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service industry

2020

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K-SERVICE DIGITAL 2020

DIGITAL CONTENTS

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Promotion Agency

01

ANIMATION /
WEBTOON

CHARACTER,

GAME

VR / AR

ETC

DIGITAL CONTENTS



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ANYZAC

Company information

ANYZAC is a dynamic company that creates, produces and Branding Contents in the same place. We are a group of experts who creates any Contents, specialized in 3D Animation. Based on creative mind and explicit planning, ANYZAC continuously puts effort to develop new Technology to create better contents for all.

Portfolio

ZOMBIEDUMB SEASON 2

- Slapstick Comedy+Non-Verbal, 3'30"*52ep Full HD Animation for All age
- All for one, One for All - After many twist and turns, a human girl 'Hana' becomes friends with Zombiedumb. One day, new enemies intrude into their peaceful life. 2018 Asian Television Award, 2019 Asian Academy Creative Awards

Time Traveler Luke

- Fantasy Action Adventure, 11min*52ep Full HD Animation for All age
- Mysterious Elevator - Luke, the grandson of Paul notices about this mysterious elevator and commences his time traveling journey trying to find his grandfather Paul, with the new mission as a 'relic guardian'. 2016 MIP-JUNIOR INT' Top 5

IN:APP

- Slapstick Comedy+Action, 7min*39ep(30min*13ep) Full HD Animation for All age
- Keeping the APP World Error-Free - A must-have item for modern people, smartphone Installed in smart phone, numerous apps offering convenience and versatility App-man who manages those apps lives in Smartphones in In App World!



Zombiedumb 2 https://www.youtube.com/watch?v=zJttkb_fLMA&feature=emb_logo
 TimeTraveler Luke https://www.youtube.com/watch?v=gM2Lm_oLMTY&feature=emb_logo
 InApp https://www.youtube.com/watch?v=IDi-hAXT21Q&feature=emb_logo

Category

- Animated Content

ANYZAC uses the creative mind and created contents, focusing on the balance between technology and emotion, with the message of dreams and hope. ANYZAC's key members have led global projects and produced 3D animation, broadcasts, film and promotional videos. Their endeavors are based on the know-how of multi-year animation planning and domestic/foreign co-production, and production outsourcing. Also based on these recognized and solid planning capabilities, ANYZAC is committed to developing and producing quality education and entertainment content that can be accessed on expanded smart platforms.

What makes us creative?

Our preferred partner

- Local Partners for co-production
- Content Distributor
- Content Platform
- Broadcasters
- Local Publisher
- Merchandising Company

How we can cooperate

- Co-Production
- Distribution
- Merchandising

Platform

Zombiedumb season 1 &2 - Netflix, Disney asia etc.
 Time Traveler Luke - KBS1TV, SK Btv, Toonivers, Anione, Champ, Anibox, JEI, Daekyo, theDisneyChannel
 In APP - 2021 confirmed broadcast slot at KBS1TV



Our previous projects

Zombiedumb Season 3 is already being produced. It will be distributed to NetFlix Global and DisneyAsia's 14 countries; to be serviced in 230 countries. TimeTravelerLuke was picked as one of the top 5 on the MIP Junior International contest, and recieved global expectations since. 5 episodes will make 1 set, and 1 set will involve a treasure or a historic place central to the plot. 52 episodes are being shown in 10 countries, and in the case of the 10th country to broadcast our contents, 1 set will be 7 episodes. Currently on air on KBS1TV and SK Btv as well as many cable TV channels.

InApp will be shown on KBS1TV in 2010. It is in production, and we are expecting to garner much attention from the digitally-fluent generation, as it will appeal to their sensibilities.

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ATOONZ

Company information

Atoonz is a multimedia content enterprise, established in May, 2000, which is implementing character licensing and merchandising business while producing the 2D animation, TV series, theater animation, and mobile entertainment contents.

Currently it is producing Korean representative family animation series, and implementing domestic/foreign various character businesses including the teenager community site, web, production of online game contents, and service.

Portfolio

Hello, Jadoo

- Genre : Animation for families and kids.
- Series : All 4 seasons consist of around 200 episodes(running time of each episode: 11 mins)
- Target : Family Sitcom appropriate for all viewers, especially kids around 7~10 years old.
- The story of Hello Jadoo is based on the Hello Jadoo original comic books which have been in print since 1998.

Hello Jadoo is about a 10-year-old girl named Jadoo who is a tomboy, and her 5 family members.



[Hello Jadoo - https://www.youtube.com/channel/UC69Y0mclX3SbDkVxSoLUUNA](https://www.youtube.com/channel/UC69Y0mclX3SbDkVxSoLUUNA)

[Eng version - https://www.youtube.com/playlist?list=PLnbLIXIsKvSQjwqU0z5uAK4x-GxIHIAW](https://www.youtube.com/playlist?list=PLnbLIXIsKvSQjwqU0z5uAK4x-GxIHIAW)

Category

- Animated Content



Long run character

- Hello Jadoo was born in 1997 as a comic of the same name. Over the past 20 years, it has been loved by the public as its various forms, including comic books, animations, games, and musicals.

Family Animation that Represents Korea

- Total 4 seasons - televised 200 episodes (12 minutes)
- Ranked 1st in for the audience rating for its every season. The Season 4 ranked 1st including terrestrial broadcasts.
- 300,000 spectators on the 10th day of the 1st theatrical animation screening. 2nd theatrical animation will be screened in 2022

OSMU character

- Hello Jadoo has expanded to various contents including comic books, animations, mobile games, emoticons, learning applications, theatrical animations, and family musicals. Also, various commercialization, such as publishing, stationery, toys, food and beverage, and fashion goods is being proceeded. 'Jadoo's play school', an experience-program for children, is operated in various facilities.

Our preferred partner

- Content Distributor
- Content Platform
- Broadcasting Company
- Local Publisher
- Merchandising Company

How we can cooperate

- Distribution
- Merchandising
- IP Purchase

Platform

(Animation) Youtube

Our previous projects

Vietnam

Contract with HTV3 in October 2019 for Hello Jadoo seasons 1 and 2 with ongoing discussion for seasons 3, 4

Taiwan

Contract with MUSE Media for four Hello Jadoo Special Movies(4 individual titles).

What makes us creative?

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Chungdahm Media, Inc.

Company information

Chungdahm media was established in October 2019. In March of this year, KTH, the largest master content provider in Korea, signed a distribution contract in recognition of our content's potential. Now we are in discussion with various buyers in the US, UK, China, India, Indonesia, and Europe and South America and some of them have been signed the contract. The YouTube channel launched at the end of April 2020 and it has over 57K subscribers and 20M views in 5 months. and the main traffic generation countries are gradually expanding from North America to Europe. In particular, Especially 'Ella Gator'(Season 1) is expected to be the first successful IP of CeREELS with a cumulative 10M view. Based on these achievements, investment discussions of domestic and foreign VC are underway, and we expect to be able to significantly expand our business this year and next year.

Portfolio

CeREELS

Our contents are segmented into seasons. A season consists of 5 to 7 episodes; each episode being 60 to 180 seconds long. We plan to make 40 seasons in 2020. We pursue diversity, and as a result, CeREELS are distinct from other short-form contents. CeREELS can be classified according to their music genre categories: Rap, prose poem, and classical music. These musical themes are adapted to fit the story content. Specifically, CeREELS are animations created by combining various musical genres, including rap, pop, RnB, musicals, rock, etc., which accompany an original story or an adaptation of a well-known classic from a fresh perspective. In addition, the stories of CeREELS has been written in simple and refined English sentences catering to early stage English students, which makes CeREELS content accessible by people of all ages, genders and nationalities. Due to the diversity of our content, we are in collaboration with various artists such as animators, singers, etc.

 https://www.youtube.com/watch?time_continue=79&v=z7Zui1CoSFs

Category

- Animated Content



'Chungdahm Media', an affiliate of Korea's leading ESL company, 'Chungdahm Learning'. From the onset, we created storytelling contents that organically combine language and art for creativity promoting education. We are continuing to produce various contents targeting the short-form contents market, which is expected to grow over four-fold compared to 2019, reaching a volume of about 13.3 billion dollars in 2020. We are developing creative storytelling contents with our teams composed of the most talented writers hailing from the US Ivy League schools and the UK Russell Group schools, professional musicians of various music genres and excellent animators. Our outstanding professional staff create content spanning across various story genres and music and artistic styles. Our BI(Brand Identity) is 'CeREELS', which reads like 'cereals'; and like cereal, can be easily consumed, are easy and fun, infinitely diverse and good for you.

What makes us creative?

Our preferred partner

- Content Distributor
- Content Platform
- Broadcasting Company
- Merchandising Company

How we can cooperate

- Co-Production
- Distribution
- Merchandising
- Financing
- IP Purchase

Platform

YOUTUBE, MX Player, Genflix, Boclips, iQIYI, Tencent, Toutiao

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Comma Studio Inc.

Company information

Comma Studio is a stop-motion animation company that produces diverse entertainment contents across multiple destinations including advertising, TV series, and theatrical projects for both domestic and international clients. In addition, Comma Studio has produced our own IPs such as Botos, and Botos Family. These series were aired on KBS, Btv, Disney Korea, Cartoon Network, JTBC, Amazon Video, Youku, iQIYI, etc. We are now in development of a new pre-school project and are seeking co-producers/investors to come on board.

Portfolio

stopmotion animation

All about the video genre made with dolls and miniatures

BOTOS FAMILY

Botos cat >>Stop Motion Animation by COMMA STUDIO INC.

Category

- Animated Content

Audiences will enjoy Botos Family's handcrafted stop-motion animation, slapstick humor, and fun engaging stories.

What makes us creative?

Our preferred partner

- Local Partners for co-production
- Content Distributor
- Content Platform
- Broadcasters
- Local Publisher
- Merchandising Company

How we can cooperate

- Co-Production
- Distribution
- Merchandising
- Financing

Platform

(Animation) KBS, Btv, Disney Korea, Cartoon Network, JTBC, Amazon Video, Youku, iQIYI, Getmovies, Binge, Kidoodle, Pops, etc.



Our previous projects

<Botos>, digital series which contain 50 episodes of various length.

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Electural

Company information

Electural is a Creative Studio. We Develop Characters (IP), Produce Animation, and are in the Licensing business as as Licensor.

We have great character IP/Brands - 'Wonderful ThumThum', 'The Ultimate Lab Trio - LaBong', and 'Happy Almond Puppy - AlmonDog'

We are looking for business partners for animation co-production and financing, and licensing & merchandising (licensee, licensing agency, retailer).

Portfolio

'The Ultimate Lab Trio - LaBong'

(Project in development)

- Genre : Comedy, Adventure
- Format : 11 mins x 52 eps
- Target : 6~11 yrs
- The misadventures of a clumsy inventor named Labong, and her funny family - Lucy, a cute rabbit with a short temper, and Kkuri, a not-so-bright cloned mouse.

'Happy Almond Puppy - AlmonDog'

(Project in production)

- Genre : Comedy
- Format : 1 mins x 104 eps / Non-Verbal
- Target : All age
- The simple daily life stories of a happy almond puppy named AlmonDog. Short-form animation for new media.

Category

- Animated Content
- Original Characters

Our animation projects are in development or in production. So we're looking for business partners for animation co-production and financing.

What makes us creative?

Our preferred partner

- Local Partners for co-production
- Broadcasters
- Local Publisher
- Merchandising Company
- Other
- Licensing Agency / Licensees

How we can cooperate

- Co-Production
- Merchandising
- Financing
- IP Purchase



Our previous projects

- Winner of the Korea Ministry of Culture, Sports and Tourism Minister's Award for Excellent Content Company at the Next Contents Fair 2018
- Winner of the ASIA-EU Cartoon Connection 2018 - 'Wonderful ThumThum'. It won the prize during the pitch at the Cartoon Forum 2018 in France

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EYESCREAM STUDIO

Company information

EYESCREAM STUDIO is a 3D animation studio in S.Korea. Based on high-end skills and board networks built with abundant CGI experiences, EYESCREAM has been producing original content since 2010.

Portfolio

Duda&Dada

- HDTV series animation
- 11 min X 52 ep
- Target Audience: Preschool Children
- Genre: Adventure, Edutainment
- * New TV season <Duda&Dada3 - explore the wondrous animals> (11min X 26 ep) will be coming in December 2020.

Duda&Dada feature film <The secret of HooHoo Island>

- 70min animated feature film.
- Target Audience: Family, Children
- Genre: Adventure

The day I die

- New media webisode animation
- 5 min x 52 ep / 1 season * Now looking for investment / co-production
- Target Audience: Upon High-teen
- Genre: Disaster & Survival

<https://youtu.be/1wAgkacryTg>https://youtu.be/TqAJ4s_W9Y

Category

- Animated Content



- EYESCREAM always challenges the newest production skills and business. We've broadened our category to 4DX, Ride film cinematics, and other up-to-date productions through partnerships with experts in each industry.
- EYESCREAM ready to release <Duda&Dada> new tv series <Duda&Dada explore the wondrous animals> (Nov. 2020/EBS). Duda's first feature film will be released in the next year. Otherwise, the new media animation for above high-teen is on the main production stage.

Our preferred partner

- Local Partners for co-production
- Content Distributor
- Content Platform
- Broadcasters

How we can cooperate

- Distribution
- Financing

Our previous projects

The representative project <Duda&Dada> has been distributed to 40+ countries including China, French-speaking Europe, Russia&CIS countries, Mexico, Indonesia, and so on.

What makes us creative?

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ICONIX

Company information

ICONIX, a global leading animation company in Korea since 2001, has been producing classic and trendy animation by utilizing creative characters, an advanced production system and strategic business mechanisms. ICONIX has been concentrating on establishing a strong market for creative animation and diversifying its contents to various character business domains, such as publications, music, shows, theme parks, and etc. Due to these activities, ICONIX has successfully distributed its animation and characters to 190 countries and is consistently looking for opportunities and global partners to broaden the business all over the world. Major works include Pororo the Little Penguin, Tayo the Little Bus, Titipo Titipo, StoneAge, Flowering Heart, CHIRO, Art Odyssey.

Portfolio

Pororo the Little Penguin

- Genre: Animation
- Series : 52 episodes 5 mins x 4 seasons, 26 episodes 11 mins x 3 seasons
- Target : Preschool
- Far far away, Pororo and his friends live on a peaceful and covered in snow and ice. They have distinct personalities and interests. But they are all good friends and know how to help each other in times of trouble.

Tayo the Little Bus

- Genre: Animation
- Series : 26 episodes 11 mins x 5 seasons / 3DCG
- Target : Preschool
- Tayo and the little buses go on exciting adventures during their daily bus routes in the busy city. Tayo often makes mistakes but is always learning to overcome challenges with the help of Hana, Rogi, Lani and Gani. Buckle up and join the bus ride with Tayo!

Category

- Animated Content



<Media>

Distributing local and overseas contents to various media partners
 Launching ICONIX contents on New Media such as Netflix, Hulu, YouTube, Tiktok etc.

<Licensing>

Producing and sales of price-competitive products through licensing agreements with local partners who are competitive in their market (based on media exposure and previous domestic products sales figures)

<Merchandising>

Sales of domestically produced high-quality toys, food and beverages, and household goods to overseas department stores or hypermarkets to increase sales and increase exposure

Our preferred partner

- Content Distributor
- Content Platform
- Broadcasters

How we can cooperate

- Distribution
- Licensing & Merchandising

Platform

(Animation) Netflix, Hulu, iQIYI, Youku, Kidoodle, Playkids, TVB, YOYO TV, VIU TV, Mediacorp, Astro, ABS-CBN, HTV3, Thai PBS, LINE TV, VME, Karusel and more

What makes us creative?

Our previous projects

<Media>

- Launching ICONIX contents on Global Platforms like Netflix, Hulu, Kidoodle TV and Disney.
- Collaborating with K-pop stars (Momoland & Oh My girl) and its music videos hit 300 million

<Licensing & Merchandising>

- Kinder Joy X Pororo : Pororo and Kinder launched Pororo Kinder Joy products. (Randomly assorted 7 types of Pororo and Friends toys)
- Paldo X Pororo : Paldo and Pororo have collaborated since early 2010 and the world-wide best selling product 'Pororo Paldo Drink' has been sold a lot and dominated the kids' drink market.

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<https://www.youtube.com/channel/UC65Qx-BWaO7I4IIL4tekORw> 

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J Bugs. Ltd., Co

Company information

J-Bugs is located in South Korea and pioneers the integrated entertainment industry. Our business area includes all of the followings: creation of the character and illustrations, video production, IP licensing, manufacturing merchandise items, and distribution of all contents. Currently looking for business partners regarding distribution and broadcasting opportunities for our finished animation content.

Portfolio

Slow Slow Sloth Neul

- Genre : Sitcom
- Format : 2:30" * 104 episodes
- Target Age : Family & 12 yrs +
- Background & Storyline :
There is a leaf-shaped island deep in the Amazon, and the three friends from the Tree-leaf town have moved into the busy city.
'Neul' is a sloth, who is very slow and relaxed. 'Arl' is an armadillo, who is very fast and hot tempered. 'Gil' is an anteater, who gets scared easily and loves to eat. As three friends share very distinct characteristics and personalities in the animation film, differences of main characters can deliver humor to the viewers.
We have three purpose in the animation film that we would like to share with our viewers: learning to understand and appreciate our friends and others' characteristics without criticizing, learning and sharing the beauty of relaxation and slowness with our loved-ones in the busy city we live in nowadays, and learning about unique animal friends that we don't see very often.
Come take a look at the life of three friends in the city!

 [Slow Slow Sloth Neul Episode: https://youtu.be/JQXt_gGvILs](https://youtu.be/JQXt_gGvILs)

Category

- Animated Content

"Slow Slow Sloth Neul" Animation's Strong point:

- We have a finished content of 2:30" x 104 episodes ready-to-distribute
- Our animations are a combination of 3D, 2D, and Clay animation using mixed techniques, which gives variety and attractive visual aids to the viewers
- Current animation character can be developed into detailed storyline with different target market as we have studio production ability of our own.
- Planning on a worldwide TV series and looking for a co-production partner

What makes us creative?

Our preferred partner

- Local Partners for co-production
- Content Distributor
- Content Platform
- Broadcasters
- Local Publisher
- Merchandising Company

How we can cooperate

- Co-Production
- Distribution
- Merchandising
- Financing
- IP Purchase

Platform

TV broadcasting : KBS2
Youtube channel Other
Media Platforms



Our previous projects

- 2016 Award-winning Animation from Asia-EU cartoon connection
- 2018 Grand prize from ICT Cultural Convergence Center DEMO DAY
- 2018 New Media China publication right contract - 60 million (RMB)
- 2019 A+ Valuation on KOCCA contents valuation test
- 2019 Reached 300 million views on 25 platforms in China

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KSTYLES CO., LTD.

Company information

KSTYLES CO., LTD is an education company to create educational content

- We create 2D animation Content
- We develop Applications
- We offer Translation service (5 languages)

We aim to make our best to help anyone at home and anywhere to learn Korean and other languages easily with fun.

Portfolio

KSTYLES APP

• Short animated content platform APP

We offer short animated content in Korean, English and Chinese version.

To make more people use our content, we offer subtitles in 5 different languages.

• 1min animated content

We have 50 pieces of content, with a goal of reaching 100 this year (2020).

We expect that by the beginning of next year, about 300 animated videos will be ready.

• Publishing books

We publish Korean language books and children books.

Since our foundation, to enter the global market, we have been working with members from diverse countries. Team members consist of illustrators, translators, video editors, app developers, and Korean members.

Category

- Animated Content

We can create 2D animation videos and we have own content platform applications. Our short animations contents are based on children's books, which are available for purchasing as well. We have our content in Korean, English and Chinese versions. We aim to help language learners learn different languages like Korean, English, and Chinese through a single story.

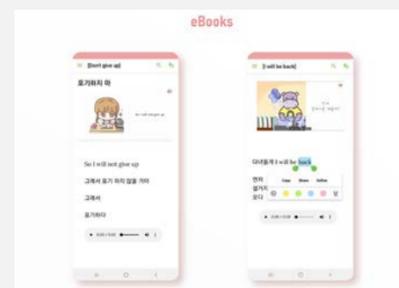
What makes us creative?

Our preferred partner

- Local Partners for co-production
- Content Distributor
- Content Platform
- Broadcasters
- Local Publisher
- Merchandising Company

How we can cooperate

- Co-Production
- Distribution
- IP Purchase



Our previous projects

Now we are in consultations with Korean language schools and universities that teach Korean. Due to Covid-19, students are taking online classes at home more than before. So, the demand for online content will increase further in the future.

We all love what we are doing, and we have dreamed to do something together. If you are interested in KSTYLES project, feel free to contact us.

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Mostapes

Company information

Mostapes is a content creation company based in Seoul, Korea. Since 2012, we have been specializing in original IP creation, animation production, game development, and commercial work.

Our goal is to provide high-quality content that brings laughter to the world. To realize the vision, Mostapes works closely with global partners in the entertainment industry who share the same dream.

While searching for other collaborative opportunities, Mostapes is channeling the passion into original IP productions such as the preschool show 'Chippyhood' and the comedy-action series 'Iron Dragon'.

Portfolio

Dinosally

- genre : Pre-school drama, family drama
- format: 5 minutes, 104 episodes / 2D
- Target : Pre-School
- In Dino Town, Everything is awesome!

Sally is a cheerful pink dinosaur from Dino Town. It's an amazing place!

Every day, she goes to Dino School to study with Miss Becky and play with friends. All activities such as drawing, practicing music, and counting numbers are so much fun, Sally hopes that her day can last longer.

Iron Dragon

- genre : Comedy-Action
- Format : 11 minutes, 52 episodes / 2D
- Target : 7-11 YO, family
- Iron and his incredible adventure!

Young Iron is a raw cadet, who aspires to be a Monster Master. With his talking toy bear Slime, an evil sword named Mos and a stern, warrior-magician named Xina, they travel the vast, magical realm of Pantopia on a quest to restore their master, the Wizard Ssabu, back to life and recover Monster Eggs of unimaginable magic power.

Category

- Animated Content



What Mostapes Does

- Animation: Strive to create original animations by participating in every development process which requires scriptwriting, animating, concept visualization, and artwork production.
- Character: Bring life to newly designed, refreshing characters with a universally appreciated concept, that suggest an intimate relationship with customers.
- Game: Utilize the original IP from a past project that ranked as App Store's top-paid mobile game in order to present distinctive games with creative concepts and artworks.
- Licensing: Approach customers by analyzing global trends and producing multi-use contents that inspire various forms of licensed merchandise including books, games, and toys.

Our preferred partner

- Local Partners for co-production
- Content Distributor
- Content Platform
- Broadcasters
- Merchandising Company

How we can cooperate

- Co-Production

What makes us creative?

Our previous projects

To strive for the best, Mostapes assembled talented people from successful projects - an animation 'Aachi and Ssipak' and a mobile game 'Mad Acorn'. As a team, we released a comedy animation 'Naughty Nuts' co-produced with CJ ENM and EBS. The series premiered in 2017 and widened its broadcasting range to cable channels like Tooniverse and Disney, and the worldwide streaming service Amazon Prime.

Along with the Naughty Nuts season 2 pre-production, we are working on a new, ambitious project named 'Chippyhood', a preschool animation about four little chipmunks, which is in partnership with Oscar-winning U.S. company Lion Forge Animation.

Furthermore, we currently co-work with the global game company Ubisoft on TV series animation of their game IP.

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NeoTany Media Inc

Company information

We specialize in planning and producing funny and practical digital contents such as "3D Petit Dragoon" to a wide base of viewers through various platforms and channels. We hope to attract international co-productions, global distribution and publishing.

Portfolio

Petit Dragoon

3D Petit Dragoon is well customized for OTT platform service, serving as a launch pad for plunging into the global childrens' market for developing digital IP contents like apps and mobile games

Genre: Slapstick Comedy

Target: Preschool children & their family

Format: Full 3D Animation(1'30" x 50 Episodes)

Description : Our business model is to deliver wholesome digital animated contents such as "3D Petit Dragoon", which is not only fun to watch but useful and informative. We want to get onto various channels & OTT platforms through various formats to preempt the market for animated licensing.

 https://www.youtube.com/watch?v=6BaaT0ki2Ho&feature=emb_logo

Category

- Animated Content



We are looking for 3D Petit Dragoon animation co-development and licensing

What makes us creative?

Our preferred partner

- Local Partners for co-production
- Content Platform
- Local Publisher
- Merchandising Company

How we can cooperate

- Co-Production
- Merchandising
- Financing

Our previous projects

- Petit Dragoon License Agreement USD 100,000 (POD Worldwide, Ltd. 2019)
- Established NeoTany, UK in London supported British V/C, Tech City 2020
- Petit Dragoon Pre-sales Commitment by Shanghai Sino Media, 2020



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Samg Animation

Company information

SAMG has been the No.1 and biggest 3D animation studio in Korea with more than 20 years of know-how and experiences, powered by well-organized in-house production system with more than 170 staffs.

SAMG's becoming comprehensive branding company, expanding its business fields into toys, fashion, on-line business, etc., powered by many of well-known IPs, created by SAMG itself.

Portfolio

3D CGI Animation Mini Force: Super Dino Power 11min x 52eps

Super Dino Power Miniforce

Save Blue City from Vilain Captain Powerman

- Genre: Hero + Action + Comedy
- Target Audience: 3~8 year olds (Mainly 4 year olds)
- Format: TV Series 11 min x52 eps
- Premiere Date: 29th august, 2019 in KOREA

 <https://www.youtube.com/watch?v=-eDbfFcGFzw>

3D CGI Animation Catch Teenieping 11 min x 52eps

Cute Troublemakers, Fairies of Emotion!

Let's catch Teenieplings!

- Genre: Fantasy, Drama
- Target Audience: 3~7 years old girls (Mainly 4 years old girls)
- Format: 3D CGI TV Series, 11 minutes x 52 eps
- Keywords: Princess, Fairy, Emotions/Feelings

 <https://www.youtube.com/watch?v=F3F8AwmTRFo>

 <https://www.youtube.com/channel/UC6g-AGI050h6BBxnbKephSg>

Category

- Animated Content



Samg Animation leads the domestic and overseas contents market through our unrivalled 3D technical skills and 20 years of accumulated know-how of creating animation and in-house design and development of toys.

We are distributing our content to all major video platforms and OTT services across the globe as well as to broadcast channels. We are also partnered with the best domestic licencing company. Through this partnership we are in publication together as well as development and sales of games, clothing goods, public performances, and character merchandise.

Our preferred partner

- Content Distributor
- Local Publisher
- Other
- Food Distributors

How we can cooperate

- Distribution
- Financing

What makes us creative?

Our previous projects

Since its founding in 2000, Samg Animation has designed and produced high quality animation such as Mini Force: Super Dino, Ladybug, and MonKart. We have developed our unique technical skills and video style during this period.

In 2017, we supplied Mini Force, LadyBug, PowerBattle Wachika, Vroomiz to NetFlix, and in 2018 won an investment cooperation contract for Mini Force from Wow Dadi.

Exports to Indonesia and Vietnam among other Southeast Asian countries, MonKart, Power-Battle Wachika, Vroomiz, and the Mini Force series.

Recognized for MonKart and the Mini Force series in 2019's active sales overseas and their performance, we recieved the Presidential Meritorious Award For Overseas Expansion.

Mini Force in particular hit the top spot on the chinese TV channel CCTV14. Also we recieved more than 10 billion views throughout the 9 major platforms in China, including TenCent, iQIYI, Youkou, etc., leading the way in the animations Korean Wave.

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01

| 02 03 04 05

Studio VANDAL

Company information

'Busan's own character development and animation company!'

- Studio VANDAL Co. Ltd. is Busan area's premier developer of novel characters, connecting them to the animation field.
- Studio VANDAL Co. Ltd is the first professional creative works broadcasting and designing company for TV series animations. We were recognized for our excellence in 2015, and had the opportunity to co-design/produced YooHoo & Friends Season 2. (KBS-1TV, season completed)

Portfolio

What are you doing Nini?

- Genre: Comic / Sitcom / Edu-tainment
- Format: 11 minutes x 52 episodes, 2D ANIMATION
- Target Audience: 3~6 year old children
- "BoomBoom Island" is an uncharted volcanic island yet to be discovered by humankind, where various dinosaurs live together in. They have developed their own culture, and are very different in form and culture than what we know of dinosaurs today. Carnivores and herbivores live together in harmony, but there still remain elements of their ancestors' preferred diet, temperament, and unique traits. So, there are some conflicts and differences in opinion. However, the dinosaurs learn cooperation and create relationships by learning about differences and variations. They become more understanding of each other, make thoughtful considerations and build strong friendships. Below the BubbleBubble Volcano, at a small village, the protagonist NiNi was born one minute later than her brother Dino. Dino is a mama's boy, and the siblings live with their mother, Mama Roo, a steadfast and resilient carnivorous dinosaur. The story begins when NiNi and Dino enter Dinosaur School, where all dinosaurs are required to enter into. It is the first time they have left home to study at a school, and the children dinosaurs learn lessons from being involved in many misadventures and through their school class.

Category

- Animated Content

- Clitter-clatter Small Rock Dodo Seasons 1,2 (MBC, Daewon, TV Chosun, China's Huashi TV) Distribution Sales
- Hold many in-house created IP's, have much experience in TV broadcasting, are able to create animation works on a limited budget
- Our in-house projects include Alien Family Jolly Polly (KBS-2TV, season completed April 2015), Clitter-clatter Small Rock Dodo (MBC, season completed January 2016), Clitter-clatter Small Rock Dodo Season 2 (MBC, season completed August 2019). We are currently developing and producing NiNi What Are You Doing?, a TV series.

What makes us creative?

Our preferred partner

- Local Partners for co-production
- Content Distributor
- Content Platform

How we can cooperate

- Co-Production
- Distribution
- Financing



Our previous projects

- Clitter-clatter Small Rock Dodo Seasons 1,2 (MBC, Daewon, TV Chosun, China's Huashi TV) Distribution Sales
- Hold many in-house created IP's, have much experience in TV broadcasting, are able to create animation works on a limited budget

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01

| 02 03 04 05

YOU NEED CHARACTER Co., Ltd.

Company information

YOU NEED CHARACTER Co., Ltd. is a character and animation production company. Founded in 2017, Min Su Song gained experience in the field during his time at Iconix, which is famous in Korea for its character "Pororo". Our team consists of professional content production staff that are passionate about our projects.

We have been actively promoting globally from the beginning and we strive to create an IP that can stand shoulder to shoulder in the competitive global market. So far, we have business partners and global networks in the US, India, China, UK, and South Africa. Currently, we are creating and producing animations such as 'CricketPang' and 'Rose Kinder'.

We are in the development of various licensing business and additional content production using our character IP. In particular, we are concentrating on producing educational content for children using our characters.

We look forward to sharing our vision as a global character IP creation company with you.

Portfolio

CricketPang

- Format LAnimation (26episodes * 11')
- target : pre-schoolers
- genre : comic animation for kids

 <https://youtu.be/LgcqKv7DGoM>

Category

- Animated Content

CricketPang is a children's animation based on Cricket sports. This is a comic animation for children, with great content that fosters creativity, imagination, friendship and cooperation.

What makes us creative?

Our preferred partner

- Content Distributor
- Content Platform
- Broadcasters
- Merchandising Company

How we can cooperate

- Distribution
- Merchandising
- IP Purchase

Our previous projects

Negotiating with broadcasters in the UK, India and South Africa. Broadcasting will be available from January next year.



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01

| 02 03 04 05

character factory mangwchi

Company information

Character Factory MANGCHI is a company dealing in character design, character licensing, animation planning, character products sales. Our brands include Alien PPIO, Black Gomdung, Ru and Shoo, Cheer up PPUO PPUO, and A.I robot DUBI and DUBA, and Red Blood. We also have some animation projects.

Portfolio

Black Gomdung

- Sitcom
- 13min x 26 eps
- Preschool
- The story is about the humble daily life of a timid asiatic black bear, black gomdung, and a chick friend KKatalina.

Ru and Shoo

- Sports adventure
- 5min x 26eps
- Preschool
- Growing up through playing baseball, starring the rabbit girl 'Ru' and the turtle 'Shoo'. They play baseball in heaven.

AI Robot Dubi and Duba

- Sitcom
- 10min x 26 eps
- Preschool
- Alpha war was ended by a class agreement, and the A.I robot age is here. The result of the class agreement meant that the Dubi and Duba could not be like humans. So they took the form of animals. However, they are human at heart. So, Humans made robots to oversee them. This is a story of AI robots Dubi and Duba wanting to become human.

 https://youtu.be/_wac623eSLU

Category

- Original Characters

We are seeking licensee or co-production studio for making animation with our IP

What makes us creative?

