)
 Certified as a top-rated company in technology assessment by NICE Information Service
- 2019. Awarded a commendation by the Deputy Prime Minister and Minister of Economy and Finance

... AI, Big Data, Metaverse 플랫폼 전문기업 ...

01 Web 솔루션 - 건설/금융/행정 등 포털 개발
- 공공/민간 시스템 통합 및 운영

02 실시간 Data 플랫폼 - 금융/건강 맞춤 플랫폼
- 엔지니어링 설계자동화

03 플랫폼 엔지니어링 IT - 정유화학/가스 플랜트
- SOC Infra

04 메타버스 Data 솔루션 - AR, VR, XR
- 교육훈련 Simulator

05 재난안전 플랫폼 - 압모니터, 수소, 화재, 방사능 재해
- 사연세해

06 모바일 솔루션 - 건설/금융/행정 등 모바일플랫폼



Hanbitsoft Inc.

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Type of Business	Publishing, video production, broadcasting and telecommunications, and information services industry		
Business Areas	Game development and services		

Entity Information

Hanbitsoft is a leading publishing company in the Korean gaming industry, providing a wide range of PC online and mobile games. The company is preparing for a new leap forward by integrating metaverse technologies, including AR and VR.

Building on years of accumulated experience and assets across diverse services, we are committed to delivering a differentiated gaming experience to users, while also actively pursuing revenue diversification through the utilization of game IPs and focusing our capabilities on pioneering and leading new areas with flexibility and passion.

We are currently developing a platform that uses AI technology to create personalized metaverse avatars with unique voices. This platform enables you to create a 3D avatar that speaks in your own voice, full of emotion. This platform can be used across various fields, including the metaverse.

Our current lineup of PC online games includes the stylish rhythm dance game "Audition", which has recorded a cumulative user base of 700 million worldwide; the award-winning MMORPGs "Granado Espada" and "Aika", recognized for their unique gameplay; and globally beloved titles such as "Hellgate: London" and "Mythos", which boast strong international fanbases. For mobile games, we are servicing titles such as "Club Audition", a rhythm dance game based on the Audition IP; "Puzzle Audition", a puzzle game also utilizing the Audition IP; and "City Fisherman M", a fishing game based on the popular entertainment show IP "City Fisherman".

Core technologies

Extensive experience in developing numerous simulators, including an augmented reality-based integrated disaster response training simulator

Over 20 years of experience in developing a wide range of projects, including games, game tools, network games, AR, and MR.

Involvement of experts in Fourth Industrial Revolution technologies, including AI, healthcare, XR, and blockchain

Participation of research personnel in the development project for an augmented reality-based integrated disaster response training simulator

Participation of numerous researchers with proven capabilities in developing disaster response education and training systems

Major Achievements

Global launch of the metaverse-based firefighting training brand 'FireXR' (2024.)

Beta launch of the AI voice synthesis service 'VoiceGen' (2024.)

Development of an XR (Extended Reality)-based interactive education, training, and evaluation system for fire safety managers (2023.)

Received an A-grade Inno-Biz certification from the Ministry of SMEs and Startups (2023.)

Registered as a supplier in the government AI Voucher Program pool (2023.)
 Provided services for the Korea Sports Promotion Foundation's "Virtual Reality (VR) Sports Classroom Integrated Platform Development Project" (2020.-2023.)
 - Distributed to 500 schools nationwide by the first half of 2023.
 Selected for the 50 Billion Club by the Korea Software Industry Association (2022.)
 Advanced development of KEPCO's "Wellness Monitoring Service for Single-Person Households" (completed in 2022.)
 Developed augmented reality (AR)-based integrated disaster response training simulator (2019.-2021.)
 - Signed a contract with Jeungpyeong-gun Office for the "Integrated Disaster Response Training System Development Project" in 2021.
 - Applied to hazardous chemical spill response training in Ulsan in 2019.







Hoseo University Industry-Academic Cooperation Foundation

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Type of Business Academy
Business Areas Business facility management, business support, and leasing services

Entity Information

- We are actively engaged in fostering venture businesses by leveraging various startup support programs, contributing to the establishment of a creative economy ecosystem through the value creation of innovative ideas.
- We have contributed to the revitalization of the creative economy by cultivating creative and highly skilled talents and promoting customized employment linkage activities.
- We supported university development and corporate growth by providing the largest on-campus industry-academia-research cluster infrastructure in Korea, supplying outstanding talent, and assisting over 1,300 family companies through scholarships, research funding, and various collaborative initiatives.

Core technologies

- We have conducted extensive research in fire investigation, the development of automatic fire detection systems, fire verification studies, and real-fire experiments, which has led to a deep understanding of fire and firefighting. In parallel, we have carried out national R&D projects focused on designing training scenarios and strategies for responding to chemical accidents and terrorism, including analysis of field personnel activities. Through the development of scenarios for chemical terrorism response (such as simulated ammonia gas dispersion in a complex subway station), curriculum development for operating chemical response equipment, and simulation-based training scenarios for chemical accidents and terrorism, we have accumulated key expertise in scenario design. This foundation allows us to apply a high level of professionalism to the design of component technologies for training materials and the development of fire response scenarios.

Major Achievements

Approximately 80 research papers submitted and 7 patents registered

- (Paper) Fire Detection Tendency through Combustion Products Generated during UL 268 Wood Flame Fire and Smoldering Fire Test
- (Paper) Fire Detection Factor of Polyurethane Foam Fire Experiment in UL 268 (2021.)
- (Paper) A Study on the Development of Fire Extinguishing Agent and Extinguishing System for ESS Fire (2020.)
- (Paper) An Experimental Study on Fire Risks Due to Overcharge and External Heat of ESS Lithium Battery (2019.), along with 58 other published papers.
- (Patent) Device for Inspection of Smoke Detectors (No. 10-0991614)
- (Patent) Device for Field Inspection of Smoke Detectors (No. 10-1018968)
- (Patent) Test Apparatus for Rate of Rise Spot Type Heat Detector (No. 10-1066956)
- (Patent) Addressable P-type automatic fire alarm system for user-oriented (No. 10-1100255)

- We have also established MOUs and collaborative partnerships with the National Fire Service Academy, Gyeonggi-do Fire Services, and Chungcheongnam-do Fire Headquarters, enabling us to incorporate the core training elements required by government agencies and effectively produce research outcomes.



[Meta-Track]

Web-based Metaverse Education Platform

Lead Organization Time Education C&P **Participants** Konkuk University Industry Cooperation Foundation, Globepoint Inc., MEDIOPA TECH Corp., Intube Inc., Jeollanamdo Office of Education, Tekville Co., Ltd.

Content Description

Meta-Track is a web-based metaverse education service that supports multi-device access and enhances accessibility for a wide range of users without requiring installation or expensive equipment. In addition to science and engineering, subjects such as music and mathematics—which are difficult to implement using conventional XR—can also be explored through the metaverse platform. It helps address challenges related to educational disparity and conventional remote learning, thereby improving the national educational environment, including public and higher education.

Applied Technologies

Latest web technologies and APIs, Blockchain, xAPI-based learning analytics and LRS, VR technology, MusicXML (digital sheet music), Real-time Boolean operations technology between the workpiece and the tool's Sweep Volume, Mechanical operation mechanism technology (interlinked with operator control).

Business Direction

Leverage exemplary cases from institutions such as the Jeollanamdo Office of Education and the Gyeongsan Office of Education to expand the project
Promote the project in conjunction with the Ministry of Education's policies to expand the adoption of edutech in school classes
Apply the content to practical courses in engineering and media departments at COSS immersive media convergence universities
Broaden target markets by engaging with organizations such as the Korea Higher Vocational Education Association, the Society of EdTech, and the Korea Association of Metaverse
Expand overseas buyer demand through collaboration with organizations such as SEAMEO (Southeast Asian Ministers of Education Organization), AES (Asia EdTech Summit), NTU (Nguyen Trai University, Vietnam), and JOTEA (Japan Online Education Association)
Explore demand opportunities through overseas Korean schools (e.g., Tokyo Korean School) and international educational institutions



Time Education C&P

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Type of Business	Manufacturing, retail, and ICT		
Business Areas	Publishing, educational materials, and application software development and supply		

Entity Information

As implied in its name, Time Education C&P—standing for TIME (Totally Integrated Multiplatform Education) and C&P (Content Development & Provider)—researches and develops optimal content to implement blended education services that integrate both offline and online platforms.

It delivers high-quality educational content through a variety of sales channels.

In particular, the company is actively engaged in research and development to integrate traditional education with key technologies of the Fourth Industrial Revolution, such as Artificial Intelligence (AI), Augmented Reality (AR), and Metaverse technology.

The company is also actively engaged in global marketing efforts to distribute products developed through AI- and AR-based learning support systems across various fields.

Core technologies

Research and development to integrate traditional education with technologies such as Artificial Intelligence (AI), Augmented Reality (AR), and Metaverse

Product development through the creation of intuitive learning support service systems

Major Achievements

- October 2024. Ministry of Education: Selected for the 2024 “On-site School Consulting” Training Program
- December 2023. Launched a pilot service of the metaverse education platform in collaboration with Ha Thanh School in Hanoi, Vietnam
- July 2023. Partnered with LG Uplus to co-develop a physical learning materials package for i-nara.
- February 2023. Mongolia International University: signed a global agreement to promote domestic and international music and arts initiatives under the MODU MUSIC brand





Konkuk University Industry Cooperation Foundation

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Type of Business University
Business Areas Education and research

Entity Information

- Introduction to the immersive media innovation and convergence university
- Vision and goals of the project group : Mutual cooperation and co-prosperity through sharing and expanding demand-centered education aimed at nurturing globally minded, creative, and convergent talents who lead the immersive media industry and contribute to society
- Host university : Konkuk University
- Participating universities : Kyung Hee University, Keimyung University, Kaywon University of Art & Design, Pai Chai University, Jeonju University, and Chung-Ang University

Core technologies

- Establishment of an integrated curriculum for new immersive media technology
- Cultivating hands-on talent based on an immersive media education model
- Establishment of a system for sharing and expanding immersive media curricula
- Micro-degree program
- Establishment of a university-specialized immersive X-Space

Major Achievements

- Project period: 2021.-2026. (6 years: 3 + 3)
- Securing X-Spaces tailored to regional and industry needs
- Achieved 10% participation in student competency management system aligned with the standardized qualifications framework
- Introduced over 23 industry-based micro-degree programs and self-designed majors tailored to industry and student demand
- A mentor pool of over 100 coordinators for group mentoring
- Expanded the professional facilitator faculty by adding 35 new members





Globepoint Inc.

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Address			
Type of Business	Software development and supply / Educational content development and online information services		
Business Areas	Educational software development and supply		

Entity Information

- A global education company creating future value in the EdTech sector
 - We create a metaverse education world connected by content through an open-world solution that is more creative than LEGO and more fun than Disney.
 - Globepoint was founded in 2012 as a specialized edutainment content company with the goal of providing “educational solutions more fun than games and play, and VR and AR solutions with top-tier technology.” The company developed VRWARE, a metaverse-based solution for authoring and experiencing virtual spaces for education, which enables students to build and explore their own metaverse environments.

Globepoint’s excellence has been recognized through global awards in countries such as Taiwan, Japan, the United States, and Korea. The solution is now commercially available and actively used across various educational settings.

Core technologies

- Development of immersive virtual and augmented reality technologies in the software industry
 - Developed software for an online virtual authoring tool by applying motion gesture technology to immersive educational content business, supporting the implementation of advanced technologies in educational settings
 - Applied Fourth Industrial Revolution technologies to the immersive virtual and augmented reality business
 - Replaced previously imported virtual authoring tools with domestically developed software, enabling the use of Korean software in educational settings and achieving import substitution effects
 - Enabled anyone to become a solo creator by allowing easy production of VR content using an online virtual authoring tool for immersive virtual and augmented reality content
 - Improved the quality of education by developing online virtual authoring technology that enables easy access in educational settings and allows the creation and use of immersive educational content

Major Achievements

- Research and development of service technologies in the software-based immersive virtual and augmented reality field
 - Research and development to support motion and gesture functions and service technologies
 - 40% of total staff dedicated to R&D and over 12% of revenue invested in R&D

- Domestic and international sales growth

Year	2017	2018	2019	2020	2021	2022	2023
Revenue (Unit: ₩1,000,000)	1,232	1,387	1,435	2,089	2,643	2,683	3,197
Export (US \$)	15,000	-	30,000	5,400	-	60,000	50,000

- Achieved an average annual sales growth of 10% over the past 12 years (with data presented by table or by year)



@topia with mediopia
MEDIOPIA

MEDIOPIA TECH Corp.

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Type of Business	Software consulting, development and supply, and ICT		
Business Areas	EduTrck LMS, virtual campus, and remote lifelong education center		

Entity Information

MediopiaTech, an EduTech technology company dedicated to delivering “new and differentiated educational value,” has been leading change in the future-oriented educational paradigm since its founding in 1993. Based on a corporate culture that values passion, challenge, and an engaging workplace, all employees continue to drive innovation through the development of core technologies and their application to educational services. Having emerged from the first generation of e-learning, the company is now actively fulfilling its vision of “creating a world without barriers to knowledge and information” by providing a wide range of educational solutions in the EdTech industry, grounded in technological reliability.

Core technologies

Mediopia Tech continues to establish its value and growth as a specialized provider of educational solutions that contribute to society through continuous technological development and proactive responses to the rapidly evolving educational landscape. Its offerings include Hullaro, Korea’s first SaaS-based subscription service for education management; EduTrack, a next-generation learning management solution (LMS); VirtualCAMPUS, which supports diverse teaching and learning environments; WeeT, a K-12 education support service; MetaTrack, a metaverse-based education service platform; and the Augmented Intelligence Campus, which integrates AI-powered services.

Major Achievements

December 2024.	Received the Minister of Science and ICT Award at the 2024 Cloud Industry Awards for Hullaro
November 2024.	Received the Platinum Award at the AES Global Awards for VirtualCAMPUS
November 2024.	Established a dedicated LMS for the College of Medicine at Yonsei University Health System
June 2024.	EduTrack LMS certified at Level 2 for compatibility with the eGovernment Standard Framework
January 2024.	Launched a dedicated LMS for HRD remote training
January 2024.	Selected as an outstanding case in the Ministry of Science and ICT’s Promising SaaS Development Support Program
January 2023.	Launched a customized learning management solution for K-Digital Platform operating institutions
January 2023.	Selected as a participant in the Ministry of Science and ICT’s Promising SaaS Development Support Program
January 2023.	Selected as a participant in the R&D project for “Metaverse Education Platform Development and Service Demonstration” by the Ministry of Science and ICT

- 2022. Selected as a private LMS rental provider by the Human Resources Development Service
Selected as the contractor for establishing the hub LMS data portal for four COSS project groups
Selected as the contractor for establishing the learning management platform at Hanyang Cyber University
Selected by the Ministry of Economy and Finance as the contractor for the operation and management of the Global Knowledge Exchange and Development Center Integrated Information System
- 2021. Launched “WeeT,” a cloud-based K-12 education management service
- 2020. Received the Minister’s Award from the Ministry of Trade, Industry and Energy at Knowledge Service Industry Convergence 2020 as a leading company
- 2019. Received the Excellence Award in e-Learning Business at EdTech Korea
Received the Chairman’s Award at the Japan e-Learning Award
- 2018. Received the Minister’s Award in the e-Learning category of the Korea Knowledge Service Awards from the Ministry of Trade, Industry and Energy
- 2017. Received the Global Category Award at the Japan e-Learning Award
- 2013. Recognized as an Excellent Company at the 5th Korea Knowledge Service Awards by the Ministry of Trade, Industry and Energy
Signed a licensing agreement for the supply of EduTrack in Japan





Intube Inc.

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Type of Business	Software consulting, development, and supply / R&D of remote education systems / IT and education-related consulting services		
Business Areas	EduTrck LMS, virtual campus, and remote lifelong education center		

Entity Information

We provide educational ISP (Information Strategy Planning) consulting services that establish medium- and long-term strategies for EdTech services and propose optimized solutions to enhance the future value of the educational environment. We are an EdTech-specialized company that leverages cutting-edge educational technology to deliver future-oriented learning environments for the public sector, education offices, corporations, and private institutes.

Core technologies

- 1) A learning management system optimized for online and offline blended learning
- 2) xAPI-based Learning Record Store
- 3) Learning analytics AI that delivers personalized learning experiences
- 4) Specialized educational consulting provided by EdTech experts

Major Achievements

2024.

Apr 2024. - Feb 2025.: Operation and content development for the 2024 Intelligent Science Lab ON, commissioned by the Korea Foundation for Science and Creativity

Sep - Dec: Established an Information Strategy Planning (ISP) for the National Assembly Digital Campus (National Assembly Secretariat), and an xAPI-based LRS system for the JST Platform University (Jeonbuk National University)

Jun - Sep: Policy research project on the establishment plan for the Gyeonggi-style AI instructor competency assessment and certification platform (Gyeonggi Provincial Office of Education)

Mar - Apr: Established an ISP for developing an integrated performance management platform for advanced industry talent cultivation (Korea Institute for Advancement of Technology)

Jan - Dec: Established an LRS for MiraeN (LGCNS)

2023.

Nov 2023. - Dec 2024.: Establishment of a joint AI digital textbook platform for the Korea Textbook Association

Sep - Nov: Research project to establish an ISP for the development of the 2023 AI Teaching and Learning Platform (Gangwon State Office of Education)

Sep - Dec: Establishment of the 2023 KORIL-RDF Integrated Information System (Korea-Israel Industrial R&D Foundation)

Apr - Dec: Development of project-based peer learning service technology for worker retraining (TmaxRG)

Apr - Oct: Operation of the 2023 Fintech Talent Development Program (Fintech Center Korea)

Mar - Aug: Establishment of the integrated platform software system for the USG Coding Open Metacampus (Ulsan-Gyeongnam Regional Innovation Platform)

2022.

Aug 2022. - Feb 2023.: Operation and functional enhancement of ALgeomath 2022 (Korea Foundation for Science and Creativity)

Apr - Dec 2024.: Development of an online Korean language learning service to enhance literacy, including diagnostic assessment tools and personalized fixed and adaptive reading book recommendations based on QG and MRC technologies (Korea Evaluation Institute of Industrial Technology)

Apr - Dec 2024.: Development of an HR support service providing AI chatbot and personalized learning for foreign workers and HR managers in SMEs (Korea Evaluation Institute of Industrial Technology)

2021.

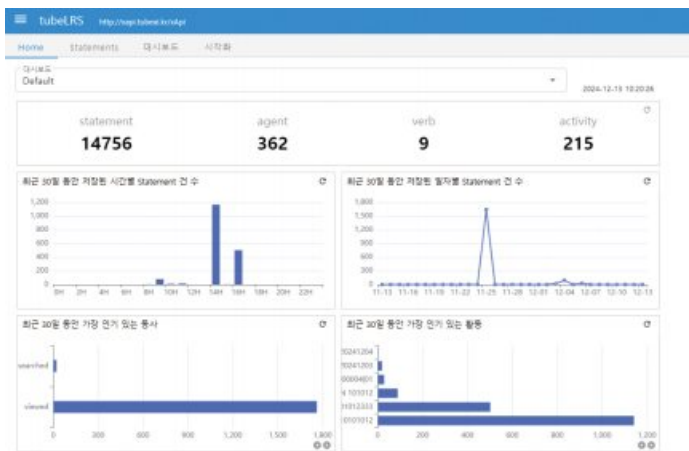
Dec - Jul: Establishment of an undergraduate learning management system for Korea University of Technology and Education

May - Nov: Establishment of a cloud-based VR medical imaging system for Daejeon University

Jul 2022. - Feb 2023.: Phase 2 of the APEC Online International Environmental Technology Training Center establishment (Korea Environmental Industry & Technology Institute)

2020.

Oct - Dec: Development of an open educational content AI processing system and model (Tekville Co., Ltd.)



LRS System



Tekville Co., Ltd.

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Type of Business	Software consulting, development, and supply		
Business Areas	Educational services		

Entity Information

Tekville Education has continuously invested in and researched the e-learning industry, integrating ICT technologies to secure new technological capabilities.

This has enabled corporations and public institutions to enhance productivity through the use of e-learning

In addition, by continuously developing new, competitive content services and solutions for both domestic and global markets, the company is playing a leading role in the field of advanced technology-integrated software education.

