

Korea Delegation

No	Company name	Field	Established year	Website	Company information		Special product/solution			Last year revenue	Global export experience
					Brief	Introduction	Product/Solution	Product/Solution Brief	Product/Solution introduction		
1	Magic Image CO., LTD.	Broadcast Content	2004	www.micostudio.com	Distribution of latest animations, dramas and documentaries	Magic Image Co., Ltd. is producing, distributing, operating and exporting animation videos using 2D, 3D, CG, CGI, AR, VR, and the Internet. Since the establishment of the company, we have been focusing on pure creations rather than OEMs, and possessing the ability to produce 200 TV series per year (based on 30 minutes), positioning ourselves as the largest creative animation company in Korea.	Local culture animation in Korea	Production of educational contents by animation of local folk tales and famous figures	Through storytelling, various tales handed down for thousands of years it is made into an animation and used as a cultural tourism resource with a story. To promote social, cultural, historical characteristics and proud traditional heritage internally and externally. Let children learn about our traditional culture through this animation. We want to inspire pride	KRW 830 million	USD200,000
2	ColorPopUp, Inc	Metaverse content, VR/ XR Content + AR Coloring Book	2013	www.ColorPopUp.com	A company that provides emotional language education to children around the world while coloring using new technology	We have secured patents and technologies in AR (augmented reality) + VR (virtual reality) + hologram (hologram) fields, and based on this, we have developed more than 40 types of children's learning books and books for various experience programs used in theme parks, etc. In addition, we have been awarded the Seoul Awards, which are awarded only to the best products of the year by the Seoul Metropolitan Government, in 2018 and 2019 for two years. Based on this, our products have been exported to Indonesia, China, Taiwan, and Thailand. In particular, in China, JD.com is currently selling our products, and in Indonesia, our products are licensed and sold in over 200 stores nationwide of Kompass Gramedia, a large bookstore. Landmark Live in 2021! Asia, Europe and North America, and AR coloring book series of three types are announced sequentially, and are being distributed to large domestic books, kindergartens, elementary schools, libraries, etc. In particular, in March 2022, two AR Accordion Books were launched for the first time in the world in Dubai, UAE, and in the second half of the year, a total of 22 types including 10 types of "Dinosaur Kingdom Olympics" and 10 types of "Dingo and Friends" will be announced.	3D Coloring Dino Sketchbook Series	ColorPopUp Series is an augmented reality coloring content designed for educational engineering based on J.Dewey's imagination theory and F.Arnhelm's visual perception theory.	You can directly color 20 types of carnivorous/herb-eating dinosaurs, experience and learn through augmented reality, virtual world (dinosaur world) experience, language learning in 10 languages, hologram experience, and mini learning game (alphabet maze). It can be used from 5 to 12 years old, and it is a product that can effectively learn 10 languages and activities for kindergarten and elementary school students.	KRW 250 million (2021)	Indonesia, Thailand, China, Taiwan
3	Millennials Works	3D Live Commerce Promotional Videos Influencer Digital Commerce Metaverse	2021	http://millennialsworks.egreef.kr/en/sub/index.php	Works with Shinsegae, Shinhan bank, Hyundai. Millennials Works is a global content company that strives to promote K-culture around the world. To ensure sincere message delivery, we work one on one alongside with our clients.	Computer programming service business, product comprehensive brokerage business, export business, e-commerce retail business, SNS market, advertising agency business, writing business such as design, person photography, and video shooting for events. Millennials Works provides a roadmap for the growth of newly established companies, and guide them alongside their first entrance into the global market. MW is the leading digital platform for curating K-culture into global content - ranging from online commerce to metaverse, to the global market.					