Our preferred partner

- Local Partners for co-production
- Merchandising Company

How we can cooperate

- Co-Production
- Other
- Licensing

Platform

- Naver Band Digital Stickers
- Naver Line Digital Stickers
- Shopping Mall

Our previous projects

- Las Vegas Expo Exhibit, Shanghai Licensing Expo Exhibit
- Collaboration with Marpple
- Black Gomdung Doll Successful Contract



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01

| 02 03 04 05

GOLDFRAME

Company information

We are GoldFrame Studios, the professional animation production studios in S. Korea established in 2017. GoldFrame has been participated in various projects such as production of 'Beat Monster' from Cartoon Network, and TUVAN's 'Rotary Park' 4D dome theater video production in the Jeju Myth World theme park, 'Larva Season 4 - Larva in Island' from TUVAN which is going to be launched in Netflix. We are looking for potential partners for a co-production, funding, distribution, IP licensing business related to our contents. Our original IP, 'Nana's Family' is inspired by AI and next generation technology. We plan to combine our contents with AI, AR, VR industries in the future. For this event, we are promoting Bobi&Boni, our second original IP. We are already cooperating with diverse companies globally, and expect to expand our business further through this event. Thank you.

Portfolio

Bobi&Boni

- genre : Comedy / Family
- format : Web-comic * 20 ep / Short animation(15sec * 10 ep) / Emogee package(20 pc)
- target : 10~20 yrs
- synopsis : A story about puppy made of rice and his best friend, chew-bone.

Category

- Original Characters

Bobi & Boni is a new original IP from Goldframe studio.

We are starting to brand this project in a different way by using Social Networks to build a strong IP rather than broadcasting in a series.

We are open to any kind of co-operation.

What makes us creative?

Our preferred partner

- Content Distributor
- Content Platform
- Broadcasters
- Merchandising Company

How we can cooperate

- Co-Production
- Distribution
- Merchandising
- IP Purchase



Our previous projects

TUBAN 'Larva s3'; 'Larva s4' Animation Production
Animation Production Service

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www.moongsool.com 

01

| 02 03 04 05

moongsool

Company information

Moongsool History

2015 Daloka character development launches

2016 Daloka character launches, in the form of rag dolls and cell Phone cases

2017 Daloka character launches, in the form of bags, socks, towels, scarves, etc.

2018 Daloka character enters China market

2019 Daloka Women's Clothing, Children's Clothing, Mirror, Socks, Bags, Cell Phones (China 韓都衣舍)

2020 Daloka Stuffed doll and Sewing bag Licensing Contracts launches (China Hilltop Asia Limited)

Portfolio

Daloka

- character
- 10s ~ 30s Female
- Daloka is developed as a character based on the concept of primary colors. Daloka's concept can be applied to a broad range of products. Border ink lines express sense of warmth and looks like manual handiwork. We designed Daloka in the concept of an art character so that it can be a good interior item.

Category

- Original Characters

Daloka is developed as a character based on a concept of primary color.

Daloka concept is applied to a broad range of product.

Border of link line express sense of warm and freedom by handwork.

We designed Daloka with concept of art character so that it can be a good interior item.

- Character Product Design Support
- We Provide customized product character design
- Our designs reflect local trends through communication and research

What makes us creative?

Our preferred partner

- Merchandising Company

How we can cooperate

- Merchandising
- IP Purchase
- Other
- Licensing Agreement

Platform

(web toon & illust) : www.instagram.com/moongsool/



Our previous projects

- Daloka character licensing agreement_韓都衣舍 (Women's Clothing, Children's Clothing) /China
- Daloka character licensing agreement_Hilltop Asia Limited (Stuffed doll, Sewing bag) /China
- Daloka product development : stuffed doll, figure, sticker, pouch bag, scarf, pin button, towel, postcard, poster, etc
- character development & collaboration : BC card character 'mulbum' , Toytron character 'hapu'

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01

| 02 03 04 05

Soul Creative

Company information

Soul Creative Co., Ltd. is professional animation production studio and providing TV series, animation films, mobile animations and etc. In addition, we are keeping efforts and explorations to provide variety of genre and platform. We have been engaged in animation planning, production and distribution, also extend business to character licensing.

Our goal is create contents with full of pleasure and provide this energy to the consumers.

Portfolio

Banzi's Secret Diary

Synopsis

Bizarre diary of Banzi and her friends!!

Although Banzi gets bad grades at school, she is happy when she is with Eung Sim and Nam Nam. Also she has her cool boyfriend Ho Yong and her loving family which brings happiness to her daily lives.

Banzi hopes to become a cartoonist but she wants to do so many things so she dreams everyday. Let's see Banzi's lovely daily life with her friends in Strawberry village.

Today is another secret of what accident caused by Banzi will make us happy!!

<The Little Dinosaur KUANG>

Synopsis

Kuang, Carrie, Greeny, Pico and Tobi had a very good relationship in this dinosaur village.

They have completely different personalities and appearances, but they love music.

The music is the most important thing in their mind.

They use music to have fun, to gain fresh knowledge, to create amazing inventions as well as to figure out quarrel between them.

<The Little Dinosaur KUANG> it's a content that can see these little dinosaurs growing up step by step through their singing.

Category

- Original Characters

- Distribution and licensing of animation contents
- Looking for Co-production partners for the "The Little Dinosaur KUANG" project!
- Looking for a partner going beyond a production studio, but is also able to engage in marketing, promotions, and start a character licensing business

What makes us creative?

Our preferred partner

- Content Distributor
- Content Platform
- Local Publisher
- Merchandising Company

How we can cooperate

- Co-Production
- Distribution
- Merchandising

Platform

(Animation) China / iQIYI, Youku, 13 East-Asia Countries / Disney, Japan / Disney, Thailand / MOMO Kids, Hong Kong / VIU TV, Indonesia / RTV, India / Sony LivYout



Our previous projects

- Banzi's Secret Diary Korean TV Network, Animax / 2017. 6. 2 Contract Signed / Co-production and Sales
- Banzi's Secret Diary Exports to 18 countries including Japan, Taiwan, Hong Kong, China, and 13 South-East Asian countries
- Service in Disney Channels in South Korea, Japan, and 13 South-East Asian countries
- 2017 Banzi's Secret Diary Season 1 Launch on KBS(Korea Broadcast System)
- 2019 Banzi's Secret Diary Season 2 Launch on KBS(Korea Broadcast System)
- 2021 Banzi's Secret Diary Season 3 Launch on KBS(Korea Broadcast System) expected
- 2022 Banzi's Secret Diary Season 4 Launch on KBS(Korea Broadcast System) expected (Season 0 to be shown every year)

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01

| 02 03 04 05

TOTO COMPANY

Company information

Established in 2014, Toto Company produces various contents including videos and web comics. We also develop our own characters through our creative character content development system.

In addition, we create various consumables such as stationery and eco-bags using our featuring our characters as our main products.

We are also producing many other character based products.

Portfolio

Material: Resin

Form: Doll/Toy

Function: Air Freshener

- Full size: 10.9 cm (Base Included)
- Weight: 73.09g (subject to minor variations)
- Material: Resin
- Function: Air freshener
- Product Design : It is a car air freshener in the shape of the cute Yangmadam character. Can be placed anywhere for aromatic scent, and is good as a design prop or interior decoration.

Yangmadam Eco Bag Cotton

A mini over-the-shoulder eco bag that targets the middle-age consumer. The Yangmadam character is well loved among the middle-age population. The bag is sectioned so that it has a side pocket and inner pocket, making it easy to store mobile phones and other various items.

 <https://www.youtube.com/watch?v=xRNPEcdMExI&feature=share>

Category

- Original Characters

- We have unique characters that are targeted toward young audiences in both video and comics formats. We also make merchandise and stationery (made in Korea) which are priced competitively
- We have a character targeting middle-aged audiences, Yangmadam, in both video and comics formats. We also make merchandise and eco-bags, short blankets, etc. which are priced competitively.

Our preferred partner

- Local Partners for co-production
- Merchandising Company

How we can cooperate

- Merchandising
- IP Purchase

What makes us creative?

Our previous projects

- MOU with the Hongkong HealthCoast Development Company in September 2020. (Singsongband IP, stationery export talks in progress)
- Video contents and web comics licensing agreement August 2020 (Yangmadam IP)



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Wendy House Co., Ltd

Company information

Wendy House Inc. specializes in a full range of services from character design & development for production, licensing and sales. Currently, we are focusing on animation character production and licensing, while we are expanding our business to toys, story books, baby products, and stationery items as well as various cultural contents production.

Portfolio

Three Character Classic of Princess Riels small class

This work is based on the traditional Chinese culture classic "Three Character Classic", through the protagonist Princess Riel singing catchy tunes, the Chinese classics "Three Character Classic" in the form of children's songs, can more vividly let children feel Chinese traditional Confucianism, cultivate good moral habits.

<https://www.youtube.com/watch?v=CkzraDP2XpU>

https://v.youku.com/v_show/id_XNDA0MTIxMzM4MA==.html

Category

- Original Characters



Wendy House has corporations both in Korea and China, so we can freely engage in global business. Currently we have created 59 Chinese language sing and follow along songs, and completed distribution to a chinese animation company for service on VOD, and we are planning and developing this content further. We hope to find partners for co-production and investment or character licensing for developing this content further.

What makes us creative?

Our preferred partner

- Local Partners for co-production
- Content Distributor
- Content Platform
- Broadcasters
- Local Publisher
- Merchandising Company

How we can cooperate

- Co-Production
- Distribution
- Merchandising
- Financing
- IP Purchase

Our previous projects



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01

| 02 03 04 05

Among artdream co.

Company information

Among Artdream (dream of becoming an artist)

We provide an affordable online music education subscription service. Our ambition is for all people to take up an instrument project nationwide, and globally.

- Bona fide singers and artists who are trained or self-developed
- In order to minimize the limitations of online education, we utilize LSTM and collaborative data technology, so our service doesn't become just a consumable content. Through the LMS system, we provide instruction and mark the progress of training for students.
- The services soon to come online are instructor intermediaries, practice room sharing, and instrument rental services.

Portfolio

Online music lecture

- Music

- 100 lesson curriculum per instrument (1 lesson is about 5 minutes long)

- Vietnam, Indonesia, China

- Introduction

- We provide education on all genres of instruments, including practical music, classical music, and other instruments.
- Based on the 60-80 classes of basic lectures (wooden tube instruments, brass instruments, percussion instruments, band instruments, etc.) by type of musical instrument, We provide sheet music and MR for special lectures and in-person training
- We provide customer performance service solutions using the Learning Management system (LMS) with contemporary technology
- High quality video quality (over 4K)
- More than 50 lessons per curriculum for each instrument, each produced by instructors that perform above university level
- Price competitive advantage with a monthly subscription service

 <https://youtu.be/H1R2BWK3Rfc>

 <https://youtu.be/Z21QSe98xlo>

Category

- Other
- Music



- Using the contents straight from the heartland of K-pop, users are able to learn instruments and participate in making music.
- We are free to distribute contents, so if when we open foreign branches, it is possible to engage in co-production and distribution.
- Scaling up the domestic hobby-level music market by taking it online.
- May negotiate terms for financing

Our preferred partner

- Local Partners for co-production
- Content Distributor
- Content Platform
- Broadcasters

How we can cooperate

- Co-Production
- Distribution
- Financing
- IP Purchase

What makes us creative?

Our previous projects

Performance

2020 Selection at the New Year's Start-up Supporters for Generation Convergence [Gyeonggi-do Institute for Economic and Scientific Promotion]

2020 Selection at the S/W Startup Challenge [Software Association]

2020 Selection at the Women's Venture Start-up Care [Korea Women's Venture Association]

2020 Preliminary Start-up Package Selection for General Sector [Middle-term]

2020 Selection at the Guarantee for Cultural Content Planning Projects [Content Promotion Agency]

2020 Design Solutions Lab Selection [Gyeonggi Content Agency]

2020 POSCO Start-up Incubating School Completion [POSCO]

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01

| 02 03 04 05

dumdum Inc.

Company information

Our company runs the Beat Music distribution platform "beatsomeone.com" and also operates a global service with music specializing in the K-pop genre, which is at the center of the Korean Wave.

"Beat Music" is an incomplete early version of music, and it makes it easier to produce commercial albums that respond quickly to trends through distribution, and exports K-pop as digital contents overseas to promote Korean beatmakers, producers, and other musicians overseas and establish a cooperative network for global musicians.

Team members are former employees of YG Ent, CUBE Ent and SM Ent.

Portfolio

beatsomeone

As a K-pop beat music platform, we have many high quality music sources and creators, and we want to actively collaborate and carry out business with other services with an open mind regarding concepts.

We have obtained about 400 songs that targets personal creators and companies that need musical contents from producers, musicians, beatmakers, or BGMs to make commercial music using K-pop beats.

a typical example

<Good Bye>

1. K-pop
2. mp3 or Steams file, 2 minutes and 19 seconds
3. Personal creators and companies that need musical contents from producers, musicians, beatmakers, or BGMs to make commercial music using K-pop beats.
4. It is a K-pop style acoustic music and is suitable for drama OSTs or short films.

<BBABIE>

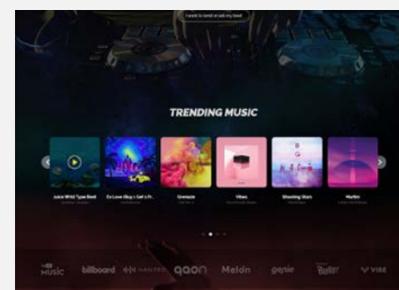
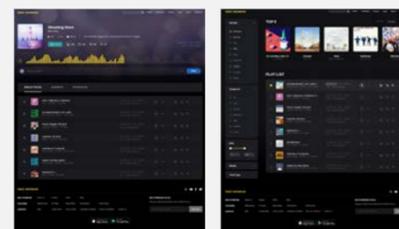
1. K-pop
2. mp3 or Steams file, 2 minutes and 39 seconds
3. Personal creators and companies that need musical contents from producers, musicians, beatmakers, or BGMs to make commercial music using K-pop beats.
4. It is a K-pop style hip-hop performance and is easy to rap or make into a dance song.

 <https://youtu.be/pCzTJXycusQ>

 <https://youtu.be/0gGCw6CNQ6U>

Category

- Other
- Digital Music



Similar platforms, starting in the United States and the United Kingdom, are showing strong performance and profits, and the marketability of this sector has already been proven.

However, we are the only one that specializes in the K-pop genre, which is our distinguishing feature from our competitors.

You can sell, rent, etc. rights such as copyright and copyright of music.

Also, customized songs such as dramas, movies, games, and store music can be produced.

What makes us creative?

Our preferred partner

- Local Partners for co-production
- Content Distributor
- Content Platform
- Broadcasters
- Local Publisher

How we can cooperate

- Co-Production
- Financing
- Other
- Alliance Partnership and Joint Promotion
- Distribution
- IP Purchase

Our previous projects

- We have already signed more than 200 contracts with individuals such as beatmakers and producers in Korea. They will provide us beat sound source as well as copyright and copyright rights.

We are also signing contracts with management companies and music distribution companies that have ownership control of Korean idol groups.

- Although it cannot be revealed under the regulation of NDA contracts, we have experience in producing and delivering music to drama OST's in many countries such as Japan, Taiwan, and the United States, and the trend continues to increase.

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NOMADNOTE

Company information

Wake up your wanderlust. Choose among "healing tours", tropical destinations, traditional markets, historical sites, museums and art galleries travel styles. We apply your choice and provide you with a list of destinations and related travel information all the while keeping you save from COVID-19 during your travels. Our application provides you with a 'non-face-to-face safe travel record service' giving you a look into six different travel styles, including "healing tours", tropical destinations, traditional markets, history, museums, and art galleries. Tour information from public data can help you enjoy a safe trip, or create you own list and verified destinations. The safe travels information you have entered may be helpful to other travelers as well. Nomadnote helps you go on safe, social, and unique trip. Customers' data may be used for business promotion events to grow your business.

Portfolio

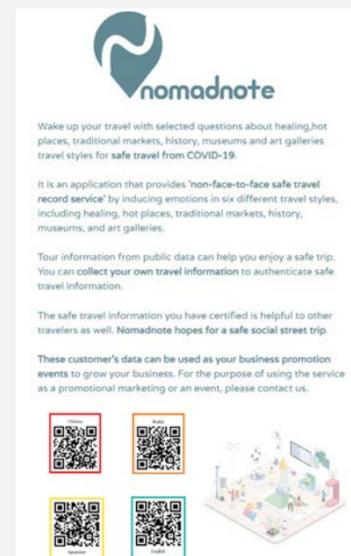
Android Application Easy Travel Recording Service Voucher 1GB

Nomadnote is a travel record service that helps to record your travel in real time.

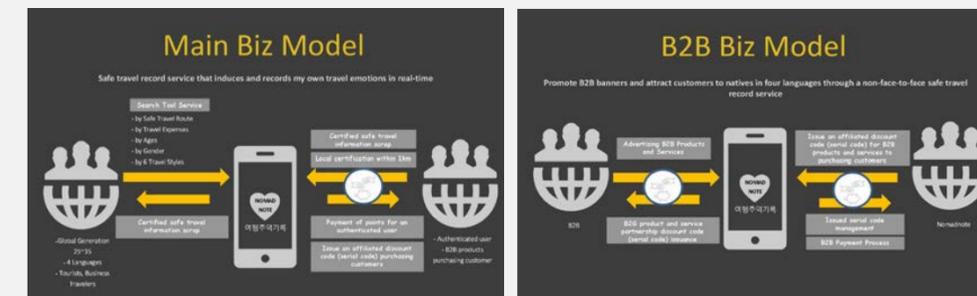
This application will make it easy for you to remember your trip itinerary. Nomadnote lets the user organize their trip based on travel style: "healing tours", tropical destinations, literature, history, museum and art gallery.

Category

- Other
- Travel Log App



Details in company introductory material. Please refer to our introductory material.



What makes us creative?

Our preferred partner

- Local Partners for co-production
- Content Distributor
- Content Platform
- Broadcasters
- Local Publisher
- Merchandising Company

How we can cooperate

- Distribution
- Financing

Platform

AppStore, Google Play

Our previous projects

- KIPO Domestic/Int'l Patent Application
- IP Step-stone Biz Selection by IPSeoul
- Registered 4 Trademark Rights in Overseas/Domestic

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www.playcompany.kr 

01

| 02 03 04 05

PLAYCOMPANY Corp.

Company information

PlayCompany connects K-pop artists closely to global fans and cements this relationship in both on and offline worlds.

Our company offers a distinctive business model, production through our 'One Step Process', and a distribution line.

As a distributing company of DVD's, MD's and video publications, etc. of leading K-pop artists BTS, TWICE, GOT7, ATEEZ among others, we have recently launched our own OTT service platform to serve alongside our offline business. This new platform will allow us to tap into the online market while creating a new business model for non-face-to-face interactions, immersive realistic media, convergence/integration products and more.

Portfolio

PLANNING

Production Consultation, Pre-showing, Design Concept Consultation, Merchandise Production Consultation

SHOOTING.

Video HD Recording, Audio MULTI TRACK, Planned Shooting, Obtaining Collectable Data

DESIGN

Confirm Footage and Layout, .Album/DVD/Photo Book Design, MD Product Design / Contractor Selection

MAKING

NON-LINEAR EDITING, DVD AUTHORIZING, .Album/DVD/Photo Book Design/MD Sample Confirmation, Video Inspection before Delivery

PRODUCTION & DISTRIBUTION

Album/DVD/Photo Book Design/MD Production, Product Delivery Chain, MD Product on-site sales and management

 <http://playcompany.kr>

Category

- Other
- TVOD(transactional video-on-demand), AR/VR



One Step Process

we may keep close and open communication lines open with the entertainment agency to create high-quality goods. Using our internal resources and long years of experience, we are able to do everything from scheduling to reacting swiftly to any unforeseen incidents.

P.K.F.S (Play K-POP Forecasting System)

- Through our long years of building know-how and our data on artists, we are able to forecast business viability, estimate market consumption, possibilities for overseas expansion, etc.

In-House Developed OTT Platform (DISCPLAYER)

- We provide on a mobile platform an interactive UX experience that users would mistake for watching on an actual DVD player through our in-house developed online platform. We are the sole domestic platform that can be launched globally that services exclusive K-pop concert contents, previously unavailable through outside platforms.
- We offer added value products and contents through our VR content and AR photo cards by integrating non-face-to-face and realistic media technologies.
- Anti-piracy security through DRMs, Watermarks, screenshot prevention, etc.

Our preferred partner

- Content Distributor
- Merchandising Company

How we can cooperate

- Distribution
- Merchandising
- Financing

Platform

(Entertainment)
Apple Appstore, Google Play
- Service name: DISCPLAYER

Our previous projects

- 2016 BTS 花樣年華 ON STAGE : EPILOGUE CONCERT DVD /BD(Concert products released every year thereafter)
- 2017 TWICE 1ST TOUR 'TWICELAND THE OPENING' concert Shoot&Broadcast service- 2015 SHINHWA 17TH ANNIVERSARY FINALE CONCERT 'WE' Official GOODS

What makes us creative?

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netgit@nate.com 

www.musiclable.com 

01

| 02 03 04 05

SounDUX

Company information

SounDUX aspires to become a leading B2B music company in Asia. Since its founding in 2012, SounDUX has been global music company, distributing background music throughout the Asia networks, including in the Korea-China-Japan region, and have spared no efforts to build new networks. As the largest background music platform service in Asia, SounDUX helps Asian musicians expand into overseas markets as well as allow consumers to enjoy music conveniently.

Portfolio

Back Ground Music Library

We offer top of the line materials for production of contents as a global specialty company at the center of Asia.

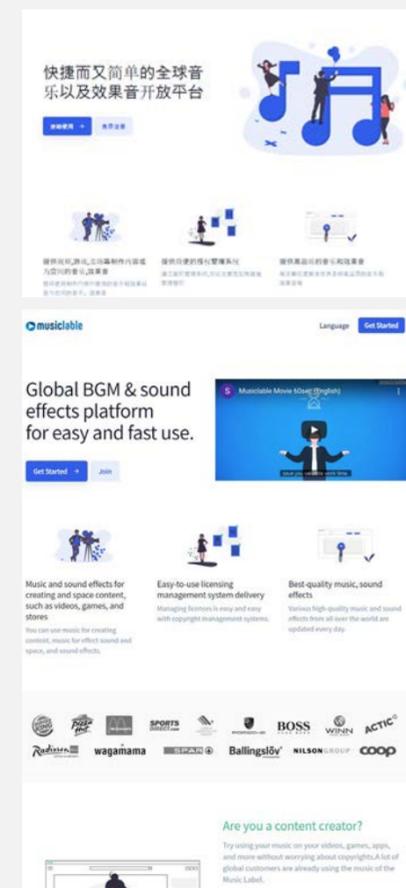
- We help you save money: Drastically reduce the cost of producing music by up to 1,000 times
- We help you save time: We offer quick reviews & instant downloads. From simple user registration, music search, sample review, purchase and download, all the processes are streamlined to save you time.
- We help you manage your projects: You may create personal playlists. Convenient playlists help you organize your past and recent future projects. You may organize your various playlists by client, scene, etc.

 <https://www.youtube.com/watch?v=t7pIERr-NIk&list=PL7-TmnTca5Xj-0AiQMI-80rLqm1i-a-QFT&index=3>

 https://www.youtube.com/watch?v=W_b0DmJNY4M&list=PL7-TmnTca5XiIKd-Q4N7XwhelrYhecxi6j&index=6

Category

- Other
- Music



SounDUX Co. Ltd. has been distributing background music in the Asian markets since 2012 and have possession of 200,000 music pieces and 260,000 sound effects. SounDUX supplies music to the whole world through global partners, and have know-how in background distribution platforms. Our company is continuously expanding our background music supply, and resellers through our globapartners. SounDUX is looking for partners in the global background music distribution industry.

What makes us creative?

Our preferred partner

- Content Distributor

How we can cooperate

- Distribution
- Financing

Our previous projects

Music supply contract with the Chinese company Tianyin Enter
 Music supply contract with the Chinese company CheetahMobile
 Music supply contract with the Chinese company Fenxiang

- 2020 Naver x SounDUX Collaboration | Background music for Naver Web Comics, Naver TV creators supplied by SounDUX Co. Ltd., was launched globally.
- 2019 China's CheetahMobile 'PianoTile' sound source supply contract | Supplied SounDUX's music to the popular rhythm game 'PianoTile'.
- 2017 China's Fenxian music supply contract | ChinaTelecom Music Supplier Fenxian Music was provided with our music, so we have made inroads into the Chinese market.

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01

| 02 03 04 05

WIZARDFARM

Company information

Wizardfarm Co. Ltd., is a contents IP agency which handles various mediums including animations, web comics, drama, publications, movies, games, etc. We were established on December, 2017.

We develop original stories and IP's based on our extensive knowledge and know-how of the target audience market. Through top-tier production, we create content worthy of exporting to global markets to domestic and overseas markets.

Portfolio

Olympian Rhapsody

Genre: Web Comics - 50 episodes (1 Season) (for viewers 15 years old and older)

Web Musicals - 15 minutes per episode, 8 episodes (for all viewers)

Plot: Olympian gods Zeus and Hades, his lover Penelope are dangerously embroiled in love. Adapted to a fantasy musical drama.

Wizard Bakery

Genre: Web Drama - 10 minutes per episodes, 12 episodes. For all ages. Animation - 10 minutes per episode, 12 episodes. Plot: The story is set in a baker's shop where it is said the baker uses magic to bake bread that grants wishes. One day, a boy accused of sexually harrassing his half-sister hides out in the bakery, and the baker and boy's strange co-habitation begins. Fantasy, horror, mystery genre - a (cruel) children's tale for adults

 https://youtu.be/zwJtl_HZxvw

 https://youtu.be/Sn_03wJ3538

Category

- Other
- Web-based Musicals

Wizardfarm Co. Ltd. is looking for a partner that can expand the (original story) IP's to be applied to various genres.

We are currently building our contents platform.

We would like to find co-producers and investors in order to discover IP's domestically and from abroad, acquire them and market them on the global stage.

What makes us creative?

Our preferred partner

- Local Partners for co-production
- Content Platform
- Merchandising Company
- Other
- Investment Companies

How we can cooperate

- Co-Production
- Financing
- IP Purchase

Our previous projects

- Animation <Gorollas> co-production with a Chinese company
- Animation <BogleBogle Cook> 156 episodes of 30 minute animations exclusively shown on YouTube for 2 years (2017-2018)
- Block toy animation <TOBIX>, Puppet character animation <Cupcake Fairy> in consultations for co-production.



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01

| 02 03 04 05

AST Holdings Co., Ltd.

Company information

AST is a leading IT company headquartered in Korea, with multiple subsidiaries across the globe. The core business is Technical Documentation, Translation & Localization, IT consulting, OA Service, AR(Augmented Reality) & VR(Virtual Reality), and Web/Mobile Application. AST has many years of experience in creating AR/VR contents and systems in smart cities, smart factories, and private/public sectors. AST is currently supporting the Thailand market with the AR/VR business unit under the name of AST Global.

Portfolio

CAVE(Cave Automatic Virtual Environment) VR

- Technology Overview: A fully immersive and spatial VR system that allows users and visitors to share VR experiences by projecting the Busan Eco Delta City in 3D space on multiple screens by using multiple projectors simultaneously.
- Target Industry: Smart City, Education, Automobile, Defense, Aerospace, Tourism, Advertisement, Entertainment

Sliding AR System

- Technology Overview: New interactive AR system combining the large display, PC, and sliding rail system. (Patent application - application number: 2020190001756). Complex recognition-based AR system that uses multiple recognition techniques at a time.
- Target Industry: Smart City, Smart Factory, Education, Automobile, Defense, Aerospace, Tourism, Advertisement, Entertainment, Shopping

AR User Guide

- Technology Overview: Content that can recognize car engine parts and then enhance parts and service instructions with AR. Combined with the object recognition AR technology that recognizes actual parts and then augments them with part name.
- Target Industry: Smart Factory, Education, Automobile, Defense, Aerospace, Medical-Health, Tourism, Advertisement, Entertainment, Shopping

 https://www.youtube.com/playlist?list=PLWkNH918L_MI3p-NiXUOBN9q_K5uL50Yk

Category

- Realistic Contents such as VR and AR



AST has a subsidiary company at the heart of Bangkok. AST's well-trained Thai staff will support you anytime. We promise to provide the highest quality and innovative AR/VR content.

What makes us creative?

Our preferred partner

- Merchandising Company
- Other
- Government Institutions, Telecommunication Companies, Digital Industry Companies, Construction Companies, Museums, Education Institutions

How we can cooperate

- Merchandising
- IP Purchase
- Other
- Develop and Create AR/VR content

Our previous projects

- K-Water (Korea Water Resources Corporation, State-owned Company of Korean Government), Busan Eco Digital Smart City VR - Sliding AR
- Hyundai and Kia Motor Group - VR Model
- DEPA(Digital Economy Promotion Agency of Thai Government) - Thailand Digital Valley AR Application

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01

| 02 03 04 05

MyungJi Korea

Company information

MYUNG JI KOREA was established in 2016. We market and manage AR Photo Kiosks. Through developing the product, we have made advances in kiosk technology of relating to imaging, AR, high quality 3D filming, output system and so on. Our AR photo kiosk is a new type of kiosk with entertainment elements applied to the existing kiosk. It can be installed in various business locations such as shopping centers, etc. because it can produce a variety of entertainment contents through customer's active participation, beyond the purpose of simple information delivery.

Portfolio

SnapAction

SnapAction can be customized with background and AR effects of installed venues. With a fun AR experience, remember the memories of the place you visited with a single card.

Category

- Realistic Contents such as VR and AR



We have experience working under contract with and installation/operation in various overseas locations including overseas theme parks, tourism points, and with professional sports teams.

A large volume contract may bring unit price flexibility.

As a rule, the H/W and S/W are a set item, but we are considering sales of the S/W as a standalone item.

In case of authorized dealer contract: MOQ = 24 units yearly (2 units per month) / Price = 9,000 USD

What makes us creative?

Our preferred partner

- Content Distributor
- Broadcasters
- Local Publisher
- Merchandising Company

How we can cooperate

- Distribution
- Merchandising

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01

| 02 03 04 05

NEXTKEY MEDIA WORKS

Company information

We are a new and trendy Creative Contents Group that creates video contents. We are comprised of innovative professionals from various fields of video media, including broadcasting, advertisement, motion graphics, etc.

We aim to go beyond video contents production. The New Media age of today that is changing at a breakneck speed requires varied contents development ranging from future-oriented contents such as VR to the more traditional cuisine-food videos. Nextkey, as a professional cutting-edge Creative Content Group finely-tuned to the trends, continues to venture into uncharted territory and broaden our field of vision.

Portfolio

Neki Phonics

Introducing Neki Phonics!

The app where children are first exposed to English through interactive games!

- One day a curious dinosaur named "Diki " appeared in Alphabet World, where Neki and his friends live.

Diki keeps coming to take the cute alphabets, but Neki uses his 'magic can (Diki's weakness)' to save the alphabets. What will come out of the magic can today?

Video : Unlimited access to 72 different videos!

- Animations
- craft videos
- song videos

AR Game : After collecting cans by watching videos and VRs, you can play the AR games!

- Save the alphabet
- Match the alphabet
- Find the alphabet

VR Music Video : VR Music Videos and finding hidden letters with Neki are also unlimited and free!

- Alphabet song
- Phonics song
- Find the alphabet VR adventure

Category

- Realistic Contents such as VR and AR

We offer an English Play Education mobile app that teaches the basics of English phonics to 4~7 year olds who are encountering the language for the first time. By utilizing AR games, animation and VR contents we make this first introduction to English fun and manageable. We initially made the app free for download on Google Play, and users could access our content through in-app purchases. However, we've switched our policy and we are now using the paid download system since we have translated and tailored our app to target specific countries. We are therefore looking for local distributors or investors in overseas markets. We expect to set the download price at between 10~30 USD, and we may implement differentiated pricing varying by country.

What makes us creative?

Our preferred partner

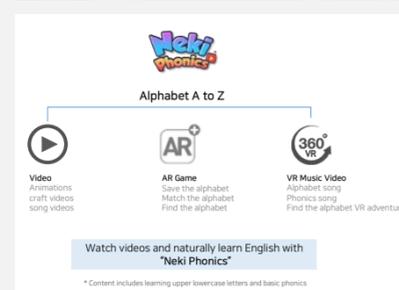
- Local Partners for co-production
- Content Distributor
- Local Publisher
- Merchandising Company

How we can cooperate

- Co-Production
- Distribution
- Video Contents Sales
- Merchandising
- Financing
- IP Purchase

Our previous projects

- We have created the NekiPhonics Childrens' English Play Education VR/AR App. We own the publication rights to the app, and will co-produce version 2 of the app.
- Awarded top prize for Best Government Supported Project in 2018; was invited to the Korea VR Festival at COEX in 2019; was awarded top prize at the LGU+ <VR Contents Contest for Changing Our Daily Lives> in 2019.
- We offer 72 animation contents on English phonics, 4 AR games, and various VR contents, as well as a learning platform developed with professional childrens' content actors and pronunciation assistance by native speakers.