Core technologies

Technologies that maximize user convenience for learners, instructors, and administrators through features such as learning schedule management, content management, course management, learning operations, learner engagement, marketing management, and integrated bulletin boards, along with services and content across various fields—such as disaster safety training, technical education, vocational training, VR training platforms, and digital manuals—based on emerging technologies like VR (Virtual Reality), AR (Augmented Reality), and MR (Mixed Reality)

Major Achievements

May 2017. Digital Content Flagship Project (Lead Organization)

Jan 2017. Development of education and training simulators and systems using VR (Lead Organization)

Nov 2015. Received the Global Award at the Japan e-Learning Award 2015

Dec 2014. Commended as an Excellent Company in the Korea Knowledge Service Awards

Sep 2013. Received the Grand Prize in the Solution Category at the Webcat e-Learning Excellence Contest

Dec 2012. Established the Smart Learning-Robot Consortium

May 2012. Received the Bronze Award in the R&D Category at the LMS Learning Impact Awards



AI-driven customized education support platform for teachers



The first open market platform for teachers in Korea



Education-focused online marketplace optimized for K-12 public education



EdTech integrated marketplace supporting K-12 digital education



Future-oriented student education using EdTech for software and AI



Powered by the AI Metaverse Combining education and technology

[Curio AR Play]**Immersive Edutech Content for Children**

Lead Organization PlayCurio Co., Ltd.

**Content
Description**

A healthy EdTech content series for children

- The Curio AR Play Series is an immersive play-based learning content designed for young children from preschool to elementary school, combining physical learning materials with a dedicated mobile app.

By using AR to blend traditional learning methods with digital approaches, it offers an engaging user experience enriched with additional digital content such as videos, quizzes, and games, creating a strong educational synergy.

Currently, five products from the series are available to consumers.

Curio AR Play Series

- Content overview

The company's flagship product, the Curio AR Play Series, is an immersive play-based learning content series for young children from preschool to elementary school, combining physical learning materials with a dedicated mobile app.

- Content release status

- Dictionary Pop Trilingual: Learn essential vocabulary and sentences for early childhood in Korean, English, and Chinese

- Phonics Pop with YBM: Learn alphabet phonics and related English words easily and in a fun way through AR

- Curio World Map: A storytelling-based global exploration content set composed of AR flag cards, landmark cards, and an AR world map

- Curio Safari: A content experience that allows users to vividly observe and compare the sizes of animals across six categories, starting with dinosaurs, mammals, birds, and insects/spiders, and expanding to marine animals and reptiles/amphibians

Patent registered for real-time object size comparison feature (June 24, 2022)

- Curio MathMath: A content series that uses animal characters and storytelling to help children grasp basic math concepts, with further learning supported through an app and workbooks

- An English learning content set that combines a solid curriculum of phonics and sight word textbooks with AR learning cards and a mobile app that encourages pronunciation by showing native speaker mouth movements and offers various activities designed to help children naturally read English words and sentences on their own

Curio Safari XR

1) Content Details: Content adapted from the company's IP, Curio Safari AR, for dedicated XR devices

2) Technological Capability, Originality, and Marketability:

Using approximately 100 proprietary animal IPs, the content offers an immersive experience that builds upon existing AR features by incorporating XR-based spatial and positional recognition, delivering a more vivid and lifelike interaction; It provides an intuitive user experience and immersion, as well as suitable for use in public education.

Peet the Forest Detective IP

1) Content Details: Key episodes from Seasons 1 to 4 of the company's TV animation series Peet the Forest Detective continuously screened on a TV monitor within the exhibition space

2) Technological Capability, Originality, and Marketability:

Co-produced with EBS, this animated series combines ultra-high-definition live-action footage from nature documentaries with charming 3D character CGI, offering both educational and entertainment value. The series received the Bronze Remi Award at the 56th WorldFest-Houston International Film Festival and the Gold Remi Award at the 57th edition.

Applied Technologies

AR (Augmented Reality) technology is introduced and utilized to enhance usability and spark interest, taking into account the characteristics of the target age group.

Flat image recognition and tracking (AR, XR)

- The system allows learners to simply show the image side of a learning card to the camera, triggering the corresponding learning menu on the screen.

This provides an enjoyable and intuitive user experience for young children who may struggle with reading or are unfamiliar with typical mobile app interfaces.

Spatial (surface) recognition and real-time mapping (AR)

- A technology that recognizes surfaces and maps models in real time is used to create a vivid experience in which virtual objects appear seamlessly integrated into the real world

Real-time object size comparison

- A real-time 3D modeling size comparison technology that allows users to intuitively understand the relative sizes of animal objects (Curio Safari)

Business Direction

Business model

- The features of a product that combines physical learning tools with a mobile app allow users to purchase the physical product through online marketplaces and then use the mobile app without any additional in-app purchases or paid subscriptions after a free download.
- A reasonable business model that reduces the financial burden of using digital content, generating positive responses from consumers.
- Due to the nature of the product being a physical item, it can be distributed through various sales channels, including mobile shopping platforms popular among the main customer base—women in their 30s—ensuring excellent consumer accessibility to the content.





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Type of Business	Software development, supply, and consulting		
Business Areas	Planning, production, and distribution of digital and physical learning products for children		

Entity Information

A company delivering fun experiences to children with wholesome digital content

PlayCurio, a company committed to its philosophy of "delivering fun experiences to children with wholesome digital content", creates and provides safe and play-based learning content suitable for children from preschool to elementary school

Core technologies

Immersive educational content development technology

- Providing a new learning experience by linking physical learning tools with immersive content
- Leveraging expertise in children's content creation, the content is designed and developed using immersive technologies tailored to a child's perspective, sparking interest in learning and optimizing educational effectiveness.
- Developed an O2O educational content series that combines the strengths of both digital and traditional learning by linking physical learning tools—familiar to the main users, namely children and parents—with a mobile app through AR technology.
- By addressing children's typically low levels of immersion and concentration, the content offers rich indirect experiences and audiovisual materials in a way that is engaging, making it suitable for use at home as a homeschooling material or other non-face-to-face learning methods.

Major Achievements

- Continuous expansion of brand awareness and opportunities at customer touchpoints
- Increased opportunities to engage with customers offline through consistent participation in early childhood education fairs, operation of experience zones at Lotte Aquarium, etc.
- Expanded online product awareness through seasonal promotions and themed events across online marketplaces
- Collaborative projects with partners in Japan and Italy (joint content development) are scheduled for 2025.



02 Media

[ArtygenSpace] Interactive Photo Zone and Immersive Object Art
Newto Inc., ArtygenSpace Co., Ltd.

[Virtudio] High-quality 3D Virtual Actor Creation Solution
Bibimble Inc.

[X-Rumpus Box] 5-Sided Interactive XR Media Experience Space
Sharebox Co., Ltd.

3D, AI, and IT-based Immersive Interactive Media Content
Alijas Inc.

[AiVATAR] SaaS Platform for Creating Multilingual Digital Human Videos
AIPARK Co., Ltd.

[i-VERSE] XR Service Utilizing the MR Table
ISPark Co., Ltd.



[ArtygenSpace]

Interactive Photo Zone and Immersive Object Art

Lead Organization Newto Inc. **Participants** ArtygenSpace Co., Ltd.

Content Description

The interactive media wall, designed for pop-up stores and tourist attractions, offers visitors a fun and engaging way to experience the brand and space, serving as both an experience zone and a photo zone. The immersive XR photo zone, which uses a projection rear screen to eliminate glare and shadows, was featured at the Hyundai Department Store's Disney pop-up store, quickly gaining popularity as a hotspot.

In addition, the holographic display on the wedding cake statue, created using 3D projection mapping and exhibited simultaneously, enables unique spatial events and is slated for future sales to wedding halls and event venues.

Applied Technologies

- Deviceless interactive technology based on spatial projection mapping
 - Multi-projection mapping and 3D object media art solution
 - Multi-surface projection mapping edge blending technology
 - Real-world physical space AR (immersive augmented reality) technology
 - Alignment of Unity3D internal coordinate system with physical space
 - Synchronization of Unity3D camera position with the physical position of the beam projector
- Motion-sensing-based interactive system
 - Development of user motion sensing and interactive content
 - Interaction with content based on LiDAR sensor technology

Business Direction

- XR photo zone used in an IP storytelling pop-up store that brings spaces from Disney animations to life
 - Established in August 2023 (currently in permanent operation at The Hyundai Seoul, Cheonho Branch, and Gimpo Branch)
 - XR interactive photo zone attracted 100,000 visitors in 100 days at offline department store locations
 - Contributed to merchandise sales with a monthly average of KRW 600 million (approximately three times higher than regular stores)
- Collaboration with an idol group from Korea's largest entertainment company, HYBE, for an XR photo zone project that is currently underway
 - Joint participation in SXSW, the world's largest music festival, held in Texas, USA in June 2024
 - The XR interactive photo zone is expected to become a new channel for attracting customers to offline spaces. By leveraging interactive content that blends digital elements with immersive experiences, it maximizes the value of physical spaces and is set to expand across various business domains as a hotspot for target customers





Newto Inc.

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Address	1008, 10F, 396, World Cup buk-ro, Mapo-gu, Seoul, Republic of Korea (R&D Tower, Sangam-dong)		
Type of Business	ICT		
Business Areas	Development of media art interactive content, and virtual reality metaverse services based on AI and XR		

Entity Information

“We augment every space to create joyful experiences.”

Newto is an AI-driven spatial content company that establishes customized interactive attractions, aiming to deliver immersive experiences that connect online and offline spaces. The dramatic spatial experiences crafted by Newto form an extraordinary universe where virtual and physical spaces merge.

Core technologies

- On-demand media art SaaS platform for event spaces
- XR immersive content specialist based on spatial projection mapping and real-time motion sensing technologies
- Phygital hyper-real space experience service that combines virtual environments with real-world physical spaces to deliver expanded immersive experiences
- Renovating traditional analog photo zones by creating immersive interactive content using AI-based automatic image editing technology and spatial projection mapping technology

Major Achievements

- Dec 2024. Media art supply contract signed with The Raum Art Center for wedding and convention events
- May 2024. Selected for the Global Corporate Partnership Support Program by the Ministry of SMEs and Startups
- Sep 2023. The Hyundai Seoul X Disney immersive store and photo zone installation
- Aug 2023. Signed a contract to create the immersive theme park "NEWTOPIA" at Danang Sandy Beach Resort in Vietnam (USD 3 million)
- Feb 2022. Signed a contract with YES24 to develop a PoC for a 3D webtoon production system
- Nov 2021. Selected as the lead developer for Shinhan Card's metaverse platform and signed a contract worth KRW 7 billion
- Jan 2021. Selected as a Unity Korea ITP Partner and signed a partnership agreement
- Nov 2020. Exported SF Rider bumper car content to Shanghai, China (USD 500,000)





ArtygenSpace Co., Ltd.

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Type of Business	ICT		
Business Areas	Development of interactive content and provision of AI-XR integrated content and solution services		

Entity Information

“Everyday AR, Together with AI”

This motto has been at the core of ArtygenSpace since its founding in 2020. We are a startup specializing in augmented reality, integrating AR technology across fields, such as education, commerce, and industry, to deliver effective and engaging user experiences. All of our solutions and services are developed using our proprietary technology engine “arti.” We are currently combining various AI models with augmented reality content to create new forms of AR experiences. In particular, the service planned for commercialization in the EdTech sector has achieved various accomplishments both at home and abroad, including receiving the CES Best of Innovation Award.

Core technologies

- Augmented reality engine optimized for image-based content enhancement
- Universal content expansion technology applicable to all devices and operating systems without constraints
- Built an integrated library and modular system through the production of over 300 augmented reality books
- An AI solution that enables the augmentation of realistic content onto all physically existing text and images through AI OCR, TTS, speech synthesis, and fine-tuning of AI models

Major Achievements

- Dec 2024. “arti”, the AI-based AR solution, won the CES 2025 Innovation Award in the AI category
- Nov 2024. Received the Minister of Trade, Industry and Energy Commendation for Excellence in Technological Innovation in the Knowledge Service Industry
- May 2024. Won the 19th Digital Innovation Award in 2024
- Dec 2023. “ARpedia” won three CES 2024 (marking its third consecutive year of recognition)
- Feb 2023. Launched the “bookar” service and began offering it to kindergartens in Korea
- Apr 2022. Secured first-round funding through a strategic investment from Woongjin Thinkbig
- Aug 2021. Developed Home-Learn AI Math in collaboration with I-Scream Edu Co Ltd.
- May 2021. Signed a government project contract under the Ministry of Trade, Industry and Energy’s “Knowledge Service Industry Technology Development Program” (worth KRW 1.25 billion)
- Jan 2021. Launched the “ARpedia” service with Woongjin Thinkbig



[Virtudio]**High-quality 3D Virtual Actor Creation Solution**Lead Organization **Bibimble Inc.****Content
Description**

Virtudio is a VTuber solution that enables the creation of high-quality 3D virtual actors. You can create your own unique persona and stream as that character in real time, with easy face tracking using just a webcam or an iPhone. Built on Unreal Engine 5, Virtudio offers stunning graphics and a wide range of character customization features for free, allowing you to create your own unique character with countless hairstyles and customizable elements. In addition, you can create dynamic scenes through camera settings and deliver lively reactions even without tracking, using motion and facial expression presets. With Virtudio, which enhances viewer interaction across platforms from YouTube to metaverse and live streaming, you can explore a new virtual world and begin an engaging connection with your fans.

**Applied
Technologies**

- Tracking

"Tired of the high cost of motion tracking equipment? With Virtudio, all you need is an affordable webcam to start tracking anytime, anywhere—no additional equipment required.

Oh, you're using an iPhone? That means you can enjoy even more precise facial capture than with a webcam! However, since the iPhone only supports facial tracking, you'll need additional equipment if you want to track hand and upper body movements as well!

Already have high-end equipment? If so, you can enjoy much more accurate tracking than with a webcam! Feel free to pick your preferred method and try it out now!"



- High-quality & Free

"Step into the world of VTubing with Unreal Engine-powered characters and 3D environments!

Virtudio is the first VTuber solution developed using Unreal Engine 5. That means it offers highly detailed and stunning graphics, along with a wide range of character customization options. Get ready to meet your fans with a whole new you—featuring 20 hairstyles and 200 customization options!

Virtudio is waiting for creators like you! "



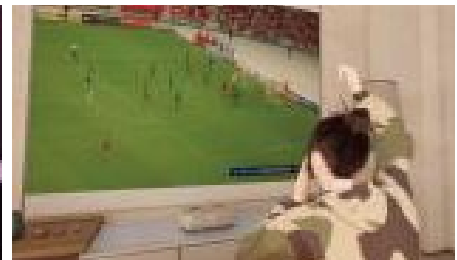
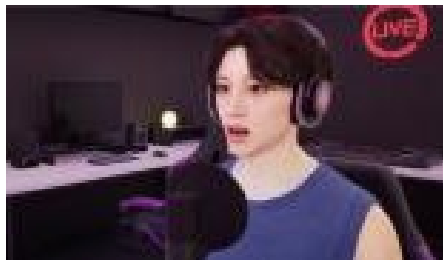
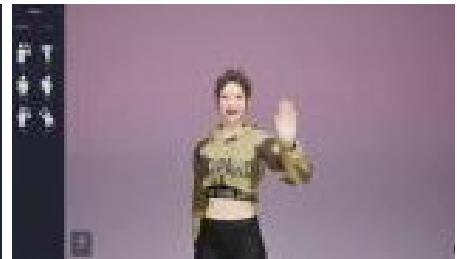
- 'Fun'ction

"Dive into all the fun features waiting for you in Virtudio!
With the camera setting feature, you can create a variety of scenes, and use motion and facial expression presets to show reactions even without tracking. Tossing objects and text is also possible! Choose your favorite phrase or object and throw it at yourself to create an engaging and immersive experience for your viewers."



**Business
Direction**

- Following the growth of existing VTuber platforms driven by the expansion of the VTuber market,
- our technology is expected to gain greater recognition by aligning with K-POP trends, serving as a gateway for virtual idols,
- ultimately building a highly flexible ecosystem through a fandom playground.



BIBIMBLE

Bibimble Inc.

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Type of Business	Information services, IR content distribution, and software development and supply		
Business Areas	Augmented reality, virtual reality, interactive holograms, AI digital humans, digital twins, metaverse, etc.		

Entity Information

Bibimble is a company that dreams of building a bridge between imagination and reality.

Under the name Bibimble, a team of experts—including the CEO—has come together to take on new challenges by combining the strengths of their respective fields. Bibimble integrates cutting-edge digital media technologies to develop innovative, technology-based user experiences and create platforms.

Core technologies

Bibimble enables multiple users to simultaneously experience the same virtual reality through its glasses-free mixed reality system, HoloMR. Starting with a digital exhibition based on the multiverse, the company is creating integrated digital spaces across a variety of environments. Bibimble also creates custom digital humans in preferred forms, integrating them with AI engines to produce AI-powered digital humans that closely resemble real people.

REAL is a service solution based on Unreal Engine that links web and clients, allowing users to easily launch virtual exhibitions with simple controls. By entering exhibition content such as information, images, and videos into the automated solution, the server is automatically launched, allowing users to set up and open a virtual space without any assistance from developers.

Virtudio is a software program that empowers you to bring your imagined self to life without limits. You can freely create and stream high-quality Unreal Engine-based characters anytime, anywhere.

Major Achievements

- Apr 2024. Ddanzi Group Hologram Digital Exhibition Program
- Mar 2024. The Hyundai Pangyo: NBA Star Showcase Exhibition using Generative AI (attracted over 50,000 visitors)
- Dec 2023. Selected as an Outstanding Case in the Ministry of Science and ICT Funded Project and presented as a case study at the Metaverse Alliance Achievement Showcase
- Dec 2023. Hosted the Metaverse Creator Festa (featuring performances such as Changhyeon Street Karaoke and Jo Chung-hyun Voice Imitation, each attracting over 100,000 views)
- May 2023. Selected for the Metaverse Leading Development Support Project (Lead organization; total budget: KRW 4 billion; participating institutions: Dexter, MetaK Eon)
- Dec 2022. LG Digital Human 'TILDA' Showcase (Demonstration for potential buyers including Woori Bank)
- Nov 2022. bicus x E-land Museum : Fooball THE GREATEST PLAYERS Metaverse Exhibition
- Oct 2022. Held the Changgyeonggung Digital Exhibition "Walking Between the Moment and Eternity" (attracting over 50,000 visitors)

- Sep 2022. JTBC's Differential Class - Demonstration of Digital Human AHN
- Sep 2022. Metaverse Exhibition - 2022 Seoul Career & Job Fair (Developed and exhibited; over 60,000 participants)
- May 2022. Selected for the Metaverse Platform Development Support Project (Lead organization; total budget: KRW 2 billion; participating institution: Dexter)
- Apr 2022. Secured seed-level investment from E-Land (KRW 1 billion from E-Land Ventures and KRW 1 billion from E-World; total KRW 2 billion)
- Apr 2022. Featured on KTV's "Extended Virtual Worlds and Content Convergence" - Awarded Minister's Prize
- Mar 2022. Participated in MWC Barcelona Metaverse Exhibition (booth demonstration attended by the Minister of Science and ICT and others)
- Feb 2022. Featured on YTN's Silence: Broadcast introducing the company's Metaverse and HOLOMR technologies
- Jan 2022. Main Showcase of the Korean Pavilion at FITUR 2022 (Spain International Tourism Fair): "Doggabi Fantasia" (bemonstrated before the King of Spain and others)
- Dec 2021. Awarded "Outstanding Metaverse Company" by the Ministry of Science and ICT
- Oct 2020. Operated Exhibition Booth at the 2020 Seoul Metropolitan Office of Education Career & Job Fair (including exhibitions such as Doosan Robotics and the "E-Roadshow")
- Oct 2020. Operated Exhibition Booth at the 2020 Seoul Art Market (PAMS), hosted by the Korea Arts Management Service
- Oct 2020. BTS POP-UP: MAP OF THE SOUL Digital Showroom (over 150,000 participants)
- Sep 2020. 2020 Kyowon Deep Change Startup Prize Demo Day - Winner of the Unicorn Award
- Aug 2020. Presentation at the 1st On-site Dialogue on VR/AR Regulatory Innovation, hosted by Prime Minister Chung Sye-kyun



[X-Rumpus Box]

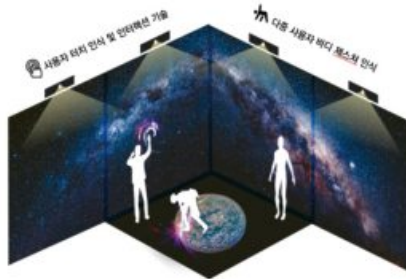
5-Sided Interactive XR Media Experience Space

Lead Organization Sharebox Co., Ltd.

Content
Description

X-Rumpus Box

The X-Rumpus Box is an interactive extended reality experience space featuring projection mapping on all five interior surfaces. The Box allows users to create unique memories by directly experiencing and sharing the promoted location or content. Additionally, by incorporating edutainment elements, it offers both educational value and entertainment, serving as a modern promotional marketing platform with strong viral marketing potential. By utilizing technology that recognizes user behavior and gestures, along with a 3D sound system, it enables immersive XR content experiences, as well as offers a service that provides images captured during the experience. It is an efficient promotional space that supports multi-user body gesture and touch recognition for up to 10 participants, enhancing interaction between the brand and users.