4	LiveMolo co.,Ltd	Metaverse content	2018	http://livemolo.me	Imagination Becomes Reality	Live Molo started as a streaming service company and has various technologies, including a metaverse platform based on virtual Reality. We provide a convergence service that allows users to share a new type of value.	Debate Club	Metaverse Debate Platform	A service that allows online debate competitions to be held and operated, and debaters can have real-time discussions with the other party through their avatars in a virtual reality(VR) space	KRW 170 million	
5	NEWTO, Ltd.	Metaverse content, XR content, others	2020	http://newto.co.kr	Design the customer experience for the place visitors	AR/VR/XR HW, SW and service development, Media contents development, Metaverse, Movies and video films production	Meta Space	Installation of XR Experience Room and contents provision such as Themed CG, Emotional Exp., Experiential Edu, Arcade, Digital Culture, Sports, Etc.	Newto's 'Metaspace' is an Immersive Entertainment field. A new space platform that seamlessly connects social interactions of online content with interactions in offline space to maximize 'immersive experience'. Provides a new type of offline metaverse experience in the context of on/offline convergence connected with users.	KRW 852 million (2020) KRW 2,919 million (2021)	
6	Ideaconcert Co., Ltd.	Broadcast Content (Webtoon Movie)	2015	http://ideaconcert.com/	Ideaconcert is a professional culture & technology company that developed 'Authoring Tools' to make webtoons and comics into video contents.	Ideaconcert is a Webtoon and Webtoon Movie producer and distributor company that developed the 'Authoring Tool' called 'Toonivie'. Toonivie is a software to turn image contents, such as webtoon, comics, fairytales books, and characters into interesting videos. By using Ideaconcert's authoring tool, the video production process can be easily and efficiently done, saving production time and cost.	TOONIVIE / WEBTOON MOVIE / WEBTOON	Toonivie, a technology that allows people to enjoy webtoons more fun with lively screen animation and sound effects.	(1) TOONIVIE Toonivie is an authoring tool that can easily create 2D animated videos from image content such as webtoons and comics. By combining the latest technologies such as machine learning and artificial intelligence, Toonivie offers various functions such as automatic image separation, comic panel separation, directional effects, automatic coloring, 3D camera effect, etc. (2) WEBTOON MOVIE (Cookie Run Adventure) Cookie Run Adventure is content created as a 2D animation (Webtoon Movie) from a children's comic book series produced by Seoul Cultural Publishers using the original IP of the mobile game by Devsisters Game Company. This content tells about the main characters of Cookie Adventure traveling to cities (20 major countries) around the world to learn about culture, architecture, and history. (3) WEBTOON (Physical Therapist of Miracle) Physical Therapist of Miracle is a webtoon made with an excellent web novel IP that was very popular in Korea. This work is groundbreaking for a new medical webtoon genre as 'physical therapy' is a field that has not been seen in existing medical webtoon genres. The story setting for this work is filled with a mixture of real and fantasy elements, in which the main character can improve his physiotherapy skills like in a game.	KRW 1,179 million	Southeast Asia: Thailand, Indonesia; Europe: Netherland
7	Netstream co., Ltd.	Metaverse content, SW, SaaS, Metaverse Solution	2020	https://www.netstream.co.kr	For anyone, for everyone in anywhere. METAVERSE world with NETSTREAM.	NetStream Co., Ltd. is a startup that is developing a metaverse gallery solution. What is the 'METAVERSE'? Metaverse is another world in virtual space. Yes, we are the company that creates the METAVERSE platform and Solution. We named it 'NETSTARium' and we have a passionate team to do it.	Web Metaverse Gallery Platform NETSTARium	Show yourself and your contents More opportunities for creators and hidden artists Metaverse gallery Platform	CAD and metaverse gallery services under development have secured superior access, convenience, and stability through real-time web rendering, introduced 7 web-based metaverse services, and secured web-based 3D control technology. The company provides powerful editing capabilities to register and edit various digital assets in the metaverse gallery in a web environment. It is currently in the process of upgrading web-based CAD to create metaverse space and items. Metaverse gallery solution and CAD are also under development, and the first service is scheduled to launch in September 2022.	KRW 501 million (2021) / KRW 247 million (1st half of 2022)	
8	Double Bears Inc.	Metaverse content	2017	doublebears.co.kr	The fastest XR One-Stop Solutions Company	Double Bears is an XR content production company using In Camera VFX technology. - It has the 5th largest XR studio and related application technology in Korea. - Create XR content based on the company's own IP and worldview	Horror Mate	Fantasy thriller web drama	The metaverse web drama 'Horror Mate' using the XR stage is a horror game adventure drama. One day, a crisis strikes for genius high school students Minhoon, Siwoo, and Lee Hyun who are making horror games. The ghost characters of the game 'Horror Mate' they made have popped into the real world! They clear the game stage to catch the ghost!	KRW 10.97 million	Overseas sales of the YouTube channel 'Double Studio'
9	SOULX Co., Ltd.	XR video content	2019	https://soulx.co.kr	SOULX, guaranteeing freedom of space and expression to all storytellers in the world	SOULX is a creative group that contains the values of culture, art, and experience. Through various storytelling ways (producing digital content, creating products, games, branding, exhibitions, etc.), we intend to deliver differentiated concepts and worldviews. In particular, we are performing business in a way that adds communication to people's creations by developing software and platforms that utilize XR(virtual space). We provide 'SOULWARE' optimized for the metaverse era of the 21.5th century beyond the present.	VRoom™	"VRoom™" is a real-time XR virtual video compositing program that enables fast, easy, and effective 3D visual storytelling for anyone, including video creators, live commerce sellers, educators, and event planners.	VRoom™ is a 'real-time XR based content-creating software solution' that utilizes game engine for 'real-time image compositing technology' and '3D asset source compositing function.' It allows even non-professionals to easily create high-quality video content. Through utilizing photorealistic quality real-time 3D virtual space video compositing function and asset platform, the mean production time of video content is reduced by 45% compared to the conventional way while saving 70% of production cost. As the solution is optimized for 'short form' media trends, which are produced and consumed in a very short period of time, it helps you to conduct a compelling visual storytelling with simple clicks or drag & drops.	KRW 236 million (as of January to September 2022)	