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01

| 02 03 04 05

VisualLight Co., Ltd.

Company information

VisualLight was founded with the goal of warm and brightening the world through games and contents. Combining fresh planning, it develops games of various platforms and genres, including VR, AR, console and mobile etc.

- Throw Anything_PC VR(Steam, Viveport, Oculus)
_Standalone/Mobile(KT, LGU+, Pico HMD) _Sony PlayStation VR
- UnderWater:Abyss Survival VR_PC VR(Steam, Viveport, Oculus)
_Standalone/Mobile(KT)
- Wolf and Pigs_PC VR(Steam)

Portfolio

Throw Anything

There is nowhere to run... and nowhere to hide as zombies climb up the walls hoping to satisfy their appetite for brains. The only way to survive: reload your guns, destroy all furniture in the room, grab them all, and throw anything you can find to take them down - and we mean ANYTHING.

 <https://youtu.be/HK2dM5SqzPY>

Underwater

One day, Bethesda picked up a strange, low frequency nearby and communication with the base was simultaneously lost. The land-based headquarters decided to dispatch a rescue team to Bethesda under the name Operation: Under Water.

 <https://youtu.be/-nMXpVz6SSg>

Wolf and Pigs: Out for Vengeance

The notorious Pig Brothers gang invaded Macaroni, a peaceful land, to build their hideout, undermined the beautiful nature. The wolf tribes, nature's guardians, fought against the Pig Brothers, but eventually annihilated, and the last wolf warrior Ron, who survived the last battle, put a new mechanical arm with the help of Dr. Bacon, and began the vengeance of the wolf tribe...

 <https://youtu.be/OhsUXgKuRbE>

Category

- Realistic Contents such as VR and AR

Visual Light always enjoy new challenges and loves to create nove games. Even though there's burden to make various games, but we are challenging all the time. We are trying to make our games a catalyst for people to think about different perspectives of the world, and to blow away the heavy thoughts of everyday life.

Visual Light is a company with experience in releasing a variety of VR games to Steam and PlayStation, and is also releasing them on Oculus Rift.

What makes us creative?

Our preferred partner

- Content Distributor
- Content Platform
- Local Publisher

How we can cooperate

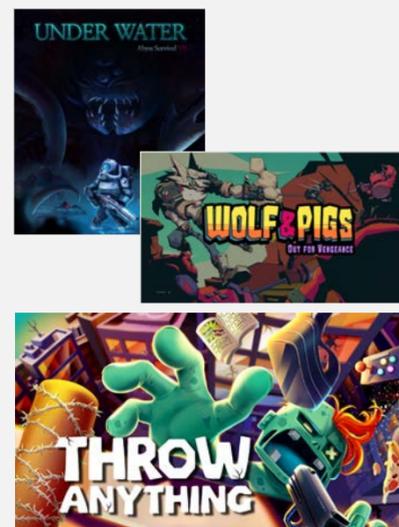
- Distribution
- Financing
- IP Purchase

Platform

Steam, Playstation VR, Oculus Rift, Pico

Our previous projects

- 18.07.26. PC VR development and Steam Release_Throw Anything
- 19.05.15. PC VR development and Steam Released_UnderWater:Abyss Survival VR
- 19.08.23. KT Game Licensing Agreement (3dof)_ThrowAnything,UnderWater
- 19.08.28. LGU + game licensing contract (3dof)_Throw Anything
- 19.11.30. Selected as an innovative company in the D.N.A the era of hyper-connected intelligence/ Ministry of Science and Technology Information and Communication
- 20.02.13. Sony PlayStation VR release_Throw Anything
- 20.03.12. KT Game Licensing Contract_ Lucky Fish and 1 other
- 20.05.13. PC VR development and Steam release_Wolf&Pigs
- 20.06.15. LGU + game licensing contract (6dof)
_ThrowAnything, UnderWater, Wolf&Pigs
- 20.06.26. Pico game licensing contract signed (3dof, 6dof)
_ThrowAnything, UnderWater, Wolf&Pigs



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01

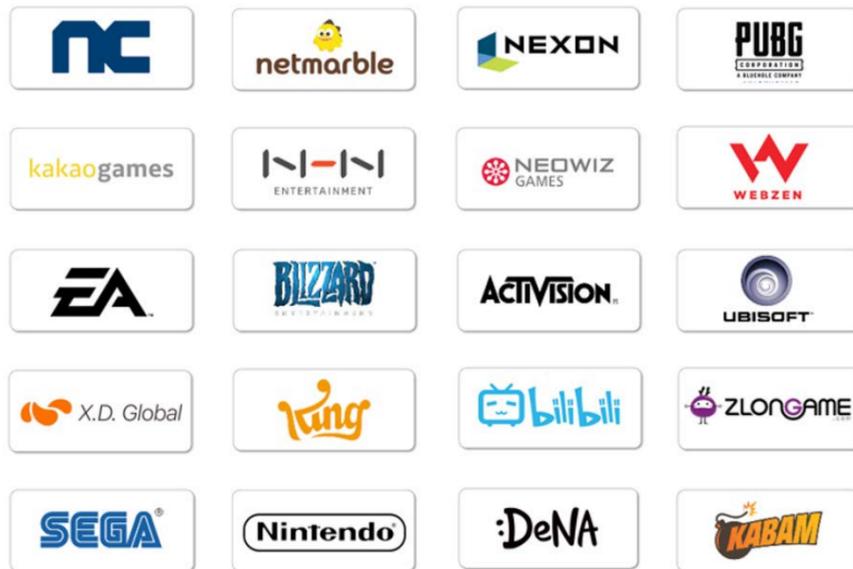
| 02 03 04 05

Latis Global Communications

Company information

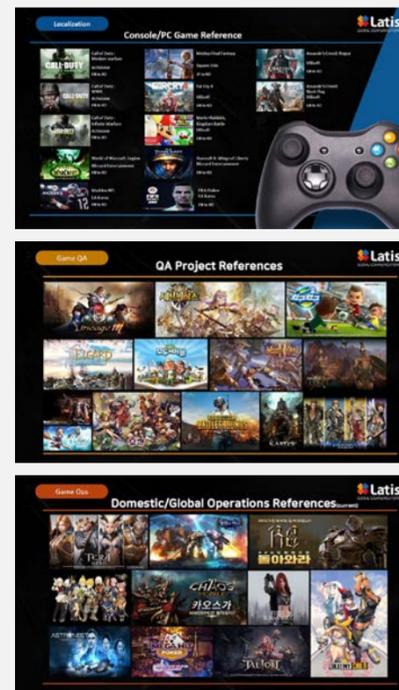
We, Latis Global, are well known for Localization, Voice Recording, Player Support, and Quality Assurance. As a high quality service provider, our clients include more than 100 companies (such as Blizzard, Activision, EA, King, NCSoft and NEXON), making us the number one leading company in our industry.

Portfolio



Category

- Video Game



Localization(Translation, Proofreading, Editing), LQA, Voice Recording,QA, CS,CM

With more than 16 years of experience, Latis Global provides game and education developers with the best localization services for the targeted market, supporting their successful overseas expansion. We have an excellent reputation as a reliable company. We perform over 450 projects every year for domestic and foreign game developers.

Latis Global is not just a service provider, but a partner who helps clients achieve global success. Latis Global is a leading specialized-service provider supporting the successful overseas advancement of developers with high-quality game services(localization, voice recording, Global GM/CS/QA).

Our clients include more than 100 companies (such as Blizzard, Activision, EA, King, NCSoft and NEXON), making us the number one leading company in our industry. We offer top-tier localization and a stable operation service verified by numerous references. We hire locally to ensure superior localization. We also operate one-stop centers that provide operation/CS services in the Philippines and in other countries (supporting up to 67 languages).

What makes us creative?

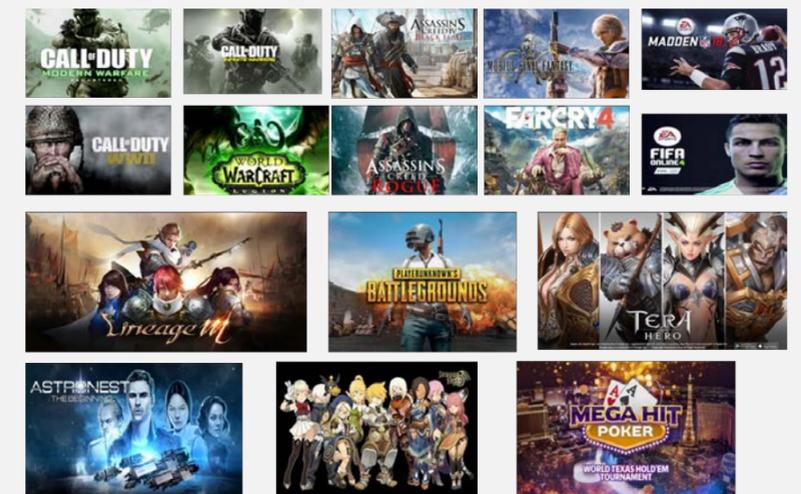
Our preferred partner

- Content Distributor
- Local Publisher

How we can cooperate

- Other
- Service provided

Our previous projects



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01

| 02 03 04 05

Orijin Studio Inc

Company information

We are a mobile game company that open a new world of game by passing through the gateway connecting the real and virtual worlds.

Founded in 2015, with talented game designers, engineers and artists, we are developing games for Mobile Platforms and PC(VR game, Puzzle game). Also our CEO/CTO(Kwibog Kang) had experience producing Big game(Dekaron-very famous MMORPG). We have self-developed 2D,3D Game engine(NetDrone) and AI Chatbot technology, which is also applied in games. Hereafter, based on our accumulated experience,Passion and Technology, We promise to meet customers with fun,colorful,emotional and exciting games, and show customers the NEW ERA of games.

Portfolio

MyLony

MyLony is new type of female-oriented puzzle game that combines nurture, puzzle, and RPG elements. As it can form a new trend, MyLony will soon become a market-leading game. We are starting creative challenge which is conversation with game characters through Chatbot.

- Emotional graphics and various story Server Engine(Solution)
- Creative real-time puzzle mode
- Build in-game communities
- Character chatbot that allows user learning
- MMORPG world map
- Various entertainment to play and see

ChatBot Solution

- Shopping Mall AD Platform
 - Use Character tooltip
 - Expose customized AD through AI ChatBot
- Automatic Ordering System
 - peech Recognition(STT) AI Solution
 - Homeshopping,KIOSK,POS
- Server Package
 - Sale Products in-app Linked
 - Biz for Learning Data by Chatbot

 <https://www.youtube.com/watch?v=QEA7w895Yi0>

Category

- Video Game



Currently we are under no service obligations with any entity, so we can award sole distribution rights to a company to oversee service in any overseas market. We wish to be connected with a company that can both be a publisher and can provide a platform. FFor a Publisher, we require a minimum guarantee(MG) of 200,000 USD with a 70:30 split of profits; for a platform-based company, we require front page exposure 3 days each week for 3 months. (With a 80:20 profit split, which can be adjusted to 70:30 if the Platform company is influential in the market)

User payments occur through in-app purchases, and the prices may be adjustable according to local market conditions.

Our preferred partner

- Local Partners for co-production
- Content Distributor
- Local Publisher
- Merchandising Company

How we can cooperate

- Co-Production
- Distribution
- Financing
- IP Purchase

Our previous projects

- Our MyLony app is currently available for download on various platforms including Google Play, Galaxy Store, QooApp(Hong Kong), One Store(Korea). (There are currently no exclusive publication limitations)
- Our company is a mobile game development company that connects the real world to the virtual world, opening up a new horizon for gaming. Since our establishment in 2015, we have developed mobile platforms and PC games (VR and puzzle games) in collaboration with our capable game designers, engineers and artists. We also have developed a 2D and 3D in-house game engine called NetDrone, and have the means to create an AI Chatbot applicable in games.
MyLony is a pioneering character nurturing, puzzle, RPG game targeting female users, which started service July 1st this year. We lead this new trend and will soon dominate the market. We are trying new features such as using the Chatbot to allow interaction between user and character. You can download and enjoy the game from various platforms including Google Play, Galaxy Store, QooApp(Hong Kong), One Store(Korea). MyLony is currently in service, and is an attractive and immersive game.
(Characteristics)
 - Emotionally touching graphics and a vast and professionally written storyline
 - Creative real-time puzzle mode
 - In-game community
 - Character Chatbot is capable of doing self-learning through user interactions
 - A world map in the style of MMORPG's
 - Various mini-games and explorative elements
- We are currently in the process of introducing MyLony to publishing and platform companies, and we have not yet made a contractual agreement.
(Currently the only language supported is Korean, so there are some difficulties expanding into foreign markets; but we are readying English and Japanese versions of the game)

What makes us creative?

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01

| 02 03 04 05

STI

Company information

STI is an on-demand tester manufacturer well known both at home and abroad. The simulator business sector, which started as a future project, is receiving positive responses from both home and abroad. The sector mainly focuses on motion simulators.

STI's simulators have many conditions to meet training on a variety of vehicles, including aircraft and others (cars, bicycles, etc.).

Also, it is evolving to be useful for various game environments.

STI simulators can play many racing or driving simulation games on PCs as well as dedicated consoles such as PlayStation and Xbox.

Now the whole family can be a pilot or race car driver together.

Portfolio

Tara_Motion Simulator

Motion

Tara can connect to PlayStation, Xbox and PC for simple driving practices and event experiences.

Tara is a 2D.O.F simulator.

You can connect console games such as PlayStation and Xbox.

You can also connect your PC and enjoy PC games that are not available on the console.

You can enjoy simple driving practice and event experience through the game.

Enjoy a variety of racing games more easily anytime, anywhere than competing models.

Game

Drive Mode : Car Driving Practice & road Driving

Race Mode : Lap Racing

- game : Motion Platform & Racing/Driving Game
- format : 1 time Lap
- target : +8 Use

Category

- Video Game



- All our products are made in Korea. This includes the games themselves, the operational software and hardware, motion detectors, etc.
- If you buy our hardware, you can use the STI Self-Development Games & Operating Programs free of charge. Low operation cost and easy management. STI technical support is available if necessary. We can supply the entire or individual parts of the simulator if you want.
- The STI also allows you to receive consultants for hardware configuration. Various hardware / software configurations are available.
- You can run aircraft and car driving simulations as well as games and other individual games if you want (e.g., ones more focused on driving practice).

Our preferred partner

- Content Distributor
- Other
- Hardware Distributor

How we can cooperate

- Distribution

Platform

(Game)
Bike Simulator & Game
- intended for indoor play

What makes us creative?

Our previous projects

In 2019, we used motion simulators in our social contribution activities with Ford and Hyundai Glovis (an affiliate of Hyundai Motor Company).

In 2020, STI received a request for mass supply of motion from an Australian company and they are adapting it to the Australian local.

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01

| 02 03 04 05

Team Mium

Company information

Team Mium was established in 2019 specializing in rhythm game production. we create a game that melts the individuality and passion of its members.

The CEO is a game planning and marketing expert with 10 years of experience, and his representative works are 'Everybody's Marble(Let's Get Rich)' and 'Dark Eden', which have succeeded in explosive sales growth, user inflow and settlement in Korea and global live services. Also, the general PD is a 17-years professional rhythm game planner and the representative works are O2JAM and EJ2DJ.

Team Mium launched its mobile rhythm game 'BEATRACKS' in 2020 and is currently serving in Korea and preparing to advance into the global market for 'BEATRACKS' along with the development of the next rhythm game. we are carrying out its business with the goal of five or more game services in 2021 by launching PC versions of 'BEATRACKS' and developing various genres of games.

Portfolio

BEATRACKS

- Mobile game.
- Original Rhythm Game.
- Ages suitable for teens to players in their 20's, as well as older veteran rhythm game users.
- Feel the Beat, Surf the Tracks.
- BEATRACKS takes after EJ2DJ, and it is an original rhythm game. Whereas most rhythm games are focused on verticle movement, BEATRACKS' track moves left and right, which brings more dynamism to the game.
- Can play famous classic's rexmixs and EZ2DJ's popular songs.
- Can play easy n free.

Category

- Video Game

BEATRACKS is very easy to localize. There is no storyline and the game mechanics are simple, as it is a rhythm game. LQA will be simple, and the contents will have few local culture-issues, in terms of being unfamiliar or cultural mismatch. LQA is being conducted by an LQA dedicated company, and translation into almost all global languages are underway. BEATRACKS should be able to be delivered to your company with translation mostly completed.

Songs included are famous and familiar classic remixes, and our company holds their copyrights. Users can easily be introduced to the game, and there is no need to worry about music's royalties.

We are start-up company, so we are prioritizing creating long-lasting business partnerships rather than short-term profits.

Our preferred partner

- Content Distributor
- Content Platform
- Local Publisher

How we can cooperate

- Distribution
- Merchandising
- IP Purchase

Platform

- Google Play
- OneStore, AppStore launch pending in October

What makes us creative?



Our content image



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01

| 02 03 04 05

The TIM Entertainment

Company information

Contents company equipped with technical expertise in developing VR action shooting raid games.

Portfolio

VR Hyper Action FPS Game

- Content Length - under 5 minutes
- Target Age: MZ Generation (Users in their teens~20's) /
- Zerone: Arena is an asymmetrical 1-versus-3 FPS game where one player is the Empire's Robot Boss, who faces off against 3 Resistance players. The Robot Boss player uses offensive skills from a 3rd person perspective and the Resistance player may choose between two classes, Gunner(mid-range damage dealer) and Clasher(melee damager dealer).



Category

- Video Game



Zerone: Arena is a VR game that is well suited as an LBE(Location Based Entertainment) in theme parks and department stores. Its play time is around 5 minutes, so it has a great turn-over rate.

It features dinosaurs and robots, so players of all ages will enjoy the theme.

Zerone: Arena can be customized in the form of whatever product is being promoted. (Additional charges will be incurred)

Zerone: Arena's IP belongs to The TIM Entertainment, and will be launched as a B2C product in the future.

What makes us creative?

Our preferred partner

- Content Distributor
- Content Platform
- Local Publisher

How we can cooperate

- Distribution
- Financing

Our previous projects

- 2019 SEOUL VR/AR EXPO GAME Awards
- 2020 China VR/AR Industry 'GoldVStart' New Enterprise Award

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01

| 02 03 04 05

InnoTechMedia Co.,Ltd.

Company information

InnoTechMedia Company Overview



Creation of space values through grafting of advance technology and sensitivity
Established 2004.



Portfolio

VR ICARUS

THE SKY

Jack and Ravi's adventures to save the crisis of Floating Island.
The world to get worse because of viruses and fine dust, People abandon the ground and live on the islands of the sky called 'floating islands'... The adventure of the boy who held the fate of this world in his hand now begins.

VR Real Gliding VR Tourism Experience Simulator

AR GAME

INNO CLIMBING

This is a game content considering age and difficulty level (beginner, intermediate, advanced), so that a customized game experience is possible.
This AR game consists of game for single player and game for 2 players, so that family members, friends, and lovers can enjoy it together.

Category

- Realistic Contents such as VR and AR

We produce immersive media (VR AR Interactive system and projection mapping) which work out from Planning-Designing-Development-Installation, all in house. All products, optimize and customize for museums, exhibition, public place or tourist attraction. Have complete price. Looking forward to seek a partner, manage and distribute the products continuously, not sell only one-time to end user.

What makes us creative?

Our preferred partner

- Content Distributor
- Other
- Those involved in the tourist industry

How we can cooperate

- Distribution
- Merchandising

Our previous projects

With more than 15years of know-how, has been targeting Korean government offices, which also proves its ability. Each product is different, and VR ICARUS, which is part its product, is a part of the product. Would like to contract with a distributor or invest in a tourist attraction that requires continuous management. In addition to games, VR ICARUS that takes videos of tourist attractions and applies them to simulators, allowing experienced people to glide through the space(sky).

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01

| 02 03 04 05

BOOKCUBE NETWORKS Co.,Ltd.

Company information

BOOKCUBE Networks is a digital content company that deals directly with writers and produces and distributes e-book / web-novels / such as Webtoons and sells them not only in Korea but also overseas.

Portfolio

Eastern Royal Queen

The protagonist is the soul mate of King Donggung, and is human. King donggung, however is a still and fleeting figure. He is like the ball of light that appears when you close your eyes tightly, but disappears when try to catch it.

She chases after him again like a desert traveler possessed by a mirage. What she really want is to walk with him into the twilight.

Invitation from Mystic Messenger

Hana is usually a glass-half-full sort of person, but lately, nothing seems to be going her way. After yet another fruitless day of job hunting, she finds herself pouring out all her frustrations to a stranger in the street.

The kind stranger disappears before they get a chance to exchange names or numbers. However, the stranger has left behind a phone with nothing but a single messenger app.

"Can you read this message...?" As soon as Hana logs on, username "Unknown" tells her they know the person she is looking for. Although a little suspicious, she is intrigued.

Who was the stranger that lent her a shoulder to cry on? Who is this "Unknown" she is chatting with? To find the answers to her questions, she must first accept a mysterious invitation.

My Witch

"A Witch's intense love that is gone in a flash but forever bound to be remembered!"

Web comic serviced in Japan, the US, and in China Web comic that combines "Romance" and Fantasy" genres, which is what most local markets' prefer Web comic that can be serviced in any country (does not refer to any specific country or religion)

 www.bookcube.com

 <https://www.youtube.com/channel/UCXxNJ178OIQBDHkfWTMdnGA>

Category

- Web Comics

- BOOKCUBE Web Comics are differentiated from other Web Comics
- Each BOOKCUBE Web Comic title is ranked #1 overall or by category
- One or more PDs in charge of BOOKCUBE Web Comic will produce the work together.
- 3D background support to improve the quality of BookCube Web Comics
- Professional producers are responsible for storytelling and focus on the diversity and fun of BookCube Web Comics.
- If you chose BookCube Web Comics, you could safely assume that you chose the best work.

What makes us creative?

Our preferred partner

- Content Distributor
- Content Platform

How we can cooperate

- Distribution
- Webtoon IP 174 possession.



Our previous projects

Overseas Export Performances:

Publication rights sales to Japan (MORCOT, COMICO JAPAN, etc) of 18 web comics including <My Witch>, <Someone Else's BL Comic Book>

Publication rights sales to the US (Tappy Toon, Lezhin US, COMICO US) of 13 web comics including <My Witch>, <Someone Else's BL Comic Book>

Publication rights sales to China (ManMan Manhwa, Kuaikanmanhua, Bilibili) of 9 web comics including <My Witch>, <Someone Else's BL Comic Book>

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01

| 02 03 04 05

C&C Revolution Inc.

Company information

C&C Revolution Inc. prioritizes in experimenting with webtoons and its limitless creativity. We provide environments where the webtoon community and fans can gather to implement their ideas and imagination and pursue their dreams for webtoons. We manage our content , from planning and creating to publishing and distributing . We also handle print publishing , character merchandising and other IP adaptations . We aim to lead the Korean culture and build the future of comics by sharing exciting stories to the entertainment business . Through our success in China, Japan, US, France and many other countries , we continue to actively strive and expand our business towards the global market. Some of our well-known popular projects are <Bloody Sweet> and <Imitation>, which are currently distributed around the world, as well as many of our other webtoons.

Portfolio

Webtoon < A Royal Princess with Black Hair >

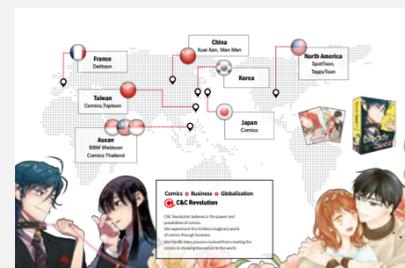
Prince Caruel and Princess Euricienne are forced into a political marriage and are both determined to make the other beg for divorce! As Caruel and Euricienne overcome various obstacles together, perhaps they're more drawn to each other than they initially thought... Will they follow with their original plans to end their arranged marriage? Or does fate have something else in store for the reluctant couple?

Webtoon < Imitation >

Rising sensation Maha joins the new girl group Tea Party , after videos of her imitating other singers go viral. Ryoc, a member of the boy band Shax, is skeptical of her talent at first for being a fake. But as they keep crossing paths in the hectic music industry , they soon become a couple that must hide their relationship from the prying eyes

Category

- Web Comics



What makes us creative?

We have licensed and published many of our contents on major webtoon platforms around the world . Not only do we want to distribute our work to more platforms ,we also want to create new contents such as animation , games and character merchandises using our webtoon IPs and spread them to countries of different languages . We are not interested in buyers who only want to translate or invest . We want to meet with buyers who are interested in partnering with us to develop and adapt our webtoon IPs into various medias, and use them to expand towards the global markets.

Our preferred partner

- Local Partners for co-production
- Content Distributor
- Content Platform

How we can cooperate

- Co-Production
- Distribution
- IP Purchase

Our previous projects

- Multiple contracts with webtoon platforms of various regions around the world . Distributed over 30 works in different languages such as English , Chinese (Traditional and Simplified), Japanese, French, Thai, Indonesian, Vietnamese...etc.
- Our company is a successful webtoon-producing agency ,which mainly targets the female audience . Our most well -known projects are (Honey Blood (aka a Bloody Sweet)> and < Imitation > ,which have become a global hit and taken the webtoon global market by storm.

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01

| 02 03 04 05

DONUTPEACH Inc.

Company information

A donut peach's skin is rough, but this organic fruit is very sweet tasting on the inside. We started our business with a name more familiar to the overseas market rather than targeting the domestic market because our motto reads: "Think more highly of the inner contents, rather than the exterior shell."

DonutPeach mostly develops original contents then converges them into new business models.

Our main area of business includes web comics development, domestic and overseas sustainable design contents development, upcycle contents' on, offline platform development, contents exhibition, education, and distribution.

Portfolio

"Earthvengers" The Earth's defense forces

- Genre : Action, Comic, Fantasy
- Format : Season 1, 24 in total
- Target : All viewers
- Content Introduction :

Title: "Earthvengers" The Earth's defense forces

Synopsis :

Five endangered animals living peacefully in the Arctic, the Saharas, the Pacific, the Amazon jungles and in the Indonesian wetlands are kidnapped and brought one day to a dismal lab owned by a wealthy poacher called Pilo. The five friends caught for experimentation meet each other and witness the creation of "Coro", a virus.

The 5 friends plan an escape but because of hornbill's mistake, "Coro" also escapes. The five friends, who eventually escapes with "Coro" in tow, discovers that Coro has the ability to restore nature and tries to take Coro to their hometown. The five friends argue whose hometown is most polluted. After fighting, Dugong mediates them. They promise to visit starting from the nearest continent and restore nature.

The start of Coro and 5 "Earth's defense forces" journey begins!

Category

- Web Comics



["Earthvengers"]

New character development and composite web comics IP production project.

Earth rescue project for rare endangered animals from earth's 5 continents in crisis due to extreme earth ecosystem change.

- Background and character narrative- narratives and various episodes starring the characters from the 5 continents in crisis promotes cross plots and cross configuration of storylines
- Satisfy the sights- arrange and describe items that can match new things to new things; big things to very small things; interesting things with other interesting things, etc.
- Empathy - stimulate the feeling of empathy that humans and animals must coexist as when the environment becomes too polluted, the earth's ecosystem will be destroyed.

Business expansion starting by character development and web comics to animation, publishing, games, goods, etc.

What makes us creative?

Our preferred partner

- Local Partners for co-production
- Content Platform

How we can cooperate

- Co-Production
- Distribution
- Financing

Our previous projects

2020. 09 - Designated for Environmental Contents Business Product Design Support Project: "Earthvengers" eco-friendly 3D paper toy (Gyeonggi-do Content Promotion Agency)

2020. 05 - Designated Environmental Contents Business Support Project's "Earth-saving Startups' Contents" (Gyeonggi-do Content Promotion Agency)

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01

| 02 03 04 05

Funnyeve Corporation

Company information

Funnyeve is a character-based contents company with the vision of 'making the world more fun and everyday life more special'. Our main characters include 'PandaDog and Friends', which has been published as an official web comic on Naver for 10 years and 'Mobile Girl, MiM', a popular character for stickers on major messengers like Facebook and LINE.

As the first Asian character company to partner up with Facebook, we have launched the largest series of stickers on that social network. We also operate social network channels for different languages and servicing 1.4 million fans of our characters worldwide.

In addition, we are leading the contents businesses in various areas such as mobile apps and games development, licensing, and storytelling.

Portfolio

Mobile Girl, MiM

Mobile Girl, MiM

 <https://www.youtube.com/watch?v=QfuNjdy97hg>

Pandadog

Pandadog

Category

- Web Comics

Web Comic 'Pandadog', one of Naver's longest running series

- 10 years of continued official service on Korea's largest web cartoon platform, 'Naver Webtoon'
- Over 400 million accumulated views
- Over 1,000 episodes

Support available through our social network fan base

- Can reach out to over 1.4 million fans over our social network fan base

A web comics production company's direct participation in business

- As a production company, not an agency, if we enter into business together, we can guarantee top quality design and story
- No limitations on applying our contents to other mediums

Our preferred partner

- Content Distributor
- Content Platform
- Local Publisher
- Merchandising Company

How we can cooperate

- Distribution
- Merchandising

Platform

NAVER WEBTOON

- Available for view in the Completed Series web comics section

Social Network Platforms

- Facebook page
- Instagram official account
- NAVER fan cafe, official blog, etc.

What makes us creative?



Our previous projects

Watsons

Title: MobileGirl, MiM / Gangsterchic

- Details
- Character products launch (in Asian countries)

YAHOO Taiwan

Title: MobileGirl, MiM

- Details
- Promotion sticker production for LINE(Naver's mobile messenger app)
- Collaboration event promotion

Sun Hung Kai Properties

Title: MobileGirl, MiM

- Details
- Parallel Christmas promotions at 4 shopping malls in Hong Kong

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| 02 03 04 05

JAEDAM MEDIA

Company information

Jaedam Media Co., Ltd is a specializes in comics. Our motto is: 'We CREATE all fun things in the world!' In the rapidly changing digital comics market, we wish to become a leader with together with our creators and make content that brings fun and joy for everyone through systemic planning, production, service, management, and a global business system.

Portfolio

Positively Yours(Sweet Baby)

- Romance
- 100 episodes
- 10~30-year-old woman
- To Hee-won's dismay, the BFF she crushed on and her other BFF is now dating! Seriously bummed, Hee-won decides to go wild just one time, and find solace with a handsome stranger. A very satisfying one-night affair has now turned into more — she's pregnant! Fate brings them together again, and now the regimented Doo-Joon is determined to do the right thing and marry her. But they're basically strangers! Except... their bodies have been very intimately acquainted. What's this mother-to-be to do?

Category

- Web Comics

240 collaborative writers
 40 webtoons serialized per week
 A total of 480 webtoons
 A total of 125 webtoon books
 20 OSMU projects

What makes us creative?

Our preferred partner

- Local Partners for co-production
- Content Distributor
- Content Platform
- Local Publisher
- Merchandising Company

How we can cooperate

- Distribution
- IP Purchase

Platform

(Web Comics) Naver Serice, Ridibooks, Tapas, (Thailand) Comico

Our previous projects

2019 China 'JUHA! Media' Web-drama Production
 2019 Korea 'Group 8', 'Dongseo University' Musical Production
 2019 Korea 'Yongbi, The Invincible' Online game (IP Purchase)



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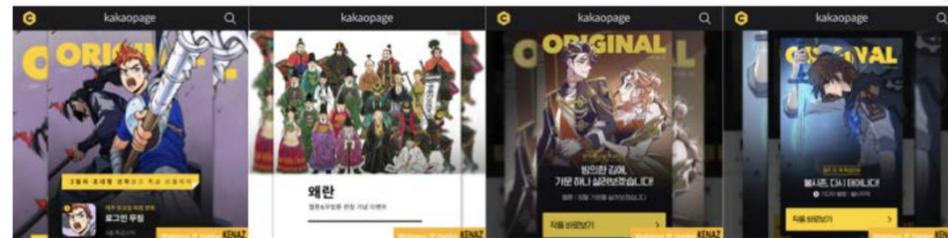
KAENAJEU CO., LTD

Company information

Exclusive contract with Kakao Page, the biggest monetization platform of web comics in South Korea.