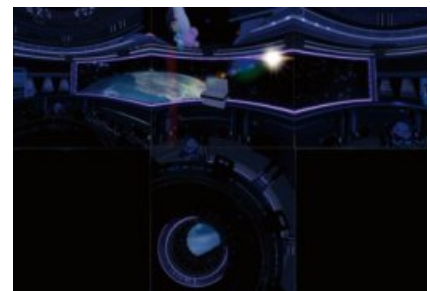


Show-Room Exhibition Content (2025)

• Sharing Cosmos

[XR Space Content with Tangible Appeal]

A new addition to Sharebox's 2024 XR Space Series, this content blends narrative and philosophy in a cosmic experience. What you feel, belong to, see, and experience are things that never fade. The more we come to know, the stronger our desire grows to touch and feel it for ourselves. In Sharebox's XR experience space, you can move what was once untouchable.



• Planet Jump

[Original Character IP: Space Bunny Content]

An interactive, choice-based content featuring an adorable bunny character, where users can explore various planets and enjoy mini-games across diverse cosmic environments. Through mini-games such as dress-up and hidden object challenges, the content delivers fun and immersion, enhanced by vibrant 3D animation.

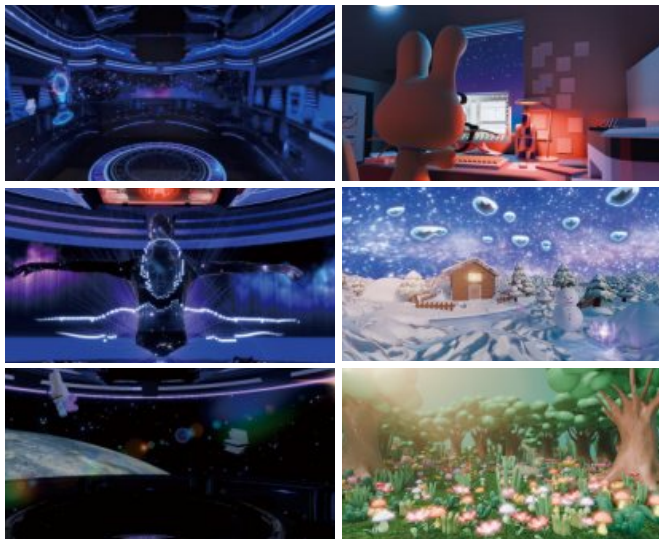


Applied Technologies

Technology Element	Description
Automatic Spatial Configuration Recommendation Technology	Technology that suggests the placement of projectors and sensors within a space and adjusts projections accordingly
Behavior Recognition Technology	Technology that detects and recognizes participants' movements and positional changes, enabling interaction
XR Integration/Expression Technology	Technology that expresses interactive phenomena triggered by behavior responses or QR recognition
XR Experience-Based Spatial System Technology	Function that receives one or more sensory inputs and transforms them into different forms of sensory information

Business Direction

- Organizations or companies seeking to establish educational content experience booths using Fourth Industrial Revolution technologies and immersive content for space education and science-based learning experiences; Department stores, shopping malls, elementary to high schools, science centers, etc.; Currently in discussions with Hyundai Department Store and a Hong Kong-based company regarding the first phase of space installation; Dec 2024 Opened the Hyundai Department Store Duty-Free x Moncler Pop-up Store in December 2024 (running through February 2025)
- Educational institutions or companies aiming to develop interactive XR content engaging all five senses, utilizing Fourth Industrial Revolution technologies; A client-based sales model that expands on the initial phase by offering additional XR content updates; XR content pre-contracted for implementation in 2024



Sharing Cosmos

Planet Jump



Sharebox Co., Ltd.

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Type of Business	Development and production of immersive content		
Business Areas	XR immersive content and solutions offering full five-sense experiences		

Entity Information

Sharebox creates equal opportunities beyond time and space

Sharebox is a company that produces cultural content using Fourth Industrial Revolution technologies, while also providing tailored solutions in parallel. We are a cultural content technology company dedicated to realizing cultural welfare by offering content that fosters empathy and understanding across generations and languages—through the fusion of new visual technologies, ideas, and diverse experiential approaches.

Business Areas

- XR Content

Our flagship offerings include a space education content series and the 2024 release "Sharing Cosmos." In addition, we provide a diverse range of XR-based content across multiple genres—from educational programs to casual entertainment—including music performances, science and industrial training, escape room experiences, and character IP-based games.

- XR Commercial

We plan and develop immersive content tailored for displays that enhance user engagement, while also establishing XR experience zones. Our focus lies in transforming idle spaces into five-sense immersive XR marketing environments and retail therapy zones, as well as incorporating gamified content.

From XR outdoor billboards utilizing interactive digital signage to indoor XR pop-up marketing currently underway with Hyundai Department Store Duty-Free, we offer a wide range of marketing services and commercial products that span both outdoor and indoor environments. In particular, we offer five-sense immersive LED XR booths with customized XR content tailored to each client, enabling XR commercial marketing and driving business through these experiences.

Core technologies

Sharebox possesses the technology to develop XR content for experience zones, backed by extensive experience in creating culture- and education-focused VR/XR content while pioneering the Fourth Industrial Revolution. We develop customized XR content for XR devices using technologies such as multi-user body gesture recognition, scent and wind effects, spatial audio control systems, and five-sense responsive interactions.

- XR BOX

The five-sense XR booth, "XR BOX", delivers a highly immersive experience by responding to audience movements and interactions in real time. Developed over two years of R&D, the five-sense XR BOX enables users to actively engage with brand content through touch and motion-based interactions, air control, scent diffusion, and a 3D sound system. It allows subliminal brand marketing that delivers immersive storytelling experiences.

• Customizable Multi-Surface Interactive Photo Zone: INTERACTIVE WALL

The multi-surface interactive media wall is an immersive media device composed of multiple display panels, allowing users to interact from various angles and positions. Equipped with motion sensors and gesture recognition, it responds to user movements in real time. Each display panel can operate either in unison or independently, maximizing content immersion. As a flexible platform that can be scaled to fit various spaces, it supports interactive anamorphic content and can be applied across diverse environments such as exhibitions, entertainment, and education—enhancing both user engagement and spatial presentation.

Major Achievements

- Oct 2024. Participated as an independent booth by invitation at the SBA Seoul XR Festival (held at Wadiz, Seongsu-dong)
- Sep 2024. Participated as an exhibitor at IFA Germany
- Feb 2024. Participated as an exhibitor at MWC Barcelona / Participated as an exhibitor at Tokyo IT Week (April) / Attended the Korea-Thailand Business Meeting (June)
- Dec 2023. Received the Excellence Award at the 2023 KoVAC META CONNECT Showroom
- Dec 2023. Participated in the Participated in Slush, a global exhibition in Finland / Exhibited at Contact Tokyo in Japan / Joined the Korea-Vietnam Business Exchange Meeting
- Oct 2023. Participated in GITEX (North Star booth exhibition / Global booth demo) and secured one export deal
- Jul 2023. Conducted a demo at an invited booth during a career fair organized by the Office of Education
- Jan 2023. Installed "XR MEETUP" in Gireum / Opened the XR showroom in Sangam
- Oct 2022. Participated in GITEX (Gulf Information Technology Exhibition) in Dubai / Participated in MWC in Las Vegas
- Aug 2022. Selected for the SBA Seoul Proof-of-Concept Testbed Project and conducted the pilot program in Seongbuk-gu
- May 2022. Selected for the R&BD Project for Strengthening Capabilities of Research-Based Enterprises
- Dec 2021. Established a Metaverse VR branch for Kookmin Bank
- Oct 2021. Selected for the TIPS R&D Program (Nov 2022. - Oct 2023.)
- Oct 2021. Secured seed investment from ETRI Holdings Co., Ltd.
- Dec 2020. Received the Minister's Award from the Ministry of SMEs and Startups
- May 2020. Developed the MR (AR + VR) content "Universe Let's Play" as part of the Startup Leap Package program

Five-sense immersive XR experience booth: XR BOX



Customizable multi-surface interactive media wall: INTERACTIVE WALL



3D, AI, and IT-based Immersive Interactive Media Content

Lead Organization Alijas Inc.

Content Description

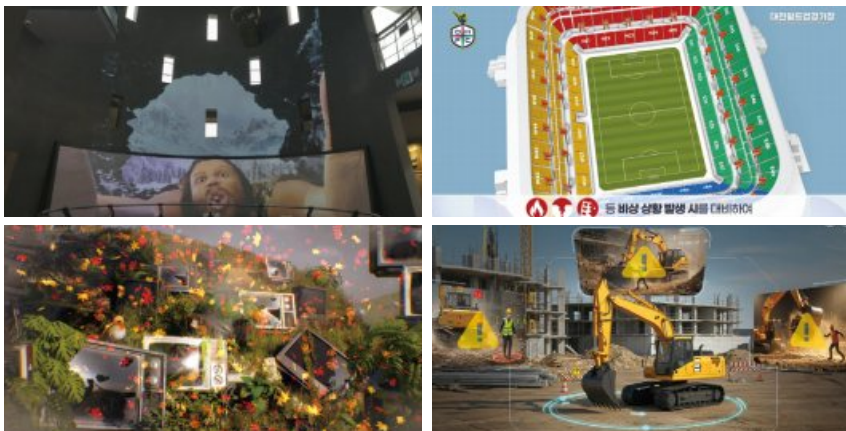
Alijas Inc. provides immersive experiences through immersive media art, projection mapping, and 3D simulation technology. By combining space and digital technology, we aim to create distinctive visual and sensory experiences in tourism, exhibitions, and brand promotion. We produce customized immersive media content for B2B and B2G clients, focusing on AI-based real-time data visualization and enhanced interactive elements. Our offerings include smart tourism content, branded media art, immersive exhibitions, and public media façade solutions.

Applied Technologies

- Immersive Media Art: Implementing immersive content using interactive technology.
- Projection Mapping: Enables customized media displays on buildings and spaces, with support for real-time 3D content integration
- 3D Simulation: Enables production of real-time rendered VR/AR-based spatial experience content, including safety training videos
- Providing marketing solutions based on immersive media content: Delivering content that satisfies our clients' customers

Business Direction

- Immersive Media-Based Smart Tourism and Exhibition Business: B2G - including tourist attractions, cultural heritage sites, museums, exhibition halls, etc.
B2B - Brand promotion, experiential showrooms, FOOH advertising, etc.
- Brand- and space-customized immersive media: Immersive media installations for commercial spaces such as media art cafés, hotels, and shopping malls
- Advancing immersive media content with AI and interactive technologies: Developing real-time data-integrated content.
- Development and franchising of Alijas's own immersive media brand: Building a sustainable revenue model





Alijas Inc.

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Address	505, 14, Gwandong-ro, Gimhae-si, Gyeongsangnam-do (Gyeongnam Content Enterprise Promotion Center, Gwandong-dong)		
Type of Business	Animation film and video production business		
Business Areas	3D, AI, and IT-based immersive interactive media content		

Entity Information

“A company specializing in 3D, AI, and IT-based immersive interactive media content”

Alijas redefines spaces through the fusion of technology and art, creating immersive experiences with immersive media to achieve customer satisfaction.

We “design content that brings joy to our clients’ customers” and provide integrated solutions.

Backed by creativity, technological innovation, customization, and immersive experiences, we create immersive content for B2B and B2G clients across smart tourism, exhibitions, brand promotion, and spatial media art.

Core technologies

We not only have key technical personnel capable of implementing 3D simulation and AR/VR-based immersive media art mapping technologies, but also hold various patents and copyrights.

- We offer AI- and sensor-based real-time interaction technology and provide solutions tailored to target clients such as architectural spaces, exhibitions, and tourist attractions.
- Rather than simply watching a video, users actively move and interact with responsive media content, enabling deeper engagement and immersion while delivering a memorable user experience.

Major Achievements

Jul 2024.	Promotional projection media art for Tokyo Live Week exhibition
May 2024.	Uiryeong "Media Art of Light and Sound at the Uiryeong Stream" Project Service
Apr 2024.	Hapcheon Museum immersive media art service project: Hapcheon Museum Comes Alive
Nov 2023.	Development of real-time conversational media content featuring virtual human "Vona" for the Gyeongnam Content Fair
Mar 2023.	Design and planning of beam projection street environment for the Muro Specialized Street
Jan 2022.	Development of drone hologram projection mapping content and technology



[AiVATAR]

SaaS Platform for Creating Multilingual Digital Human Videos

Lead Organization AIPARK Co., Ltd.

Content Description

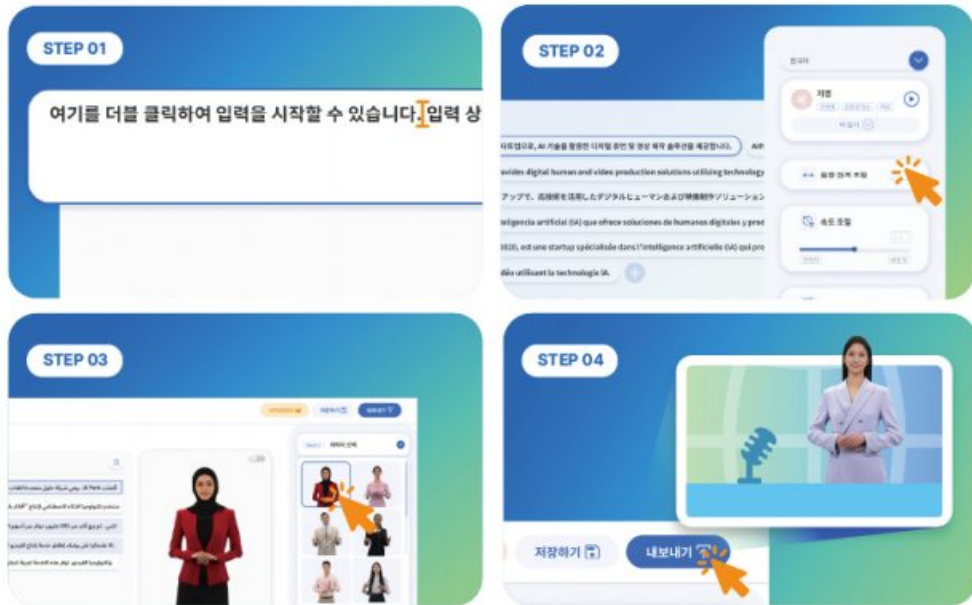
- AiVATAR is a service that generates multilingual digital human videos by converting input text into AI-driven speech and talking head animations that speak exactly as written.
- Users can access the website, type in their script, choose an appealing voice, and select a digital human to create their own digital human video. The digital human videos created through this process can be used in video content for promotion, education, the metaverse, XR, and more. In particular, it allows for easy creation of AI avatar videos that speak in 140 languages, helping content overcome language barriers.
- With just one photo and a 10-second voice recording, users can create a personalized avatar in AiVATAR Persona and generate multilingual speaking videos.
- You can view real-life examples of AiVATAR in action through a large display. You can see how AI avatars are used across various industries through dynamic videos, and interact directly by touching the screen.

Applied Technologies

- Technical Details of the Applied Technologies
- Speech-To-Face: Generates a talking face synchronized with the input voice signal
- Face Generation: Naturally applies a virtual face
- Text-To-Speech: Converts text into speech
- Voice Conversion: Converts a voice into another person's while preserving the original speech content

Business Direction

- The AiVATAR service is currently in active use by over 70 companies in Korea. Notable users include Jeju Special Self-Governing Province Office, KBS N, Toyota Machinery, Samsung Life Insurance, Korea Southern Power, the Ministry of SMEs and Startups, Korea Water Resources Corporation, Korea Inclusive Finance Agency, SK Incheon Petrochem, Daekyo, SRT, Korea Sports Promotion Foundation, Jeju Nonghyup, TONYMOLY, Korea Labor Force Development Institute for the Aged, Korea Invention Promotion Association, Industry Broadcasting Channel i, Sangju City, Jeongeup City, and others. These organizations are using AI avatars to independently produce content, significantly reducing both costs and production time.
- In the future, customers will be able to engage with AiVATAR, a real-time interactive avatar, in an even wider range of fields. Additionally, users will be able to easily create videos for news, lectures, and education simply by entering text—without the need for video editing.





AIPARK Co., Ltd.

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Type of Business	Application software development and supply		
Business Areas	ICT, content, and AI		

Entity Information

AIPARK, expanding your business through digital humans.

- Vision : "Making all the world's text visible and audible!"
- AIPARK leverages artificial intelligence to create personalized avatars for clients, enabling them to transcend the limits of time, space, and language. We are creating an infinite world of video content, expanded by artificial intelligence.

Core technologies

- TTS (Text-To-Speech)
 - Technology that converts input text into corresponding speech output
 - Trained using a proprietary AI voice synthesis algorithm
 - Learns from a 20-minute dataset consisting of text and voice
 - Currently holding 28 different voice actor recordings
 - The AI-generated voices are currently being used as the voice of our digital humans
 - Additionally, the AI-generated voices implemented with this technology are being used by JTBC News and audiobook companies.
- STF (Speech-To-Face)
 - Technology that converts speech into a talking face video
 - Technology that regenerates the shape of the mouth on a face to match the input sound
 - Operates based on a proprietary AI video synthesis algorithm
 - Tens of thousands of voice and facial data sets learned in advance
 - STF applicable based on realistic data using only facial data within one minute
 - The Face Super Resolution technique applied to improve the quality of the generated video.
 - Learned from a large dataset to speak naturally in over 60 languages, including Korean
- VFG (Virtual Face Generation)
 - Technology for generating virtual faces
 - Combines tens of thousands of facial photos to create entirely new and attractive faces
 - Produced based on live-action rather than graphics to reduce the sense of disparity in the final output
 - Faces free from issues related to portrait rights, as they are brand new
- Providing unique services through the fusion of three technologies
 - Creating attractive digital humans with natural speech by combining TTS, STF, and VFG technologies
 - A fusion of AI technologies that allows the creation of videos where a digital human with a unique face speaks based on input text

Major Achievements

- Dec 2024. Awarded the National IT Industry Promotion Agency President's Award for the 2024 SW High Growth Club Project
- Nov 2024. Received the Korea Radio Promotion Association CEO's Award for the Media Content CRE-UP Startup Incubation Program's International Expansion Track
- Sep 2024. Established AIPARK Inc., a local subsidiary in Delaware, USA.
- Jul 2024. Released the 'J-NA' music video by Jeju Province Office
- Apr 2024. Participated in the World IT Show 2024
- Mar 2024. Spokesperson Department of Jeju Province Office introduces new AI news anchor "J-NA"
- Mar 2024. Participated in SXSW
- Jan 2024. Added multi-ethnic avatars and expanded multilingual support for AiVATAR
- Jan 2024. Launched AiVATAR SaaS
- Jan 2024. Participated in CES
- Dec 2023. Selected for TIPS Overseas Marketing Program
- Dec 2023. Registered "AiVATAR" on Microsoft Azure Marketplace and AppSource
- Nov 2023. Received the Excellence Award at the "2023 News Big Data Hackathon", organized by the Korea Press Foundation
- Oct 2023. Selected for Microsoft's "ISV Program"
- Jun 2023. Selected for IBK Changgong's 12th Innovative Startup Program
- May 2023. Selected for TIPS Startup Commercialization Program
- May 2023. Patent registered (Video Service Device)
- May 2023. Selected for the Born2Global Global Expansion Program
- Mar 2023. Selected as an ICT solution provider for the Tourism Innovation Voucher program
- Mar 2023. Selected as a pre-growth company for the SW High Growth Club
- Jan 2023. Signed an MOU with dob Studio, Inc. and Humelo
- Dec 2022. AIPARK introduces "LoA," an AI news anchor reporting local news
- Oct 2022. Participated in the AWE EU international exhibition
- Sep 2022. Opened the AI News Anchor Experience Center in Sangam-dong, Mapo-gu, Seoul
- Sep 2022. Participated in the "Try Everything 2022" exhibition booth
- May 2022. Selected for the Technology Startup Support Program (TIPS)
- May 2022. Introduced virtual human "Park, Jaemin" on KBS 2TV's "Good Morning Money & World"
- May 2022. Selected for the "Majung Program" by the Ministry of SMEs and Startups and Microsoft
- Apr 2022. Signed an MOU with JTBC
- Apr 2022. Signed an MOU with D'LIVE
- Mar 2022. Successfully secured SEED investment
- Feb 2022. Korea's first virtual human AI anchor, "Jenna," made her debut on "JTBC's Morning" & "The World Picked by AI."
- Jan 2022. Moved into Nuridream Square in Sangam DMC
- Apr 2020. Established AIPARK

AiVATAR Persona

Just 3 Steps

Designed for users to create their own personalized AI avatar videos easily.

1 Just One Photo



2 Only a 10-Second Voice Clip



3 Share Your Message with the World



[i-VERSE]

XR service utilizing the MR Table

Lead Organization ISPark Co., Ltd.

Content
Description

- AiVATAR is a service that generates multilingual digital human videos by converting input text into AI-driven speech and talking head animations that speak exactly as written.
- A multi-immersive mixed reality content experience with a Head Mounted Display
- Provides XR services using familiar touch displays for general users unfamiliar with 3D environment UX
- The goal is to provide a convenient, immersive user experience by minimizing the training required to enjoy the content.
- Providing customized solutions for clients through differentiated content production technologies tailored to specific industries

Applied
Technologies

- Using external cameras and a spatial positioning sharing system, augmented content and the participant are projected onto a large screen in a third-person perspective on the MR Table.
- Augmented miniature mode and 1:1 real-life mode content are configured on the MR Table based on shared location data.
- Sharing virtual space and user location data to generate real-time third-person transmission video
- Live video streaming and recording of training video materials for audiovisual indirect experiences aimed at multiple pre-trained educators
- Applying various 3D data production technologies for different industries, including Volumetric Capture Data, Photogrammetry, and Lidar Scan Data

Business
Direction

- B2B / B2G
- Responding to the demand for industry training and hands-on, experience-based education for large groups of participants
- Providing services through H/W and S/W package configurations based on demand analysis, ranging from audiovisual training to mixed reality and virtual reality education





ISPark Co., Ltd.

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Address	803-820, 43-14, Gasan digital 2-ro, Geumcheon-gu, Seoul (Hanwha Biz Metro 2, Gasan-dong)		
Type of Business	Software development		
Business Areas	Digital Twin, Cloud, AI, Metaverse, Consulting & Service		

Entity Information

Infinite Solution Park

ISPark, meaning an infinite space towards solutions, aims to contribute to value creation and industrial development by providing solutions and technical services tailored to customer needs, while offering optimal options to meet the demands of customers and the market.

Core technologies

- Digital Twin / Smart Factory
 - Providing a variety of engineering solutions and platforms for establishing smart factories based on digital twin technology
- Cloud / AI RPA
 - Providing process-centered agile performance management solutions for corporate strategic management
 - Providing AI-based RPA solutions for business automation
- Metaverse
 - Providing industrial content creation and service platforms using XR solutions
- Consulting & Service
 - Providing professional consulting services based on extensive system implementation experience and expertise

Major Achievements

- 2024. Pohang Songdo Play City Digital Twin
- 2021.-2023. Development of XR-based integrated military training virtual education content
- 2022. Establishment of a Smart Port Logistics Platform
 - Development of AR/VR-based mortar operation and firing training system technology
 - AR content creation for processing equipment
- 2020.-2022. Development of virtual reality remote training simulator
- 2021. Design and development of an XR-based experiential smart learning simulator
 - Development of AI-based heavy equipment work access warning system
 - Creation of unmanned vessel VR content simulator
 - Creation of unmanned vessel regulatory free zone kiosk
- 2020. Development of 5G-based VR/MR-enabled online and offline fashion product shopping platform
 - Development of XR integrated observation training system based on spatial synchronization technology

03 Medical & Health

[TNXRtc] Trauma Training Solution Based on Medical Digital Twin Technology

DKI Technology, Armed Forces Capital Hospital, Medimind Co., Ltd.
Seoul National University Bundang Hospital, VFX Pixel
Ajou University Industry-Academic Cooperation Foundation/Hospital
PACOM Corp., Korea Electronics and Telecommunications Research Institute

[TiU] XR Rehabilitation Program for Stroke Patients Based on the Principle of Brain Plasticity

Rising Craft Co., Ltd.

[TOGATHER] Personalized Musculoskeletal and Psychological Health Management Metaverse Service

KakaoHealthcare Corp., Korea University Anam Hospital, VAIM Consulting Inc.
Seoul National University Bundang Hospital, Sky Labs Inc.



[TNXRtc]

Trauma Training Solution Based on Medical Digital Twin Technology

Lead Organization DKJ Technology **Participants** Armed Forces Capital Hospital, Medimind Co., Ltd., Seoul National University Bundang Hospital, VFX Pixel, Ajou University Industry-Academic Cooperation Foundation, PACOM Corp, Korea Electronics and Telecommunications Research Institute

Content Description

The TNXRtc system is a solution that utilizes medical twin-based immersive content created from real severe trauma data (such as open complex fractures, blast/penetrating injuries, amputation/crush injuries, and mass casualty scenarios). It enhances physical mannequins with augmented random trauma and operational characteristics, providing automatic evaluations of group-/individual training and results.

Applied Technologies

- Medical twin technology based on real severe trauma data
- Immersive training device production technology
- Immersive VR content and MR production technology
- Severe trauma management training platform development technology
- On-premise and SaaS-based treatment training platform development technology

Business Direction

- Commercialization efforts underway utilizing the demonstration results from the Korea Armed Forces Nursing Academy, targeting regional trauma centers and beyond
- Promotion of the introduction into the Korea Armed Forces Nursing Academy's official curriculum based on demonstration results
- Promotion and marketing efforts through installation of project outcomes in the KoVAC Center XR SHOWROOM
- Plans underway to supply trauma centers in all 17 regions nationwide to promote distribution and expansion
- Plans underway to supply simulation software packages and training centers to university hospitals and emergency rescue teams

VR Content



Preparing supplies for trauma care



Mass Casualty Triage

MR Content



Open comminuted fracture



Blast injury



Penetrating injury



Amputation



Armed Forces Capital Hospital

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Type of Business Healthcare
Business Areas Medical

Entity Information

“Armed Forces Capital Hospital - earning the trust of the public and military by providing patient-centered, top-quality care”

- Vision : A top-tier military medical institution leading advanced healthcare and earning the trust of both the armed forces and the public
- Mission : To preserve military combat readiness through top-tier healthcare services and to carry out pivotal missions in times of national crisis

Core technologies

- Military-specialized general hospital
- Cultivating university hospital-level capabilities and strengthening civil-military cooperation
- Opening of the Armed Forces Trauma Center
- Patient-centered management

Major Achievements

A state-of-the-art trauma treatment center equipped with the facilities, equipment, and personnel to provide emergency surgery and optimal care immediately upon hospital arrival—24/7, 365 days a year—for severe patients suffering from multiple fractures, bleeding, and other injuries caused by various accidents (Opened on April 20, 2022)





Medimind Co., Ltd.

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 Type of Business Service
 Business Areas A specialized company developing virtual reality-based digital therapeutics

Entity Information

A pioneering company specializing in VR-based digital therapeutics

- Company vision and philosophy

“Contributing to human health through the development of advanced technologies”

Medimind is a small and medium-sized enterprise specializing in software development for digital healthcare and virtual, augmented, and mixed reality technologies. With outstanding quality and differentiated services, we create exceptional value in the industry and fulfill our role as a technology-driven company. We are committed to continuously developing content and programs for related industries, contributing to society, and growing into a leading company recognized by our customers through consistent customer satisfaction.

Core technologies

Digital therapeutic development technology in the field of mental health

- Equipped with a variety of mental health assessment scales and surveys for psychological diagnosis
- VR environment and UX implementation technology for psychological testing
- User biometric data collection technology

Virtual reality (VR) software development technology for education and training

Major Achievements

Ongoing confirmatory clinical trial for addiction digital therapeutics (DTx)

Certified under ISO 13485:2016 - Quality Management System for the Medical Device Industry

Certified for GMP compliance in medical device manufacturing and quality management

Obtained 11 patents, 4 trademarks, and numerous software copyrights related to digital therapeutics development





Seoul National University Bundang Hospital

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Address	82, Gumi-ro 173beon-gil, Bundang-gu, Seongnam-si, Gyeonggi-do (Gumi-dong)		
Type of Business	General hospital, radioactive isotope, and real estate leasing business		
Business Areas			

Entity Information

- Mission: To enable humanity to enjoy healthy and happy lives through world-class education, research, and medical care
- Vision: One SNUH Network - A national hospital pioneering the future of medicine
- Slogan: Beyond Excellence
- Medical Care - A standard of future medicine (Excellence)
- Education - A campus for global leaders (Leader)
- Research - A hub for advanced research (Innovator)
- Public Healthcare - A source of hope for public health (Advocator)
- Organizational Culture - A workplace where dreams come true (Motivator)

Based on these pillars, we uphold six core values: ▶ Pursuit of Excellence ▶ Patient-Centered ▶ Talent Cultivation ▶ Pursuit of Innovation ▶ Social Contribution ▶ Mutual Respect

Core technologies

1. Clinical education for medical students of Seoul National University as a national university corporation
2. Residency and fellowship training, along with the training of other medical personnel
3. Medical-related research
4. Clinical research
5. Medical services
6. Public health and medical service programs pursuant to Article 2, Subparagraph 2 of the Public Health and Medical Services Act
7. Overseas expansion of medical services pursuant to Article 2, Subparagraph 1 of the Act on Support for Overseas Expansion of Medical Services and Attraction of International Patients
8. Other projects necessary for the improvement of public health

Major Achievements

Research and Technological Innovation: Seoul National University Bundang Hospital is leading the advancement of the healthcare industry through its Healthcare Innovation Park.

Major Research Achievements: Established medical learning datasets for 12 diseases and developed 24 AI software programs; led the DrAnswer 2.0 development project; and became the first in Korea to obtain Global Healthcare Accreditation (GHA) for international clinical standards





VFXPIXEL

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Type of Business Planning and production of video content / XR content
Business Areas 1. VFX & CGI for video content such as advertisements, dramas, and films
2. Unreal Cinematic 3. AI-based image generation / Asset creation technology
4. Virtual character creation and live-action compositing

Entity Information

“We strive to create great content so that no one falls short of benefiting from a more convenient world.”

VFXPIXEL is a content production company driven by technology convergence, specializing in high-quality VFX video content and differentiated content creation using real-time engine-based technology.

Core technologies

1. VFX & CGI for video content such as advertisements, dramas, and films
2. Unreal Cinematic
3. AI-based image generation / Asset creation technology
4. Virtual character creation and live-action compositing

Major Achievements

- Jan 2025. Won the VFX project for the Samsung Galaxy 25 Global Demo Video
- Oct 2024. Produced the “Wish” video for Hyundai Motor Company’s drone show
- Aug 2024. KADEX2024 - Produced Unreal Engine cinematic videos for Hyundai Rotem and LIG
- Jun 2024. Produced the intro video for the Samsung Galaxy Fold





Ajou University Industry-Academic Cooperation Foundation/Hospital

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 Type of Business Healthcare
 Business Areas Medical

Entity Information

- Mission: We are always by your side, tirelessly devoted to healing your pain.
- Vision: A medical institution dedicated to excellence in healthcare, education, and research. We aim to be the safest and most compassionate patient-centered hospital, a leader in medical education in Korea, a globally recognized research hub in key focus areas, and the premier medical brand in our specialized fields of care.

Core technologies

- A leading institution in medical education
- The safest and most compassionate patient-centered hospital with a specialized care system
- Globally recognized research hub in key focus areas
- As Korea's first regional trauma center and the designated regional emergency medical center for southwestern Gyeonggi Province, we are setting the standard for trauma care nationwide.

Major Achievements

- Achieved Joint Commission International (JCI) accreditation for three consecutive terms and selected as one of the world's top 100 hospitals by Newsweek (U.S.)
- By conducting major national projects and various research initiatives centered around the Research Institute for Innovative Medicine, we have achieved a research grand slam—simultaneously operating BK21, SRC, MRC, and a research-centered hospital.
- Signed international agreements with 31 institutions across 5 countries





PACOM Corp.

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Address	113, Jangan-ro, Jangan-gu, Suwon-si, Gyeonggi-do		
Type of Business	Development of virtual and augmented reality technologies, training monitoring systems, and simulators		
Business Areas	Development of VR and AR education and training systems, production of display devices, and development of 3D image presentation devices		

Entity Information

Since 2010, we have specialized in the design, manufacturing, installation, and maintenance of virtual and augmented reality technologies, training monitoring systems, and simulators across various industries, including public safety, defense, aviation, maritime, and energy. We lead the domestic market through our proprietary technologies and numerous patents in these fields.

Core technologies

Possesses proprietary technology for integrated development of training, monitoring systems, and simulators in the public and industrial sectors

- (Education) Independently developed VR/AR educational content and display devices
- (Defense) Independently developed military and operational training content and devices by integrating VR/AR/XR and 3D simulation technologies
- (Healthcare) Proprietary technology for the integrated development of a digital twin-based XR trauma care training system and simulator
- (Industry) Development and ownership of MR-based smart supplementary control monitoring generation technology
- (Public Safety) Proprietary technology for the development of immersive virtual training systems for arrest scenarios

Major Achievements

- Aug 2023. Established and registered a factory
- Jun 2021. Registered as a venture company
- Oct 2017. Awarded Top 3 at the Daejeon R&D Special Zone Technology Expo
- Jan 2016. Awarded "Technology Innovation Company" at the Korea SME Awards
- Aug 2012. ISO9001 certification and establishment of a corporate-affiliated research institute
- Oct 2010. Founded the company and research facility





Korea Electronics and Telecommunications Research Institute (ETRI)

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Type of Business	Telecommunication-related research and technical services		
Business Areas	Research and development of core ICT technologies, including artificial intelligence, communication media, and innovative materials and components		

Entity Information

- (ETRI) Company subtitle: A technology pioneer shaping a happy future world through digital innovation
- (ETRI) Company vision and philosophy
Through the creation of human-centered new technologies that enable an enjoyable, convenient, and safe life based on innovative IT convergence technologies, we contribute to advancing as a leading nation for humanity. To fulfill the mission entrusted to us by our customers and the country, we will ensure the highest R&D quality that meets our customers' expectations.

Core technologies

(Content Research Headquarters) Developing core technologies for intelligent and immersive content that enable a life with human-centered industries and culture (intelligent interaction technology, content recognition technology, immersive/interactive video content technology, emotional content technology, etc.)

Major Achievements

- (Content Research Headquarters)
- Recognized for one of the top 100 national research and development achievements (VR motion sickness reduction technology based on human factors)
- Succeeded in developing world-class XR-based metaverse core technologies, supporting maximum participant capacity, high-speed interaction computation, high-precision spatial/positional measurement, and low-latency synchronization
- Recognized for the 2021 ETRI Representative Achievement (Social Problem Solving): Expanding immersive platform technology for public/private sector education and training through industrialization of the technology (8 technology transfers and achieving 13 billion KRW in commercialization revenue from technology transfer)



[TiU]

XR Rehabilitation Program for Stroke Patients Based on the Principle of Brain Plasticity

Lead Organization Rising Craft Co., Ltd.

Content Description

Making treatment easier, relieving pain faster!
Incorporating content elements into existing rehabilitation programs to provide patients with opportunities for exercise
Maximizing trauma recovery and rehabilitation effectiveness

The XR rehabilitation program TiU is designed for the rehabilitation of patients with hemiplegia caused by stroke. It provides visual stimulation on the VR device's screen, where the affected limb moves symmetrically to the healthy counterpart. This process is a treatment program based on the principles of neuroplasticity, where normal information is reintroduced to the affected side, improving the patient's symptoms. It maximizes rehabilitation effectiveness through a variety of XR rehabilitation content, categorized into exercise training, motion training, and cognitive training.

Applied Technologies

- A new rehabilitation program for patients with hemiplegia caused by stroke
- Development of an innovative rehabilitation program through the fusion and integration of existing rehabilitation treatments
 - Development of an innovative rehabilitation medical device that integrates mirror therapy, image training, and repetitive training
- Development of a rehabilitation program using VR devices based on the principles of neuroplasticity
 - Based on existing mirror therapy, the affected limb is represented as a normal limb using hand tracking technology
- Development of XR rehabilitation content through networking with medical professionals
 - Development of XR rehabilitation content for each category, including exercise training, motion training, and cognitive training
- Customized provision of rehabilitation content based on the patient's condition
- Collection and graphing of patient data to assess the degree of rehabilitation progress
 - Data collection including comprehensive statistics, weekly statistics, statistics by area, and recent training statistics
 - Capable of objectively assessing the patient's rehabilitation progress

Business Direction

- Launch of a product lineup covering all stages of rehabilitation
 - Development of medical devices and launch of products for early-phase stroke patients
 - Expansion of the business model to encompass patients from the early phase to those requiring long-term rehabilitation
- Securing domestic channel distribution
 - Establishment of a delivery plan for primary healthcare institutions, general hospitals, and university hospitals
 - Establishment of post-service maintenance procedures

- Rental service
 - Introduction of rental services for customer guidance
 - Regular customer visits for product guidance, inspections, and post-service maintenance
- Offline marketing
 - Participation in healthcare-related exhibitions and seminars, and operation of product demonstration booths
 - Free provision of trial products to rehabilitation institutions
- Operation of Rising Craft's own online store
 - Operation of Rising Craft's own online store
 - Continuous operation of an online product consultation center
- Social Media promotion
 - Recruitment of stroke patients who consent to facial exposure for product demonstration video production
 - Management of Rising Craft's promotional social media channels (YouTube, Instagram, Facebook, etc.)
 - Recruitment of medical specialty channels such as Doctor Friends and Director Kim, a physician in Busan, and production of promotional content



TiU Face



TiU Home



TiU Medi



Data implementation image



TiU Main screen



Rising
Craft

Rising Craft Co., Ltd.

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Type of Business	Application software development and supply		
Business Areas	VR/AR		

Entity Information

Rising Craft pursues XR business that adds value to the world.

By simulating actions that are difficult to attempt in real life due to time and space constraints within virtual and augmented environments, we aim to embrace the benefits of this technology to connect ourselves, our communities, and the world.

- **Management Philosophy**

We deliver inspiration through innovative technology and business. We prioritize communication with our clients and partners, delivering differentiated technologies that build trust and confidence.

We create new experiences and value. We embrace new possibilities through deep customer understanding and technological innovation.

We realize future value through creativity and collaboration. We support talented individuals with diverse dreams and passions, and pursue mutual growth with our business partners.

- **Mission**

Achieving sustainable growth through continuous technological innovation

- **Vision**

Let's make the world more open and connected through technology

- **Value**

Technological Innovation / Customer-Centric Approach / Leading Change / Open Culture

Core technologies

Core technologies in the research and development of XR (Extended Reality)-based medical devices for stroke patients

1. Motor function utilizing neuroplasticity
2. Real-time data analysis technology
3. Development of training programs tailored to patients
4. Sensory enhancement and physical interaction technologies in XR environments

Major Achievements

Oct 2023. Selected for NIPA's "Metaverse-Cross-Sector Global Promotion and Marketing Support Program"

UNIST Service Project: "Development of a Multi-Actor (Driver-Pedestrian) VR Simulator"

Selected for the "2023 Customized Mentoring Support Program" by the National Institute of Medical Device Safety Information.

Selected as an "Incheon Company for the CES 2024 K-STARTUP Pavilion" by ITP and Incheon Center for Creative Economy & Innovation

May 2023. Selected for the "2023 K-Biohealth Regional Center Support Program" by ITP (Incheon Technopark)

Selected for the "2023 XR Metaverse Content Support Program" by ITP (Incheon Technopark)

- May 2023. Selected for the "Incheon Startup Park Youth Startup Incubation Program" by ITP (Incheon Technopark)
- Mar 2023. Service Project by the National Institute of Environmental Research: Development of User-Centered Training and Promotional Content for the Total Water Pollution Load Management System
- Jan 2023. Selected as a "CES 2023 Exhibitor" by ITP (Incheon Technopark) and CTA
- Jun 2022. Selected for the "2022 Incheon XR Company Publishing Support Program" by ITP (Incheon Technopark)
- May 2022. Selected for the "2022 Non-Face-to-Face Startup Support Program" by the Ministry of SMEs and Startups
- Apr 2022. Selected for the "2022 Healthcare VR/AR Product Market Entry Support Program" by Korea Testing Laboratory
- Mar 2022. Commissioned Project by the Architecture & Urban Research Institute: "Virtual Environment Design for Identifying Crime-Prone Architectural and Urban Elements"
- Dec 2021. Selected for the "OPEN NEST 200" Program by Korea Credit Guarantee Fund
- Oct 2021. Selected for the "1st Round of the 4th Big Wave (Bio Sector) in 2021" by the Incheon Center for Creative Economy & Innovation
- Sep 2021. Selected for the "2021 Incheon XR Company Publishing Support Program (Second Half)" by ITP (Incheon Technopark)
- Jul 2021. Selected for the "2nd Round of the 2021 Incheon Content Commercialization Support Program by the Incheon Content Enterprise Prpmotion Center " by ITP (Incheon Technopark)
- Jun 2021. Selected for the "3rd Changgu Global Collaboration Program" by the Ministry of SMEs and Startups
Selected for the "Healthcare VR/AR Product Market Entry Support Program" by Korea Testing Laboratory
- May 2021. Selected for the "1st Round of the 2021 Incheon Content Commercialization Support Program by the Incheon Content Enterprise Prpmotion Center " by ITP (Incheon Technopark)
- Feb 2021. Incorporation and Business Entity Transition to "Rising Craft Co., Ltd."
- Sep 2020. Selected for the "3rd Phase of the 2020 VR/AR Content Commercialization Support Program" by the National IT Industry Promotion Agency
- Aug 2020. Selected for the "2020 Incheon VR/AR Startup Support Program" by ITP (Incheon Technopark)
- Jul 2020. Selected for the "Customized Growth Support Program for Resident Companies of the Incheon Content Enterprise Promotion Center" by ITP (Incheon Technopark)
- Jun 2020. Selected for the "3rd Phase of the 2020 VR/AR Content Commercialization Support Program" by the National IT Industry Promotion Agency
- Mar 2020. Selected for the "10th Class (Seoul) of the 2020 Youth Startup Academy" by the Korea SMEs and Startups Agency
- Dec 2019. Selected for the "Investment Attraction Support Program of the Incheon Content Enterprise Promotion Center" by ITP (Incheon Technopark)
- Jun 2019. Establishment and registration of "Rising Craft Studio" as a sole proprietorship
- Jun 2019. Selected for the "1st Class of the Hanyang University Practical Startup Training Program" by the Ministry of SMEs and Startups
- May 2019. Selected for the "Preliminary Startup Package (General Track - 1st Round)" by the Ministry of SMEs and Startups



콘텐츠 수행 결과를 토대로 정확도와 속도를 분석해 정량적으로 계속한 데이터를 클라우드 업로드를 통해 pc와 모바일 상에서 의사와 환자, 보호자에게 전달됩니다.