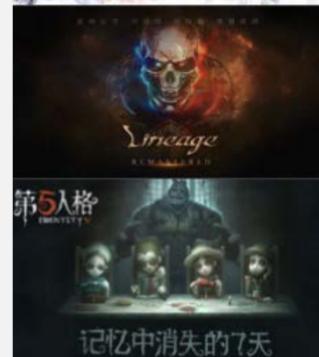
This gives us a massive advantage in marketing, joint investment on secondary publication business (VOD, IPTV, DVD, etc.), and for maintaining partnerships for successful productions.

Portfolio



Category

- Web Comics



Co producing Webtoon Based on Webdrama Producing webcomics based on "Crush of a Lifetime ",the best selling content of WHYNOT Media* and co producing Kenaz's Original content "Bread APP" into Web drama * WHYNOT Media : Web Drama Production company Webtoon Based on Game Universe Producing Webtoon based on top selling games of NC Soft, "Lineage" and "Blade & Soul"

In 2019, Produced Webtoon based on "MU", a game related IP of Webzen Business Expansion in Movie, Drama, VR/AR MOU with Dexter Studios on developing film based VR/AR IP "BreadApp ", a web drama co-production with WHYNOT Media "Spirit Fingers", a TV series co-production with Jiryeon Yoon (Number3 Pictures), writer of "Boys over Flowers"

What makes us creative?

Our preferred partner

- Local Partners for co-production
- Content Distributor
- Content Platform
- Broadcasters
- Local Publisher

How we can cooperate

- Co-Production
- Distribution
- Merchandising
- IP Purchase

Our previous projects

2008~2012 Produced approximately 70 comics and webcomics, including "Ghost face" Designer & Manager of Three Go Comics (Webcomics Platform) 2015~2017 Produced approximately 50 webcomics, including "Mae, the Makeup Artist of Joseon", "Tiger Island" 2018~ Produced approximately 70 comics including "Blood type Love", "Mirror Game"

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| 02 03 04 05

NCSOFT Corporation

Company information

BUFFTOON is a brand-new webtoon platform run by Korea's top gaming company, NCSOFT Corporation. With approx. 4,000 employees around the world, NCSOFT aims at providing fun to everyone, everywhere in the world. With BUFFTOON's wide range of exclusive webtoon & webnovel library, I would like to find overseas partnership opportunities as follows;

- overseas webtoon platform partnership for IP exchange/ webtoon contest/ co-production, etc.
- overseas webtoon & webnovel distribution/ production/ OSMU partnership

Portfolio

[2.4K Contents Library](#)[4M Members with 900K MAU](#)

Category

- Web Comics
- Web Novels

- Original Contents (BUFFTOON exclusive webtoon & webnovels)
- Healthy & Quality Contents (No LGBT&adult-oriented)

What makes us creative?

Our preferred partner

- Local Partners for co-production
- Content Distributor
- Content Platform
- Broadcasters
- Local Publisher

How we can cooperate

- Co-Production
- Distribution
- IP Purchase

Platform

- BUFFTOON (Web Comics)



Our previous projects

BUFFTOON has secured major web comics platform networks worldwide, distributing own exclusive IP through various global channels.

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| 02 03 04 05

Rockin' KOREA

Company information

In cooperation with partners in Japan, China, and Europe, Rockin' KOREA is carrying out various contents distribution business beyond Korean market and will grow in line with the code of cultural contents production planning agency by developing new contents suitable for global Korean wave era.

Portfolio

Bite Me

- genre : Romance/Fantasy
- format : 60 Episodes
- target : Women in 10s~30s /
- It is a vampire romance story, seeking true love beyond the curse of the family.

Modest Man and A Macho Woman

- genre : Drama/Romance
- format : 100 Episodes
- target : Women in 10s~20s
- This is a self-seeking healing romance story of feminine man Seha Song and manly woman Bada Pi, who resist social conformity.

Coffee Fox Samwol Kim

- genre : Romance/Comedy/Fantasy
- format : 50 Episodes
- target : Women in 10s~30s
- It is a story of nine-tailed fox Samwol Kim, who became a human, trying to adapt herself to a part-time job at a coffee shop!"

 - Bite me <https://www.youtube.com/watch?v=HbKWIMFKL8k>

 - Modest Man and Macho Woman https://www.youtube.com/watch?v=O1-uZgvo_ko

Category

- Web Comics

- Contents Business (sound source , web comics, novels, and video, etc.)
- International Promotion
- Management (managing around 150 artists, including singers, rock bands, composer, lyricists, actors & actresses, web comics authors, YouTubers, and BJs)
- Live Event (advertisement/event agency, casting celebrities, show/concert organization, and etc.)

What makes us creative?

Our preferred partner

- Content Platform

How we can cooperate

- Distribution
- IP Purchase



Our previous projects

- 2017, Simultaneous launch of Kwaikhan in Korea and China - Jimmy <Bite Me>, Myeong Hee Ro <The Handsome Man Who Will Marry Me>
- 2018, 5 works export contract to Indonesia's 'comico'
- 2019, Lee Hye <Not So Bad> export contract to Thailand's 'NHN comico'

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01

| 02 03 04 05

ITHACA COMPANY CO., LTD.

Company information

Ithaca company creates and manages contents IP's of various genres including animation and musicals. We create strategic synergy even throughout the ever-changing media contents environment. In order to create competitive global IP's, we cooperate with veteran animation producers from the Asia and North America regions. Also, our art director, who has over twenty years' experience in targeted infants and children audience, leads the animation creation studio to develop a line of IP's.

Portfolio

My Sisbot CHICHI

1. Comic Sitcom, SF
2. 11mins X 52 ep. / Full 3D CGI Animation / Animated series
3. 6~8 year old children (Subcategory : Family)

The Secret of The Reminiscence Island

1. SF Fantasy Adventure Drama
2. 90mins / 2D+3D / Animated Feature
3. 12 years or older

Category

- Animated Content



1. My Sisbot CHICHI (Animated series)

* We are working with a veteran producer who has experience in targeted animation contents and TV series targeting the North America and Asian international markets. Our staff has over 20 years' experience in creating TV animated contents for the Korean infant and children audience.

* We focus on how familial living patterns change as social and technological environment shifts. A unique childrens' TV animated content for all ages that combines multigenerational family life and robots who are living in the rural area.

2. The Secret of The Reminiscence Island (Animated feature)

* Targets the global audience. Is set in an expansive world-view with much potential for further expansion. Can be enjoyed by all ages 10 and above. Retro-style SF fantasy adventure drama with character storylines.

* Potential powerful IP that can be coupled through cross-media strategies using animated contents, web comics, pop art, storytelling exhibits, etc.

Our preferred partner

- Local Partners for co-production
- Content Platform
- Merchandising Company

How we can cooperate

- Co-Production
- Merchandising
- Financing

Our previous projects

1. My Sisbot CHICHI (Animated series) - Korea Creative Contents Agency Animation Bootcamp Finalist and Top Contender Award(2019)
2. The Secret of The Reminiscence Island (Animated feature) - RedRover Co. Animation Film Investment LOI signed (2020)

What makes us creative?

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<http://ideaconcert.com/> 

01

| 02 03 04 05

IDEACONCERT CO., LTD

Company information

IDEACONCERT CO., LTD. uses cultural technology to create entertainment content for the whole world. We have developed our own technology and web platform to make web comics and comic books even more interesting and enjoyable. In our catalog, you can see the more than 1,500 videos made from web comics and comics series we have already created.

Portfolio

The Web Comics Movie Authoring Tool "Toonivie" is an authoring software that turns web comics and comic books into videos. It has an automatic image separation technology and various video production effects. Anyone can edit videos like a pro with only 40 hours of training. The Responsive Screen Display Technology allows you to enjoy horizontal (16: 9) format videos on web browsers or turn your TV output into vertical (4: 4) format videos on mobile devices, and vice versa. The Web Comics Translation Tool is a translation tool that automatically translates and edits the text inside web comics and comic book images. By reducing the process of converting typesets the translated content loads two times faster than traditional translation programs. The Web Comic Movie Platform is a platform where you can enjoy web comics and comic books as video content. You can watch the content on a web browser. (APP is being developed)

Category

- Web Comics



Our Company Strengths are as follows:

1. We re-create all image contents (Web Comics, comics, fairytale books, etc.) into video content easily by using our own developed Authoring Tool, "Toonivie".
2. Making image content into video means creates a bigger market, so we can connect to more customers.
3. By using Toonivie, can maximize market dominance and increase competitiveness by reducing production time and cost.

What makes us creative?

Our preferred partner

- Local Partners for co-production
- Content Distributor
- Content Platform
- Local Publisher

How we can cooperate

- Co-Production
- Distribution

Our previous projects

INDONESIA

1. Webtoon Movie Publishing Agreement_2018.12_video content production & distribution)
2. Webtoon Movie Publishing Agreement_2019.11_video content distribution) THAILAND & FRANCE
3. Content Distribution Agreement_2019.05; 2020.01_Contents distribution)

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01

| 02 03 04 05

Pohas co., Ltd.

Company information

Pohas Co., Ltd. manufactures and markets PixNPop, a photo card machine that prints 15 million pixel-quality photos instantly on plastic cards. QR codes and images can be inserted on the rear side of the card for advertising and promotions. It can generate revenue for a variety of business models and develop rear up new interest in products through its pioneering technology, convenience, stylish presentation, high-pixel print quality, and smart features. Through collaboration with well known trademarked characters and tourist attractions, we promote entertainment contents businesses by creating new potential markets.

Portfolio

PIX N POP S

PIX N POP enables you to create a beautiful and unique plastic card on which your picture is printed at a high resolution of 15 mega pixels!

BTS 2000days JOURNEY BTS way Next Generation KPOP New Face

BTS - 2000days JOURNEY MAGAZINE PACKAGE SALES PROPOSAL

pnp photo card booth sticker

Photo booth, Photo CARD booth, Franchise, Photo booth rental, Photo booth machine, Marketing, Advertising, extra services, Stcker machine, Photo sticker booth

Category

- Realistic Contents such as VR and AR



- Installations in Korea: Installations and operations in Lotte World, Everland, Hello Kitty, other major tourist attractions, etc.
- Making preparations to install kiosks for augmented reality and interactive gaming experiences through collaboration with sports clubs and character companies.
- Have much demonstration experience in various overseas expos.

What makes us creative?

Our preferred partner

- Local Partners for co-production
- Content Distributor
- Broadcasters
- Local Publisher
- Merchandising Company

How we can cooperate

- Distribution
- Merchandising
- Financing

Our previous projects

- We have distributors in Australia, Vietnam, Thailand, etc. Also, we have connections in the US, Russia, Dubai, Germany, Japan, among other countries.
- We expect to establish a local branch in Seattle, USA in 2021.
 - Mongolia: NEXT DISTRIBUTION
 - Malaysia: ApacPoint Sdn Bhd
 - Vietnam: Toysphere

PANDE

Company information

PANDE develops creative characters, and produces animations and distributes them. Our animations are well received in the world market, and are being exported. We are developing, creating and character licensing TV series, 2D and 3D animations. Our frontline animations include Eggroy, Lunar GomRu, X-Team Star Rescue, and Simm's Adventures. We strive to bring happiness and dreams to all people across the globe.

Portfolio

EGGROY

- TV Puppet Show
- UHD. 11 minute episodes. 26 episodes.
- For children
- Educational

Category

- Other
- Animated Contents, TV Puppet Shows



VR CARVER INC.

Company information

VR CARVER began with a goal to provide healthy and fun activities for teenagers exposed to provocative and violent games. Since 2015, we have developed various sports simulators. We are continuing R&D on our products for improvement. We seek continuing strategic business partnerships with domestic and international businesses.

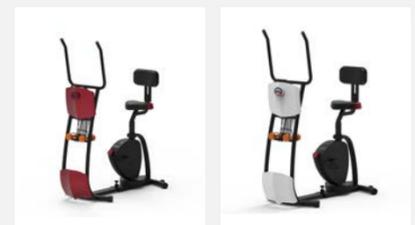
Portfolio

SYN Bike

- Sports
- Hardware&Software : Hardware - Indoor Fitness Bike / Software - Game 'Turn Turn Turn'
- People working out from home, people who wish to have fun during home training.

Category

- Realistic Contents such as VR and AR



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01

| 02 03 04 05

H Culture.Co,.Ltd

Company information

H Culture is a developing, distribution and investment company.

H Culture was established in 2004 and has been created original animations.

Currently, One of H Culture's IP, named is developing as a 20 million USD sized feature film in US with major partners from China and UK.

H Culture owns 20 Titles to distribute to worldwide territory.

H Culture made an agreement with IRIB, the biggest broadcasting company in Asia, IRIB will invest into New IP H Culture collected.

We are looking for new project to invest and seeking for finished programs to distribute.

H Culture recently established an animation VOD platform in Indonesia, the world's fourth most populous country,

Portfolio

Fun Farm

Completed Animation Series <Fun Farm>

Slapstick Non dialogue short animation

7minutes x 60 EPS

Production year : 2016

World Premiere , Ready to deliver.

SYNOPSIS :

At a field in unknown place, a Bull, a Donkey, a Hen, a Sheep, and a Dog have peaceful life

together. Each of these characters has unique personalities and sometimes they are contradictory or similar. In each part according to the events that will happen or should be happen, characteristics of these animals create drama of the story, funny & nice stories!

Category

- Animated Content



02

EDUTECH
SERVICE

E-LEARNING
CONTENTS

EDUCATIONAL
INSTITUTION

PRESCHOOL
EDUCATION
CONTENTS

TEACHING
MATERIALS

EDUTECH



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3.14 Co.,Ltd.

Company information

3.14 is an EduTech company that is creating and providing fun and educational contents through papercrafts and robots. Our goal is to expand globally as a company and brand that fosters the creativity and critical thinking in children through our products such as `Kamibot`: The world's first programmable papercraft robot.

Main Service and Product

KamiBot

Kamibot is a programmable robot that can be transformed into anything the user wants with the use of character papercrafts. This attribute allows Kamibot to be versatile especially when used as an educational tool for teaching children from kindergarten to primary school. Children can learn to program with any character they choose. Character can be downloaded from our webpage for free. Kamibot's step-by-step programming curriculum teaches children everything from the basics of logic to actual coding. Coding is done through 2 different graphical coding tools that are targeted to different levels of programming. Coding can be done via sequenced image cards, blocks (Scratch, Blockly), and even text-based coding and AI education.

Category

- Robot/Coding

Language

- English
- Chinese
- Japanese



Why our edutech service is effective

Our goal is to find and supply edtech distributors and educational institutions of our target markets. In addition, we would like to contact the right people in the companies.

We are able to provide the English version of our curricula. We can consult with the distributor for localization of languages. (Textbook Compilation) For example, our partner in the Netherlands needed Dutch translations for our curriculum, so they were willing to translate our existing English curriculum.

- The average number of students in the classroom is 20 students. Each individual student is provided a Kamibot. Based on the curriculum, each chapter is an hour long lesson. Teachers may adjust this time according to the pace of their students. In order to fully use Kamibot's AI features, classrooms will need to be equipped with PCs or laptops with webcams and have internet connectivity.
- Interested buyers may purchase samples at any quantity at a sample price. Distributors will be expected to fulfill a minimum order of 100 units for consideration as an official distributor of Kamibot products. Delivery terms are CIF to airport of distributor's choice, and orders greater than 1K units are shipped FOB Busan. 3.14 may be consulted for support regarding training workshops, MOUs, registration as an official distributor of Kamibot products. Additional terms of agreement may be negotiated.

Our preferred partner

- Educational institutions
- Collaborative partners in educational

How we can cooperate

- End product sales
- Establishing a local corporation

Our previous projects

Thailand

3.14 Co., Ltd. has partnered with a local Thai distributor, EduPark, 3.14 has signed an MOU with SEAMEO (South East Asia Ministry of Education Organization) STEM-ED with the goal of developing a joint program for improving education standards in Thailand with the use of Kamibot in public elementary schools.

3.14 has also partnered with EduSpec, which is a distributor of edtech and robotics in Thailand.

Netherlands

3.14 has partnered with PMOT, which is a Dutch distributor with presence in the Netherlands and Belgium. PMOT focuses on importing edtech related to STEM education.

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01 | **02** | 03 | 04 | 05

3DBank Inc

Company information

3DBANK is specialized in providing 3D immersive services based on 3D hologram and AR service with a view to addressing and innovating limitations of information delivery that 2D service used to bring and physical and geographical constraints of exhibitions and education services.

3DBANK developed 360 degree-rotatable web 3D viewer that allows users to see things from 360 degree angles on web and utilizes about 10 thousand pieces of 3D contents covering the areas of cultures including national treasure, treasures and bio science so for the purpose of education and exhibitions. In a nutshell, 3DBANK provides a holistic service where 3DBANK's unique technologies enable developing 3D contents, 3D modeling, 3D hologram and exhibition services.

Main Service and Product

Holomagic is a state-of-the-art IoT 3D hologram device that integrates 3D technologies with IoT functionalities. Holomagic provides differentiated visual effects as well as freer and more effective 3D-based viewing experiences compared to seeing the actual objects.

- 3dworld, a mobile app, enables the feature of rotating, enlarging and minimizing at user's disposal.
- Uploading mp3 files allows users to hear sound on hologram and presentation with the feature of TTS.
- Usage for displaying purposes is possible when using animation-based birds and fish.
- Users can check products before and after production and see what they look like in terms of shape and texture type of the actual product.
- Users can make use of this service for exhibiting and promoting jewelry-type products that require delicacy and sophistication.
- Exhibition and education based on video clips and 3D data-based hologram is possible.

Category

- Equipment / Device
- VR / AR

Language

- English



Why our edutech service is effective

- Immersive service is available without having to use special equipments like AR and VR.
- Users can enjoy interactive service that enables enlarging, minimizing and rotating hologram on mobile.
- Multiple groups can experience exhibitions of museums and biology hall at one place as there is no limitation of the time and space.
- When typing in texts, the function of TTS provides audio presentation, bringing efficient education to a reality.
- This service supports the animation of 3D data, making education in biology and science more effective.
- This service makes history education more effective when using 3D data of relics as mobile allows users to adjust the upside, downside, behind and inside of the relic.

Our preferred partner

- Agencies that provide exhibitions and promotions directly
- Agencies and investors that aim to promote digital education
- Agencies that need direct exhibitions like museums
- Educational institutions, agencies and investors in the area of education-related technologies
- Investors interested in AR and VR-based hologram

How we can cooperate

- Direct purchase of Holomagic products
- Overseas distribution of Holomagic products
- 3DBANK provides software while production occurs overseas
- Investment or establishment of joint venture

Our previous projects

2020.10	Exhibition of precious metal holograms at Lotte Department Store in Daegu
2020.09	Edutech product selection for government voucher business
2020.08	Sales to Happy Happy Foundation
2020.06	Registration to Korea Public Procurement Service procurement product
2020.05	Sales to Lotte E&C
2020.04	Sales to Agency for Defense development of Korea
2020.02	Sales to digital contents company(I-scream media)
2019.09	Supplied Korea Educational Research Information Service

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ACE EDU

Company information

- Introduction : Ace Edu is a global edu-tainment edu-tech startup which takes over Ssam edu-tainment company(2010) IP and valued at \$10M(USD) of intellectual property by 52 employees in 2016 on the basis of the foundation origin by John Yang. Ace Edu has currently established an entity in Singapore to make good progress for Asian market and one in China. Recently it has been developing AI-Recommendng User-Customized Mixing Music Video for Textbook to be more innovative global edu-tech company.
- History : Raptong(textbooks memorized by rap), Goddess of English, History Master and etc. are the well-known brands for innovative educational contents whose IP became acquired by Ace Edu(2019). And focusing on producing music video for global kids and student textbook, eventually 'K-pop English' has been created.
- Product Power : K-pop English swiches the educational paradigm for textbooks around the world from 'text-based' to 'music video-based', making students get more interested in studying, and providing them with excellently memorizing experiences.
- B2C : We basically offer educational music video services for children and teenager textbooks on online video streaming platform.
- B2B : We can provide the global education companies with our competitive technology of producing well-memorizing music video for their various educational contents.

Main Service and Product

[K-pop English 01]
 Pattern English Conversation Season 1(Ep.100) : It is an innovative educational content for kids that automatically memorizes the necessary patterns for English conversation by simply singing along with the addictive K-pop music video.

[K-pop English 02]
 Elementary School Textbook Season 1(Ep.100) : Various elementary school American textbooks, including science, math and society, will be produced into K-pop animation music videos to learn both orthodox English and important elementary school subjects at the same time.

Category

- E-Book
- Language

Language

- English
- Chinese



Why our edutech service is effective

- Innovation : One 3-minute-music-video can cover 1-hour-class
- Competitiveness : There are many simple educational children songs but we have our own technology to produce K-pop music video for textbooks with addictive melody to maximize students' learning effect. We have the most experienced team to produce educational song area for kids and K-12 students in Korea for 8 years. We have already had an experience of getting 30,000 paid raving users within 1 year after launching.
- Achievement (As a brand of Raptong in Korea in the past)
 - Youtube Views : 1M+(several videos)
 - The number of schools (Korea) : 1K+ (teachers using our contents for class)
 - Paid Users : 30,000+ within a year after launch

Our preferred partner

- Educational institutions
- Collaborative partners of educational content
- Publishers
- Online platforms

How we can cooperate

- Lisencing**
 - Revenue Share for a few years(Minimum guarantee preferred)
- Co-production Partnership**
 - Co-partner : project financing / Ace Edu : technology + human resources(Korean Top Specialists)
 - Sharing copyright and revenue
 - Production(per Season) : Animation Episodes(100), Music(100), Digital Book(20)
 - Contents : English Education for Kids or Elementary Students

Our previous projects

- CTV Golden Bridge Media Group (China)
- Toonz Media Group (India)
- Castle Production (Indonesia)

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01 | 02 | 03 | 04 | 05

All-in-One Edutech.Inc

Company information

All in One Edutech Co is a company, which develops language education software for more effective language learning. With the philosophy that education must be provided equally to all for their lifetime, we seek to provide educational contents to consumers and deliver positive influences to education industry. This is will lead to realization of infinite value of every potential learner. Headquarter is located at DGIST and an additional branch was established in Seoul for business expansion in 2019.

CEO Lee Won Hyung majored in Accounting in Brigham Young University in the U.S. He had been a representative star English teacher of YBM and Pagoda, earning over hundred million KW annual salaries. He developed a 5-stage all-in-one learning system by himself and started the business in August of 2016. He produced English speaking program <All-in-One English> and 1:1 English conversation practice app <English Panda>. Then he developed Ai Level Test as his current major business item, providing it to various clients and education businesses. Won Hyung seeks and tries to increase the value of education and to provide the best learning system.

Main Service and Product

Our company, All-in-One Edutech has developed and launched Level Lingo, in order to enhance the quality of language education service with the lowest cost and the highest effect. Level Lingo is an Ai level test system, based on Cloud SaaS technology which is provided through API.

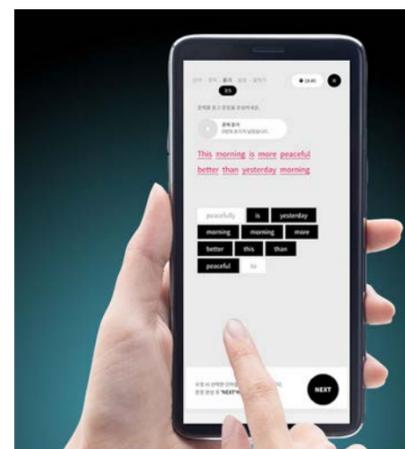
Level Lingo assess all five sections of a language including Vocabulary, Reading, Listening, Writing and Speaking. Especially for the speaking section, we applied Google STT to accurately analyze the test takers' voice, pronunciation, accent and the accuracy of their responses. Then the recognized voice will be matched with our Big Data analysis system. The test includes 30 questions and usually takes about 15 minutes. This way, education businesses can save teaching staff expenses and teachers' work hours. This service is provided with mainly two types, placement test for accurate assessment of learners' actual proficiency, and the achievement test, which is fully customized upon our clients' curriculum to check the learners' accomplishment

Category

- Language
- Platform

Language

- English
- Japanese



Why our edutech service is effective

Overseas Export Partnership

The AI Leveltest is an AI powered English/Japanese/Chinese language level tester, which takes into account whether the user answered the previous question correctly or not. It then uses user-based big data to choose among the tens of thousands of questions in our question bank to generate the next problem according to user proficiency.

By using AI voice recognition technology, pronunciation and speaking skills can easily and accurately measured. Our product considers the user's language proficiency and through test score prediction, can tell the user how much their language proficiency has changed if he or she takes the test on a regular basis.

Our preferred partner

- Educational institutions

How we can cooperate

- License sales
- Contract with a local distributor

Our previous projects

Overseas Export Partnership

Level Lingo is an Ai language level tester, and any language is applicable to the solution. No more than a week will take for the test to be localized if the test setting language is translated. We signed an contract to export our level test system overseas, mainly targeting Japanese learners and learners in Latin America, powered by our partner company Edvec (Educational Venture), which agreed on revenue shares for international sales. The product's power also comes from the fact that, due to 25,000 test questions database, the test could be taken multiple times by any learner around the world, and the process of delivering the level test the most simplified because it's in API form.

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02

01 | 03 04 05

Appmedia

Company information

Since its foundation in 2014, it has worked hard to develop and distribute mobile application books, i.e. app books.

Currently, we are in charge of producing app books such as court people's newsletter, Korea Trade Insurance Corporation newsletter, and Ministry of Education's Dream Letter newsletter. Recently, we have also developed KIAF ART SEOUL 2020 app book.

In addition, 'Learn Korean For Thailand', a Korean learning app book for Thais, will be released in the first half of 2020 and you can download it freely from both the current app store and the play store. In addition, we have provided education and publishing content samples to three companies through video consultation meetings with Indian and Thai companies and are discussing estimates.

Main Service and Product

Mobile Application Book For Only Mobile Users

Some 10 years ago, smartphone came into existence and our daily lives have been transformed ever since.

A range of U.S. media including the Wired and the Fortune are now creating their own mobile application magazine (app book) instead of their paper printed versions.

The App Book improved to be smart by enhancing user convenience and media convergence after many trials and errors, and is now named the "App Book 4.0" representing a powerful information delivery medium.

Now, the App Book is serving as a "Virtuous Cycle Media" offering easier and more accessible user experience by replacing paper printed media, working as information delivery and marketing tool and also contributing to the environment protection.

Category

- E-Book

Language

- English
- Thai
- Chinese
- Japanese



Why our edutech service is effective

Our appbook is focused on making it easier for user to use. By integrating media elements to the app, it has become more smart and convenient. Ease of subscriptions makes the transition from paper books smooth, making it an ideal tool for information delivery and marketing. Furthermore, it contributes to the environment as a "Virtuous Cycle Media".

Both the book app system and the book app are available for sale. We recommend that buyers download and experience first-hand our book app.

Our preferred partner

- Educational institutions
- Collaborative partners of educational content
- Publishers
- Online platforms

How we can cooperate

- End product sales
- Localization
- License sales
- Construct with a local distributor
- Attracting investment

Our previous projects

KIAF 2020(Korea International Art Fair)

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01 | **02** | 03 04 05

ARTOY Co., Ltd.

Company information

FUNT is a brand of toys that show the shape of a word when you assemble the letters that make up the word. See it with eyes, touch it with hands, stimulate your children's curiosity, and give them joy and fulfillment. We hope the child's world will be filled with wonderful and diverse play, And making excellent letters assemble toys

Main Service and Product

EVA + PP FUNT Play with letters block Square Multi-color Strong Animal Friends

FUNT is a product that creates the animal and object shape by assembling the animals and object name. FUNT is a block that becomes a shape when language is assembled.

EVA + PP FUNT Play with letters block Square Multi-color Vehicle Friends

FUNT is a product that creates the animal and object shape by assembling the animals and object name. FUNT is a block that becomes a shape when language is assembled.

Category

- Language
- ETC
- Youtube Animation

Language

- English



It is an English toy that children can learn while playing.

We provide 3 contents.

1.Video / 2. Toys (education toys) / 3. Learning Materials

You can watch the exciting children's song video that we developed together.

(Each product has a separate video. Currently, 25 episodes have been completed and will be opened on YouTube on October 15, 2020 and 1 new content will be uploaded every week.)

Provides learning materials.

Sequence

step1. Watch funt video on YouTube.

Step2. Play with animals that appear in the video directly through funt products.

Step3-1. Infants learn interestingly through educational materials.

Step3-2. You can watch videos on YouTube about education so that infants can learn alone.

It can be produced in buyer's country through licensing.

**Why
our edutech
service is
effective**

Our preferred partner

- Educational institutions
- Collaborative partners of educational content
- Publishers
- Online Platforms

How we can cooperate

- End product sales
- License Sales
- Contract with a local distributor
- Attracting investment

Our previous projects

The ARTOY had collaborated with four department stores in Hong Kong. (About 100 Days)

It is currently exporting to the United States, Hong Kong, Taiwan and Japan.

As of September, the company had sent initial supplies to the new country, the Netherlands, and signed a contract later due to favorable local responses.

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01 | **02** | 03 | 04 | 05

Blue communication Co., Ltd.

Company information

Blue Communication was established in 2013. We aim to create a special educational teaching and educational platform, and also influence special education culture. Since 2013, we have produced and published books specializing in IT and S/W as well as having developed our own coding education curriculum and physical computing teaching tools. In 2018, we launched "AosomeIT", a brand specializing in coding education. Anyone, including students, teachers, parents, etc., who find software coding difficult and complex, can learn and teach coding easily and also develop creativity and logical thinking through coding.

Main Service and Product

Education robot, car, kit (SW teaching aids based on physical computing)

AosomeIT's product is a teaching aid(robot, car, kit type) that makes it easy for students, teachers, parents and anyone, who feel difficult and complicated to learn about coding. You can start coding by assembling the teaching aids yourself and moving to coding yourself, and improve your thinking skills through cognitive learning, problem solving skills. You can also study through curriculum designed to develop your own thinking skills. With intuitive block coding, you can learn algorithms and create and run code in Python(the actual coding language), to make your ideas a reality.

Category

- Steam • Platform • ETC
- Distance learning solution, Virtual manipulative and games-based math program.

Language

- English



Why our edutech service is effective

Three main products - AosomeBot, AosomeCar, and AosomeKit - are teaching tools to help students learn coding easily and also teachers teach coding easily. Students can learn coding while having fun by assembling and moving the products

Also, we can provide our own coding learning program, AosomeCode. You can easily understand the principles of coding through a one-click learning system. With AosomeCode, users may create algorithms with intuitive coding blocks, and even practice text coding with Python, an actual programming language.

* Transaction Volume and Unit Price: MOQ (100 units+), Unit price (End users \$150 → Distributor price \$100)

* Strengths of Overseas Expansion: Ease of contents localization

Our preferred partner

- Educational institutions
- Collaborative partners of educational content

How we can cooperate

- License sales
- Contract with a local distributor
- Attracting investment

Our previous projects

USA: Learning Tool Sales (UT Dallas Summer Coding Class, etc.)
 China: Learning Tool Sales to the Beijing Internation Korean School
 Indonesia: Learning Tool sales and cooperating in local contents production

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01 | **02** | 03 | 04 | 05

C&P

Company information

The Korean Piano Teaching Method Research Fellow has produced 2,000 graduates who have received KIPP piano teaching method training, and was re-established as a private research institute in 2010 after serving as the master's course in the Sookmyung-KIPP research course for five years. It is an industrial education center for jobs that distributes the existing curriculum to numerous piano teachers nationwide.

Main Service and Product

SPI

SPI (Dr. Joy Song's Piano Icon&Institute) is a lifelong educational institution for piano teachers that not only gives certificates of completion, but also certifies them as certified academies or certified teachers. It is a system created to help life as a teacher. The accredited academy serves as an educational institution that uses and practices the world-recognized piano teaching methods and textbooks of Dr. Ji-Hye Song, and lays the foundation for easy teaching and fun learning piano education, the motto of KIPP Korea Institute of Piano Teaching Methods.

Category

- ETC
- Piano Education

Language

- English



We wish to integrate our icon based piano education system into Edutech.

**Why
our edutech
service is
effective**

Our preferred partner

- Educational institutions
- Collaborative partners in educational
- Publisher
- Online Platform
- ETC
- Distributor

How we can cooperate

- End product sales
- Contract with a local distributor
- Attracting investment

Our previous projects

Piano education book publication with the publisher Hal Leonard

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01 | **02** | 03 | 04 | 05

CELLBIG Co., Ltd.

Company information

Content Business Division is creating new unique values of Cellbig in response to customer needs and market changes while planning and producing future-oriented content that will lead the era of the 4th industrial revolution.