[TOGATHER]

Personalized Musculoskeletal and Psychological Health Management Metaverse Service

Lead Organization KakaoHealthcare Corp.

Participants Korea University Anam Hospital, VAIM Consulting Inc., Seoul National University Bundang Hospital, Sky Labs Inc.

Content Description

Personalized Musculoskeletal and Mental Health Management Service

The TOGATHER service provides a foundation that enables users nationwide to access personalized health management services and achieve personal health improvement without time or space limitations, through the development of a metaverse platform and health management services.

The musculoskeletal service measures the functionality of body parts where users experience discomfort and recommends personalized exercises based on the results. It is structured around a flow where users experience the effects through optimal exercise performance and share their usage experiences.

The psychological service consists of a personalized inner healing program tailored to the user's psychological state, and offers one-on-one counseling and one-to-many speech services through avatars that reflect users' facial expressions and gestures, ensuring anonymity and enabling nonverbal communication.

Applied Technologies

- Development of a multi-environment responsive platform considering various user environments
- Development of avatars that reflect users' facial expressions in real time using AI-based facial retargeting technology
- Development of integration and data utilization features for ring-type wearable devices based on the FHIR standard
- Development of a metaverse-based 3D intuitive service space considering user convenience
- Development of convenient features such as service reservations and notifications that enhance the autonomy of healthcare service providers and users

Business Direction

We plan to integrate the existing services launched by KakaoHealthcare with the musculoskeletal service, gather feedback and build networks with potential clients to ensure business viability, and conduct additional pilots to enhance the functionality of the psychological service.

We plan to establish exercise content that covers full-body movements, providing exercise services tailored not only for musculoskeletal pain but also for various purposes such as senior fitness, general fitness, and exercise programs for diabetes patients. In addition, educational content covering sports and exercise, dietary management, and diabetes management will be developed to enhance service utilization across various healthcare business objectives and to improve user understanding.



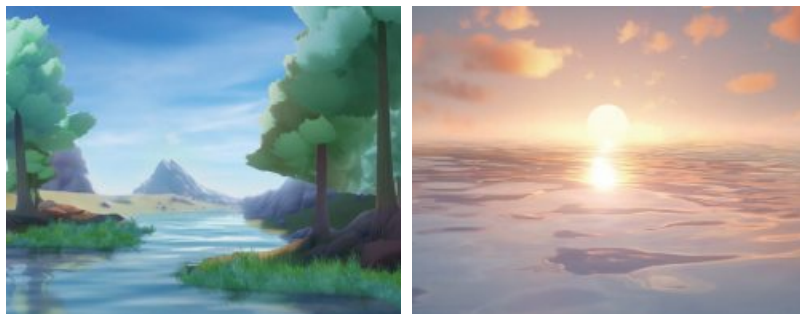
TOGATHER Service Logo



Service Space Image



Musculoskeletal service (exercise content)



Psychological service (inner healing content)

kakaohealthcare

KakaoHealthcare Corp.

CEO	Hwang, Hee	Tel	+82-31-629-1155
E-mail		Website	www.KakaoHealthcare.com
Address	5F, 166, Pangyoyeok-ro, Bundang-gu, Seongnam-si, Gyeonggi-do		
Type of Business	Smart healthcare solutions		
Business Areas	Development of a mobile-based lifelong personal health management service and development and support of a healthcare data research platform		

Entity Information

Development of a mobile-based lifelong personal health management service and development and support for a healthcare data research platform We aim to understand the fundamental needs of users and partners in digital healthcare, deliver services that are satisfying and easily accessible through mobile platforms, drive positive social change and innovation, and ultimately target the global healthcare market. Beyond data-driven health management, we help individuals manage and positively transform their lives.

Our goal is to achieve our mission of "making people healthy with technology", drive positive social change and innovation, and contribute to the improvement of public health.

Based on its core value of being a companion, friend, and assistant for everyone who engages with healthcare, KakaoHealthcare plans to provide digital healthcare services that address the pressing needs of users and partners by leveraging big data, IoT, AI, and mobile technologies.

To this end, we will provide a "mobile-based lifelong personal health management (Virtual Care)" service for users and contribute to the improvement of healthcare services as a "Data Enabler" by supporting the sharing and utilization of healthcare data.

Core technologies

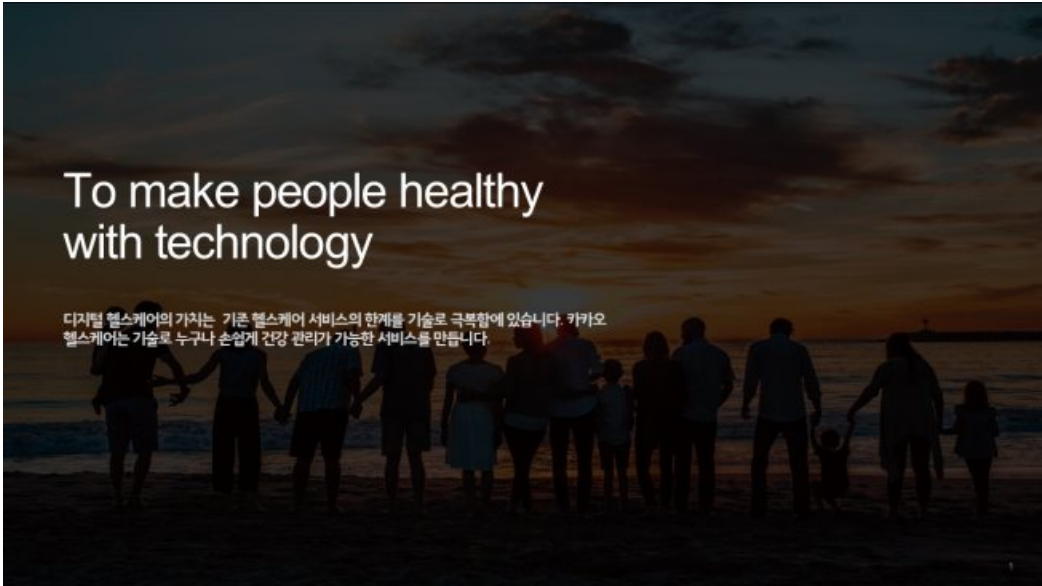
Hyper-personalized Virtual Care: Beyond data-driven health management, we help individuals manage and positively transform their lives.

Digital Transformation of Hospitals: We create a healthcare environment where both medical staff and patients are satisfied by providing solutions and services optimized for hospital settings.

Innovative Technology Enabled by Healthcare Data: We enable all organizations in need of data to effectively utilize health data.

Major Achievements

Feb 2024.	Launched "PASTA", an AI-based blood glucose management solution
Jan 2023.	Acquired shares in ezCaretech and became the second-largest shareholder
Jan 2023.	Merger and acquisition of "Linewalks", a healthcare information system specialist company
Jul 2022.	Merger and acquisition of "Neozensoft", a smart healthcare specialist company
Mar 2022.	Founded as KakaoHealthcare
Dec 2021.	Healthcare CIC (Company-in-Company) established and Hwang, Hee appointed as CEO



Hyper-Personalized
Virtual Care



Digital Transformation
of Hospitals



Innovative Technology Enabled by
Healthcare Data



Korea University Anam Hospital

CEO	Han, Seungbeom	Tel	+82-1577-0083
E-mail	anamgad@kumc.or.kr	Website	www.anam.kumc.or.kr
Address	5F, 166, Pangyoeyeok-ro, Bundang-gu, Seongnam-si, Gyeonggi-do		
Type of Business	Medical		
Business Areas	General hospital and R&D		

Entity Information

Since its establishment in 1941, Korea University Anam Hospital has played a pivotal role in advancing healthcare in Korea as a leading general hospital, through excellence in medical care, research, and education. Anam Hospital, which has grown together with the tradition of Korea University, envisions contributing to human health and happiness through advanced medicine founded on respect for life. To this end, the hospital is making continuous efforts across various fields, including patient-centered care, advanced research, and the cultivation of outstanding medical professionals.

Korea University Anam Hospital aims to establish an innovative medical system utilizing advanced convergence technologies to provide patients with the highest quality healthcare services. The hospital is continuously striving to realize a smart hospital by managing patient health through personalized AI and ensuring systematic and secure management of patient information using integrated medical data. We aim to grow beyond Korea into a leading global medical institution.

Core technologies

- Development of minimally invasive catheters and endoscopic therapeutic devices: We develop and commercialize a range of minimally invasive catheters and endoscopic therapeutic devices. This enables us to contribute to reducing the treatment burden on patients and shortening their recovery time.
- Development of a non-invasive, low-intensity ultrasound-based neuromodulation system: We enhance clinical efficiency in muscle and nerve rehabilitation by developing a feedback-based multimodal neuromodulation system. In addition, we provide a non-invasive treatment method through an ultrasound-based pain control system.
- Development of ultrafast, high-precision integrated molecular diagnostic technology for infectious diseases: We establish a cohort for respiratory infections and develop diagnostic reagents and disposable plastic lab-on-a-chip devices capable of real-time detection of 32 types of pathogens within 20 minutes. This enables rapid and accurate diagnosis of infectious diseases.
- Development of an exosome-based molecular diagnostic chip for early cancer detection: We develop technologies for predicting treatment responses and detecting minimal residual disease in hematologic cancers such as acute myeloid leukemia, and identify exosome-derived target markers to develop early diagnostic methods and molecular diagnostic kits. This plays a crucial role in the early detection and treatment of cancer.
- Development of a needle-free, ultra-fine, high-resolution 3D endoscopic microscope: We implement a needle-free, high-resolution 3D endoscopic system by developing an ultra-compact endoscope-based microscope system and a high-contrast color endoscope system.

Major Achievements

Korea University Anam Hospital, as a government-designated research-centered hospital, plays a leading role in the field of convergence research. Through independent investment, we have established various research platforms, including big data and new drug development, achieving outstanding results in research funding acquisition and technology commercialization among the ten government-designated research-centered hospitals in Korea. In addition, in 2017, we led both the "Project Group for the Development of Precision Diagnosis and Treatment for Cancer" and the "Project Group for the Development of Precision Medical Hospital Information Systems", which are government-initiated precision medicine projects, making a significant contribution to the advancement of the precision medicine field. In 2021, we were selected for the "Medical Data-Centered Hospital Support Project" organized by the Ministry of Health and Welfare, and have since been leading the standardization of cloud-based clinical big data.

Korea University Anam Hospital has obtained ISO 14155 certification, the international standard for clinical investigations of medical devices, and has been recognized in Korea as an institution capable of conducting clinical trials in accordance with international standards. This enables us to contribute to strengthening the safety of domestic medical devices and supporting their entry into the global market. In addition, we have secured more than 40 projects through the pan-ministerial medical device initiative, achieving significant results in the development and commercialization of medical devices. This enables us to contribute to the advancement and strengthening of the competitiveness of the domestic medical device industry.



고려대학교안암병원
KOREA UNIVERSITY ANAM HOSPITAL



VAIIM Consulting Inc.

CEO Ha, Youngsik Tel +82-2-720-6866
 E-mail info@vaiim.com Website www.vaiim.com
 Address 6F, 50, Seosomun-ro 11-gil, Jung-gu, Seoul (Shin-A Building)
 Type of Business Management strategy consulting
 Business Areas Digital healthcare, generative ai, and digital transformation

Entity Information

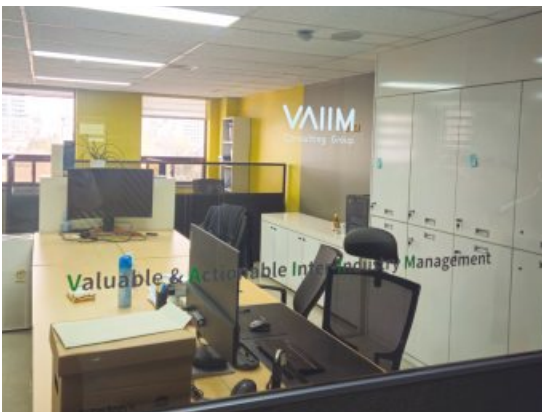
- VAIIM Consulting aims to create new customer value by integrating knowledge and experience across diverse fields in an era of convergence, where the boundaries between industries are disappearing.
- We strive to clearly understand what our clients seek from their perspective and to deliver results that exceed their expectations. In addition, we combine the most advanced knowledge and experience across diverse fields to meet the demands of this era of convergence, where the boundaries between industries are disappearing. We continuously strive to create new knowledge and solutions, delivering results that goes beyond conventional practices. We pursue project outcomes that go beyond merely remaining as documents. Therefore, we emphasize the delivery of actionable outcomes.

Core technologies

- Experts with both industry and technical experience
- Outstanding capabilities cultivated through excellent education both domestically and internationally
- A culture that harmonizes the advancement of individual and organizational goals

Major Achievements

- 2025. Achievement of 200 cumulative projects
- 2024. Participated in the Development of Hyper-Scale AI Healthcare Services and Ecosystem Building Project
- 2021. Participated in the AI Precision Medical Solution (DrAnswer 2.0) Project
- 2018. Participated in the AI Precision Medical Solution (DrAnswer 1.0) Project
- 2012. Renamed to VAIIM Consulting Inc.
- 2001. Established Marketing Lab Inc., a specialized marketing management consulting firm





Seoul National University Bundang Hospital

CEO	Song, Junhan	Tel	+82-1588-3369
E-mail		Website	www.snubh.org
Address	82, Gumi-ro 173beon-gil, Bundang-gu, Seongnam-si, Gyeonggi-do 13620		
Type of Business	Medical and hospital services		
Business Areas	Medical care, research, education, introduction of advanced medical technologies, and public healthcare		

Entity Information

MISSION

SNUBH has the mission of helping human beings to enjoy a healthy and happy life by providing the world's best education, research and medical care.

VISION

건강한 미래의 지평을 여는 국민의 병원
**Lead the Future,
 Enhance Trust**



Core technologies

- Technology Commercialization Center

The Technology Commercialization Center identifies customized technologies needed by companies and supports the successful commercialization of research and development outcomes. The Center contributes to the advancement of the medical industry by creating innovative medical technologies.

- Medical Device R&D Center

The Medical Device R&D Center supports the enhancement of quality competitiveness for domestic medical devices through reliability evaluations, usability testing, and clinical trials. The Center promotes the rapid commercialization of innovative medical devices and their entry into the global market.

- Research Planning Center

The Research Planning Center plans and manages various research projects and initiatives, playing a role in strengthening the hospital's research capabilities. This enables the Center to contribute to the development of advanced medical technologies and the advancement of the medical industry.

Major Achievements

- Mar 2024. Received the Presidential Commendation for distinguished contributions to "2024 Medical Korea Global Healthcare" at the "14th Global Healthcare & Medical Tourism Conference."
- Apr 2022. Plaque Ceremony for the KOLAS Testing Laboratory for Medical Device Usability Testing
- Mar 2022. Designated as a Specialized Infectious Disease Hospital for the Seoul Metropolitan Area
- Nov 2021. Signed an MOU with Tashkent Medical Academy
- Sep 2021. Opened 121 ICU (11 intensive care beds in total, including 5 government-designated isolation treatment beds)
- Apr 2021. Achieved 1,000 robotic surgeries in obstetrics and gynecology
- Dec 2020. Opened Gyeonggi Regional Health & Medical Center for Persons with Disabilities
- Oct 2020. First in Korea to obtain product and usage certification under the Ministry of Health and Welfare's "Electronic Medical Record System Certification Program"
- Sep 2020. Signed a contract to establish the Hospital Information System for Yanbu Hospital under the Royal Commission for Saudi Arabia





Sky Labs Inc.

CEO	Lee, Byunghwan	Tel	+82-1599-3402
E-mail	info@skylabs.io	Website	www.skylabs.io
Address	7F, 58, Pangyo-ro 255beon-gil, Bundang-gu, Seongnam-si, Gyeonggi-do (C's Tower)		
Type of Business	Manufacturing Professional, Scientific, and Technical Services		
Business Areas	Manufacturing of medical devices, manufacturing of wireless communication equipment, and research and development in electrical and electronic engineering		

Entity Information

Sky Labs, founded in 2015, is an AI-based healthcare platform company that provides innovative solutions to support the diagnosis and management of chronic disease patients by collecting and analyzing data outside hospital settings.

In particular, Sky Labs is a specialized healthcare company that developed the world's first ring-type medical device, "CART (Cardio Tracker)", and its related platform, enabling health monitoring without user intervention and making it easily usable not only in hospitals and clinics but also in everyday life.

Sky Labs aims to enhance the efficiency of disease management and improve quality of life by providing personalized healthcare services in preparation for a healthy aging society.

Core technologies

- Establishment of a medical data collection, analysis, and distribution system for chronic disease patients
- AI-based blood pressure measurement algorithm technology
- World's first ring-type blood pressure monitor "CART BP" approved as a medical device by the Ministry of Food and Drug Safety and covered by the National Health Insurance

Major Achievements

- 2025. Selected as one of USA Today's "50 Top Picks for CES 2025"
CART VITAL received the Innovation Award in the "Artificial Intelligence" category at CES 2025.
- 2024. CART BP was assigned the existing fee code 'E6547' for 24-hour (per day) blood pressure monitoring by the Health Insurance Review and Assessment Service.
CART BP received the IR52 Jang Yeongsil Award.
Received the "Global Innovator" award at the NextRise Awards 2024
- 2023. Won the "InnovFest Choice Award" from Roche Diagnostics
CART BP obtained medical device approval and was designated as an innovative medical device by the Ministry of Food and Drug Safety.
- 2022. CART- I received the Innovation Award in the "Healthcare" category at CES 2022.
CART- I plus selected as an innovative prototype by the Public Procurement Service and supplied
- 2021. Received "Design Award" from the Red Dot
- 2019. Won the "2019 Digital Health" technology competition at the European Society of Cardiology (ESC)
Selected as a "World Economic Forum Technology Pioneer 2019" by the World Economic Forum (WEF)
- 2018. Received the "Young Investigator Award" from the Korean Society of Cardiology (KSC)
Received the "Young Investigator Award" from the Heart Rhythm Society (HRS)
Won the "2018 Digital Health" technology competition at the European Society of Cardiology (ESC)
- 2017. Won the "Grants4Apps Accelerator" program by Bayer



04 Manufacturing & Industry

XR-based Automotive Maintenance, Certification Training,
and Remote Repair Support System

WaBoTech Inc.

Industrial Metaverse & Digital Twin-based Smart Factory Solution

UVC Co., Ltd.

Digital Signage-based Integrated Road Construction Platform

Hanmac Engineering Co., Ltd, Mondrian AI, VIRNECT Co., Ltd., Saman Corp., JANGHEON
Industrial Co., Ltd., Heliosen Co., Ltd.



XR-based Automotive Maintenance, Certification Training, and Remote Repair Support System

Lead Organization WaBoTech Inc.

Content Description

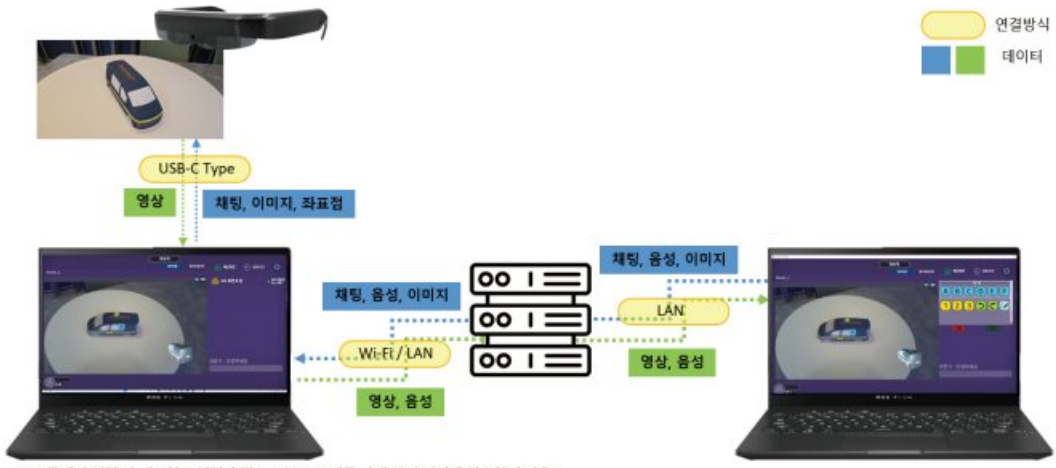
- AR-based remote maintenance support
 - Recognizing objects captured through AR glasses and augmenting markers onto the alignment data
 - Providing remote maintenance support through video, voice, chat, and markers
 - A system that supports inexperienced technicians in diagnosing faults and performing repairs
- VR-based electric vehicle certification test training
 - Providing education on the structure of eco-friendly vehicles and offering VR-based experience of electric vehicle certification tests
 - Electric vehicle certification tests: single-charge driving range test, electric vehicle noise test, and thermal runaway simulation

Applied Technologies

- Modeling using reverse engineering techniques with 3D scanning
- Learning environment identical to real-world field conditions
- Designed to allow individual learning through narration after theoretical education
- Each procedure is fully incorporated into the content without omission to enhance the effectiveness of hands-on training.
- Object recognition function
- Augmented reality technology using AR glasses
- Three-dimensional coordinate transmission technology

Business Direction

- Used as training material for the electric vehicle certification expert course
 - Currently used as training material in the Zero-Emission Vehicle Environmental Certification Evaluation Expert Training Program conducted by the National Institute of Environmental Research
- Used as educational material for teaching the structure and characteristics of electric vehicles at various institutions that provide electric vehicle training
- Establishment of a collaboration system using augmented reality technology between remote maintenance experts and on-site technicians



* 쇼룸에서 연결 시 네트워크 연결이 된 노트북PC 2대를 사내 망의 서버에 접속하여 이용

AR-based remote maintenance support



Electric vehicle certification test screen



WaBoTech Inc.

CEO	Kim, Sohyung	Tel	+82-2-6954-1321
E-mail	wabotech@wabotech.com	Website	www.wabotech.com
Address	308, 127, Beobwon-ro, Songpa-gu, Seoul (Munjeong Daemyung Valeon)		
Type of Business	ICT		
Business Areas	AR/VR, 3D scanning and reverse engineering, and automotive environmental technology research (development of automotive maintenance training systems, research on diesel vehicle emissions measurement, and big data analysis)		

Entity Information

WAVOTECH is a specialized company that develops convergence content using Korea's top VR/AR technologies to enhance corporate technological competitiveness.

- Establishing a new foundation for the development of the Fourth Industrial Revolution through innovative technologies and creating a sustainable content industry through continuous innovation.
- Realizing the highest value through outstanding technological capabilities and securing content technologies linked to new development strategies.
- Providing the best solutions with differentiated technological capabilities and enhancing quality through the deployment of skilled professionals.
- Achieving the highest customer satisfaction through the generation of diverse ideas and alternatives.

Core technologies

- 3D Model reverse engineering
- Development of AR-based recognition technology
- Development of VR/AR/MR content
- UX/UI Design
- Design, analysis, and performance prediction of machinery and automotive parts
- Automotive emissions reduction project
- Technical support for the development of automotive emissions measurement equipment

Major Achievements

- Nov 2023. Established an AR-based maintenance support and training system for the K105A1 self-propelled artillery through the Institute of Civil-Military Technology Cooperation
- Jul 2023. Developed a VR-based eco-friendly autonomous vehicle training module through the SMTECH
- Jul 2023. Launched a VR/AR-based training environment for automotive inspection technical personnel as part of a service project by the Korea Transportation Safety Authority
- Dec 2022. Established educational materials for the expert training program on future vehicle environmental certification evaluation run by the National Institute of Environmental Research
- Jun 2022. Developed a VR-based eco-friendly vehicle maintenance and inspection training system for SMTECH
- Jul 2021. Developed virtual training content for automotive and forklift maintenance at Korea University of Technology and Education
- Jan 2021. NIPA XR+a: Virtual training and remote support for industrial high school students in the engineering department
- Dec 2020. Hanyang University Smart Manufacturing Powertrain Online Training Platform
- May 2018. Developed an AR-based smart manual for Samsung Electronics

Industrial Metaverse & Digital Twin-based Smart Factory Solution

Lead Organization UVC Co., Ltd.

Content Description

UVC's "FLEXING" series provides full-cycle solutions for smart factories, including data collection, analysis, and virtualization. By centrally managing multiple factories and collaborating through XR (VR/AR), it enables immediate troubleshooting, on-site worker training, maintenance, and cost reduction.

Through international industry standard (OPC-UA) certification, it connects heterogeneous machines, equipment, and sensors at once, allowing users to easily manage and utilize data with a no-coding approach.

In particular, FLEXING CPS provides an integrated platform capable of data collection, analysis, and virtualization, creating an environment where customers can experience digital transformation more easily and quickly.

Applied Technologies

1. FLEXING EDUKIT (3D Digital Twin for training equipment)

- Technologies applied: Unity Engine, OPC UA, WebSocket.io, MQTT, and AI
- Description: Training experience through remote control of training equipment and simulation using a Digital Twin

2. FLEXING CPS

1) Industrial Digital Twin Cloud Platform

- Technologies applied: CPS, Digital Twin, OPC UA, IoT, Edge Computing, and RPA
- Description: Even if the manufacturers of the machinery and equipment are different, various services such as real-time monitoring, control, data analysis, and anomaly detection are available through data collection and standardization (international standard OPC UA).

2) Hyundai WIA × UVC

- Technologies applied: Unity Engine and Digital Twin
- Description: Providing optimal solutions through robot simulation technology, real-time data monitoring and anomaly detection, and recommended recipes

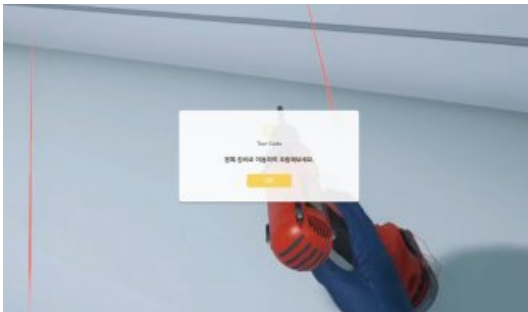
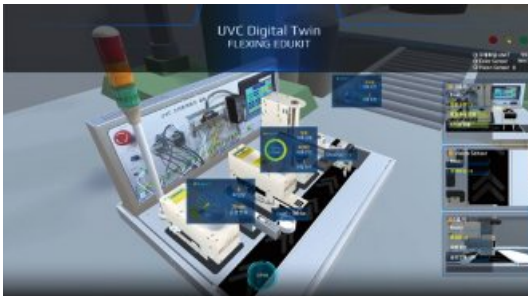
3. FLEXING VR (Virtual Factory Federation)

- Technologies applied: Unity Engine, Microsoft Mixed Reality Tool Kit, Blender, and Rhinoceros 3D
- Description: An industrial metaverse that enables the establishment of digital twins and collaboration by creating 3D models of three factories and a substation using mechanical equipment drawings and a high-performance rendering engine

4. FLEXING AR (3D Collaborative Robot AR Control)

- Technologies applied: Unreal Engine 4, CAD Converter, and Remote Streaming
- Description: Control and Digital Twin implementation using 3D collaborative robot AR

Business Direction





UVC Co., Ltd.

CEO	Jo, Guejong	Tel	+82-31-346-3366
E-mail	sales@uvc.co.kr	Website	www.uvc.co.kr
Address	1006ho, 25, Simin-daero 248beon-gil, Dongan-gu, Anyang-si, Gyeonggi-do (Anyang Creative Industry Promotion Agency)		
Type of Business	Software development and supply		
Business Areas	Industrial digital twin, metaverse, smart factory solutions, and IT education business		

Entity Information

Digital Twin Orchestra

Just as instruments come together to complete a symphony in an orchestra, UVC brings together the technologies needed for digital twins to create a complete system — the Digital Twin Orchestra.

UVC enables easy and rapid digital transformation for customers through its industrial digital twin cloud platform, FLEXING CPS. It enables efficient centralized management of multiple factories and supports immediate troubleshooting, on-site worker training, and maintenance through XR (AR/VR) collaboration.

Experience innovation with FLEXING CPS — from data collection and analysis to virtualization, all in one!

Core technologies

- FLEXING CPS

Software that has achieved GS Grade 1 certification, enabling the rapid establishment of intelligent automated production systems (CPS) through ICT convergence. As a SaaS-based platform, it supports OPC UA — an international standard technology for real-time data exchange with major systems such as ERP, MES, and PDM — ensuring data interoperability across all equipment and robots. Equipped with big data and machine learning modules, it provides intelligent functions such as cloud services, edge computing-based distributed control, energy savings, automated process control, fault prediction, and anomaly detection.

- FLEXING DT

A real-time digital twin-based full 3D manufacturing metaverse platform for the efficient centralized operation and management of multiple factories, both domestic and overseas.

- FLEXING XR

A manufacturing metaverse platform that enhances productivity and quality while reducing operational costs by enabling immediate troubleshooting, on-site worker training, and maintenance through XR (AR/VR) collaboration

- FLEXING EDGE

An edge device equipped with an OPC UA server that offers a Plug & Play connection service, allowing easy use with just a power source and internet connection

- FLEXING EDUKIT

FLEXING EDUKIT is training equipment that allows trainees to directly arrange a process line of miniature machines and robots, connect signal and power lines, and practice logic control by operating PLCs and motor drivers. Designed to allow trainees to practice OT (Operational Technology) used in building actual factory lines, it is built with the same devices and technologies used in real manufacturing sites, enabling immediate application in the field after training.

Major Achievements

- 2024. Listed on the KONEX market
- 2023. Established a digital twin for a new project of automotive company H
Signed MOUs with multiple companies in areas such as autonomous robots and 5G networks
- 2022. Received the Minister of Trade, Industry and Energy Award, the Minister of Science and ICT Award, and two additional awards
Carried out a DT project for Korea Electric Power Corporation
Selected as a DT project partner for Hyundai Motor Company and Kia Corporation
- 2021. Selected as one of the National Top 1000 Innovative Companies in the Digital Twin sector
- 2021. Received the Digital Twin Platform Technology Innovation Award
- 2020. Selected for the 2020 Global Startup Rocket category
Achieved GS Grade 1 certification for digital twin software
- 2019. Obtained OPC UA Certification for international standard technology
Filed and registered patents within international industrial standards



Digital Signage-based Integrated Road Construction Platform

Lead Organization Hanmac Engineering Co., Ltd. **Participants** Mondrian AI, VIRNECT Co.,Ltd., Saman Corp., JANGHEON Industrial Co., Ltd., Heliosen Co., Ltd.

Content Description

- The XR-based road construction integrated platform was developed to promote the transformation of the construction industry from a construction-centered model to a design-centered, high value-added industry using XR technology, and to enhance the productivity and efficiency of the road construction sector, a representative field within infrastructure construction.
- The road construction integrated platform is implemented using large-format signage displays optimized for long-form road infrastructure projects, such as road and bridge construction. It enables rapid information sharing and decision-making support among construction stakeholders by utilizing immersive BIM models and actual terrain data within a virtual environment offering a variety of service content.

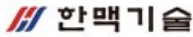
Applied Technologies

- Immersive 3D Data Modeling Technology
 - Production of digital data for designed road infrastructure such as roads, bridges, and tunnels
 - Generation of up-to-date terrain data using actual terrain information collected by drones
 - Model lightweighting technology for converting large-scale 3D models into service content
- Service Content
 - AR/VR decision support services for facilitating rapid decision-making among construction stakeholders
 - Various XR-based simulation services (including construction processes, driving, sunlight analysis, and drainage)
 - Visualization technology for XR-based lightweight models
 - Quality control of prefab facilities through AI image analysis

Business Direction

- Providing a "Digital Signage-Based Road Construction Integrated Platform" utilizing the BIG Room, a BIM collaboration space for road construction projects
- Supporting road construction projects using immersive 3D BIM data
- Supporting road construction projects through XR-based simulation
- Expanding services across all phases of road construction, from planning and design to construction and maintenance
- Expanding business into various infrastructure facilities (railways, transportation, dams, and water resources) based on road-centered digital transformation technology





Hanmac Engineering Co., Ltd.

CEO	Lee, Kyunghoon	Tel	+82-2-2141-7100
E-mail		Website	www.hanmaceng.co.kr
Address	554, Ogeum-ro, Songpa-gu, Seoul (Hanmac Building)		
Type of Business	Construction engineering		
Business Areas	Digital transformation in construction projects		

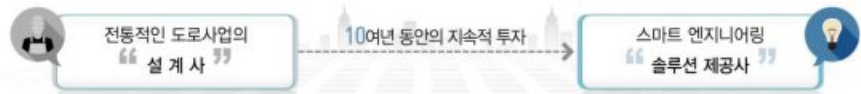
Entity Information

- As a construction company

Since its establishment in 1996, Hanmac Engineering has participated in all areas of road construction projects, including design, private investment projects, turnkey projects, and technical proposals, accumulating extensive experience and expertise. The company's transition to smart engineering is currently underway.

- As a development company

Since 2011, the company has identified its future vision as the innovation of the construction industry through smart construction and XR-based technologies, and is currently developing software programs to drive the digital transformation of the construction sector.



Core technologies

- Possesses construction engineering capabilities across all areas of civil engineering, including roadways, structures, geotechnics, transportation, ports, and the environment, covering planning, design, and construction project management



Road design



Bridge design

- Developing purely domestic software solutions, such as road information generation software and bridge software, that convert information generated throughout the planning, design, and construction phases of road projects into digital construction technology



Road software



Bridge software

Major Achievements

- Based on accumulated technology and expertise in private investment projects, the company engages in research and development of competitive and efficient transportation systems and balanced national land development, and carries out SOC (Social Overhead Capital) construction projects in the safest, most economical, and environmentally friendly manner with a team of talented individuals with extensive experience and specialized knowledge.
- Participating in a national R&D project (Smart Construction Technology Development Project) aimed at the digital transformation of the construction industry, with a focus on software development in Sections 10 to 12

세부과제10	세부과제11	세부과제12
주관기관	공동기관	공동기관

Conventional construction



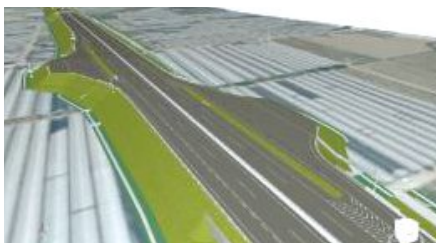
아날로그 현장정보

Smart engineering



디지털 시뮬레이션

Gangjin-Gwangju Expressway



Road length: 8.7 km, 2 interchanges, 19 bridges, and 1 roadside rest area

East Gwangju-Gwangsan Expressway



Road length: 4.8 km, 3 interchanges, and 9 bridges



Mondrian AI

CEO	Hong, Daei	Tel	+82-32-713-7984
E-mail	admin@mondrian.ai	Website	www.mondrian.ai
Address	B1020 & B1033-B, Support Center, 119, Songdomunhwa-ro, Yeonsu-gu, Incheon		
Type of Business	Information service		
Business Areas	AI, hardware, and data consulting		

Entity Information

"Beyond Digital Transformation, We Accelerate AI Transformation"

"We solve the problems facing mankind through data technology"

- (Development of industrial artificial intelligence algorithms) AI and big data experts with master's or doctoral degrees develop deep learning and machine learning algorithms tailored to on-site conditions and apply them to business activities; Rediscovering the meaning and value of corporate data and supporting rapid decision-making
- (Big data infrastructure development) Strengthening competitiveness through corporate data sharing and assetization; Specializing in establishing distributed big data cluster infrastructures for integrating and analyzing vast amounts of data within organizations
- (Data analysis and visualization) Analyzing and visualizing complex and intricate data into easily and quickly understandable formats through the use of state-of-the-art open-source software technologies and perspective-centered design
- (Data utilization consulting) Providing consulting services on data technologies, business strategies, information strategies, and solution adoption needed for the transition to a data-centered enterprise

Core technologies

- (H/W environment setup) Providing dedicated deep learning workstations that reduce unnecessary time spent on initial environment setup for big data, artificial intelligence, and IoT in mid-sized companies
- (AI environment setup) Providing professional AI platforms for developing and operating AI models and services, along with multi-user development environments for data analysis and AI model development
- (Data analysis and visualization) Refining, analyzing, and visualizing data to rediscover its meaning and value and to support rapid decision-making
- (Custom AI solution development) Directly implementing AI algorithms across various fields such as smart factories, vision detection, and bio-healthcare, and providing solutions tailored to companies

Major Achievements

- Nov 2023. Selected as a Promising Small and Medium-Sized Enterprise by Incheon Metropolitan City
- Dec 2022. Received the Prime Minister's Award and the Minister of the Interior and Safety's Award for Excellence in Venture and Startup Promotion
- Mar 2022. Raised 4.6 billion KRW in Series A funding
- Nov 2020. Received the Prime Minister's Award at the 8th Pan-Government Public Data Utilization Competition
- Aug 2020. Received the Incheon Mayor's Award for Excellence at the 6th Incheon Metropolitan City Public Data Startup and Analysis Competition

Jul 2021 Certified as an Excellent Job-Creation Company by Incheon Metropolitan City
Obtained GS Certification for the AI Platform "Yennefer"





VIRNECT Co., Ltd.

CEO	Ha, Taejin	Tel	+82-70-7733-2025
E-mail	contact@virnect.com	Website	www.virnect.com
Address	10-15, Hangang-daero 7-gil, Yongsan-gu, Seoul		
Type of Business	Technical services		
Business Areas	XR solution development and supply		

Entity Information

VIRNECT (CEO: Ha, Taejin) is a tech company that provides industrial XR (Extended Reality) solutions. Founded in October 2016, VIRNECT is a global tech company that leverages high-performance object learning, posture detection, and tracking technologies—developed through its proprietary software engine, Track SDK—to deliver XR solutions such as Remote, Make, View, and Twin, aimed at improving operational efficiency and stability at industrial sites. VIRNECT integrates its solutions across a wide range of industries, including machinery and equipment, chemicals, construction, semiconductors, secondary batteries, and defense. In October 2022, VIRNECT launched SQUARS, an all-in-one platform that enables the creation, distribution, and management of AR content on the web, based on its core proprietary technology, Track SDK. This launch allows VIRNECT to further leverage its technological capabilities to expand its business scope.

In addition, led by CEO Ha, Taejin, a graduate of KAIST's UVR Lab, and supported by key personnel with extensive experience in the field, VIRNECT was listed on the KOSDAQ market on July 26, 2023, just seven years after its founding. This milestone demonstrated the company's global-level technological capabilities and commercialization success. VIRNECT continues to advance as a global XR technology company.

Core technologies

- VIRNECT Remote: Remote site management XR solution

The solution enables efficient remote support, supervision, and recording through real-time wireless video and AR. VIRNECT Remote, a multi-user XR remote collaboration solution, enables quick and accurate understanding of on-site situations from a distance. In addition, it enables precise task instructions through XR guides and helps reduce downtime.

- VIRNECT Maek: Digital information production XR solution

VIRNECT Make is a solution that allows anyone to easily create the desired information as XR content without programming. Through a no-code approach, users can easily produce content and handle its creation, distribution, and maintenance quickly and cost-effectively.

- VIRNECT View: Digital information visualization XR solution

VIRNECT View is a solution that visualizes XR content created with VIRNECT Make, helping to improve work speed and accuracy. By recognizing information, users can easily and quickly check work conditions, making it easier to understand tasks.

- VIRNECT Twin: 3D digital twin solution

VIRNECT Twin is a solution that digitalizes industrial sites in 3D, enabling real-time monitoring and simulation.

Major Achievements

- 2023. KOSDAQ special listing as a technology growth company
- 2021. Raised Series B funding
- 2020. Selected as a Baby Unicorn under the K-Unicorn Project
- 2019. Raised Series A funding
- 2018. Selected as a K-Global 300 Company (Ministry of Science and ICT)
- 2016. Founded as VIRNECT Co.,Ltd.





Saman Corp.