In particular, our corporate content research lab makes consistent R&D efforts for next generation contents that will lead the next generation leveraging on a variety of innovative technologies, including augmented reality, artificial intelligence, and hologram.

Main Service and Product

AR Sand Craft for Playing in Real Sand

Sand Craft is a multiplayer game, so children can develop their cooperative abilities with their friends. Users are making a change with hands and geographical features are presented on the real sand of the sand box. Kinect can change depending on the game to realize geographical features. It is a tangible style sensibility game of stereognostic perception.

Cave Mapping is a of immersion type space content developed based on multi-face

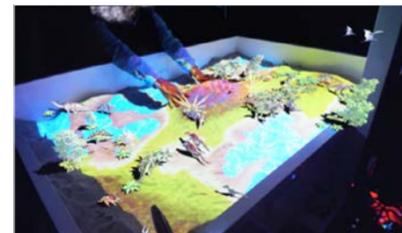
Cave Mapping is a immersion type space content developed based on multi-faceted projection mapping and various sensing technologies. It allows one to track humans and objects by adopting context-sensitive sensing technologies and provides a variety of interactive functions, including touching walls and floors. In addition, we plan, install and deliver a wide range of contents from large scale media facade incorporated with interaction technologies to exhibition space and indoor media arts tailor-made to customer needs.

Category

- VR / AR

Language

- English
- Chinese
- Japanese



CellBig is an AR development company that has domestic brand name recognition. We are especially proud of our high technical expertise in the Edu-tainment sector. We have numerous development resources and high technical expertise, so we can meet any buyers' custom needs. We wish to match CellBig's educational content with an exclusive local distributor.

Why our edutech service is effective

Our preferred partner

- Collaborative partners of educational content

How we can cooperate

- Contract with a local distributor

Our previous projects

We supply CellBig Sandcraft to the kids' café at Bandai Namco, Japan. We wish to use this experience to expand into other countries to supply and spread awareness of the CellBig educational content.

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Chungdahm Learning

Company information

The best ESL Learning Center and program
When CHUNGDAHM Learning opened for business in 1998, its objective was to revolutionize the nation's ESL (English as a Second Language) industry by combining the best programs, instructors, researchers, and staff. Over 10 years later, CHUNGDAHM has become the ESL knowledge industry leader and has expanded globally. Today over 46,000 students trust CHUNGDAHM to provide a unique program based in critical and creative thinking as well as cognitive language development to help them realize their potential. This is made possible by over 1,300 instructors and 400 corporate employees spread across 200 locations in Korea alone.

Educational Technology Leader
CHUNGDAHM has become an integrated educational solution provider by undergoing a full-fledged global transformation – a hybrid online/offline solution innovator. Conceived and developed entirely in house building on years of persistence on uniquely excellent framework, our service-based learning solutions integrate state-of-the-art technologies, learning philosophies and experience-based methodologies.

Main Service and Product

ESL English Learning Center Franchise, Contents and Service

ESL English Learning Center Franchise, Contents and Service Tablet-based Interactive Smart Class Solutions

ESL Learning Center

Chungdahm Learning is No.1 company in Korean Premium English Learning Center Market.

Category

- Language
- Platform
- ETC
- In-class Smart class solutions

Language

- English
- Japanese



We hope to find a local partner or customer for our English educational learning center program and franchise business. We are the largest company for English educational market for pre-K to K12 in Vietnam as well as Korea. We have a lot of experience for global business. Our program's feature and strong point are 'Creative thinking in ESL' and it means our program educates creativity as well as English. Our English educational program is proper to a non-English speaking country, because Korea is non-English speaking country.

Why our edutech service is effective

Our preferred partner

- Educational institutions
- Collaborative partners in educational
- ETC
- Educational company or company that want to do an English Educational business for new business

How we can cooperate

- License sales

Our previous projects

In 2015, CHUNGDAHM penetrated the Vietnam market with the purpose to set up an ESL learning center for Korean ESL learning method in cooperation with a Vietnamese partner company. Since 2015, April has rapidly grown up and become ESL education leader that has No.1 market share with 150 learning centers and over 40,000 students focusing on big cities as Hanoi and Ho Chi Minh.

In 2020, CHUNGDAHM penetrated the China market with the purpose to set up an ESL learning center for Korean ESL learning method in cooperation with a Chinese partner company. We made the license agreement with a big Chinese local company and is preparing for launch our i-GARTEN Learning center in 2021.

In 2019, CHUNGDAHM made the license agreement with a Japanese educational company for Loudclass - in-class smart class solution.

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CICSOFT

Company information

CICSOFT Co., Ltd. is the professional content developer and software supplier company which works in the sphere of the e-learning content creation and development solutions such as development of multimedia content and e-book authoring tool (NamoAuthor), e-book viewer (Namo Reader), contents service platform (Namo Platform) and others.

Main Service and Product

Namo Author

Namo Author is an e-book authoring tool based on the the international standard format of EPUB2&3.

Category

- E-Book
- Platform

Language

- English
- Japanese
- Korean



Why our edutech service is effective

'Namo Author,'CICSOFT's E-book authoring tool, is currently in use by over 300 South Korean educational and public institutions as well as publishers.

Namo Author is already being used by many Japanese companies including Softbank, Kyocera, city-books, i-Draft, CodeDynamics, Zit-one.

We are also expanding our global business with many distribution networks including NET-TOP Vietnam and APA Uzbekistan.

Namo Author's package price per unit is US\$400.

Our preferred partner

- Educational institutions
- Collaborative partners of educational content
- Publishers

How we can cooperate

- End product sales
- License sales

Our previous projects

KOREA : Publishers such as Ungjin Group, Kyowon Group, Public institutions's Manuals, Magazine Creation Authoring tools

JAPAN : SOFTBANK's Multimedia Catalog Creation Authoring Tool, Kyocera Training Content Production Authoring Tool, Kyoto Information College, Fujitsu

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CODABLE Co., LTD

Company information

Our company name, CODABLE, is a compound word of 'code + able', which means that you can turn your imagination into reality through coding. CODABLE Co., Ltd. is a company that develops and distributes coding education curriculum and textbooks. We are developing an appropriate and healthy curriculum for coding education.

Software Basic Education Curriculum of CODABLE
 CODABLE's entire curriculum is structured to be widely used in elementary school, middle school, high school, and college. It is a curriculum that will engage students and create a long-term education plan for software education. CODABLE's Software basic education Curriculum is an interesting curriculum that can be selected and used according to the purpose of education, and is applied with a 'Creative Problem Solving Model', STEAM education, and subject linkage.

Main Service and Product

ROCOCON Robot Coding Controller

ROCOCON is a robot coding controller for kids.

CodeWiz - Arduino Type Coding Educational Device

CodeWiz is all-in-one board that can complete software, AI, IoT, and Maker education on one board. CodeWiz includes Bluetooth, Wi-Fi, and various sensors making it a perfect educational board for convergence education projects.

CoGym Coding Learning System

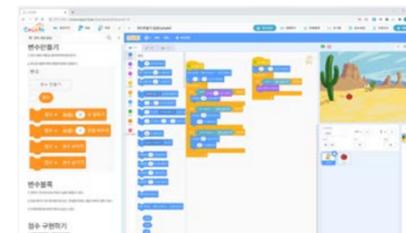
CoGym Coding Learning System is a Cloud-based online service for coding education that provides theoretical lectures and hands-on experience for students to practice self-management through their progressive report, assignment submission, and evaluation.

Category

- Robot / Coding
- LMS
- STEAM

Language

- English
- Japanese



We possess educational tools and a Learning Management System(LMS) for software(SW) education, as well as a middle to long term curriculum to aid in creating an educational program.
 CODABLE's total curriculum can be applied to various schools including elementary, middle, and high schools, as well as university classes, elementary after-school programs, leading schools, and free semester schools. It is designed to capture the attention of students and it can be the basis for a long-term education plan for software building. It is fun and can be flexible according to curriculum needs and be paired with the CPS(Creative Problem Solving) model and STEAM education models.

Why our edutech service is effective

Our preferred partner

- Educational institutions
- Collaborative partners of educational content
- Publishers
- Online platforms

How we can cooperate

- End product sales
- License sales
- Construct with a local distributor

Our previous projects

- Domestic public education institutions (elementary, middle, high schools and universities)
- Domestic private education institutions (after-school schools and private academies)
- Overseas educational companies

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01 | **02** | 03 04 05

comixv

Company information

In 2017 COMIXV built a VR webtoon platform, available in VR and PC/mobile, to upload 360-degree webtoon with sound through the website. We later on expanded our business to VR education after providing services for various artists and VR webtoons as well as creating educational programs to create VR webtoons. COMIXV's educational programs, awarded by the Korean government, received recognition for creating VR content and as future vocational education.

In 2020 COMIXV created a VR educational platform CLASSV with FakeEyes, a Korean VR game company, to confront the COVID19 pandemic. CLASSV is a comprehensive XR education platform using a dedicated VR headset. In a virtual classroom, it allows instructors to use PC/SW for teaching and students to gain access through mobile for class participation. Unlike other VR remote education platforms, we provide both web and mobile-based comprehensive education management systems: to upload videos and class materials, to check class progresses, to take attendance, and to make student evaluations and analysis.

COMIXV generates diverse occupations and develops future education programs through utilizing CLASSV for contents, based on our previous experiences of developing VR education operation programs and platform technology.

Main Service and Product

CLASSV EDUCATION PLATFORM

CLASSV is a platform for online non-face-to-face education. As an education platform, we are preparing to launch a store system where necessary contents are traded in the education field, and VR contents service has already been launched.

Category

- VR/AR
- LMS
- Platform

Language

- English
- Chinese
- Spanish
- Italian
- French
- German
- ETC



- We have close ties with the HMD manufacturer DPVR, so we are able to cooperate side by side with our manufacturer.
- Will able to manufacture user suggested features into our new hardware in the future.
- We supply not only educational tools but also able to design, develop and run lesson contents.
- Dedicated headset MOQ is 100, production and shipping will take several months (due to COVID-19, etc.)

Our preferred partner

- Educational institutions
- Collaborative partners in educational
- Publisher
- Online Platform

How we can cooperate

- End product sales
- Localization
- License sales
- Establishing a local corporation
- Attracting investment

Why our edutech service is effective

Our previous projects

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01 | **02** | 03 04 05

CREACUBE Co.,Ltd.

Company information

With corporations in the U.S. and South Korea, CREACUBE is a company that designs and develops apps and IoT products and also formulates mathematical learning solutions. Established in 2017, the company holds a number of patents up to date and has obtained notable results in various competitions and exhibitions throughout the world.

Main Service and Product

CREACUBE MATH Bluetooth Math Exercise Toy

CREACUBE: Bluetooth Math Exercise Toy [Wireless Smart Math Exercise Toy connected with an App](#)

It wirelessly connects with a smartphone. Children can level up while playing this game. When the children collect 6 jewels, they can wear a crown and receive the gift they have photographed beforehand from their parents. They will feel a sense of achievement by checking their world rankings. Parents can directly set questions via smartphones.

Category

- Equipment/Device
- Steam

Language

- English
- Chinese
- Japanese
- Spanish

The World's First Bluetooth Math Exercise Toy



Stimulate the child's interest to have fun playing without getting bored and in turn, math skills will jump, and self-directed learning will be realized.

Math play will be available wherever, without having to sit in front of a desk with a book. Utilizing the multiple senses of vision, hearing, and touch, it is effective for computational ability and the brain's development.

Of course, four basic arithmetic operations and explanations of multiplication tables are available too with no linkage to the app required.

We would like to sell products related to children's education or to have the chance to showcase our product. I hope it is a children's education institution or a company that wants delivery. The price will vary depending on quantity of the order, but it is about \$50 (FOB).

Why our edutech service is effective

Our preferred partner

- Educational institutions
- Collaborative partners in educational

How we can cooperate

- End product sales
- License Sales
- Contract with a local distributor

Our previous projects

Through a video meeting similar to this conference, an educational company in Mexico conducted a sample test, which has now been selected and delivered as its main product line.

+82 - 70 - 7005 - 9296 
 ceo@cubroid.com 
www.cubroid.com 

01 | **02** | 03 | 04 | 05

Cubroid, Inc.

Company information

CUBROID is has been established through the selection of TIPS programs in 2017 and a US corporation. CUBROID's products are specially designed to introduce children from age five years and above to the concept of coding, engineering and Artificial Intelligence. It was selected for the first Penguin of the Credit Guarantee Fund in 2018. In 2020, the company launched ARTIBO and as of 2020, over 46 countries are exporting CUBROID's coding blocks and it is used in more than 10,000 schools. CUBROID aims to provide the most uncomplicated computing and robotics education through STEAM. The company wishes to help children all over the world enjoy assembling, coding and playing with robots through the use of its products and services.

Main Service and Product

CUBROID CODING BLOCKS, STEM toy , plastic toy, assembly , mult-color

Children can improve their knowledge in science, develop their collaboration skills and enhance their creativity in problem solving by using Cubroid products & services.

Category

- Robot/Coding
- Steam
- Platform

Language

- English
- Chinese
- Japane



We have experience supplying our products to educational institutions and we also have experience in online marketing our educational products.

Why our edutech service is effective

Our preferred partner

- Educational institutions
- Collaborative partners in educational
- Online Platform

How we can cooperate

- End product sales
- Localization
- Contract with a local distributor

Our previous projects

Currently exporting to 46 countries

+82 - 2 - 3665 - 3250 
 welcome@deinko.com 
www.deinko.com 

01 | **02** | 03 | 04 | 05

DEINKO

Company information

We are a specialized company that develops, manufactures and exports innovative teaching tools.

<http://amiscube.com/index.do?lang=en> For the past two years, we have devoted ourselves to building online services for the newly developed amiscube program to complete the platform, and accordingly, we are looking for exclusive distributors by country.

Main Service and Product

A special amis block puzzle for relieving loneliness from social distancing.

AMIS Puzzle can make 300,000 cube puzzle with small 27 cubics. Best innovative 3D block puzzle in the world, makes you to train an ability of space perception.

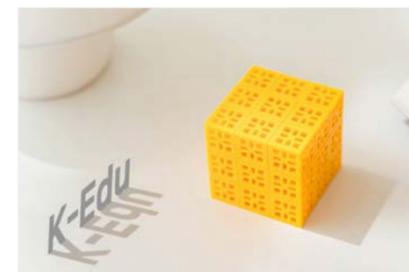


Category

- Equipment / Device

Language

- English



Why our edutech service is effective

- For a successful business meeting, I think it' would be helpful for buyers if they experienced AMiS Cube first. If the buyer requests a verification code, it can be sent via e-mail. Entering a verification code allows access to our innovative program.
- AMiS Cube is a popular teaching material for creativity development in many schools, and it has the potential to become mainstream in all countries. In addition, we are holding domestic AMiS Cube Championships in all countries that use our service. We are further planning a World Championship as well.
- We are looking for exclusive distributors by country. The supply price will vary upon whether the buyer is an exclusive distributor or a general distributor, and on the order volume.

Our preferred partner

- Educational institutions
- Collaborative partners of educational content

How we can cooperate

- End product sales
- Contract with a local distributor

Our previous projects

AMiS Cube is a popular teaching material for creativity development in many schools and it has the potential to become mainstream in all countries. Currently, we are discussing the exclusive distribution agreements with buyers from Northern European countries and Latin America.

+82 - 2 - 3400 - 0530 

april@eltkorea.com 

<http://www.e-future.co.kr/> 

01 | 02 | 03 | 04 | 05

e-future co., Ltd.

Company information

e-future Ltd. is an innovative and adaptive ELT publisher. We research, develop and design our products with the EFL learner in mind. Our materials have been proven by EFL teachers and students alike and incorporate both modern teaching methodologies with cutting edge technology to better support English language learners academically, emotionally and creatively.

Main Service and Product

e-future e-Library(3213350)

e-future e-Library is composed of a variety of different books from Aesop's fables and Shakespeare to fairy tales and comic readers. From basic phonics level stories to intermediate level books, the e-library has something that will meet your reading needs.

Category

- E-Book
- Language
- LMS
- Platform

Language

- English

Why our edutech service is effective

An online platform company that can localize e-future's original E-book product to fit the local market, or an English language education related buyer that can promote and market our e-library platform.

Our preferred partner

- Educational institutions
- Collaborative partners of educational content
- Online platforms
- ETC
- Government Institution

How we can cooperate

- Localization
- License sales
- Contract with a local distributor



	Level	CEFR	ISBN	Level	Reading Readers (40)	Reading Readers (20)	Classic Readers (20)	Classic Readers (50)	E-Book Readers (70)	PDF Readers (70)	Comics Readers (20)
Secondary	11	B2	2700								
	10	B2	2400								
	9	B1/B2	2100								
	8	B1	1800								
	7	A2/B1	1500								
Elementary	6	A2	1200								
	5	A2	1000								
	4	A1/B2	800								
	3	A1	500								
	2	A1	300								
Kindergarten	Pre-A1		200								
	Pre-A1		200								

Readers' E-book, E-library platform, and LMS exports to China, Japan, and South America

Our previous projects

+82 - 2 - 542 - 2015 
 jpjh@e-wut.com 
www.e-wut.com 

01 | 02 | 03 | 04 | 05

E-WUT.COM Corp.

Company information

Able to send notices to students safely through our Smart Notice System. This system also features a group management function, a survey system, and a voting system.

Main Service and Product

Smart Notice System eAlimi (3101521)

The core function of the school is education.

- For effective education, smooth communication between school and home is essential
- Current communication methods are cumbersome, inaccurate and costly.

The role of "Smart Notice System e-Alimi"

- Various notifications and emergency contact
- Diverse applications, surveys and electronic voting systems
- Function of sharing data and information
- Gathering opinions such as proposals, suggestion, civil complaint, etc.

To summarize, 'Smart Notice System e-Alimi' is a system that provides an effective real-time communication between school and home through Mobile & Internet.

Category

- Platform

Language

- English
- Chinese



Why our edutech service is effective

- As smartphone use has become widespread, its use has continued to rise → We support communications between the school and the home
- SaaS-type Cloud Environment → Stable income base from user fees → Create basis for additional various businesses
- Cooperative localization process and initial setup costs + Licensing fees
- Systems + Marketing Know-how + Operation and Sales training are provided
- Upon launch, building a global community in cooperation

Our preferred partner

- Etc
- Educational Institution

How we can cooperate

- Localization
- License sales
- Attracting investment

Our previous projects

- Service launched in 2013 → Currently 2.2 million users in around 2700 Korean schools → user numbers are trending up
- Continuously enhanced functionality by implementing user suggestions → Completed a more stable Version 3.0
- We will cooperate with our partner to localize the currently in-service Korean language system for launch of business in the local market.
- A license-type partnership, which addresses initial localization and setup costs

+82 - 32 - 543 - 9404 

sales@m-sec.co.kr 

www.playingscience.co.kr/main 

01 | 02 | 03 | 04 | 05

Future Science Education Center Co., Ltd

Company information

What if our curious children ask questions that are difficult to answer?

Until now, the ways for our children found the answers for their curiosity have been in the books. In other words, they have been through rote learning, of reading texts and solving questions to find the answers already defined. But Future Science Education Center possesses a quite special idea about education.

The idea is to put aside the boring and difficult explanations about principles and memorizing the formulas in the desk drawer for quite a while. And instead lead the children to see the science principles on their own through various learning tools as well as activities using their bodies.

Our idea of education is to create an environment for the children to go through natural understanding, through the process of thinking, trying out, and creating. Let yourselves meet the experience of enjoyable science, which nurtures the children's creativity and thinking skills. While they search for the answers on their own with enjoyment and familiarity.

Let's playing study.

Main Service and Product

Foamboard playing Science experiment kits

We have very good science experiments that can be taught from 8 to 13. It is an interesting science kit to learn science while playing. By using our experiment kit, children can understand difficult science principle easily. Children can learn various fields of physics, biology, chemistry and earth science.

Category

- Steam

Language

- English



Why our edutech service is effective

We have 174 experiment kits, which make children understand difficult science principle easily.

We supply experiment kits to educational facilities, many children are satisfied with our products.

We strive to broad our market and develop products in detail to meet various customer's needs.

I want to make long term of contract with your company. You won't be disappointed.

If you have further questions of our product or our company, Please feel free to send e-mail to our e-mail address or alibaba message center.

Our e-mail address is sales@m-sec.co.kr

Thank you

Our preferred partner

- Collaborative partners of educational content
- Online Platform

How we can cooperate

- End product sales
- Contract with a local distributor

Our previous projects

We participated in overseas education fair held in Thailand, Vietnam, China, Malaysia. We participated Thailand and China fair in one time, Vietnam fair in two times, Malaysia fair in three times.

The total export amount in Thailand education fair is \$18,700. Our company's export amount in 2019 is \$34,175.

We concluded a supply contract with buyer of distributor and importer in Thailand, Vietnam, China, Malaysia. Educational facilities used our products was very satisfied with our product. Although overseas export is hard due to covid-19, our company continually expanding our overseas market to many people recognize our company's products

+82 - 70 - 4151 - 4364 

smart79@genirobot.com 

www.genirobot.com 

01 | 02 | 03 | 04 | 05

GeniRobot

Company information

GenieRobot Co., Ltd, was established in March 2019, and it was selected TIPS Program (Tech Incubator Program for startup Korea) by the Ministry of SMEs and in October of that year and was recognized for its technical skills. In 2020, it was also selected as the Best PR company of the Korean Technology Finance Corporation and Start-up 4.0 of the Korea Credit Guarantee Fund.

We, in GenieRobot, develops, manufactures and sell all-in-one coding robots that enable coding, STEAM, and Artificial Intelligence(AI) education in two-ways, based on the world's first Bluetooth 5.0 star network, and develop various teaching tools and contents to increase the value of STEAM education.

Main Service and Product

Interactive coding education for kids of all levels

GENIBOT is an educational coding robot for young learners of all ages and levels from four years old to late teens. It using unplugged card coding to line-tracing, grid, language, music, mathematics in a variety of ways of STEAM as well as using AI cam to teach kindergartens and elementary students' basic concept of coding.

LIMS (Learning Interactive Management System)

LIMS is a cloud-based interactive coding education solution. It enables two-way communication for educators and students to utilize GENIBOT together in one-on-one or group classes, both in person and remotely. Instructors can control each student's GENIBOT in real time, no matter where the student is located in the world. Students can also learn by themselves and teachers will be provided with full activity reports, helping make individualized instruction possible for every student.

Category

- Educational Robot
- Coding
- STEAM
- Artificial Intelligence
- LMS
- Interactive education

Language

- English
- One more any language like Arabic, Spanish etc.



All-in-One educational coding robot capable of interactive learning in un-tact environment



Why our edutech service is effective

'GENIBOT', satisfies the elementary SW curriculum's core achievement standards, helps to improve creative and convergent thinking that is designed and utilized by itself with systematic activity contents ranging from unplugged and app activities to block programming. It has procured Korea's genuine SW coding education contents centered on creative thinking through 'play' made by KAIST science gifted education experts.

We have a competitive edge in pricing compare to other coding robots

Preferred Transaction Volume : 1,000 pcs (Min) ~ 30,000 pcs (Max)

Preferred Price: \$69 USD /EA (1,000 pcs Min. Order)

*Different price available upon request

We wish to lead the trend of Edutech by continuing to develop competitive educational products.

Why our edutech service is effective

Our preferred partner

- Educational institutions
- Collaborative partners of educational content
- Online platforms

How we can cooperate

- End product sales
- Establishing a local corporation
- Contract with a local distributor

Our previous projects

- Exclusive contract with Hungarian Company (5,000 pcs) (October 2020)
- Contract with Korean company (5,000 pcs) (January 2020)
- Exclusive contract with Polish company (8,000 pcs) (February 2020)
- Contact 10 countries (UK, UAE, Japan, Thailand, Saudi Arabia, Spain, Finland, USA, Brazil, Mexico) for the future sales

+82 - 31 - 911 - 0601 
 gpsales@globepoint.co.kr 
my.vrware.us 

01 | 02 | 03 | 04 | 05

Globepoint Inc.

Company information

Established in 2012, we have developed VR/AR-based smart-learning contents and platforms. We work with worldwide partners and developers to expertly obtain the most effective smart-learning contents needed to move online education from the conceptual stage to physical.

Management Philosophy

- GLOBEPOINT is a global EdTech company creating VR smart-learning value.
- Creation Spirit that enables continuous innovation by pursuing 'first' and 'best'
- Ownership mastery that makes you pride and passion for work

Overseas History

- Quick-Chinese Business Partnership
- DahHsin Publishing Group Partnership
- research for the Advancement of Innovative Learning at the University of Georgia [VR Learning and VR Contents] Business agreement

Main Service and Product

VR experiencing educational contents authoring software , VRWARE school

VRWARE School is Virtual Reality Software for creating your own virtual world.

VRWARE School is a product for one-person player targeted at 7-13-year-old elementary students.

It is a tool to create a virtual space, become a 3D avatar character, explore the map created by the person and learn various subjects.

“Creative Design Coding Solution”

* Maker Education : make 3D VR World

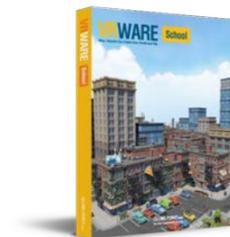
Build your own world with the creation tools with various brush types, backgrounds and objects we provide.

Category

- Language
- ETC
- Youtube Animation

Language

- English



We have developed AI-driven solutions for the enterprise sector and academia. Deep Block currently has 500 users, and we have been running AI skill training webinars that have received a positive response. This November, we will launch our full AI course online. Our webinars have attracted more than 100 people, and the number is growing. We are an engineering company with ample experience in AI engineering and education, and we specialize in building tools and content that are powerful resources for non-programmers. Our team has experience working in both AI engineering and coding education industry and we also have a significant experience developing AI solutions for enterprise customers in Korea, and our specialty is in computer vision technology. For example, we have developed custom object detectors and real-time anomaly analysis software for enterprises. Visit deepblock.net/academy to get more information and to get in touch with us.

Why our edutech service is effective

Our preferred partner

- Educational institutions
- Collaborative partners of educational content

How we can cooperate

- License Sales
- Contract with a local distributor
- Attracting investment

Our previous projects

Exports to subsidiary in Taiwan

+82 - 31 - 627 - 7105 

kooknam.han@hancom.com 

www.hancomrobotics.com/robotics_en/index 

Hancomrobotics Inc.

Company information

Hancom Robotics, established in 2002 as a company specialized in intelligent robots, is creating innovation in the robotics industry along with the trend of the fourth industrial revolution by supplying robots applied with the latest ICT technology (e.g., autonomous driving, artificial intelligence, voice recognition, face recognition) to various industrial areas.

Particularly, in preparation for `a robot in every home` in the future, Hancom Robotics is actively developing and supplying AI home robots to provide creative education and interaction. By expanding into the areas of educational services and caring services for those excluded from digital services, Hancom Robotics will be creating a world where humans and robots truly co-exist.

Main Service and Product

Ai Home Robot Toki

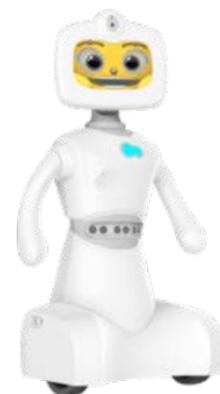
AI home robot, Toki, is a fun and educational robot.

Category

- Robot/Coding
- E-Book
- Equipment/Device
- Language
- Steam
- Platform

Language

- English



Please see the web site below for better understanding on our home robot, Toki
http://www.hancomrobotics.com/robotics_en/HomeRobot

**Why
our edutech
service is
effective**

Our preferred partner

- Educational institutions
- Collaborative partners in educational
- Publisher
- Online Platform

How we can cooperate

- End product sales
- Localization
- License sales
- Establishing a local corporation
- Contract with a local distributor
- Attracting investment

Our previous projects

Beyond School in Korea - 200 robots sold
 MDS Pacific in Singapore - 1 robot sold

+82 - 70 - 4633 - 0501 

jongsory333@naver.com 

www.haneng.kr 

01 | 02 | 03 | 04 | 05

hanglo

Company information

HANGLO help learners speak foreign languages fluently from the beginning. We are having the best teaching method and materials in existence for learning languages the world over.

HANGLO textbooks have six different languages on a single sentence and all sentences are spoken accurately by Talking Pen. Over 80 language experts in each field have completed our new textbooks including over 260 thousand sound files.

HANGLO have about 700 branches established throughout the whole South Korea resulted from over ten years of teaching experience and thousands of excellent result cases throughout the world. HANGLO products have been shipped to overseas Koreans living in USA in recent years and we are now planning to develop our business throughout the world. USA, China, Southeast Asia and all other countries who wish to learn different languages will be our critical market to aim for.

Main Service and Product

Fairy Tales Speaking Training Textbooks

Learn 6 languages together with world famous 2 fairy tales composed of 100 simple sentences.

Pattern, Grammar, Voca Speaking Training Set

By using simple images on Textbooks and sounds from Talking Pen, you can learn all kinds of grammar patterns, vocabularies of many languages at the same time.

HANGLO Talking Pen

Talking Pen read over 260,000 sound files in all HANGLO textbooks and output clear pronunciation of native speakers in 6 languages.

Category

- Language
- Platform

Language

- Korean
- English
- Chinese
- Japanese
- Vietnamese
- Russian



Why our edutech service is effective

All our HANGLO textbooks are basically based on speaking. We should learn foreign language with the same way that we've learned our mother language. In brain science, we use broca's area for speaking and HANLO has developed the best way to learn other foreign languages by using this area.

We learned our mother languages by hearing and repeating our mothers speaking. When we are trying to learn other languages, we can use Talking Pen that helps us read books and repeat after sounds. So we can listen native speakers real voice sounds and repeat that sounds whenever we want.

Our preferred partner

- Educational institutions
- Collaborative partners of educational content
- Publishers
- Online platforms

How we can cooperate

- End product sales
- License sales
- Contract with a local distributor

Our previous projects

- Supply contracts with the Korea Educational Broadcasting System(EBS)'s EBS Lang and EBS Chomokdal websites
- An ongoing license export agreement with Eklampo Co., Ltd, a Japanese company
- Business partnerships with LG U+, I-Scream Media to develop XR(Extended Reality : AR+VR+AI) electronic textbooks

+82 - 41 - 583 - 1525 

kangdeush@naver.com 

www.hanol-tec.com 

01 | **02** | 03 | 04 | 05

HANOLTECHNOLOGY

Company information

Hanol Technology Co., Ltd. is a company specialized in 3D Printer Research and Development. And its motto is to develop contents and technologies through 3D printer popularization that can be easily and conveniently accessed to 3D printing.

Although the business history is short, 3D printer. We have applied for patents for 'Multi-transfer device capable of individual control' and Dual Extruder System technology, which are Multi Extruder System technology for productivity improvement in 3D printer 'Singri', which is launched this time, has been also prepared for popularization of 3D Printer

Main Service and Product

3D Printer SINGRI-P

SINGRI's Specialty

- Excellent precision printout and
- Superior durability
- High cost-effectiveness
- User-friendly paper case

Category

- Robot/Coding

Language

- English

HCP-200 SINGLE-P

- 우수한 출력 정밀도
- 뛰어난 내구성
- 가격대비 높은 가성비
- 친근한 종이케이스



 Hanol Technology

Our product is 'Dual 3D Printers.' Our preferred type of transaction is FOB and MOQ is 20 units. Price per unit is around 1300USD.

'Dual-y' is a DIY type printer which is easy to assemble. Printing is possible immediately after assembly.

Strengths of 'Dual-y':

1. Precision printing and long durability.
2. No need of bed leveling, which was a cumbersome task.
3. Nozzle maintenance has been made easy.
4. The hexagonal airtight outer case comes in 8 colors, giving buyers more choice.
5. The Building Plate uses a carbon coating bed so that the object can be easily set and removed.
6. Forced exhaust system with HEPA filters to protect the users' health
7. As you may tell from the name 'Dual-y', it is a Dual Extruder, Dual Nozzle 3D printer.

**Why
our edutech
service is
effective**

Our preferred partner

- Educational institutions

How we can cooperate

- End Product Sales

Our previous projects

We do not have major sales breakthroughs. However, the advances we have achieved through our research on 3D printer is now being launched and beginning service. Our certified performances include 2 patents and 3 patent applications relating to 3D printing technology.

+82 - 64 - 748 - 2612 
 master@hbnetwork.co.kr 
www.hbnetwork.co.kr 

01 | **02** | 03 04 05

HB Network

Company information

We are taking the lead for proper coding education by dispatching professional instructors to elementary and middle school after-school classes and free semester classes, providing textbooks, and providing solutions. To this end, we are conducting more systematic S/W education through.