CEO	Choi, Dongsig	Tel	+82-2-6488-8000
E-mail		Website	www.samaneng.co.kr
Address	5, Byeolyangsangga 3-ro, Gwacheon-si, Gyeonggi-do (Head Office, Union Building)		
Type of Business	Construction engineering		
Business Areas	All areas of construction engineering and construction digital transformation projects		

Entity Information

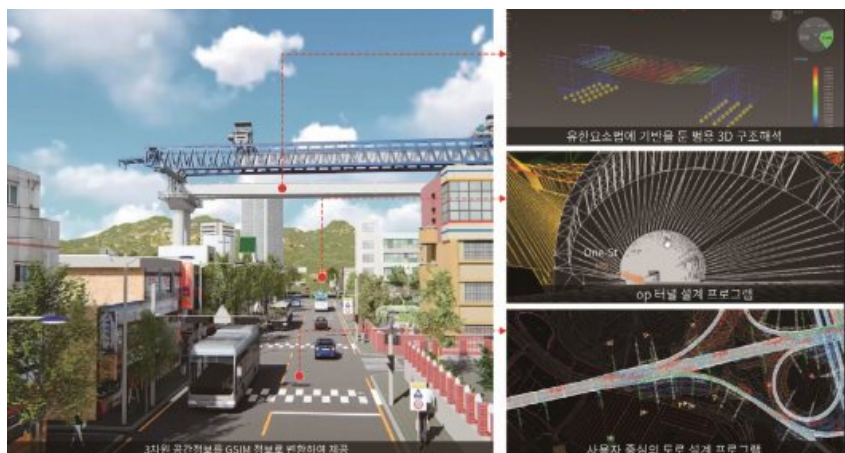
Creating a world where people and nature coexist through technology

Under the philosophy of "Creating a world where people and nature coexist through technology," dedicated individuals driven by honesty and sincerity are coming together to prepare for and realize the advancement of specialized technologies in the field of environmental construction.

In addition, by developing proprietary engineering software capable of conceptual design, we aim to lead an "engineering business that can revolutionize the essence of the construction industry" and transition the traditional construction sector into a "manufacturing-based construction sector" centered on factory production and on-site assembly, ultimately becoming a solution provider in the civil engineering and environmental sectors.

Core technologies

- Conducting investigation, planning, design, supervision, and construction project management across all areas of construction engineering, including hydropower, water resources, water and wastewater, roads, railways, urban planning, ports, and the environment
- The Saman Technology Development Center participates in various construction engineering projects, providing the necessary technologies. The center establishes a knowledge management system for design technologies and management techniques through core design technology research and development, development of new technologies and construction methods, adoption of advanced foreign technologies, design value engineering (VE), and the development of design automation software.
- At the same time, research and development are conducted in future growth sectors to prepare for the Fourth Industrial Revolution, including eco-friendly and renewable energy, facility maintenance and safety inspections, and convergence design technologies integrated with IT technologies such as U-City.





JANGHEON Industrial Co., Ltd.

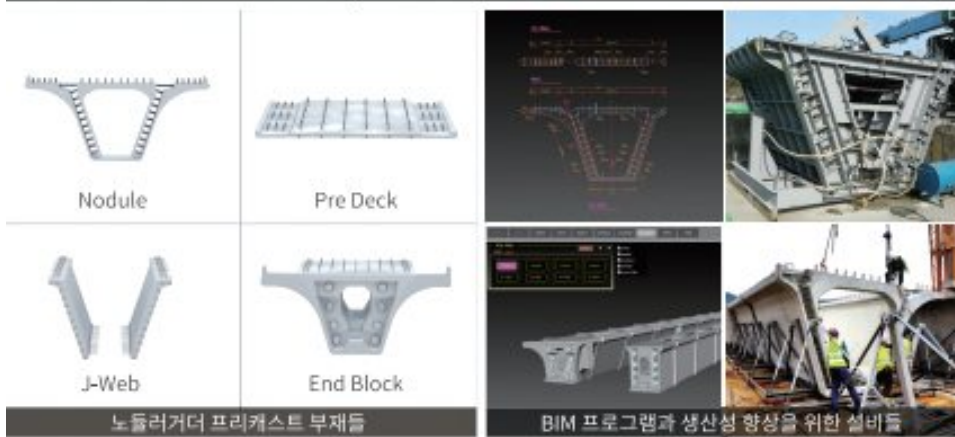
CEO	Lee, Jongkwan	Tel	+82-2-2141-7400
E-mail		Website	www.jangheon.co.kr
Address	554, Ogeum-ro, Songpa-gu, Seoul		
Type of Business	Construction engineering (bridge)		
Business Areas	All areas of construction engineering and construction digital transformation projects		

Entity Information

- Just as King Sejong [posthumous name: Jangheon] created Hangul, JANGHEON Industrial is creating new technologies for bridges.
- JANGHEON Industrial was founded on the philosophy that the development and utilization of advanced construction technologies, along with the securing and cultivating of high-level intellectual talent, are key to enhancing the competitiveness of the national construction industry in the 21st century. Through continuous development of new technologies and construction methods, as well as self-innovation, the company is preparing for the future.
- Founded in 2005 as a civil engineering company, JANGHEON Industrial is a bridge-specialized company that designs and constructs outstanding products, starting with the development of the DR Girder, which allows for adjustable tension, followed by the Nodular Girder, Dr. Spliced Girder, Pre Girder, and Dr. Wide Flange Girder .
- Through design automation using computer systems, research and development of new construction methods, and the adoption of advanced technologies, all executives and employees are dedicating their utmost efforts to advancing the 21st-century construction industry and contributing to the realization of a welfare society. Building on extensive design and construction experience, JANGHEON Industrial will continue to evolve into a premier bridge-specialized company.

Core technologies

- DR Girder (55m): PSC I-girder with detensioning and retensioning capability, New Construction Technology No. 582
(PSC Girder Bridge with Detensioning & Retensioning System)
- Nodular Girder (70m): Precast PSC box girder, New Construction Technology No. 812
(Nodular Girder with PSC Web)
- Dr. Spliced Girder (80m): PSC segmental girder using temporary bent and strongback
- Pre Girder (50m): Haunched PSC I-girder with increased end depth, New Construction Technology No. 752
- GC Rahmen(40m) : GC Rahmen | Patent No. 10-0946716
- Dr. Wide Flange Girder (40m): PSC I-girder with wide flanges (for railway bridges)





Heliosen Co., Ltd.

CEO	Lee, Jonghun	Tel	+82-31-724-2950
E-mail	heliosen@heliosen.co.kr	Website	www.heliosen.co.kr
Address	A-1108, 660, Daewangpangyo-ro, Bundang-gu, Seongnam-si, Gyeonggi-do (Uspace1)		
Type of Business	Software development and supply / AI development and supply / ICT development and supply		
Business Areas	Digital Twin / Geo-IoT / GIS / AI		

Entity Information

Heliosen, a creator of value connecting spaces and people

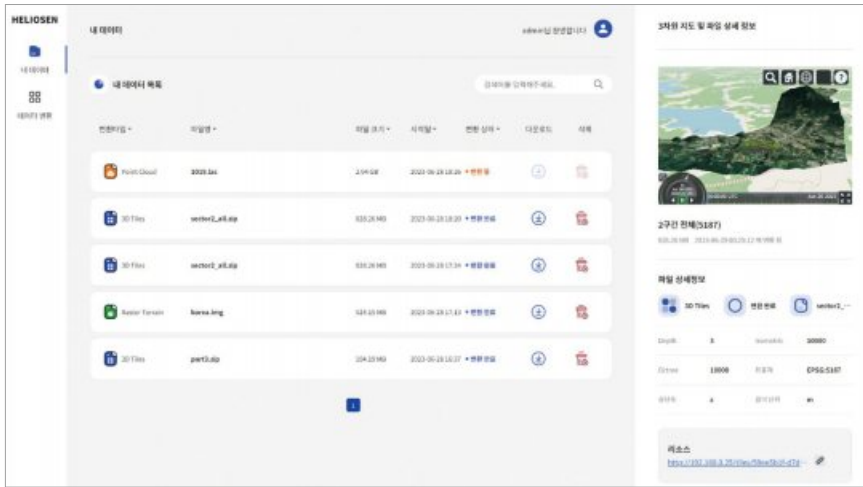
Externally, we aim to connect spaces and people by providing intuitive expressions and insightful analysis technologies suited for the era of digital twins and the metaverse. Internally, we aspire to become a company that grows alongside society by cultivating a group of creative and forward-thinking professionals who develop and demonstrate their abilities based on consideration, empathy, and mutual respect.

Core technologies

- Large-scale 3D processing technology
 - Large-scale 3D data conversion technology for the international standard (3D Tiles)
- Unity-based geospatial visualization engine technology
 - Large-scale 3D geospatial data management using Unity
 - 3D terrain rendering technology based on real-world Earth ellipsoid imagery
 - Unity-based operation technology for nationwide real-world 3D data
- Digital Twin Application Platform (DiTAP)
 - One-step digital twin construction covering 3D format conversion, data distribution, visualization, and analysis
 - Provision of high-quality 3D basemaps
 - Expandable to multiple platforms

Major Achievements

- Dec 2023. Achieved GS Certification Grade 1 for the DiTAP solution / Telecommunications Technology Association
- Apr 2023. Development of a 3D geospatial engine for digital twin hospitals / Ministry of Health and Welfare
- Apr 2023. Development of a user solution and cloud subscription service for the 3D digital twin platform (DiTAP) / Ministry of Science and ICT
- Jul 2022. Development of 3D Tiles generation and large-scale distribution technology for the 3D geospatial platform (DiTAP) / Ministry of SMEs and Startups
- Jun 2022. Development of a Unity-based digital twin GIS XR (Extended Reality) expansion solution / Ministry of Science and ICT
- Apr 2022. Establishment of an integrated utilization and operation verification system for converged data to realize a hyperconnected digital national territory / Ministry of Land, Infrastructure and Transport



05 Others

Korean-Made Device | Experience and Rental Service for Domestic XR Devices

Gumi Electronics & Information Technology Research Institute
(eXtended Reality Device Development Support Center)

Korean-Made Device | [Metalense] Industry-converged Domestic XR Device

Pncsolution, LetinAR Co., Ltd.

Veterans Affairs | [Memory of Heroes] Korea's First Web-based 3D Metaverse Platform Honoring Veterans

CELLBIG Inc., JOEUN CODIT'S Co., Ltd., Fundeal Inc.

Nuclear Fusion | Digital Twin-based Operation of Fusion Energy Facilities and Fire Ladder Truck Training

TriTech Corp., VR Media, Korea Institute of Fusion Energy



Experience and Rental Service for Domestic XR Devices

Lead Organization Gumi Electronics & Information Technology Research Institute (eXtended Reality Device Development Support Center)

Content Description

The XR Device Lab is a space established to promote the excellence of various domestic XR device products and prototypes by providing exhibition and hands-on experience opportunities, with the aim of leading the global XR device and metaverse markets. It also supports metaverse content creation by offering a rental service for domestic XR devices. This space offers hands-on experience opportunities for domestic XR device products and prototypes, and provides a rental service that allows users to directly operate and test metaverse content on domestic XR devices. We aim to continuously expand opportunities for experiencing a wide range of domestic XR devices by providing ongoing updates for newly developed and released domestic XR devices.

Applied Technologies

- Rental Devices
 - Pncsolution: METALEASE, METALEASE 2, A21M, W21M
 - MedithinQ: MediThinQ metascope
 - Panovision: PV-F200, PV-F201
 - Elvision Technologies: AS-GERI01, XR90, XR100
 - Panacea: GTM-200, GTM-300, GTM-1000
 - Acts: AI-Smart-100
 - Prazen: PR-T1
 - Kaon Media: KXR device
 - Linkflow: 360-degree neckband camera integrated with XR devices
 - RaonTech: Raon C3
 - Lenovo: ThinkReality A3
 - All IP: DragonEye 8K
 - (Foreign brands) INMO Air, Dream glass 4K, Magicleap 1, Rokid Air, VIVE Flow, Glow, quest2, Reverb VR G2

Business Direction

Focusing on the B2B market in fields with high XR applicability, such as smart factories, healthcare, and the military, while expanding into areas like education and entertainment, we aim to drive the spread and adoption of domestic XR devices and lead the global metaverse market.





Gumi Electronics & Information Technology Research Institute (eXtended Reality Device Development Support Center)

CEO Kim, Jangho (Gumi Electronics & Information Technology Research Institute) / Koo, Jeongsik (eXtended Reality Device Development Support Center)

Tel +82-54-460-9050 (eXtended Reality Device Development Support Center)

E-mail jskoo@geri.re.kr

Website www.geri.re.kr (Gumi Electronics & Information Technology Research Institute) www.xrdc.or.kr (eXtended Reality Device Development Support Center)

Address 202, 350-27, Gumi-daero, Gumi-si, Gyeongsangbuk-do (eXtended Reality Device Development Support Center)

Type of Business R&D, technical testing, inspection, and analysis

Business Areas XR devices, microdisplays, XR optical systems, etc.

Entity Information

- Securing world-class XR device commercialization technologies and cultivating global hidden champions
- Supporting the development of commercialization technologies for core components and finished products of XR devices
- Supporting the evaluation of performance and reliability of XR devices
- Operating corporate support programs for XR

Core technologies

- Supporting the development of microdisplays
- Supporting the development of optical modules for commercialization
- Supporting the development of sensors and drive boards
- Supporting XR testing and performance evaluation
- Supporting usability evaluation of XR devices

Major Achievements

- Launched 14 types of finished domestic XR devices
- Supported the production of 27 finished XR devices and prototypes



[Metalense]

Industry-converged Domestic XR Devices

Lead Organization Pncsolution **Participants** LetinAR Co., Ltd.

Content Description

• XR Device

XR devices are next-generation equipment that, through transmissive optical systems, allow users to view the real world while simultaneously augmenting it with necessary information or content, thereby enhancing efficiency across various industries.

The customized XR devices developed through this project have grouped various industries into field-centered and life-friendly sectors to select target industries, and are expected to support a wide range of activities across each sector.

Applied Technologies

• Optical system

- XR-dedicated transmissive optical modules (FreeForm Prism, Pin Mirror) that allow simultaneous viewing of XR content and the real world

• Software

- Composed of APIs for implementing functions by XR device unit, an integrated XR SDK based on OpenXR, and firmware for overall device control

• Hardware

- Configuration of a standalone hardware system for XR implementation, including interaction sensors, video driving, interface integration, and communication modules

• Mechanical design

- Implementation of an optimized standalone XR device form that considers the form factor, user wearability, and reliability for each XR device component

Business Direction

• Indirect supply business model

- Selling XR devices and SDKs as a package
- Selling to companies and others with demand for XR devices for final services

• Direct supply business model

- Selling XR devices, SDKs, and XR service content as a package
- Directly selling by packaging service applications tailored to customer demands





Pncsolution

CEO	Choi, Chiwon	Tel	+82-2-528-6000
E-mail	hkchoi@pncsolution.co.kr	Website	www.pncsolution.co.kr
Address	53, Gangnam-daero 10-gil, Seocho-gu, Seoul, Republic of Korea (PNC Building)		
Type of Business	Manufacturing		
Business Areas	XR simulator and AR glasses		

Entity Information

- Since its establishment in 2015, Pncsolution has grown into a leading AR glasses company in Korea, providing in-house developed XR solutions including XR simulators and AR glasses.
- We focus on producing two main products—XR simulators and AR glasses—and are also conducting R&D on a metaverse platform applicable to these products.

Core technologies

- **XR Simulator**
Technology for developing XR-based simulators used in training and education across various fields
- **AR Glasses**
AR Glasses development technology that augments virtual content over the real world
- **AI**
Core technologies for XR implementation, including gesture recognition and voice recognition
- **Sensor Driving**
Sensor driving technology applied to various devices

Major Achievements

- Feb 2024. Received the AI Convergence Technology Award
- May 2023. Awarded the Presidential Commendation for Distinguished Contributions as an SME Entrepreneur
- Apr 2023. Awarded the Prime Minister's Commendation for Distinguished Contributions to Science and Technology Promotion
- 2020.-2022. Received multiple ministerial awards in the XR field (Ministry of Culture, Ministry of Science and ICT, Ministry of Trade, Industry and Energy, Ministry of Land, Infrastructure and Transport, Ministry of SMEs and Startups)
- May 2022. Won the XR device demonstration project contract
- Dec 2019. Developed AR Glass Proto
- Dec 2018. Developed joint fire simulator
- Mar 2015. Founded





LetinAR Co., Ltd.

CEO	Kim, Jaehyeok	Tel	+82-2-6959-7007
E-mail	sales@letinar.com	Website	www.letinar.com
Address	4F, 41-10, Burim-ro 170beon-gil, Dongan-gu, Anyang-si, Gyeonggi-do		
Type of Business	Manufacturing of optical components		
Business Areas	Manufacturing of optical lenses and optical lens modules for augmented reality		

Entity Information

• Management Objective

We aim to revolutionize the way humanity views the world through unparalleled technological capabilities, top-tier talent, and effective marketing strategies in the field of AR optical systems, becoming the industry standard in AR and growing into a world-class company.

• Management Philosophy

Our philosophy is to quickly identify key issues and changes in the market, to operate business direction and strategies flexibly with a youthful perspective and a listening attitude, and to make rational and effective decisions suited to the characteristics of a startup. Furthermore, we continuously provide opportunities for new challenges to all employees, foster an environment for enhancing individual problem-solving capabilities, and build a corporate culture founded on mutual respect and trust, autonomy and responsibility, and collaboration and communication. Our management philosophy at LetinAR is to create an organization where both the company and employees grow together as one team and experience accomplishment in their work.

Core technologies

The AR optical system developed based on LetinAR's proprietary pin-tilt technology, which utilizes its unique pin mirror fabrication technology, is as thin as conventional waveguides based on DOE (Diffractive Optical Element) technology, while providing brighter and clearer virtual images compared to competitors.

- The manufacturing technology for the pin-tilt AR optical system utilizing pin mirror technology stands out as one of LetinAR's core technologies. It consists of optical lens components produced through pin mirror coating technology and injection molding of optical-grade plastic.
- By applying the AR optical system produced with this technology, a lightweight and miniaturized small form factor resembling ordinary eyeglasses can be realized. It also enables the construction of a lighter and more compact optical system through high color reproduction, high optical efficiency, deep depth of field, and the use of plastic materials. Furthermore, with the development of optical lens manufacturing technology using injection molding, the technology secures high mass production capability, offering many advantages and strong competitiveness.

Major Achievements

- Dec 2023. Selected as a 2024 SPIE Prism Award Finalist
- Sep 2023. Certified with New Excellent Technology (NET)
- Nov 2022. Received the Innovation Award at CES 2023
- Nov 2021. Received the Innovation Award at CES 2022



[Memory of Heroes]

Korea's First Web-based 3D Metaverse Platform Honoring Veterans

Lead Organization CELLBIG Inc. **Participants** JOEUN CODIT'S Co., Ltd., Fundeal Inc.

Content Description

A metaverse platform designed to strengthen the sense of a security community by promoting national awareness of veterans' affairs and patriotism, while also enhancing convenience for bereaved families to participate in memorial services

- A national cemetery metaverse platform where users can reflect on the meaning of veterans' affairs, accessible to anyone via a web browser without the need for separate downloads
- Communication and interaction between users and bereaved families are made possible through community features aimed at strengthening the sense of a security community.
- By offering customized services, the platform aims to honor the deceased and enhance public awareness of veterans' affairs and patriotism through the study of their distinguished contributions.
- Provides an XR navigation service for actual visitors to Seoul National Cemetery

Applied Technologies

- Established an installation-free full-3D space with depth using WebGL
- Provides a stable connection environment through access load balancing by developing and applying an in-house server program
- Offers a new approach to honoring the deceased by configuring a dedicated generative AI computation server and workflow
- Provides an XR on-off mix environment that enables real-time feedback by integrating virtual spatial information with real-world data

Business Direction

- We strive to expand and promote digital funeral services that maximize user convenience.
- In addition to the achievements of this content, we support consulting for the development and commercialization of immersive solutions based on SW/HW convergence technologies, leveraging the experience accumulated by the company in creating various new technology-based content.




국민체육진흥공단 스포츠XR 메타스페이스

국민체육진흥공단 스포츠 XR 메타스페이스 개발에 참여하였습니다.

선수 개인 훈련 콘텐츠 3종(1000 스텝, 팔기 게임, 파워드 스텝)의 CMS 3종, 선수 재해 기록 통계 프로그램 1종, 열화의 스키 시뮬레이션 프로그램 1종 등 총 6종의 콘텐츠를 제작하여 선수들이 날마다 개인에 구별 없이 쉽고 자유롭게 훈련할 수 있는 환경을 구축하였습니다.

DATE 2022
CLIENT 국민체육진흥공단
SERVICE XR Sports



서대문 자연사 박물관 실감 콘텐츠 개발

‘인간과 자연은-생태계 계층의 조화로운 역할으로 생태계의 변화를 이끌어오는 콘텐츠와 동물들을 재조망하여 다각적 시각으로 보여주는 콘텐츠를 제작하였습니다.’