Main Service and Product

Scratch

Through block programming languages, children learn creative thinking, systematic reasoning, and collaborative work. Since these skills are essential to living in the 21st century, it is a software education platform developed to receive software education.

Category

- E-Book
- VR/AR
- Platform

Language

- English

The student can make their own app to experience the ABC's of developing a program through the self-directed project code writing.
 Using this code writing education tool, the student can make diverse and unique apps, reading them to become an app producer.
 Customized tutorial for software development
 May learn how to program without the burden of purchasing licenses.
 May be used online or offline.

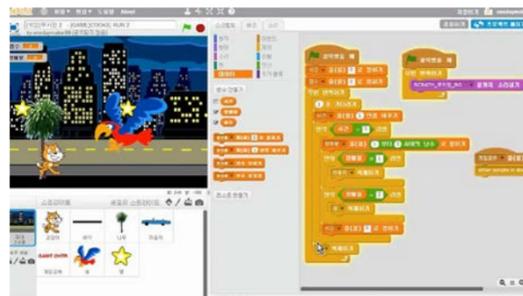
Why our edutech service is effective

Our preferred partner

- Educational institutions
- Collaborative partners of educational content
- Publishers
- Online platforms

How we can cooperate

- License sales
- Establishing a local corporation
- Contract with a local distributor
- Attracting investment



Our previous projects

Schools
 Corporations
 Educational Institutions

+82 - 51 - 921 - 2321
 sales@hyict.kr
www.livedu.online

01 | 02 | 03 | 04 | 05

HEYUMICT CO., Ltd.

Company information

Fusion of education and technology, we distribute services anyone can take Live On-line-class anytime, anywhere and anyone can create their own classes.
 We offer real-time video online-class platform, based on the philosophy that education should always involve mutual communication.

Main Service and Product

Realtime Interactive Remoteeducation Platform

Livedu(Live Edu) provides an educational environment that teachers and students communicate and actively participate in classes even in Live Online-classes with various teaching and learning methods.

Category

- Platform

Language

- English
- Korean



Large number of people can participate in Live online-class at the same time

- Upto 225 images are displayed on a Live Online-class
- Various size of Live Online-classes can be opened such as 10, 40, 60 or 225

Share various type of docs and images as class materials

- Teaching with any type of documents, images and videos
- Type text and draw a line on a shared screen or whiteboard
- Share teacher's screen, contents and second camera

Create virtual-reality(VR) studio without chroma-key studio

- User's backgrounds are removed in real time during Live Online-class
- Protect privacy
- Virtual-reality studio can combine with contents of class materials. Increase Live Online-class immersion with the new UX placing user images on the virtual space

Various teaching method

- Make small group discussion during Live Online-class
- Mic control for concentrating
- Taking an exams and scoring

HD Quality Live Online-class in low-bandwidth network

- Minimum download speeds need at least 800Kbps(PC), 400Kbps(Mobile device)

Why our edutech service is effective

Our preferred partner

- Educational institution
- Collaborative partners of educational content
- Online LMS platforms
- Corporate Training company

How we can cooperate

- Localization
- Construct with a local distributor
- Attracting investment

Our previous projects

Seoul Metropolitan Office of Education's Remote Class Support Platform Development Project Pilot program at the Seoul Ahyun Elementary School.

+82 - 2 - 6013 - 3179 

seokkyo.jeong@hodoolabs.com 

<https://www.hodooenglish.com/> 

HodooLabs

Company information

Hodoo Labs is an Ed Tech company that sets a new standard in the Ed Tech industry. At Hodoo Labs, we make learning fun with the game. We utilize the latest Ed Tech such as Gamification, AI, and Big Data to provide products and services at a reasonable cost, contributing to bridging the educational gap, and help grow children into a talented person who enjoys lifelong learning.

Main Service and Product

HodooEnglish

PLAY TO LEARN
Learning is Playing

Hodoo English changes how our kids learn 'Speaking English'.
Hodoo English is an Educational game App focused on helping kids to speak English.
Hodoo English addresses the problem of "mute English" related to kids, which is the phenomenon where students can read and understand English as a second language but cannot speak it well.
This problem occurs primarily in countries where there is a shortage of native English speakers to emulate or practice.
Hodoo's core advantage as an English teaching solution comes from its speech recognition technology, which allows kids to practice complete two-way conversations in English in a large, immersive 3D world with more than 300 different characters.

Category

- Language
- LMS
- Other
- English Speaking Skills

Language

- English



Why our edutech service is effective

- Before we have an online conference, please try out our application, Hodoo English first, #Speech Recognition Technology
A powerful immediate feedback helps a learner quickly master spoken English.
- We are looking for partners such as education institutes, schools, education related government institutions, game companies, education companies, etc, who have interests both in games and in education.

Hodoo English changes how our kids learn Speaking English.
Speak More!
Affordable Price!
Entertaining!

Our preferred partner

- Educational institutions
- Collaborative partners of educational content
- Publishers
- Online Platform

How we can cooperate

- License sales
- Contract with a local distributor

Our previous projects

We sold our license to a Japanese partner who is adapting our program into Nintendo Switch, and we are now looking for partners in other countries.

+82 - 31 - 8071 - 8011 
 lamb91@naver.com 
www.aifriend.co.kr 

01 | 02 | 03 | 04 | 05

I Friend Co.

Company information

We plan books that moms want to buy for their children and the books children want to read.

[Experience / Know-how]

Established in 2004, we have published more than 1200 picture books, 200 English picture books, and more than 50 learning cartoons.

[Values]

'Based on the value "books that moms want to buy for their children, books that children want to read," we are proud of being a leading publishing company and representative educational company in Korea.

[Vision]

Our vision is to be a leading Book Education company, which allows children to grow in harmony and provides children with the opportunities to experience the effects of reading books in various forms. We are developing AI, AR, and Contents Smart Learning convergence products.

Main Service and Product

Kids Butter, English study for kids

This is an English immersion program for kindergarteners to learn their lessons in English. It is developed as a curriculum for up to 48 months with 12 units of a four-stage English learning series. Each volume includes animation, and the program includes an additional 8 volumes of musicals for performance, in addition to diverse instructional resources for teachers

Hi Phonics is a four-level series that has been designed to make learning English fun and easy for ESL students. Teaching materials help teachers make the content relatable and fun. These books have been designed to help children understand and spark their interest. In addition, the structure and repetition of the curriculum in these books enables the student to learn the basics of reading and writing. It helps the students with their listening and speaking skills. Each level provides fun stories and cartoons to allow the students to learn their phonics.

Category

- Language

Language

- English



Why our edutech service is effective

Our ideal buyers include: book distributors, global publishers, publishers seeking copyrighted print, and all other distributors.

- Our company started out as a franchise for English textbooks and has grown into a publishing company making books for young students. We are proud of the excellent quality of our English learning materials.
- Although our target market-base are educational institutions, our materials can be made suitable for homeschooling when adapted.
- We recently launched 'Hi Phonics,' a new series for the overseas market. 'Hi Phonics' allows children to learn phonics in the comfort of their homes to overcome the educational challenges of the COVID pandemic.
- 'Talk Talk Playtime in English' is a set of picture books that focuses on everyday English vocabulary. It is a widely popular and a beloved steady seller in Korea.
- 'Kids Butter' is an early childhood English learning program. This program is tested and proven and used throughout daycare centers and kindergartens in Korea. 'Kids Butter' also provides users with a systematic curriculum to be paired with digital content for homeschooling use.
- All our English learning materials include English songs and animations.
- When a sound pen is used while learning, they can hear a native English speaker pronunciation of words as well as engage in various other learning activities.

All of our other series and programs unrelated to English are in Korean. All content in Korean is also available for copyright licensing.

eCatalog Help Guide
<http://books.aifriend.win/guide/>

Hi Phonics - An English textbook, our latest publication
<https://auth.aifriend.win/help/>

About Us & About Our Content
<http://books.aifriend.win/>

Our preferred partner

- Educational institutions
- Publishers
- Book distributor
- etc

How we can cooperate

- End product sales
- License sales

Contents license contracts in China, Thailand, Taiwan, Indonesia, etc..

Our previous projects

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sales@aiaiplay.com 

www.insolmnt.com 

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insolM&T inc.

Company information

InsolM&T Inc. is an company specializing in the planning and development of augmented reality contents.

Since the establishment of the corporation in 2014, we have been developing the technology field in the Korean IT market with continuous technology development.

We have been providing a virtual sports contents, augmented reality related contents, and an interactive contents solutions platform that can be used in school physical education courses through unique content and innovative technology development.

Main Service and Product

Modou sports

Moodou sports is an interactive solution platform beyond a traditional and typical gym. It provides special interactive contents based on science, mathematics and arts. It includes dozens of different types of fusion art contents, physical fitness measuring contents, ball games and gymnastics contents.

<Product type >

- Modou Sports VR(full court, half court) : VR consists of content that helps you exercise by touching the wall of the screen or throwing a ball using a surface recognition sensor.
- ModouSports MR(mobile product) : MR uses motion recognition sensors to measure physical fitness, and consists of virtual reality-based educational and sports contents.

<devices> PC, Sensor, Beam projector, Kiosk

3D Earth Zoo

3D Earth Zoo is an AR coloring content that can be enjoyed at home and helps develop creativity. Children can strengthen their concentration through coloring. The product also improves and stimulates children's vision and spatial behavior perceptions through observing the transformation of color images into 3D images.

- product composition : Coloring Book, Hologram Kit, Android APP

- Coloring book type : 3D Aquarium, 3D Dino Land, 3D Sky World, 3D Africa Safari, 3D Little Bug

Category

- VR/AR

Language

- English
- Chinese
- Japanese
- Other
- Mongolian



AR/VR company specializing in indoor virtual sports contents and interactive contents development and customization.

We would like to sign a distributor contract with a company that can procure and install equipment needed for the content in Overseas markets. And we would like to sell the license.

Why our edutech service is effective

Our preferred partner

- Educational institutions
- Collaborative partners in educational

How we can cooperate

- License sales
- Contract with a local distributor

Our previous projects

- Supplied domestic elementary school (Dongseong Elementary School, Dongpyeong Elementary School, and Paldal Elementary School) as well as a special education school (Hye-Nam School).
- Supplied Gyeongju's digital kid's cafe with contents (called 'Jungle Hunter...').
- Supplied Mongolian Ulaanbaatar Encantomol Science Experience Center with indoor sports and interactive contents.

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01 | **02** | 03 04 05

INTERACT Co., Ltd.

Company information

We, INTERACT, are the education and training solution developing company using VR and network technology.

Main Service and Product

National Emergency Situation Training System(NESTs)

VR team tactics training system for the firefighting brigades. Trainee can train the communication and cooperation skills by connecting of 200 in same scene. They can perform the role of incident commander, nozzle man, rescuer and mechanic. The whole process of training can be reviewed by A.A.R(After Action Review) system.

Golden Five

VR disaster education system for the civilians. Users can experience the virtual education by their own age(kids, teenager, adult). They can learn 6 stages of education point: recognition, propagation, first response, self protection, rescue and evacuation.

Let's Safe

Disaster education game for the kids and who cannot use VR HMD. Let's Safe is focusing on easy to play game, just touch and interact. It is possible to deploy on the kiosk or smart device like smart phone so that the teacher can use this contents in class room.

Category

- VR / AR
- Platform

Language

- English



We provide an experience-based educational training service through recreating dangerous disaster situations in high quality 3D graphics and VR displays such as HMD. The type of business cooperation would vary by local situations(turn key adoption, licensing or localization, etc.)

: Our products are already finished verifying effectiveness on field specially for the government.

We are focusing on the education and training effectiveness for the various users type(ie. Age, job, role)

Why our edutech service is effective

Our preferred partner

- Educational institutions
- Government
- Local distributor

How we can cooperate

- Localization
- License sales
- Contract with a local distributor

Our previous projects

- Adoption by the National Fire Agency of Korea in 2018-2019
- Adoption by the Korea Children's Safety Association in 2019
- Adoption by the Korean Navy 2019-2021
- Firefighting training solution development by Incheon in 2019
- VR job training solution development by Incheon in 2020

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www.i-screammedia.com/index.do 

01 | **02** | 03 | 04 | 05

i-Scream media

Company information

I-Scream Media is a leading digital education company in South Korea. Established in 2002, I-Scream Media has contributed to heighten the quality of public education and enhance teachers' capability. I-Scream Media provides more than 3 million cutting-edge digital multimedia, including video, CG, 3D, animation, and flashes. Based on the quality content and curriculum, I-Scream Media launched I-Scream S to assist teacher's smart teaching.

I-Scream S is an online teaching platform, which I-Scream Media developed in 2008 for teachers. It has provided a smart educational environment, not only curricular and supplementary materials for the whole national curriculum, but also a space that teachers can communicate with each other. More than 90% of Korean primary school teachers use this paid subion program in their everyday class and result in the more participating classroom experience. Also, I-Scream Media has continuously upgraded educational solutions for teachers and students.

Main Service and Product

Class Key

i Scream TURETURE All-in-One Coding Educational Robot Computer science education through play, so it's not boring! Both educators and students can easily enjoy its various functions and content! TRUETRUE satisfies the standards for the computer science curriculum in elementary schools, and it helps improve creative and integrated thinking skills as children design their own codes through systematic activities, from unplugged coding activities to programming

Category

- Robot/Coding
- Steam

Language

- English
- Japanese
- Arabic



Why our edutech service is effective

We have experiences of importing many overseas countries, including UAE, Japan and several European countries. The package is basically provided in English. If you want to change your own native language, we will fully support to change apps and actual products.

Our preferred partner

- Educational institutions
- Collaborative partners of educational content

How we can cooperate

- End product sales
- Contract with a local distributor
- Attracting investment

Our previous projects

- Provide English curriculum
- Language package

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withebs.com/main.php?intro=1 

01 | **02** | 03 | 04 | 05

Jasan Global Co., Ltd.

Company information

Jasan Global was founded in January 2020 with many experienced staff who had been working in major educational companies in Korea. We sell IT-based educational solutions, contents, and more.

Staff and experiences

- Worked in a company that has the exclusive right to provide EBS contents to private learning centers.
- Worked in a No.1 CBT English training center brand. With the investment of SoftBank Ventures Asia, the company became a public company at about 60 million USD worth in 2009.
- Worked in major publishing companies as an editor.
- Worked in an institute in Vietnam and the Philippines.

Products

- Va-bQ is an engine that shows questions in the middle of the video so that students don't lose attention.
- Watch-Teach fulfill the demand of the teachers who have problems with systems like Zoom, Skype, etc. Unlike existing systems that only show student's face, our system shows student's screen as well.
- Teaching-Box Korean, a portable PC which can be connected to a big screen, contains various language teaching contents.
- OID Pen for language learning.
- English language learning solutions which had been used in more than 2,000 institutes.

Main Service and Product

VabQ a 1to1 Video and Question Player

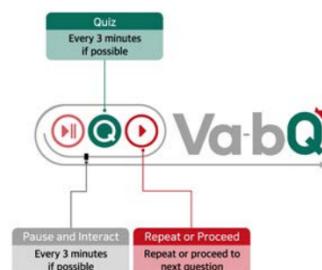
Va-bQ is a video player that shows questions in between to provide more efficient learning

Category

- Language
- LMS
- Platform

Language

- English



We hope we could build a nice business relationship together.

Why our edutech service is effective

Our preferred partner

- Educational institutions
- Collaborative partners in educational
- Publisher
- Online Platform

How we can cooperate

- Localization
- License sales
- Contract with a local distributor
- Attracting investment

Our previous projects

- Our product 'Va-bQ' was nominated as one of the finalists for the Minister of Education Award in the 16th EduTech Excellent Company Contest, hosted by the Korea Education Frontier Association.
- Our company's advisor previously received investment from Softbank and listed his company on KOSDAQ before.

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Kblossom

Company information

- Opening Korea's first fairy tale learning platform, digitizing domestic publications and providing platform services
- So far, the company has continuously produced contents based on 200 kindergarten and elementary school curriculum, including Jam Jam Jam English, Smart English, Su Playground Mathematics, and Little Da Vinci, and has continued to sell more than 10,000 sets of contents per year, including Mom's National English Jam Jam English.
- Full rights are produced in animation and videos are provided free of charge through YouTube and SNS.

B2B service

Providing teaching materials to many kindergartens and online education companies Naver Clover Content Delivery Alliance. AI lamps to be sold jointly.

over 200 books in possession

Main Service and Product

AI English Start

Service name: AI based English book reading interactive online education platform service
 Purpose: We provide tailored contents using our accumulated know-how by developing and marketing English education contents suited for young children ~ elementary school students.

Type: B2C / B2B contents platform service

Target: K-6 students who need English home schooling

Payment method: Monthly subscription online service

Accessibility: Tablet, Mobile, PC

Serviced contents: English contents that can be tied in with the current curricula of students. Lesson progression is recorded and can be shared.

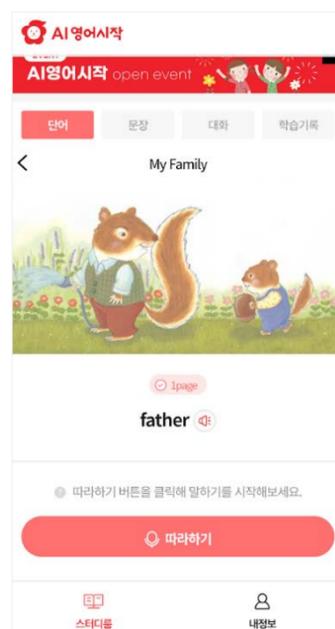
MY STUDY PROGRESSION: Everyday Progression / Read Books or Other Contents / My Progression Record

Category

- E-Book
- Language

Language

- English



Why our edutech service is effective

Our English education app harnesses AI technology to check the accuracy of childrens' pronunciations. We have various educational material that can aid childrens' English education enormously, including book-based reading, workbook activity and applied conversation material.

In addition we also provide fun material for building habits and math and science, which may initially be more difficult subjects for children.

Our preferred partner

- Educational institutions
- Collaborative partners of educational content
- Publishers
- Online platforms

How we can cooperate

- Establishing a local corporation
- Construct with a local distributor

Our previous projects

Printed book sales performance record
 JAMJAM English (30 book collection)
 DDOLDDOLY English (60 book collection)
 SU-NOLITEO (34 book collection)

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Kid's English co. kr

Company information

We import books from many famous publishers and European publishers, including Scholastic, an American publisher, and provide textbooks and textbooks as online English books and textbooks. We provide textbooks and textbooks from kindergarten to high school students and sell books that even adults can read. In addition, we produce our own textbooks and provide them to elementary schools, large language schools, and national public libraries.

Main Service and Product

Kids Phonics Books Paperback

Story Books with More than 100 Phonics Skills / Highlighted Letters Corresponding Target Phonics Skills / Three Well-Organized Stages Helping Systematic Phonics

Wonderfulite Ebook Education Service

English e-Library covers Intensive Reading & Extensive Reading through workbooks & e-books <http://www.wonderfulite.com/>

Category

- E-Book
- Language

Language

- English



Why our edutech service is effective

Wonderful Elite is an online library where you can read and listen to more than 2,500 English books, which all have been published on paper as well. Each title comes with 5 to 15 questions for comprehension check-up and an audiobook. You can pursue intensive reading with our courses as well as with extensive reading with leveled readers. Come and join the world of elites!

Our preferred partner

- Educational institutions
- Collaborative partners of educational content
- Online Platform

How we can cooperate

- End product sales
- Localization
- License sales

Our previous projects

- An 822 digital book project with Jump Publishing, USA (Japan, Taiwan, Thailand, Vietnam)
- An approximately 800 book project with Rourke (Japan, Thailand, Taiwan)
- A 533 digital book publishing project with Bearport
- A 5 year rental business deal with the ELI, a UK publishing company, for publishing 1000 digital books as well as development of robots, AR and VR projects. This deal may roll over into a 10- year deal.

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01 | **02** | 03 | 04 | 05

K-Numbers

Company information

K-Numbers is an innovative company providing a distance learning solution and an elementary math learning program. The company not only developed mobile games and virtual manipulative, but also created a new manipulative called M-Board. Moreover, the company was awarded with the Best E-Learning Contents in 2016 (Korean E-Learning contest 2016).

Main Service and Product

Distance Learning Platform

K9 Distance Learning solution allows 6 to 12 students study by connecting video and audio remotely with an instructor. A whiteboard function helps instructor to visualize learning materials, live, by handwriting.

Virtual Manipulative and Game Based Math Program

- Game Based Learning. For Elementary and pre-school students focusing on math.
- Elementary math.
 - Fun and interesting games.
 - Games using virtual manipulatives.

Category

- Steam • Platform • ETC
- Distance learning solution, Virtual manipulative and games-based math program.

Language

- English



- 1 year increment licensing in consultation with partner company.
- Pricing and service method mostly left to partner company.
- License sales available to a school or a small area unit.

Why our edutech service is effective

Our preferred partner

- Educational institutions
- Collaborative partners of educational content
- Online platforms

How we can cooperate

- License sales
- Contract with a local distributor
- Attracting investment

Our previous projects

- Supplied our program to UAE's Tabsera
- Supplied our program to Ukraine's Camtouch
- Participating as a supplier to the Korea Ministry of SMEs and Startups' non-face-to-face voucher project

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01 | **02** | 03 | 04 | 05

Luxrobo Co., Ltd

Company information

LUXROBO not only manufactures smart MODI blocks but also is the developer of visual based coding software 'MODI Studio' and coding education content. With these hardware and software, we support K-12 students all around the world to learn physical computing and coding much easier so as to uncover their capability.

Main Service and Product

Our best-selling product is our MODI Expert Kit. With MODI, anyone can create IoT and robotic devices. Want to make something? Just connect the magnetic modules in any direction and any order. Don't know how to code? No problem! With MODI, coding is as easy as dragging and dropping code blocks in MODI Studio.

Category

- Robotics / Coding
- STEAM Education
- IoT and the Robotics of Things

Language

- English
- Chinese
- Japanese
- Russian
- Spanish
- Arabic



Why our edutech service is effective

MODI encourages teamwork and helps develop communication skills. They say two heads are better than one and this applies to MODI too! In the classroom or at home, unlock more potential by collaborating during every phase of the projects you make. MODI modules are safe and intuitive, so it's a breeze to grow your team and create more creatively. You can take your creativity to the next level with 3D printing, and our modules can be easily added to just about anything you can think of! MODI is also compatible with LEGO. Build anything you want with your LEGO bricks, then bring it to life with MODI modules. Every module can be securely attached to LEGO bricks, so go ahead and use the LEGO you already have and make something colorful and exciting!

Our preferred partner

- Educational Institutions
- Publishers
- Educational content developers

How we can cooperate

- Localization of products
- Distribution / Entry into market

Our previous projects

- Awarded Worlddidac award 2020
- Partnership with the Ministry of Education, LUXEMBOURG
- Signed an MOU with SEAMEO (South East Asian Ministers of Education)
- Launched Redpen Coding homeschool products in collaboration with KYOWON (top education company in Korea)

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www.marusysedu.kr

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MARUSYSedu Inc.

Company information

MARUSYSedu, Inc. is an edutech company that provides various educational tools and teaching methods.

The company offers a variety of STEAM education solutions such as coding education curriculums, interactive contents, robots and teaching methods. Also The company is in operation the website about coding education, 'CLEVERMATE', and has been hosting a few global coding contests. Moreover, In April, MARUSYSedu launched a tangible coding tool for kids, called 'CleverBlocks'.

Recently, the company has signed an MOU with KT and KISTI(Korea Institute of Science and Technology Information), receiving a great deal of attention from the industry.

MARUSYSedu, which focuses on helping future generations discover their talent, will suggest ways to actively live in the future by developing products, contents and providing services that can turn ideas into reality.

Main Service and Product

CleverBlocks: The First Hands on coding

CleverBlocks is a coding tool that lets you touch, feel, and learn with your hands. You don't need any smart devices to learn.

- You can code step by step with running each block using step button, and easy to find out the error after finishing the program.
- Memory block can remember the command you made and paste it into the other command. Even if the number of blocks is not so many, complex coding can be done without any problem.
- By changing the device block, you can connect to various robots, so you don't need many tools to code.
- It works with AAA batteries and Bluetooth, so it doesn't need charging or connecting lines. Blocks are light and easy to assemble using magnetics.

Category

- Robot/Coding
- Equipment/Device
- Steam

Language

- English



Strengths of Overseas Expansion

- Creativity: CleverBlocks is a tangible coding education tool. The user assembles physical blocks by hand to assemble a moving robot. By easily moving blocks around coding principals can be learned. Since it is like playing, the basics of coding can be grasped while having fun.
- Versatility: Using the tool is as simple as assembling blocks. Separate smart devices are not required, nor is there a language component, so all children no matter what language they speak, may benefit from our product.
- Safety: We have made all the corners of the block round-shaped for user safety. We have also complied with KC safety requirements and confirmed that our product meets the safety standards of children's products.

Our preferred partner

- Educational institutions
- Collaborative partners of educational content
- Publishers
- Online Platform

How we can cooperate

- End Product Sales
- License Sales
- Attracting investment
- Establishing a local corporation
- Contract with a local distributor

Our previous projects

CleverBlocks is a new product that came out in April 2020.

- Overseas: We are in export negotiations with a Dubai-based knowledge hub. (Review sample sent)
- Domestic: Since the product's inception in April, we have distributed 250 of our products to the Gangnam Senior Club, Jeonllanamdo Office of Education, and 20 elementary schools. Since CleverBlocks can be used intuitively, it can serve as a coding learning tool by all ages, including elementary school age children to seniors(for dementia prevention). Therefore, order inquiries and sales have been increasing steadily.

Why our edutech service is effective

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MathMaster Inc

Company information

Create elementary mobile math educational content.
 It is supplied to various places such as large companies, schools, and individuals, and the number of users is about 200,000

Main Service and Product

Mobile Math Learning Program for Elementary Students
 Cultivate the top 1 percent of math with hundreds of different lessons
 Mobile arithmetic workbook for the future of your beloved child (1st~6rd grade)
 There are 1500 Contents
 Systematic workbook for elementary arithmetic from 1st to 6rd grade
 The perfect daily arithmetic workbook where every number is changed by AI

[Exercise of the day]- Designate amount of exercise for a day, from 3 to 5- Change settings from study settings

[Free exercise]- You can choose from hundreds of different exercises- You will be ranked in the top 1%, 10%, 30%, or 50% after every exercises.- Keep up the challenge to be in the top 1%

[Game center]- Enjoy arithmetic games- Variety of games including memory game, speed game, dodging game etc.- Brain activation through arithmetic games

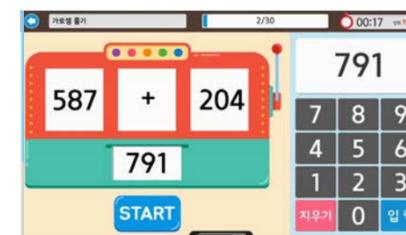
[Avatar center]- Create your own avatar using the money obtained through study-Two types of idol avatars and fantasy avatars provided-Hundreds of different avatars can be created

Category

- E-Book
- LMS

Language

- English



Our strengths: We are suppliers to the top smart education company in Korea

- First external supplier to do so
- 1st in satisfaction response to our content Transaction method
- We wish to endow full sales and licensing rights to companies with full rights in the country that the company is based in. Order volume and unit price
- Upwards of 500 million KRW

We hope for a company that is conducting business utilizing its own education platform that is mobile phone or tablet PC based. Companies without knowledge related to smart education will be rejected.

Why our edutech service is effective

Our preferred partner

- Educational institutions
- Collaborative partners of educational content
- Online platforms

How we can cooperate

- End product sales
- License sales
- Contract with a local distributor

Our previous projects

- Currently the sole outside supplier to a 150 billion KRW major education corporation called I-Scream Edu.
- Supplying entire student populations of 10 private and public elementary schools
- Top 1~2 rank in Korea in the Google Play Store education category (2019.11~2020.03)

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Mocomtech Co., Ltd.

Company information

Mocomtech always strives to provide the best solutions. Starting as an optical company, its lens-making technologies were integrated into projector screens to create a new optical screen. Mocomtech then began making 20 gain screens that no other company was capable of producing. The superior technologies obtained patents and also won the Presidential Award in Korea. Mocomtech then went on to receive the CES technology innovation award for three straight years. Mocomtech is now progressing even further to become not only a company specializing in projection screens, but also VR (virtual reality). We already have numerous patents related VR internationally.

Main Service and Product

One aluminum hard case contains 30 pieces of this small viewer. Our handheld VR viewer is an intuitive and user-friendly tool that bolsters the teaching and learning processes amazingly. With this innovative technology, students don't have to take turns in entering into the virtual reality to learn during class presentations ever again.

Our handheld portable VR viewer will reach and engage more students at a time, save you a lot of class hour, and make the overall class period productive and effective.

Though this handheld VR viewer looks small, the quality of reality view you can get from it is almost unexplainable and not inferior to the large VR headsets.

What's included

- 30 of hand-held type pocket VR viewer
- 1 of aluminum carrying case
- 1 of custom form inserted
- 30 pieces of user guide

Category

- VR / AR

Language

- English
- Spanish



Most of our products are made in South Korea, developed and manufactured by skilled engineers. We have provided highest quality products for decades. Most of our products are patented, and we are continuing to develop new products and services.

We are looking for distributors who would like to establish long relationships.

The price for the product will vary depending on the order volume, but we are welcome to any suggestions and negotiations. Also, if needed, we can provide customized products as well.

Why our edutech service is effective

Our preferred partner

- Educational product supplier
- Educational institutions
- Collaborative partners of educational content
- Publishers
- Online platforms

How we can cooperate

- End product sales

Our previous projects

In 2019, USC students from Los Angeles, USA created the world's first VR based news broadcast app called 'VR Journalism'. Mocomtech's pocket VR device was chosen to be paired with this app. We have currently supplied 2,000 devices to the school. We also have worked with many schools in Korea from elementary schools to universities.

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01 | 02 | 03 | 04 | 05

Moduhangbok Social Enterprise

Company information

Our company provides children and teenagers with professional experience and career exploration programs tailored to the era of the Fourth Industrial Revolution and specialized contents in the field of the Fourth Industrial Revolution.

It is a social enterprise that aims to foster creative convergence talent in the future society and contribute to the local community by providing educational contents in the fourth industry, including high-quality artificial intelligence coding, drone coding, IoT Internet of Things, 3D pen, 3D printer, laser printer, AI robot, experimental science, and 4th industry maker. In this regard, we are focusing on developing and distributing fourth industrial content education tools.

Main Service and Product

I-KIT

- Coding is easy, fun to play and learn.
- A collection of all technologies, robotics.
- The maker who makes what i want.
- All connected to the world internet of things.
- Self-driving cars that move on their own.
- The 4th Industrial Revolution Career Advancement Experiential Diocese.
- AI learning and invention production.
- The diocese participating in the robot, coding, and invention competitions.

Alpha Mini

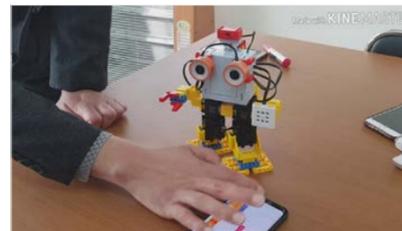
- Alphamini is an AI humanoid robot with Naver's artificial intelligence platform, Cloba Service.
- Alpamini, which consists of 14 servo motors, is an artificial intelligence robot that can perform the same high-level movements as humans and can express 100 emotions and recognize 200 objects through LCD eyes with Magic Vision technology.
- The 4th Industrial Revolution Career Advancement Experiential Diocese.
- AI learning and invention production.
- The diocese participating in the robot, coding, and invention competitions.

Category

- Robot/Coding
- Equipment/Device

Language

- English
- Korean



Why our edutech service is effective

It is a suitable learning tool for coding education. Coding can be approached as a fun activity by using this tool. AI robot interaction can also make the education process interesting. We don't have overseas export experience, so we would like to be walked slowly through the process of establishing details on transaction volume, unit price, etc. during the video conference.

Our preferred partner

- Educational institutions
- Collaborative partners of educational content
- ETC

How we can cooperate

- End product sales
- Contract with a local distributor
- Attracting investment

Our previous projects

Supplied Kingcoding education tools to elementary, middle and high schools

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01 | 02 | 03 | 04 | 05

Moneybrain Inc.

Company information

Moneybrain has proven its world-class conversational artificial intelligence technology to be highly utilizing in many areas, including broadcasting, education, and in service industry. State-of-the-art artificial intelligence technology, analogous to real people say, can be applied in a wide variety of areas. Also, it is expected that demand will increase significantly with differentiated technology in the age of diversification. In recognition of its competitiveness and value, the company has received \$2M investment from IDG Capital in 2019, and up to date, it has accumulated \$9.5M. In addition, the company is currently growing in partnership with major companies such as Microsoft, Kakao Partner, and SK Telecom. It is expected to accelerate its external growth and profit expansion in the new market as it is set to make inroads into the global market based on its performance so far.

Main Service and Product

Chatbot System

GSSHOP: 'Tok Order' service (KakaoTalk). Developed by LG CNS, you can order and pay for products with KakaoTalk by watching home shopping. Provides convenient convenience for ordering in KakaoTalk without using ARS, number menu type

AXA Direct: Provides simple insurance processing services through KakaoTalk, accepts photographs, and transfers payments to the web. Number Menu type. The two competing products succeeded in moving the channel from app to messenger, but they did not recognize the natural language as a numbered menu type. Our chatbots can understand natural language based on NLU.

In the future, the chattob market is expected to replace a substantial portion of app services, and it is anticipated that more companies will need the chattbot technology. Create a platform that makes it easy for companies to make chatbots. In addition, by operating PlayChat, a B2C service, it accumulates data necessary for advancing the technology of chatbot platform and makes it a stepping stone for global advancement.

Initially, KakaoTalk platform will be used to target domestic users, and then it will be expandable globally through platforms such as Facebook, Line, and WeChat.

Category

- E-Book
- Platform
- ETC
- Video Synthesis

Language

- English
- Chinese
- ETC
- Korean



Why our edutech service is effective

Moneybrain is the only solution that goes beyond recreating an AI model that realistically imitates a real-life person, to promptly render real-time interactive video representations. Through Moneybrain's solution, it is possible to save working hours, resources, time, etc. spent on producing video and video-based contents.

Our preferred partner

- Educational institutions
- Collaborative partners of educational content
- Publishers
- Online Platforms

How we can cooperate

- License sales
- Attracting investment

Our previous projects

Moneybrain's solution combines deep learning and video manipulation to readily turn an AI model into video form. By entering a script, you may create an AI model video which imitates a real person's features, voice, and even behavior realistically. This has much application value. Examples as follows:

- Educational Platform(SpeakNow): Free talking lessons with an AI model for learning a foreign language
- Kiosk(BTOne): Install onto a kiosk for real-time interactive ordering
- Broadcasting(MBN): AI model of the real-life announcer, Joo Ha Kim, to do news reporting

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WWW.MSKOREA21.COM 

01 | **02** | 03 | 04 | 05

MS KOREA

Company information

MS Korea Co., Ltd is a manufacturing firm to produce educational equipment to help further effectively use, utilize educational materials through image equipment and maximize educational effect by smooth communication between an instructor and a learner in an educational site for energy saving and betterment of educational environment etc. Our company aims to primarily produce educational equipments used in a school, and those are the sole products in the country, most of which hold a patent right, such as a touch screen, touch table, TV elevation, disinfectant microscope custody box, RFID smart electronic key, etc.

Main Service and Product

Interactive Electronics Digital Touch Screen Board

"Touch Wing," a product to attach/mount on the front of various image equipment (PDP/LCD/LED etc), can carry out every action on a screen by directly touching or clicking the image equipment screen. It breaks from the image equipment which only allows viewing. Calling an educational teaching program, image click and enlargement, turning a page, enlargement/reduction, drag, etc, are possible, and hand, pen, board marker, indication pointer, etc, can be used as a writing instrument, and as the one to mount on an existing TV it is made up as an independent product not connected with a TV.

Useful for Learning, Game, Video, Using Divers Educational Contents Touch Table

It helps with self-motivated learning.

It is capable of supporting various visual and audio education means, including educational video contents, games, collaboration plays, creative play, art classes and emotional intelligence education.

It helps users to develop skills to work together with others through collaboration play.

The touch-based screen allows users to develop intuitive senses and careativity

It promotes the convergence of integrated education and creative education.

Category

- Equipment / Device

Language

- English
- Spanish



 <https://www.youtube.com/watch?v=JnujOckigbg>

Why our edutech service is effective

We manufacture and deal in the following products: Interactive Whiteboards, Electronic Blackboard Screens, Audio hardware, Software development, design and building, RFD and Tag electronic lockers with integrated control and touch screens, touch boards, Library Management Systems, Library Accounting Systems, broadcasting and communications equipment manufacturing and building, LCD's, powered screens, stage lighting equipment manufacturing and sales, state-of-the-art classroom and teacher's platform building, powered elevation systems, powered flag raising equipment, U-learning environment building, Electronic Attendance Systems design and building, audio/visual learning material, science lab equipment building and sales.

Please refer to our introductory material at:

 <https://www.youtube.com/watch?v=-iJAzw6Mdug>

Our preferred partner

- Educational institutions
- Publishers
- Educational Institution

How we can cooperate

- End product sales

Our previous projects

Exports to Mongolia and Japan

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<http://nhri-edu.com/en> 

01 | **02** | 03 | 04 | 05

NHRI

Company information

NHRI is a Korea's best education R&D company which is developing and provides world's first education programs and smart contents based on the philosophy that 'The imagination is more important than knowledge' of Einstein.

Since established over 18 years ago, NHRI has been build up professional experiences introduce the latest technologies within education field and served smart STEAM education system with contents for K-9 students both of on&off-line education spots as a first leader of Edutech field not only South Korea but also all of the world.

In addition, The 'Science Artisan VR' which is NHRI's latest technology provide immersive experience the world of mysterious science via virtual reality. This realistic products were awarded twice from the e-learning contests (2015 and 2016) in held Korea MOE, and was selected as the representative of the future classroom of KERIS (Korea Education Research information Service) under Korea MOE (2017, 2018, 2019). Also provides realistic duplex interactive 3D smartphone apps and study books within exciting science stories included dinosaur stories.

Main Service and Product

Science Artisan VR

the world of mysterious science - VR contents & device

3D Smart app

Realistic duplex interactive 3D contents and books for science education.

AR play books and App

exciting and fun with fantastic dinosaur stories

Category

- VR/AR
- Steam

Language

- English
- Chinese
- Japanese
- Russian
- Spanish
- Arabic



Why our edutech service is effective

- Realistic science contents (3D/AR/VR, etc.) are key products to futuristic education. They not only help promote the institution that uses them, but receive favorable reviews from students and help teachers achieve education impact quickly.
- 100 realistic 3D apps and 20 VR products that focus on core scientific principles.
- Prices may vary due to purchase volume and size of local market.

Our preferred partner

- Educational institutions
- Collaborative partners in educational
- Online Platform

How we can cooperate

- End product sales
- Localization
- License sales
- Establishing a local corporation
- Attracting investment

Our previous projects

Domestic elementary, middle and high schools
 Science museums, libraries
 In negotiations with Liberia's MOE

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www.nsdevil.com 

01 | **02** | 03 | 04 | 05

NSDevil co., Ltd.

Company information

NSDevil stands for North Star developer's village that means we're going to create and develop new technologies and innovative things for the human being who need to get education opportunities in the world. Since 2011, NSD developed several technologies for education field. And we established them in a few countries to verify that they worked in any place such as the off-line environment, with limited social infrastructure(electricity), and so on. "We support educational innovation through UBT and UBLCloud Technology."

Main Service and Product

UBL Cloud

"Establishing an artificial intelligence contactless learning environment in the post COVID-19 era"

UBL (Ubiquitous-based learning) Cloud is a learning platform that provides online education using tablet PCs, PCs, and mobile devices. It provides a drag & drop method based simple content authoring tool and an integrated viewer that enables interactive distance learning, and an integrated learning environment that includes global CDN support, artificial intelligence-based learning attention enhancement function, chat, real-time quiz and survey, learner screen control function, etc.

UBT Cloud

"Establishing an artificial intelligence contactless learning environment in the post COVID-19 era"

UBL (Ubiquitous-based learning) Cloud is a learning platform that provides online education using tablet PCs, PCs, and mobile devices.

We present a reliable solution to the non-face to-face online test by utilizing the AI supervisor function that analyzes the candidate's facial movement, 3D inverse transformation analysis and sound, the testee's screen recording, and the location information check function.

Category

- Equipment/Device
- LMS
- Platform

Language

- English



Why our edutech service is effective

Our product makes it possible to conduct online education and testing (with anti-cheat AI) in regions having a difficult time with COVID-19

Our preferred partner

- Educational institutions
- Collaborative partners in Education/Medical sector

How we can cooperate

- End product sales
- Contract with a local distributor

Our previous projects

Used in Mongolia and Korea's medical license test
 Used in 24 domestic medical schools
 Testing and training for use in Vietnam, the Philippines, and Nepal

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www.o2o.kr 

01 | **02** | 03 | 04 | 05

020 Inc.

Company information

O2O Inc provides interactive information service in forms of Voice Assistant. Corresponding the needs for touchless and data-driven solutions in tourism service industry, we have capacities to create virtual tour guide that anyone can access on personal smartphones. Also, we can offer interactive information kiosk in public space where travelers can deeply engage in the tourist space and gain refreshing experience. As our service's strength involves "voice interaction" (Conversational AI), our solution will improve your brand image, deepen customer engagement, optimize your business in touchless and voice-first era.

Main Service and Product

Word Cube

Word Cube is a voice-interactive game where anyone can enjoy practicing English by speaking to the program. The format of this game resembles word-search puzzles. However, instead of circling the words founds, players have to pronounce the words out loud correctly within the given time in order to successfully collect points.

Differentiation: The game's voice interactive function is enabled by Conversational AI.

Targets: English learners of all ages who wants to improve their vocab and pronunciation skills.

How-to-Play:

- Players get connected to Google Assistant on their personal devices.
- Players start the game from level 1. Within one level, players can choose easy, medium or hard option which will determine the duration of countdown time.
- Once the game is started, players shall pronounce the words found out loud correctly in order to successfully earn points and pass the level.
- This game version has up to 10 levels. The higher level, the larger number of words to be searched.
- The harder and higher levels passed, the higher scores player can earn each round.
- Players can gather points by playing each level or by watching ad videos.

Learning Functions and Impacts: Learners can practice English language by speaking to our game. English pronunciation skill is crucial to score; hence, players are encouraged to practice speaking and quickly identify vocab in competitive setting.

Category

- Language

Language

- English
- Etc
- Indonesian
- Thai



Why our edutech service is effective

Service specialization: Edutech through Conversational AI

Strengths in Language Education: The voice recognition function allows the student to accurately review their speaking and pronunciation.

Strengthes in Overseas Expansion: Our company is a partner of Google, and can provide localization services through our accurate voice recognition solution that covers languages spoken in 44 countries.

Order Volume and Unit Price: TBD (Solution-base; license rights)

Our preferred partner

- Educational institutions
- Collaborative partners of educational content

How we can cooperate

- Localization

Our previous projects

We have provided our product to Skylife's interactive AI customer care center and Hongcheon County Office's interactive promotion system. We were also involved in educational games

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www.deepblock.net 

01 | **02** | 03 | 04 | 05

Omnis Labs Company

Company information

Founded in 2018, Omnis Labs has developed Deep Block to change the way of learning and using AI. Deep Block is backed by a dedicated GPU data center with a fully managed AI software stack that users can utilize to train models and run predictions without coding and setting up. The demand for AI-driven applications is increasing, and this is creating an acute demand for talent. With Deep Block, users do not require any previous experience in software or infrastructure engineering, and they can focus on training their AI models and evaluating data seamlessly in the Deep Block's private GPU cloud.

For education, we have developed a curriculum designed to take advantage of the features that Deep Block offers, together with low-code or no-code workflow and simple tools for learners that want to apply artificial intelligence to their work without the need for a computer science degree or deep expertise in AI engineering. Our AI curriculums are designed for non-AI professionals, and we have organized the training course for non-CS majors so that they can quickly and easily learn how to use AI technology.

Main Service and Product

AI education should be conducted both online and offline in a manner that is easily accessible to the public and professionals who are not AI professionals by helping them understand critical AI concepts and tools.

We have designed an educational program that uses a suite of web-based content and AI platform to provide the public with a better understanding of AI and to help the work force better respond to a rapid increase in demand for AI skills. The courses are designed for non-CS majored through a systematic presentation of AI concepts and their applicability to various areas. We designed course consists of AI case studies and practical exercises where AI can be applied to everyday problems. And the platform, Deep Block allows students to complete practical tasks in a low-code or no-code environment.

Particularly, we are focusing on computer vision to teach practical AI for public. Computer vision is the most well developed AI domain and necessary in many industries to inspect, detect, and measure objects in various types of images, including manufacturing, self-driving car, scientific research, national security and defense, earth science, medical industry, e-commerce, and more.

Category

- Robot/Coding
- Platform

Language

- English



Sample Course Project :
Creating a white blood cell detection AI



Sample Course Project :
Creating a car detection AI for high resolution aerial images

Why our edutech service is effective

We have developed AI-driven solutions for the enterprise sector and academia. Deep Block currently has 500 users, and we have been running AI skill training webinars that have received a positive response. This November, we will launch our full AI course online. Our webinars have attracted more than 100 people, and the number is growing. We are an engineering company with ample experience in AI engineering and education, and we specialize in building tools and content that are powerful resources for non-programmers. Our team has experience working in both AI engineering and coding education industry and we also have a significant experience developing AI solutions for enterprise customers in Korea, and our specialty is in computer vision technology. For example, we have developed custom object detectors and real-time anomaly analysis software for enterprises. Visit deepblock.net/academy to get more information and to get in touch with us.

Our preferred partner

- Educational institutions
- Online platforms

How we can cooperate

- End product sales
- Localization
- Establishing a local corporation
- Contract with a local distributor
- Attracting investment
- License sales

Our previous projects

We have developed AI-driven solutions for the enterprise sector and academia. Deep Block currently has 500 users, and we have been running AI skill training webinars that have received a positive response. This November, we will launch our full AI course online. Our webinars have attracted more than 100 people, and the number is growing. We are an engineering company with ample experience in AI engineering and education, and we specialize in building tools and content that are powerful resources for non-programmers. Our team has experience working in both AI engineering and coding education industry and we also have a significant experience developing AI solutions for enterprise customers in Korea, and our specialty is in computer vision technology. For example, we have developed custom object detectors and real-time anomaly analysis software for enterprises.

Visit deepblock.net/academy to get more information and to get in touch with us.

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01 | **02** | 03 | 04 | 05

OnE Education.co.LTD

Company information

The OnE Education Company, founded in 2014, has independently developed the Mathnomics, a mathematical solution for diagnosis based on big data analysis and prescription based on AI. It is the unique technology in the world for learning guide and navigation services based on current position of individual learners. Now the platform has been sold to China and is preparing to start service.

Main Service and Product

Online Service in Education for K12

It is an online mathematics service which applied math education courses of four editions in China (from primary school to junior high school).

And it is an Adaptive-learning System used for Synchronous learning / Self-study / Preparing for exams based on Chinese textbooks.

- Provide customized learning service in accordance with learner level by providing different levels of content (Basic, Regular, and Advanced)
- Learning Management System (LMS)
- Providing learning support services by teachcomposed of in-service primary and junior high school teachers on cyber.
- Diagnosis, Prescription Learning Management System and Problem Bank

Category

- Platform

Language

- Chinese



Why our edutech service is effective

- We can engage in pre-meetings through video conferences.
- We have a vastly differentiated service in comparison to the existing online math education service in China. (Item Response Theory + Space Rule Model)
- Our platform and math education contents contracts have been signed, and will soon be distributed to schools in China (from primary school to junior high school)
- We require an annual guarantee fee.(use for maintenance and update, etc.)

Our preferred partner

- Educational institutions
- Collaborative partners of educational content
- Publishers
- Online platforms provider

How we can cooperate

- License sales
- Establishing a local corporation
- Contract with a local distributor
- Attracting investment

Our previous projects

Supply contract with a school in Guangxi Province, China
 Business consultations with a Beijing based company

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www.youtube.com/channel/UChAxJ3w1fQMnbcGCD_2Ov8g 

01 | **02** | 03 | 04 | 05

one's co.,Ltd

Company information

Our company, one's co.,Ltd was founded in 7. 2018. in venture center in KOREA. We are the company that makes various contents about exercise and healthcare for worldwide .

Main Service and Product

One's fitness as an educational content

is the video that teaches how to exercise easily and efficiently for fitness and health. It has all 85 motions and 47min. including correct walking for exercise. It gives both aerobic and anaerobic exercise effect simultaneously in our whole body. It's comprehensive, universal and completely new in comparison with any other exercise video like Youtube or books in the world. This video includes selected, innovatory, supplementary motions and how to prevent the pain and defects during abdomen and muscular exercise.

* our company and content was invited by 'sydney startup pitching final contest' due to its creativeness and innovation of our content.

Category

- content for online class or education

Language

- English
- Japanese
- Deutsch



Why our edutech service is effective

- Our video contents can be consumed in aircrafts ,various vehicles, subway trains, and other platforms and devices that has a screen.
- The price of our content is 7 thousand dollars (USD) per country the content is shown. < We have lowered the price 50% due to COVID-19. >
- Our content has great potential for use as educational content. It can be used anywhere, including on or offline activity for schools, universities, public organizations, private companies and for welfare purposes. Our company was had the honor of being invited to the 'Sydney Startup Pitching Finals' .
- Our 'Body Care for Well-being' content is patented. The COVID-19 situation has given rise to new needs and that can be satisfied with various beneficial products facing the online consumers. Most people will want their services individually tailored, consumed indoor, comprehensive, and related to exercise, as well as other needs.

Our preferred partner

- Educational institutions
- Collaborative partners of educational content
- Online platforms
- Government Intstitution

How we can cooperate

- End product sales
- Localization
- Whole distribute authority sales
- License sales

Our previous projects

- In consultations with Singaporean companies that supplies educational contents, an airline company and a video contents supplier company for screens in vehicles.
- In consultations following online meetings with a company supplying educational contents to an Indonesian university
- In similar consultations with a Brazilian government institution and broadcasting distributor.

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01 | 02 | 03 | 04 | 05

P2J

Company information

Gifted Children Identification System, Development of Interactive Broadcasting System
 The program is registered as a career counseling tool at the Korea Ministry of Education.
 It has received 15 nationally recognized awards, including the Minister of Trade, Industry and Energy Patent
 Technology Award. We operate highly reliable systems through institutional and university agreements.

Main Service and Product

Sports Physics Manager

We manage sports physics by analyzing the suitability of sports for children.
 We also check for growing sports talent, identifying personalized life sports, using physical education classes (after school classes), and customized key (growth) information.
 Investment/sponsorship will be extended to a selected elite sports student, as well as agent linkage, and growth program support (for enhancing physical, mental, skill growth).

Category

- Platform

Language

- English



Why our edutech service is effective

- There is a need for vitalizing leisure sports in Korea and China (Need to identify what sports are most suited for students)
- Discovering gifted athletes (Through quantification of sports abilities)
- Nurturing gifted athletes through a funding system (Funding and technical support for sports education)
- Height-based custom information support (Identifying height-enhancing sports, analyzing activity amount by sport type)
- Weight-loss customized information support (Identifying sports type for weight-loss, analyzing activity amount by sport type)

Our preferred partner

- Educational institutions
- Collaborative partners of educational content

How we can cooperate

- End product sales
- Establishing a local corporation
- Contract with a local distributor
- Attracting investment

Our previous projects

Services delivered to domestic schools and private education institutions
 Registered program at the Korea Ministry of Education

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01 | **02** | 03 | 04 | 05

Pacoware Inc.

Company information

AniBlock Team
 The AniBlock Team was made from Pacoware Inc. established in Korea in November 2017. Pacoware Inc. was founded with the goal of providing children with the right culture through the development of innovative products for them. As the first, a block puzzle product 'Ani-Block(Animated Block)' was launched in 2018. AniBlock has been prepared in consideration of the entry into the global market from the planning stage, so that it is currently sold on our own shopping mall 'www.aniblockpuzzle.com' as well as on the global company Amazon.

Main Service and Product

AniBlock Puzzle Challenger IV New Brain Teasers Stem Toy

FIND YOUR TIME: Your kids will prove themselves how fun it is. Meet your kids who play with unstoppable play and fantastic concentration. Learn spatial reasoning, and help increase your problem-solving skills, creativity, and imagination at the early stage of development!
FUNNILY RENEWED, VERY TRADITIONAL PUZZLE: Various puzzle designs consisting of 11 polygonal blocks and fun characters! It is designed to provide various types of plays in different levels, starting from beginner to advanced. Challenge more than 1,000 answers using numerous block combinations!
CONTINUOUS MOTIVATION: Save the cute friends trapped in the puzzle! The puzzles that you have completed will come alive with AR! Help your kids get a greater sense of accomplishment with our free exclusive app! Maximize educational effects by stimulating the imagination and curiosity.
ANIBLOCK'S NEW SERIES: The AniBlock Puzzle Challenger was created through the Kickstarter Campaign. It is composed of 4 editions formed of color and level. This 4th edition has 1 yellow and blue color block set and 1 block board with 12 puzzle patterns.
PROVEN AND SAFE: AniBlock is extremely strong and durable. Acquired children's certification in the United States, Europe, China, Korea, etc., and any child over 36 months can safely enjoy it. The STEM.org authenticated product. Made in Korea.

Category

- VR/AR
- Steam

Language

- English



Much user experience feedback from our kickstarter program, low MOQ
 Strong app warranty support

Why our edutech service is effective

Our preferred partner

- Educational institutions
- Collaborative partners of educational content
- Online Platform

How we can cooperate

- End product sales
- Localization
- License sales
- Contract with a local distributor

Our previous projects

- Exports to Taiwan, after localization cooperation with a Taiwanese teaching tool company. (30,000 USD)
- Exports to Canada, to a teaching/teaching program company. The Canadian company created the curriculum and began sales. (6,000 USD)

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01 | **02** | 03 | 04 | 05

PKLNS Co.,Ltd

Company information

We manufacture touch monitors, Digital podiums, Interactive blackboards, integrated solutions, and educational tools for learning and non-face-to-face environments.

Main Service and Product

Features (K-SERIES)

- Fully compatible with prospace LED Interactive Flat Display with android system Fully integrated solution in a slim design
- Windows®10 Pro (OEM) license
- Ideal product with sufficient power for pre-installed SW bundle of: ProSpace Pen, Intelligent Writing, Miracast (license keys are optional)

[Various screen size & High resolution / Integration interface](#)

[Operating system / Miracast / Software / 20 Touch point](#)

Features (PK-220SP)

- Ergonomically designed user interface
- Lift controller for various customers
- Easy moving with special steel-material wheel
- Monitor angle adjustment function
- High-quality Goose-neck microphones (Low howling noise)
- Wireless e-lecture board that can be used only with power cord without complicated line
- Use in university, international school or meeting room
- Ease 3 stage assembly type

Category

- Equipment/Device

Language

- English
- Chinese
- Japanese
- Russian
- Spanish
- Arabic
- ETC



Why our edutech service is effective

We manufacture touch monitors, Digital podiums, Interactive blackboards, integrated solutions, and educational tools for learning and non-face-to-face environments.

Before we video conference, please look over our product's information and leaflets. We also have many videos for detailed review of our product. Youtube channel: Search for 'PKLNS' for video review of our products.

Our preferred partner

- Educational institutions
- Collaborative partners of educational content
- Publishers

How we can cooperate

- End product sales
- Reseller / Distributor

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www.reallyedutech.com 

01 | **02** | 03 04 05

Really Edutech

Company information

About Really Edutech

ReallyEdutech was founded from a local maker community, among the first to embrace open source hardware, we keep creating innovative, user-friendly hardware & software products that become the building blocks in all kinds of electronic projects and fostering a strong community of learners around it.

After a decade, ReallyEdutech has expanded from open source hardware to AI (Deep Learning), Big-Data and Coding education, manufacturing, and other industries. The company's production lines cover from gadgets around Arduino, LattePanda, Raspberry Pi, micro:bit, Jetbot to comprehensive learning kits for school students.

Main Service and Product

Physical Computing theory and practice with video lectures, tutorial, software package for self-study Deep learning theory and practice with video lecture, tutorial, software package for self-study Big-data theory and practice with video lectures, tutorial, and software package for self-study Computer Languages: python, c/c++, r-programing, java, java-script, php, mysql with video lectures, tutorial, and software package for self-study Arduino Coding Kit Physical Computing Theory and practice with video lecture, tutorial, software package for self-study

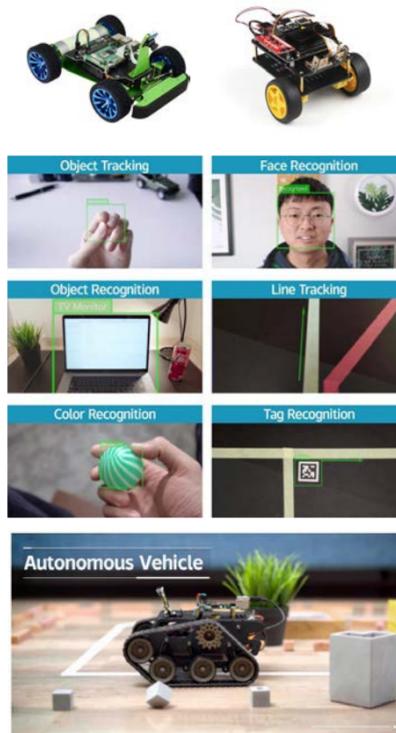
language: python, c/c++, r-programing, java, java-script, php, mysql with video lectures, tutorial, and software package for self-study

Category

- Robot/Coding
- Steam
- Platform
- Other
- Deep Learning

Language

- English



Why our edutech service is effective

- Supplied AI, Big Data, theory and application based Coding education systems to many different domestic elementary, middle and high schools as well as universities.
- Our company consists of AI/Imbedded Linux systems engineers with 15+ years' experience.
- Experience in the world's greatest project control system's architectural design. (ITER <https://www.iter.org/>)
- Can communicate fluently in English, both over the phone as well as through writing.

Our preferred partner

- Educational institutions
- Collaborative partners of educational content
- Publishers
- Online Platform

How we can cooperate

- End product sales
- Localization
- License sales
- Contract with a local distributor
- Attracting investment

Our previous projects

- Supplied video lectures to Won Kang University's Software Engineering courses (Raspberry Pi physical computing, Python, Deep Learning, Big Data)
- Supplied education solutions to Seoul Jeongui Girls' High School's STEAM education program.
- Supplied gifted students' learning solutions to Wonju Dan-Gwan Elementary School's Gifted Students' Program (Developed an educational program for Deep Learning, based on both theory and application.)

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01 | 02 | 03 | 04 | 05

REALWITH Inc.

Company information

REALWITH Inc. is the first company in KOREA to develop service and education, game software and contents that combine XR(Extended Reality : AR+VR+AI)Technology. We are providing optimized education solutions by combining the know-how of the gamification UX and AR/VR R&D. The vision of REALWITH Inc. shows all people more interesting world with our Extended Reality Technology. We signed a business partnership with the SK Telecom, I-Scream media, LG U+, YONSEI University Psychological Science Innovation Institute etc. We have been awarded various entrepreneurship league hosted by Korea Creative Content Agency(KOCCA), Gyeonggi Content Agencyand(GCA) and Minstry of Education. We have secured numerous patent registration, utility model, copyright, and our technology gets attention.

Main Service and Product

A Color Psychological Coloring Book Mind Coloring AR That Supports XR Mobile App
Mind Coloring AR is an innovative color psychological content provider which combines the know-how of Mind psychological specialists and Realwith's advanced technology.

Total Education Content Hi Edu XR with Books and XR Extended Reality App

Hi Edu XR is an innovative Total education content with an Education specialist and Realwith technology XR AR VR AI.

Category

- Language
- VR / AR
- LMS

Language

- English
- Chinese
- Japanese



Why our edutech service is effective

- When Minimum Order Quantity(MOQ) is met, either language translation or character customization services will be provided. Deliberations are available for some regions for sole distribution rights.
- We are the first company in Korea to develop educational technology that utilizes XR(Extended Reality : AR+VR+AI) technology. We have recieved awards from various institutions, including the Korea Creative Content Agency(KOCCA) and the Korea Ministry of Education. (We are also certified T4 by the Technology Credit Bureau(TCB))
- Our OEM and ODM are on par with major international companies. We are a publisher as well as a contents developer with solutions and contents developed in-house.
- Our major solutions include XR color psychology analysis and coloring solutions, multi- and mobile XR based English language education solutions, XR multi- and mobile education solutions, 'RARA,' the movement guidance solution from a distance, 'RAS,' the location sensor based multi-MR solution.
- Our major products include the MINDCOLORING AR, Hi English XR, Hi Edu XR, RAS-Sport, RAS-Vision, and RAS-Game(Ghost hunter MR)

Our preferred partner

- Educational institutions
- Collaborative partners of educational content
- Publishers
- Online platforms

How we can cooperate

- License sales
- Constract with a local distributor
- Attracting investment

Our previous projects

- Supply contracts with the Korea Educational Brodcasting System(EBS)'s EBS Lang and EBS Chomokdal websites
- An ongoing license export agreement with Eklampo Co., Ltd, a Japanese company
- Business partnerships with LG U+, I-Scream Media to develop XR(Extended Reality : AR+VR+AI) electronic textbooks

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01 | **02** | 03 | 04 | 05

Robo Risen

Company information

RoboRisen developed PINGPONG ROBOT, a robot for the future education, and won the innovation award at CES 2020. Through the BETT 2020 and spielwarenmesse, we had a lot of interest and have signed sales contracts with leading companies. In addition, it was selected as a Korean leading robot in the 1st Global Advancement Edu-Tech Innovation Company Contest hosted by the Productivity Center and Lead Innovation Business organized by the Ministry of Education.

Main Service and Product

Pingpong STEM Toy Robot

With a single module you can make any kind of robot, most extensible robot in the world, Coding education, Toy, Robotics makers with PINGPONG. With a single module you can make any kind of robot, most extensible robot in the world, Coding education, Toy, Robotics makers with PINGPONG. With PINGPONG ROBOT, you can easily make most of the robots you see on YouTube with only one module. The protocol has been released and Pingpong robot can be controlled by most of the computer languages. We opened 3D printing data so that users can create their own robots. Due to this novel idea, PINGPONG won the CES-2020 Innovation Award. It has been evaluated as a LEGO in the robot field by many experts. We aim to be a Lifelong robot friend from children to adults.

Category

- Robot / Coding
- STEAM

Language

- English



Our robot was lauded by both robots and education experts for being the most innovative and modular of all existing robots, due to its ease of build and how quickly it can be built. We won the CES2020 innovation award, our robot took the the LEAD innovation award the Korea Ministry of Education and was designated lead robot. We also won the EduTech Business 1st prize, hosted by the Korea Ministry of Industry among other honors. The order volume and price per unit can be discussed during our communications.

Why our edutech service is effective

Our preferred partner

- Educational institutions
- Collaborative partners of educational content
- Online platforms

How we can cooperate

- End product sales
- Contract with a local distributor

Our previous projects

Participated in the January 2020 BETT Show and Spielwarenmesse(International Toy Fair) and purchased sample Educational Robot, PingPong. Import contracts with Germany's MODSTER and RobotShop from the US/Canada region, with online sales to begin October 2020.

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02

01 | 03 04 05

Robomation Co., Ltd.

Company information

Robomation, a company that has developed robots for education for 25 years, presents a new paradigm of education with accumulated technology and ingenious imagination. Robomation presents the future through educational service robots that enable students to enjoy and educators to conduct effective education. From young children to college students majoring in computer science, explore the Robomation that are optimal for education through robotics.

Main Service and Product

Unplugged Computing Robot PockeTurtle

PockeTurtle Robot is an unplugged coding robot that allows you to learn the principles of computer science without a computer.

PockeTurtle is easy and fun for anyone new to coding.

PockeTurtle is a robot developed to enjoy card coding, line coding and music coding without connecting to a computer.

Card coding is a method to make a program by inserting a command card into a color sensor sequentially.

Robomation's patented color-type coding card is designed to learn concepts from simple instructions to functions and iterations.

Line coding is a coding method that allows you to program the robot's driving method according to the color commands encountered while moving along the black line.

PockeTurtle's music coding is a coding method that allows you to create and play musical scores according to the note by color and the beat by the gap.

Anyone over 6 years old can learn to code with PockeTurtle

Hamster Robot for coding and STEM education, compacted with sensors

Hamster S is an all-in-one educational robot developed to be easy to use for anyone learning programming with functions essential to computer science. From scratch and entry to high-level programming languages that can be used in universities, it helps improve programming skills and thinking skills. Easily start programming and learn in depth with the robot Hamster S, which many schools choose and love among students.

Category

- Robot/Coding
- Equipment/Device
- STEAM

Language

- English



High market share in Korea

Robomation has no. 1 market share in the Korean public education sector, so we can offer our know-how for the education business, such as the educational material, teacher's training and more. Robomation's robots have various functions, sensors and actuators for the principle of programming education, and they are developed for teachers to use in class easily, and for students to enjoy programming education. You can find products that are optimized for the education business, including extended accessories that contain know-how of school use.