생태계 계층의 역할과 역할이 미치는 영향에 대한 지구의 역사를 탐험하고 다양한 환경에서 살아남기 위한 동물들의 흥미로운 이야기를 다각적 시각으로 보여줌으로써 재조망합니다.

DATE 2022
CLIENT SML LTD
SERVICE Interaction, VR

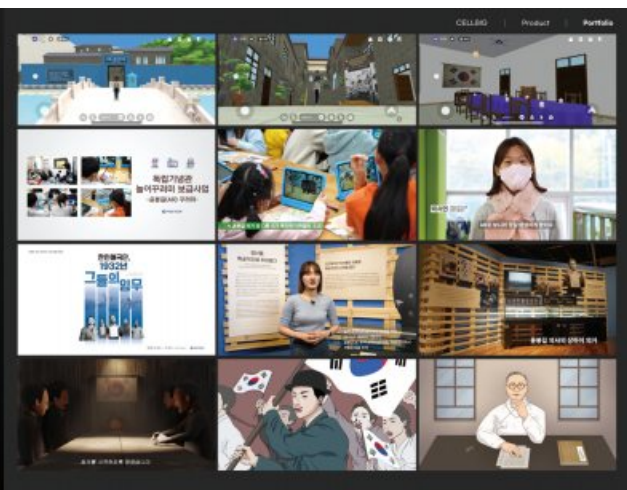


2021,2022 독립기념관 콘텐츠 구축사업

2021, 2022 독립기념관 콘텐츠 구축사업을 완수하였습니다.

영원, 세븐노스, 에쿠아리온 등의 콘텐츠 개발과 4차원 전시관, VR전시, AR 등 단말기들이 전시할 수 있는 다양한 콘텐츠 서비스를 구축하였고, 콘텐츠 제작 시도의 내수업 지원 및 시스템 유지, 복구를 통하여 콘텐츠로 효율적으로 관리할 수 있도록 하였습니다.

DATE 2021, 2022
CLIENT 독립기념관
SERVICE AR, VR, 4차원 전시, VR전시관



JOEUNCODIT'S

JOEUN CODIT'S Co., Ltd.

CEO	Paik, Jongil	Tel	+82-2-6011-8000
E-mail	codits@codits.kr	Website	www.codits.kr
Address	A-308, 88, Bugwang-ro, Guro-gu, Seoul 08362 (Guro SK V1 Center)		
Type of Business	Software development and supply / Information processing, and system maintenance and operation		
Business Areas	Defense, public healthcare, environment, services honoring veterans, finance, etc.		

Entity Information

JOEUNCODIT'S is a growing company that has been engaged in the information system construction business for about 20 years. It expanded its operations by acquiring the business rights of Unitron Systems. In addition to its IT business (hardware maintenance, project management, etc.), it is actively expanding into convergence businesses (security packages, solution product development and planning etc.) and DT businesses (DBMS, database security, etc.), as well as establishing itself as a specialized company in the public healthcare sector. We are consistently introducing advanced technologies and conducting system construction and operation through various public sector and public healthcare projects across fields such as defense, healthcare, environment, and services honoring veterans.

Core technologies

- Development and service: personal information protection, data de-identification, information technology research and consulting, and SW/HW development, supply, and distribution
- Wholesale and retail: manufacturing, processing, and sales of medical devices (telemedicine systems) and cryptographic security devices
- Information and communications construction: information processing services, system maintenance, system integration, etc.

Major Achievements

- May 2024. Integrated Control System Establishment Project for the Medical Comprehensive Situation Center - Armed Forces Medical Command
- Nov 2023. Procured AI+X Convergence Medical Imaging Diagnostic Interpretation System Virtualization Solution - Armed Forces Medical Command 4.5
- Aug 2023. Pilot Project for Advanced ICT-based Smart Medical Services - Armed Forces Medical Command
- Aug 2023. Established AI-Converged Medical Imaging Diagnostic Interpretation System Pilot Operation System (SW) - Armed Forces Medical Command
- Aug 2023. 2023 Maintenance Service for Veterans Hospital Integrated Information System Application - VHS Medical Center
- Jun 2023. 2023 Integrated Maintenance Service for Korea Veterans Health Service Computer Equipment - Korea Veterans Health Service
- Jan 2023. Maintenance Service for Integrated Management System for Imha Dam, Andong - Korea Environment Corporation
- Oct 2022. Established AI Medical Imaging Diagnostic Interpretation Virtualization System for Military Hospitals - Armed Forces Medical Command
- Jan 2020. Server Personal Information Detection Technology Development Service Project - PNPSECURE Inc.
- Nov 2019. Air Force Intranet Text Messaging System Establishment Project - Air Force Headquarters



융합, 데이터, 정보, 기술, 그리고 안전

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COvergence BIZ



Data Technology BIZ



Safety Research & Development



Fundeal Inc.

CEO	Lee, Bumro	Tel	+82-10-9249-9290
E-mail	redcom@fundeal.net	Website	www.fundeal.net
Address	410, InganSarang-Gwan, 389-94, Chungkanggachang-ro, Majang-myeon, Icheon-si, Gyeonggi-do (Chungkang College of Cultural Industries)		
Type of Business	ICT and game software development		
Business Areas	Game development, webtoon production, defense AI		

Entity Information

- Fundeal is a startup founded in March 2021 by professors from the Game Content School of Chungkang College of Cultural Industries, a university specializing in cultural content education.
- Building on the accumulated content production technology and human resources of the Game Content School at Chungkang College of Cultural Industries, as well as the commercialization capabilities of its practice-oriented professors, students, and alumni, the company is experiencing rapid growth.
- The company was founded with the goal of commercializing convergence content combined with games and is currently engaged in the commercialization of game and webtoon content, as well as defense convergence content.

Core technologies

- Procedural webtoon production technology: a dynamic webtoon production technology that utilizes game technology to enable interactivity
- 3D game content production technology: equipped with a full-stack pipeline capable of producing standard 3D games
- AI pilot technology: developing AI technology incorporating tactical capabilities for application to unmanned fixed-wing aircraft, drones, etc.

Major Achievements

2025. Developing an in-house game service that integrates elements of webtoons and games
- Nov 2024. Conducting a demonstration project for the development of an AI pilot using digital twin technology and its integration into unmanned aerial vehicles
- Jun 2023. Carried out a project for the development of a veterans metaverse service in the public sector
- Apr 2023. Developed metaverse content to promote regional tourism
- May 2023. Carried out a project for cyberattack visualization
- Feb 2023. Hyundai Motor Company - Developed the functional game "Worktainment" to maximize production efficiency



"Worktainment," a functional game designed to boost motivation in automobile production



In-house webtoon IP "Norse Mythology"



Webtoon-integrated roguelike game "GoStellar"

Digital Twin-based Operation of Fusion Energy Facilities and Fire Ladder Truck Training

Lead Organization TriTech Corp. **Participants** VR Media, Korea Institute of Fusion Energy

Content Description

- Software for implementing KSTAR experiment monitoring and simulation analysis functions [Virtual KSTAR]
 - 3D spatial data analysis and modeling implementation of the KSTAR fusion device, and visualization of plasma experiment data using a physics engine.
 - Visualization processing, simulation, reflection in experiments, enhancement of experimental result interpretation capabilities, integration as a communication tool, and advancement and expansion through improved experimental efficiency
- Content designed to train and educate firefighters on the effective operation of aerial ladder trucks in the field
 - The aerial ladder fire truck operation simulator is designed to train firefighters in the effective operation of aerial ladder trucks during real fire scenarios. The simulator replicates real-world environments and virtually provides the skills and procedures required for operating aerial ladder trucks, helping trainees prepare for actual situations.

Applied Technologies

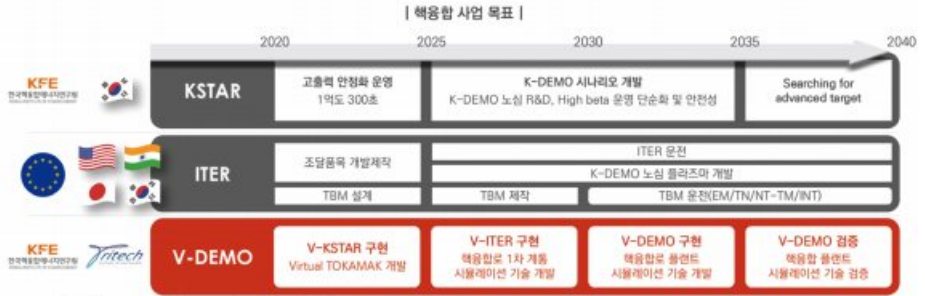
- Digital Twin_Virtual KSTAR
 - Volume rendering of the main KSTAR device
 - Real-time Monitoring System (RMS)
 - Post Analysis System (PAS) of Experiment & Simulation
 - 3D analysis of the Virtual KSTAR NBI heat source
 - 3D visualization of vacuum vessel and eddy current calculations
 - 3D analysis of ECH and RMP in Virtual KSTAR
- Real-time visualization of superconducting magnet operational status

Ladder Truck Control	<ul style="list-style-type: none"> - The LFTS is built to replicate the environment of a real firefighting ladder truck, enabling trainees to engage in practice that closely simulates real-life operations. - Hardware and software replicating the control panel of a real fire ladder truck are provided to help trainees cultivate the skills needed to respond quickly in field situations. - Maximum functionality and user-friendliness are ensured to support its training purpose and allow effective driving instruction for multiple trainees.
Multi-Scenario Training	<ul style="list-style-type: none"> - Comprehensive training scenarios are offered to enhance trainees' skills in operating ladder trucks under diverse situations and environments. - Training scenarios are developed with input from firefighting experts.
Test Mode	<ul style="list-style-type: none"> - Supports training in both fire and non-fire situations. - Incorporates real-world environmental factors such as shaking caused by adverse weather conditions (snow, rain, wind, etc.).

Business
Direction

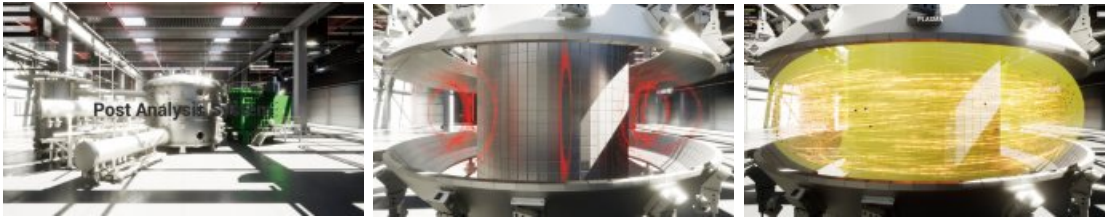
Continuous advancement of the digital twin in connection with developments in the fusion energy field, and collaboration and sales related to fire equipment operation

- The advancement of fusion energy digital twin



* ITER (International Thermonuclear Experimental Reactor)
국제핵융합실험로 우리나라를 포함해 미국, 러시아, 유럽연합, 일본, 중국, 인도 등 7개국이 참여하는 국제사업으로 프랑스 남부 가다리쉬 지역에 건설 중

- Collaboration with aerial ladder fire truck manufacturers, conducting in-house testing and evaluation, and sales
 - Planning to enable joint sales with our products
 - Currently collaborating with Hyundai Everdigm, a manufacturer of aerial ladder fire trucks



Fusion simulation

상부 조작부 구성품



Aerial ladder fire truck operation



TriTech Corp.

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Address	1105-12, Nuridream Square R&D Tower, 396, World Cup Buk-ro, Mapo-Gu, Seoul		
Type of Business	ICT		
Business Areas	ICT and application software development .		

Entity Information

An R&D company leading the future science and technology sector based on virtual and real-world convergence technology

TriTech boasts extensive experience and a skilled team equipped with cutting-edge technology for R&D development.

With our unique expertise in virtual/augmented reality, digital twin, and metaverse technologies, we have successfully completed numerous high-quality projects. Through trusted collaborations with groups across various fields, we provide comprehensive solutions and technical support throughout Korea.

Core technologies

Product	Description
Cloud Platform	Remote 3D studio platform for 3D animation production Integrated 3D animation production platform based on cloud computing / AI-based lighting / Rendering production and support for custom platform modules for recruitment and job search
AR Simulation	AR service app for interior design and ordering system Establishment of a precise virtual interior comprehensive service environment with commercialization expertise / Commercializing an innovative virtual ordering and construction AR app to drive diversification in the interior industry
ICT M & S (modeling & simulation)	Nuclear power plant internal facility (RVI) dismantling simulation system Developing an automatic function for generating the optimal dismantling path within nuclear power plant internal spaces / Verification system for nuclear power plant internal facility dismantling scenarios through simulation
VR Simulation	Aerial ladder fire truck operation simulator Improving firefighting and industrial safety through VR-based training for aerial ladder fire truck operation / An optimal Korean-style training system tailored to domestic firefighting vehicles
Digital Twin	Software for implementing Virtual KSTAR experiment monitoring and simulation analysis functions 3D spatial data analysis and modeling implementation of the KSTAR fusion device / Visualization of plasma experiment data using a physics engine

Major Achievements

- 2027.-2030. Expected to participate in the V-ITER project and the V-DEMO virtual design project
- 2026. Expected to expand into the global fusion VIRTUAL-ITER project and commercialize an intelligent metaverse platform for education, training, and experimentation
- 2025. Expanding into the ITER project through the establishment of a foundation for overseas expansion
- May 2022. Developed aerial ladder fire truck operation simulator
- Apr 2022. Developed software for implementing Virtual KSTAR experiment monitoring and simulation analysis functions

- Mar 2021. AR service app for interior design and ordering system
- Mar 2021. Developed remote 3D studio platform for 3D animation production
- Jan 2020. ICT-based nuclear power plant internal facility (RVI) dismantling simulation system





VR Media

CEO	Jung, Woorak	Tel	+82-2-6242-8416
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Address	1120-1122, 225, Gasan digital 1-ro, Geumcheon-gu, Seoul		
Type of Business	ICT		
Business Areas	XR/VR/AR/MR/Metaverse		

Entity Information

Pioneering the creation of immersive experiences in virtual reality, connecting the world to a new digital frontier

Since its establishment in 2016, VR Media has expanded its business into metaverse platform development, building on its technological expertise gained through various VR/AR-related projects, from VR/AR content production to the establishment of VR experience zones and systems.

Core technologies

- Immersive content production technology
 - Ultra-high-resolution projection mapping source production technology
 - 8K UHD, 3D/4D stereoscopic filming and pre-visualization technology
 - 4D simulator and content program integration technology
 - Hologram content and system implementation technology
- Augmented reality content production technology
 - Beacon-based AR game production technology
 - Navigation-linked application production technology
 - SDK application technology
- Virtual reality production technology
 - 360° VR video and interactive VR game production technology
 - VR simulator control technology, server construction, and database management technology

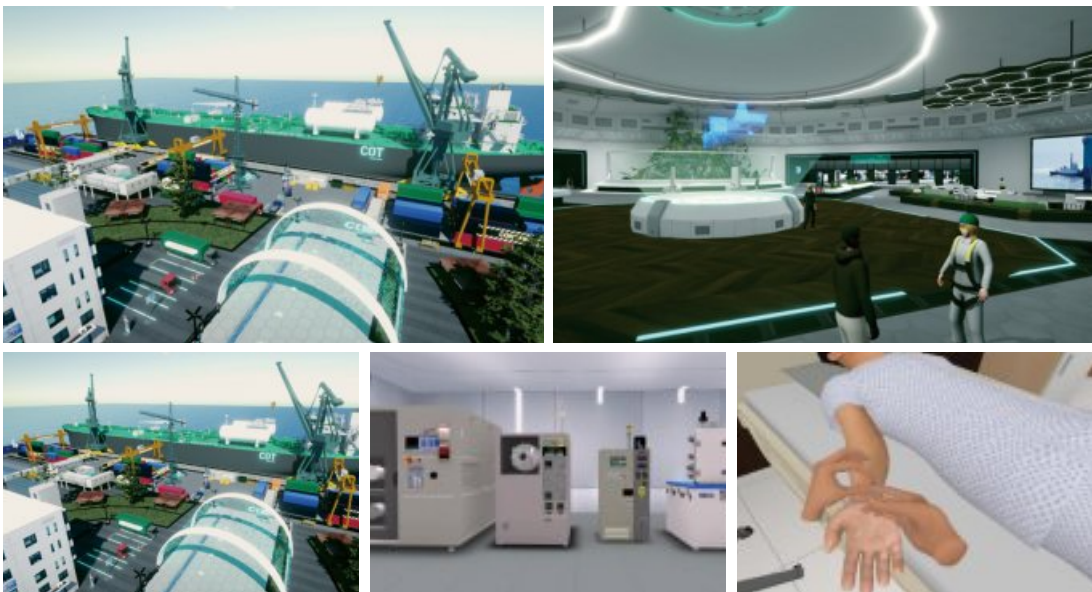
Major Achievements

- 5 VR/AR-related Patents

Title	Registration Date	Patent No.
Method and apparatus for security monitoring using augmented reality	Aug 5, 2015	10-1543712
Apparatus for shooting games in virtual reality	Jul 20, 2018	10-1882219
Payment system based on kiosk	Feb 12, 2019	10-1949258
Apparatus for 360 degree image photographing and method for editing 360 degree image	May 14, 2019	10-1980086
Remote support system based on augmented reality and operation method thereof	May 26, 2021	10-2259350

2022. Established the Digital Therapeutics Development Support Center for Gangwon Technopark
 Developed an application for the National Ocean Science Museum, Uljin.
 Produced digital cultural heritage content for the Eastern Fortress Wall Park at Pungnap-dong, Seoul
 Developed an AR assembly training system for Hyundai Motor Company

- 2021. Developed a metaverse platform for Samsung Heavy Industries
 Developed a metaverse platform for the SIGNIS World Congress
 Developed semiconductor VR content for Ajou University
 Developed AR content for Nonsan Sunshine Land
 Developed AR tourism content for Gongju
- 2020. Developed a specialized metaverse platform for nursing and semiconductors, along with training process content
 Established the VR/AR production hub center for the Daegu Digital Industry Promotion Agency
 Established the VR/AR Production Hub Center for the Chungbuk Innovation Institute of Science & Technology
 Established the VR/AR system for the Center for Advanced Technology in Testing Human Factors at Keimyung University
 Developed an AR-based training process system for Hyundai Motor Company
 Established the VR/AR demonstration center system for the Korea Electronics Association
- 2019. Developed VR/AR content and established the experience zone for the ICT Experience Center at the FINA WORLD CHAMPIONSHIPS GWANGJU
 Established the VR/AR experience center for Semyung University
 Developed AR content for the Goseong Dinosaur World Expo
- 2018. Certified as a venture company
 Developed the ICT experience program for the PyeongChang Olympics
 Developed VR experience content for the Presidential Security Service
 Selected for exhibition at the Excellent Games Pavilion at PlayX4 with the VR game "GRONE"
- 2017. Established a corporate-affiliated research institute





Korea Institute of Fusion Energy

CEO	Yoo, Seokjae	Tel	+82-42-879-6000
E-mail	jmkwon74@kfe.re.kr	Website	www.kfe.re.kr
Address	169-148 Gwahak-ro, Yuseong-gu, Daejeon 34133		
Type of Business	Research		
Business Areas	Nuclear fusion		

Entity Information

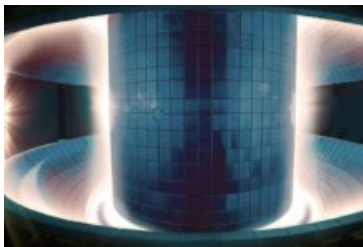
- Detailed business areas
 - Research on fusion energy development and plasma industry applications
- Key technologies
 - Development of fusion experimental device construction and ultra-high-temperature plasma operation technologies through the KSTAR operation project
 - Development of fusion reactor construction technologies through the ITER joint development project
 - Development of future fusion demonstration reactor technologies through fusion energy engineering research
 - Fundamental plasma technologies and creative practical technologies applicable across various industries
- Employees: 434
- Sales revenue for 2020 and 2021: KRW 210.859 billion / approximately KRW 238.592 billion

Core technologies

- Fusion energy engineering technologies
- Plasma technology

Major Achievements

- 2021. Successfully developed and produced the second vacuum vessel (sector) for ITER
- Nov 2020. Established the Korea Institute of Fusion Energy (elevated from the National Fusion Research Institute to the Korea Institute of Fusion Energy)
- Oct 2020. Successfully operated ultra-high-temperature plasma at 100 million degrees for 20 seconds in KSTAR
- Aug 2008. Successfully generated the first plasma in KSTAR
- Jun 2003. Officially joined the International Thermonuclear Experimental Reactor (ITER) project
- Jan 1996. Launched the KSTAR project



XR SHOWROOM

Directory Book 2025

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