Trade scale : we don't have MOQ condition initially, so the buyer can test their market with small quantities, so the buyer can understand Robomation's robots, and try them with school clients.

Price information / we have a price table for overseas buyers, however, we can discuss the price with open-mind, so please do not hesitate and contact us.

Why our edutech service is effective

Our preferred partner

- Educational institutions
- Collaborative partners of educational content

How we can cooperate

- End Product Sales

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01 | **02** | 03 | 04 | 05

ROBOROBO

Company information

Roborobo is Korea's leading educational robotics company. Roborobo has been planning, producing, developing curriculum, textbooks, classes, and operating various competitions for educational robotics since year 2000. Students from more than 1,200 schools nationwide have already experienced Roborobo robotics education. The materials and contents of Roborobo provide excitement and motivation by allowing students to easily adapt robotics. In addition, through exporting its products to more than 40 countries around the world, Roborobo is responsible for future education of children through expanding its subject portfolio of coding, life science, drones, and creative math as well.

Main Service and Product

ROBOROBO'S DIY ASSEMBLY ROBOT FIGURE

GEARS SERIES - Easy assembly / strong joints for various movements and motions / good price for high quality / AGE: 3+ / MATERIALS: ABS / PACKAGE SIZE: 8.5 x 8.5 x 11 (cm) / WEIGHT: 70~90g / ORIGIN: SOUTH KOREA / KC SAFETY CERTIFICATION #: KCCB065A008-9006

UARO SERIES - EDUCATIONAL ROBOTICS FOR KINDERGARTEN

UARO is an educational robot-alike kit for children aged from 3 to 5. By assembling pro-children safe plastic parts into robot-alike toys, children can learn basic functions of coding and programming.

Using unplugged coding board, children can learn how to code and programming the toys even without any physical device.

ROBO KIT SERIES - EDUCATIONAL ROBOTICS FOR STUDENTS

ROBO KIT is an educational robotics kit for students aged from 8 to university level. By assembling the terminator-alike parts into robotics, students can learn how to build various types of robotics coupled with functions of coding and programming. Using Roborobo's own developed coding software: 'Rogic', children can learn how to code and programming the robotics simply through drag & click mechanism in the software, to make the robots move.

Category

- Robot / Coding
- STEAM

Language

- English
- Chinese



Coupled with our extensive experiences in both domestic and international markets for more than 20 years,

we are more than welcome to establish our long-term relationship with various entities from all around the world.

Indeed, Roborobo has an R&D centre at its head office, which is capable of developing both hardware and software that can satisfy your local demand for edutech products.

We are proud to share with you that we develop our own educational products with passion and heart.

Why our edutech service is effective

Our preferred partner

- Educational institutions
- Distributors

How we can cooperate

- Discount price on bulk orders
- Sign an exclusive partnership with a local distributor

Our previous projects

We grew into a leading sized company specializing in robot-based private education from a teaching tools lending company after we localized a Chinese business partner's business model 10 years ago.

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https://www.buykorea.org/bk/byr/product/e_library_and_smart_school_platform-3205215.do 

02

01 | 03 04 05

SEIL Co.,Ltd

Company information

Our company is a trading company that exports Education contents and electronic products, beauty equipment and Home medical equipment.
 Education contents are English contents and E-Library for Children.
 Electronic products are freezers, vacuum cleaners, air conditioners, air cleaners
 Beauty equipment and plasma-based skin care equipment
 Medical device products are osteoarthritis treatment, hair loss treatment, rhinitis treatment, urinary incontinence treatment
 We have a contact office in China and we are collaborating with KOTRA as an export enterprise.
 Through this opportunity, I hope this will be an opportunity to develop between the two companies.

Main Service and Product

English E-Library and E Future Phonics Fun Readers Learning Kit

English E- Library

- Digitalized Learning books based on various textbooks
- More Individualized textbooks for students
 English Story Book, Children's Song Story Book, Comic, Classic tales by Level
- Interesting self-directed learning through various teaching materials Saypen, Workbook, Mini Book using QR code

e-future Phonics Fun Readers Learning Kit

- A Competitive World books published by e-future
- Main textbook evolved
 Applying Say Pen and QR code function to enhance learning effect
- Various material
 Various materials such as activity book, flash card and Game board
- Highly competitive content
- Easy and detailed parents guide

Category

- E-BOOK

Language

- English



Our English language textbook was honored with an award by the Extensive Reading Foundation.

We provide an excellent learning tool that is fun for students.

By clicking on the book with an electronic pencil, the user can hear pronunciations of terms, and it is also possible to record yourself and play the recording back, making studying more interesting.

Why our edutech service is effective

Our preferred partner

- Educational institutions
- Collaborative partners of educational content
- Publishers

How we can cooperate

- End product sales
- Contract with a local distributor

Our previous projects

We supply English language education contents suitable for infants to elementary school children to a publishing company.

We provide a learning tool that helps students learn while having fun.

Provides term or sentence pronunciation when the book is clicked with the pencil

Can record yourself and play the recording back, which makes studying more interesting.

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01 | 02 | 03 | 04 | 05

SPREATICS

Company information

Based on 10 years of teaching experience in the field, we began untact education business since 2017. We have 24 hours available and English-speaking professional online tutor and software developer.

Main Service and Product

Untact Edcation Platform in which AI Instructor and Human Teacher Cooperate

- Korean language tutoring
- Korean-style math tutoring
- Software developer tutoring
- Graphic designer tutoring
- MS office expert tutoring

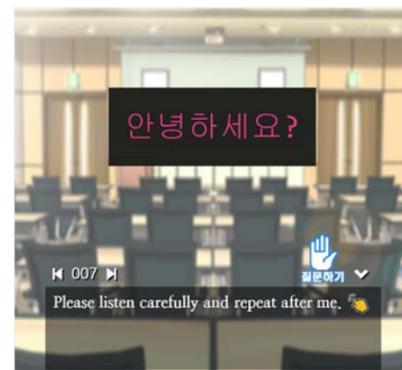
We have lot of software education contents for now, but we are expanding our service to Korean language education and math education as well. Our flatform supports 11 languages. (English, Spanish, Chinese, Japanese and so on)

Category

- Robot/Coding
- Language
- LMS
- Platform
- ETC
- AI Teacher

Language

- English
- Chinese
- Japanese
- Russian
- Spanish
- ETC



Every offer is welcomed. Feel free to suggest for anything.

Why our edutech service is effective

Our preferred partner

- Educational institutions
- Collaborative partners of educational content
- Online Platform

How we can cooperate

- End Product Sales
- Localization
- License Sales
- Establishing a local corporation
- Attracting investment

Our previous projects

Seoul's official software education partner.
15 nationwide franchise branches. (professional education centers)

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01 | **02** | 03 04 05

TechTreeSpace Inc.

Company information

We can bring to life the next generation's dream through education. Our company will be a good guide to help the next generation build a society full of affection that helps and communicates with each other.

Goal:
Discovering problems in life and proactively solving problems.
We will help children become problem solvers.

We will conduct research and development on various contents so that everyone can enjoy equal education opportunity.

Main Service and Product

CRAZYMON,DIY TOOTH BRUSH TOY, maker education, upcycling product,charactors
Crazymon is a DIY Toy that is made from a discarded toothbrush.
It is also the simplest type of walking robo that the bristlebot.

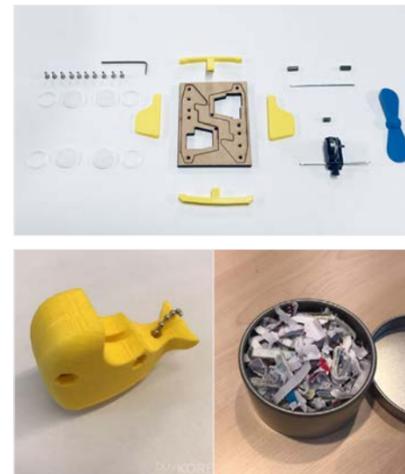
We made it using a 3D printer by ourselves.
It is an educational tool that helps environment and creativity education.
Crazymon could be utilized in relation to other classes such as 3D modeling, 3D printing, science, environment, etc.

Category

- Coding
- Steam

Language

- English



We have a non-face-to-face KIT that you can learn from. It teaches basic principles, and it is not just for enjoying putting it together.

It is already being used for non-face-to-face education in elementary and middle schools in Korea.

If a new training KIT is required, it can be developed based on the subject and learning goals, produced, and delivered.

**Why
our edutech
service is
effective**

Our preferred partner

- Educational institutions
- Collaborative partners in educational

How we can cooperate

- End product sales
- Contract with a local distributor

Our previous projects

- We are developing and supplying contact-less top-grade educational kits to schools, libraries, and education support institutions.
- National Library for Children and Young Adults: Future Dream Creation Center experience kit development and supply (Automata, LED rockets, etc.)
 - Gyeonggido Institute of Convergence Science Education: Supplied Experience kits made in Gyeonggido's top companies (Spiral Spring Kart, Bristle Bot)
 - Goyang-si Youth Career Experience Center: contact-less Experience kits made in Goyang-si's style, development and supply (Acrylic LED lamp)

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Tella

Company information

Our vision is to provide personalized language learning experience through the synergy of mobile + AI + tutors.
 Tella strives to analyze each learner's progress and English proficiency by utilizing AI technology and provide personalized learning content based on data analysis.

Main Service and Product

Tella is an on-demand English education service where the learner receives chat and real-time corrections by professional native English tutors on KakaoTalk. By analyzing the learners' English chat data with Google's natural language processing technology, we diagnose the customer's English usage patterns and proficiency and provide customized learning content.

- Tella Talk: 25 minute Chat lessons & instant corrections with an English professional native tutor and personalized learning content based on chat-data analysis.
- Tella Call: 15 minute Telephone English lesson where the learner verbally practices the English sentences they made and received feedback on during chat lessons.

Our core competencies are the following:

- High engagement of learners: 94% attendance rate and 71% booking rate proves that learning is sustainable via chat.
- Ideal type of data for analysis: text is easier to analyze than audio or video. Text can also be linked to audio or video contents/lessons in the future.
- Operational know-how, such as QC automation and content development

Ticket price

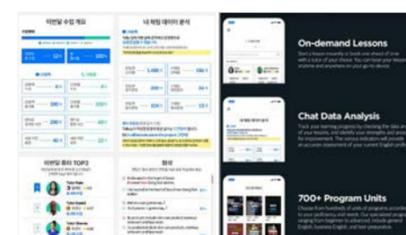
The average price of 1 lesson is \$5~6 USD. A user on average spends \$50~60 USD per month for 12 lessons on average.
 Ticket prices are negotiable depending on the number of lessons & duration of ticket purchased at once.

Category

- Language

Language

- English



Why our edutech service is effective

Tella's Chat English solves three problems learners had with using telephone English.

- Psychological barriers: Chat English has a low psychological barrier and can receive lessons unnoticed in public places.
- Learning effects: Chat English improves speaking 67% faster than oral lessons, according to research. This is because of the visual aspect of the lesson & feedback.
- Personalized learning: Tella analyzes learner's chat data and provides personalized learning content based on the proficiency and goal of each learner.

Our preferred partner

- Corporations (for employee training)
- Educational institutions (universities, K-12, language academies)
- Government institutions (for employee training)
- Educational wholesalers
- Etc.

How we can cooperate

- B2C product sales
- License sales
- Contract with a local distributor

Our previous projects

Employee training for major companies - Samsung Electronics, Samsung Card, GS Caltex, Korean government agencies, KOICA, etc.
 Employee training for IT and game development companies - Ebay Korea, PUBG, Sundaytoz
 Official content partnership with educational institutions - OPIc, Pagoda Education Group, Naver Dictionary
 Selected as Top100 Asian Startups by Echelon Asia Summit (2018)
 Selected to participate inTokyo Edutech Roadshow hosted by KOTRA (2019)

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01 | **02** | 03 04 05

TETRA SIGNUM Inc.

Company information

Tetra Signum is an XR-based medical solutions startup. By leveraging the strengths of 5G cloud computing and network infrastructure, we aim to become a leading XR medical solutions integrated service provider.

Main Service and Product

CPR Education needs innovation. We will change the paradigm of CPR education to help save lives. Not only for medical professionals but also for the general public.

CBS 2.0 is a self-directed VR learning solution to train people who do not know CPR. Through artificial intelligence, users will learn the correct method of CPR in addition to helping them perform CPR with confidence in an emergency. The CBS platform is equipped with 1) an AI instructor, 2) real-time feedback using precise sensors, 3) a cloud-based data center to log and deliver CPR training in an innovative way.

[VR CPR Training Solution CBS 2.0 Standard \(3284415\)](#)

[VR CPR Training Solution CBS 2.0 Premium \(3282346\)](#)

Category

- VR/AR
- Platform

Language

- English
- Korean



CBS was designed by world-leading, domestic and international, healthcare professionals who specialize in thoracic surgery and emergency medicine, along with top experts from advanced ICT technologies.

Feature 1. AI instructor

Customized training with an expert AI CPR instructor to help trainees with learning, scenario-based practice, and certification test modes - developed with the assistance of professional advisors.

Feature 2. All-in-one Solution

An All-in-one solution for easy management provides a simple, easy-to-install, and self-directed learning solution without complex installation manuals.

Feature 3. Real-time Feedback & Detailed User Results

Records more than 25 accurate and detailed metrics for each stage of CPR with real-time feedback, using precise sensors. The CBS DATA CENTER stores detailed individual trainee results allowing for big data management.

Feature 4. Cloud-based Big Data Center

Select customized content for the user experience. Manage re-training and re-issuance of certificates. Training quality is upgraded through data analysis.

Self-directed learning AI & XR CPR training solution, CBS is an educational system that enables self-paced and non-face-to-face learning based on precise interaction.

Why our edutech service is effective

Our preferred partner

- Educational institutions
- Healthcare organizations, Hospitals

How we can cooperate

- End product sales
- License sales
- Attracting investment

Our previous projects

Our first product, CBS is currently undergoing clinical trials with leading healthcare experts from multiple countries and associations.

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T-IME Education C&P Co., Ltd.

Company information

T-IME Education C&P aims not only to closely track and follow in the footsteps of changes in the education industry, but to stay a step ahead, through continuous research into the educational environment. T-IME Education C&P strives to become an education leader not only in Korea but all around the world by using content developed that meet global standards.

Main Service and Product

PlayFACTO

PlayFACTO is an elementary math manipulative program developed by Mathian, which has led the production of creative mathematical thinking skills content in Korea.

The program provides a professional curriculum designed to allow students from 6 years old to 4th grade in elementary school to organically learn creative thinking skills and the material at the same time, and this innovative elementary learning program allows the students themselves to discover the basic principles of a total of five comprehensive areas of mathematics, in a way which was impossible with previously existing manipulatives. Unlike imported manipulatives/brands, it has been developed by experts in creative thinking skills to fit the domestic education curriculum, and can be used to learn both the school math curriculum and conceptual mathematics. The program consists of a total of 10 boxes of manipulatives, and the game-based classes help to develop enjoyment of mathematics while also developing concentration.

PlayFACTO Board Games

- Target: Kindergarten / Elementary School students
- Board Game / Manual / Video
- Number of games: 20
- The product is made of high-quality, durable wood.
- It is designed to provide both fun and education at the same time.
- It was developed to enhance children's mathematic senses, their understanding of mathematic concepts, and spark their creative thinking skills while having fun.

Category

- Math program with wooden manipulatives, workbooks, and videos
- STEAM
- Equipment/Device

Language

- English
- Chinese
- Other
- Korean



Looking for distributors and partners who are willing to sell our Math programs. We have been exporting to 15 countries already. For more information, educationasean.wixsite.com/timeeducation

Why our edutech service is effective

Our preferred partner

- Distributors
- Educational institutions
- Collaborative partners of educational content

How we can cooperate

- End Product Sales
- Localization
- License sales
- Contract with a local distributor

Our previous projects

China: have dedicated factory and branches with many local distributors
 Hong Kong / Taiwan: Math program copyright and distributor contracts
 Thailand / Vietnam / Singapore / Malaysia / Philippines / USA / Canada / Columbia : Distribution agreement

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www.insolmnt.com 

01 | **02** | 03 | 04 | 05

TOPOBO KOREA

Company information

Timbo robot Curriculae have been developed and extensively tested in classrooms grades K-2 in South Korea, a world-leader in STEM education for young children. Nearly 150 activities are organized by grade and progress cumulatively to playfully introduce concepts related to information and computing technology (ICT). Concepts include algorithms, programming, memory, turn-taking, lists, and networking. Because Timbo robot is based on organic systems, the activities also introduce concepts unique to Timbo robot, such as locomotion, geometry in 2D and 3D, nature, and ecology. Activities can be coupled with existing curriculum to provide children a way to make abstract concepts concrete.

Timbo robot teaches computing concepts without requiring any computers ? all of the smarts are built into the toys, so kids spend time, tinkering, playing and working together, not looking at screens.

Main Service and Product

A new concept robot that codes while touching with hands

Timbo Robot

By developing the concept of a robot that is difficult for children to access, It is a robot block made to allow easy and infinite imagination.

Category

- Robot/Coding
- Steam

Language

- English



We are looking for buyers who needs innovative STEM/STEAM and robot/coding for young children.

Why our edutech service is effective

Our preferred partner

- Educational institutions

How we can cooperate

- End product sales
- Localization
- Contract with a local distributor

Our previous projects

Timbo robot Curriculae have been developed and extensively tested in classrooms grades K-2 in South Korea, a world-leader in STEM education for young children. Nearly 150 activities are organized by grade and progress cumulatively to playfully introduce concepts related to information and computing technology (ICT). Concepts include algorithms, programming, memory, turn-taking, lists, and networking. Because Timbo robot is based on organic systems, the activities also introduce concepts unique to Timbo robot, such as locomotion, geometry in 2D and 3D, nature, and ecology. Activities can be coupled with existing curriculum to provide children a way to make abstract concepts concrete.

Timbo robot teaches computing concepts without requiring any computers ? all of the smarts are built into the toys, so kids spend time, tinkering, playing and working together, not looking at screens.

Victony

Company information

Victony started its business with the intention of making applications which are helpful to college students. Using the technology which automatically grades questions (quizzes), we effectively link students, teachers, and publishers. Victony will develop the educational utility service which helps teachers provide effective lectures and helps students study on their own. Victony is a startup which will create a better educational environment using the automatic question (quiz) grading service. The objective is to create a service in which the students and teachers will improve the lecture efficiency through the automatic grading service.

Main Service and Product

ACADEMY Checker is auto scoring service after school Education

Our mobile app eliminates unnecessary grading time for teachers and helps them manage students' grades efficiently. The app analyzes test responses, provides statistics on problem areas and highlights student improvement needs. We will disrupt this market by going directly to teachers rather than using expensive distribution channels. Our initial market is Korea and then we will spread to other Asian markets and eventually go global.

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 acena@nate.com
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www.academyck.com

Category

- LMS

Language

- English
- Chinese
- Japanese



Our product is a smart test score management solution for teachers to efficiently grade and manage students' scores. The teacher only needs to input the answer once for all students receive their grades. Our service fee is a monthly subscription per student. We wish to work with local agents or major education franchises that require our services.

Why our edutech service is effective

Our preferred partner

- Educational institutions
- Collaborative partners of educational content
- Publishers
- Online platforms

How we can cooperate

- End product sales
- Localization
- License sales

Our previous projects

We have signed an MOU with an Estonian company 'DreamApply'.

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<http://VProductions.net>

01 | 02 | 03 | 04 | 05

Victoria Productions Inc.

Company information

Victoria Production Co., Ltd. is the first to introduce augmented/virtual reality technology to the stagnating paper book market based on the long experience of the book market to increase the value of existing paper books and to promote book sales. 'App for books' - 'BOOK By developing the' + APP' product, it led the global EdTech market and contributed to the growth of both paper and e-books.

It has a total of 150 book titles through continuous research and development and content development for more than 10 years, and has applied for a '3d AR mat' patent for the first time in the world by introducing augmented reality to six child safety mats. It has 650 mobile apps that support multiple languages in 16 countries, and boasts the world's largest augmented reality product lineup and educational content to date.

Main Service and Product

AR/VR/MR EdTech Web Platform Solution

Sign up for BOOKPLUSAPP, Victoria Production's web platform, and view all Victoria Production's books in e-books. You can also use the device to experience 2D/3D augmented reality and receive all services including learning, reading, and coloring.

<http://www.bookplusapp.com/>

3D AR and VR TOTO Storytelling Scanning Book (Total 40 Book)

TOTO stories have been carefully crafted to be fun for both parents and children. Each fairy tale-like story details a fun and interesting adventure that also serves to cultivate a child's logic and critical thinking abilities. This app combines beautiful 2D animations and printed book covers. Each page can be seen in interactive 2D animaton; just use your mobile device to scan each book cover of the Toto series books and watch the video as Toto characters immediately come to life on your screen.

AR Spookiz Storytelling Scanning Book

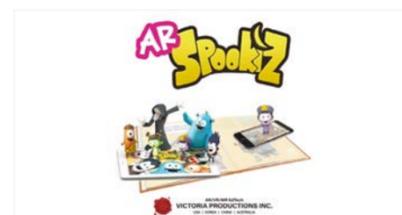
'ARSpookiz' is an animation book that adds augmented reality technology of Victoria Production to TV animation that shows the pleasant school life of unique characters produced by Keyring, Inc. Every night when the kids leave school and are empty, the cute monster friends get out of hiding and go on an exciting adventure. This is an interesting book that allows you to develop your creativity and imagination to create your own story by utilizing the voice recording function.

Category

- Robot / Coding
- E-Book
- Equipment / Device
- Language
- VR / AR
- LMS
- STEAM
- Platform

Language

- English
- Chinese
- Japanese
- Russian
- Spanish
- Arabic
- Italian



Why our edutech service is effective

Victoria Han Farago launched Victoria Productions in 2005. Since then, Victoria Productions has become a driving force in the digital world through providing beautifully crafted TV commercials, photography and multimedia services. In 2008, Victoria Productions created a pioneering technology for development of surpassing mobile educational apps, 3D contents, motion graphics, and engaging web platforms for both children and adults. Our core product is the 'BOOK+APP', an augmented reality framework in use by the publishing industry. The 'BOOK+APP' product allows content publishers to conveniently augment existing text-based content by pairing it with apps. This adds an exciting and animated element to existing material, thus increasing their value. Entirely new projects can also be developed from scratch. The only limit is your imagination.

Our preferred partner

- Educational institutions
- Collaborative partners of educational content
- Publishers
- Online platforms

How we can cooperate

- End product sales
- Localization
- License sales
- Establishing a local corporation
- Contract with a local distributor
- Attracting investment

Our previous projects

- 2017 SKT 5G Competition Excellence Award (AR TV service plan)
- 2017 Selected as 'IPIEC Global 2017' by WTOIP in China
- 2018 Established a joint corporation in Guangzhou with the 'Leafun (励丰文化)' group in China
- 2018 Developing augmented reality robot collaboration with 'CUBO' (kids robot) in Guangzhou, China
- 2019 Exported AR products to educational institutions under BOE in Beijing, China
- 2019 Korea Software Vietnam Export Marketing Support Selection (NIPA Information and Communication Industry Promotion Agency)

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VISANG EDUCATION INC

Company information

Since 1997, Visang Education has grown into an elite provider of content ranging from textbooks and learning aids to online education and teacher support. Now, Visang is focused on building low-cost, high-efficiency “smart-learning” environments where students can enjoy self-motivated English language learning. We couple our focus on the students with training for administration, teachers, and parents so that all parties can enjoy the full capacity of ever-evolving educational technology.

Main Service and Product

English Learning Program with AR Tech

Challenge presents a robust English curriculum developed by melding digital technology with educational content. It will encourage curiosity about the English language by providing engaging digital content with a complement of MR (motion recognition) activities and a review of English materials through AR at home.

Digital Math Learning Program

AllviA Math is designed for the concepts of math with using digital tools. It enables an interaction of teaching and students’ involvement through the digital board and pad makes both teachers and students share students’ activity results.

Interactive and Fun English Learning Program for Digital Kids

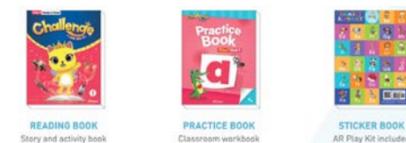
Based on an ICT Fusion Education platform, the Wings program provides content to help teachers and children learn interactively. By using smart boards and tablet PCs, every student can interact in the class and communicate effectively with teachers.

Category

- E-Book
- Equipment / Device
- Language
- VR / AR
- LMS
- Platform

Language

- English
- Chinese
- Japanese
- Spanish
- Arabic



Why our edutech service is effective

There are 3 types of contracts.

- License Agreement: For education institutions that directly operates language education schools; educational centers for emergency situation training; private schools; international school organizations
- Distributor or reseller supplying equipment to school
- A mediator company or individual connecting or creating contracts on their behalf the above entities

Detailed program information will be provided via email after the meeting. Unit price may vary depending on the contract type and volume.

Our preferred partner

- Educational institutions
- Collaborative partners of educational content
- Publishers
- Online platforms

How we can cooperate

- End product sales
- License sales

Our previous projects

- We have successfully signed over 5 supply contracts to overseas Asian educational institutions including in China and in Vietnam.
- We have an overseas supply contract with a Paraguayan institution to meet their after-school program needs
- Currently we are engaged in a native Canadian language preservation project which utilizes our content.

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Visang elearning

Company information

Visang education provides educational services such as elementary and secondary e-learning business and school franchise business, early childhood education business, Korean language education business, etc. centering on publishing business that develops and provides textbooks and teaching materials for elementary, middle and high schools. In order to create new global education culture, we are promoting expansion into overseas markets through Korean language education, English education and smart learning business.

Main Service and Product

On class

- A remote ZOOM-based On class program allows remote classes with teacher-to-student communication. If a face-to-face offline class is impossible because of COVID 19, it is possible for On class to be implemented remotely.
- On class teaching remotely through ZOOM – On class can be installed on the teacher's personal PC. With no limitations of place or time, teachers can continue their Korean classes with students.
- Resolve teacher's difficulties related to making and using teaching materials/resources by hand – Using study cards in the class system, teachers can facilitate a high-quality Korean class through a remote ZOOM-based On class program.
- Provide various study activities such as problem-solving, etc. Through ZOOM, both the students and teacher can complete activities and feel as if they are attending an offline class.

Korean On-line Lectures ; General Korean, TOPIK Test Preparation, Online TOPIK Mock Test (CBT), Business Korean

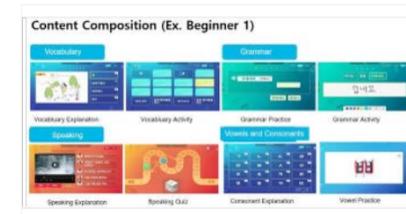
- General Korean (Beginner/Intermediate/Advanced)
- TOPIK Test Preparation lectures (Reading/Listening/Writing)
- Online TOPIK Mock Test (CBT; Computer Based Test)
- EPS TOPIK Test Preparation lectures
- Business Korean (For job seekers and office workers)

Category

- Korean Language
- Smart Edu-tech Platform
- Online learning

Language

- English
- Indonesian
- Spanish
- Chinese
- Vietnamese
- Korean



Why our edutech service is effective

- We provide a remote online Korean language learning platform and E-learning programs to Korean language education institutions, which may be facing difficulties with their educational programs due to COVID-19.
- If your company has local students who want or need to study Korean, we can connect them to cyber Korean education centers in Korean universities.
- We are looking for an agency that can introduce our cyber Korean education platform, locally.
- We can provide solutions to resolve difficulties in the Korean language education business.

Our preferred partner

- Educational institutions
- Collaborative partners of educational content
- Publishers
- Online platforms

How we can cooperate

- End product sales
- Localization
- License sales

Our previous projects

- Thailand-Korean Education Center: Supplied class programs to public middle schools
- King Sejong Institutes (for Korean language education) in 5 countries including China, Vietnam, Kyrgyzstan, Mongolia, Lithuania: Supplied both online and offline class programs
- KOICA (Korea International Cooperation Agency) Inclusive Business Solution (IBS): Supplied Korean E-learning contents and created a job matching platform in Vietnam

Our future business plan

- B2C (Business to Consumer): A Korean tutor matching service (A non-contact video solution) - We will match local Korean learners and Korean teachers
- B2B (Business-to-Business) : A cyber Korean language platform - We will offer TOPIK online Mock test (CBT; Computer Based Test), E-learning lectures, and class program
- Expansion of Korean E-learning lectures - We will offer TOPIK lectures which were optimized for short-term improvement, 6 countries' language E-learning, TOPIK online mock test (CBT; Computer Based Test), and AI pronunciation assessment

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01 | 02 | 03 | 04 | 05

VUIDEA, INC.

Company information

"VUIDEA.inc was founded in September 2013 by a consisting experts of core developers in Augmented Reality, Virtual Reality and Educational Engineering Theory. It is a start-up company that began as to create a variety of mobile technology and learning curricula to help foreign language learners, and present advanced education methods to children and elementary school students to improve on their skills.

Together with the children and elementary school students, we will listen to the voices of the parents and the teachers in the educational environment, and promise to make continuous efforts to advance the technology of the optimized education products.VUIDEA will continue to grow children's dreams

Main Service and Product

3D Coloring - Playing House 2 (Pink Pack)

3D Coloring - Playing House 2 series is designed to enable you to experience holograms through Holo-Vu, decorate your room and dresses, and learn four different languages throughout the play.

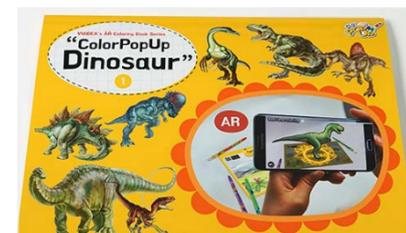
- Room Decoration: After experiencing the augmented reality of Boy's Room, Girl's Room, Kitchen, Living Room and Ballet Dress, you can decorate your own room by moving and placing furniture into the room.(Ballet Dress is not a room decorating.)
- Language Learning: Designed to learn 9 languages in Korean, English, Japanese, Chinese, Indonesian, Spanish, Russian, German and Arabic through 50 postcard cards for each product.
- Coloring Postcards: To use the card even after coloring, we had added e-postcard feature so you can share or send it online.
- 4. Experiencing 3D Hologram: You are able to feel objects you have colored, including 200 different types of furniture, objects, and 50 different types of dresses in 3D hologram.

Category

- Language
- VR / AR

Language

- English
- Chinese
- Japanese
- Russian
- Spanish
- Arabic



- We provide all-new experiences for children.
We provide the world's only program that provides children with individual hologram
- boxes.
- It is possible to experience the innovative AR+VR+Hologram technologies.
- Sample orders can be ordered by a 10's denomination. 50% discounts are applied. (USD12.5/EA)

Why our edutech service is effective

Our preferred partner

- Educational institutions
- Collaborative partners of educational content
- Publishers
- Online platforms

How we can cooperate

- End product sales
- Localization
- License sales
- Contract with a local distributor
- Attracting investment

Our previous projects

- Collaboration with Visang Education's E-Smart Learning(ESL) program (used in 2,000 kindergartens)
- Ongoing sales at Kyobo Book Centre
- Ongoing sales in Indonesia, Thailand, and China (Jingdong Dotcom)

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01 | **02** | 03 | 04 | 05

Weclover

Company information

Our mission is to create a better, happy place for all people and to lead the world doing it.

The We-CTP(Crowd Testing Platform) is a contactless based startup with the goal of being a SW quality upgrading system as well as promoting and creating a 100-day workload.

YAM-E(Yummy coding education) is a contactless based STEAM and Multi-AR converged SW coding education contents service, whose goal is to propagate future tech to 100 million children around the world.

(Note: Please refer to page 1 of Company's Introductory material)

Main Service and Product

YAM-E

You are Another ME is came from the idea of the Industry 4.0 technology, Digital Twin.

YAM-E SW coding contents service uses STEAM convergence with Multi-AR, to create an environment in which the user needs to solve a mission. To do so, the user needs to build a robot and program it, and can experience the whole process with friends and other online users. This is what differentiates it from the current SW programming services.

Strengths include:

- This is the first time anyone has converged SW development with SW testing to create an educational contents for our childrens' education, who will grow up to be convergence-fluent.
- This puzzle-mission based contents service has no set process or answer, and the answers require creative thinking.
- All children no matter their gender may enjoy the contents, as there are elements that cater to both girls and boys.
- The dashboard offers to the user a wide range of information, not only limited to lesson progression but also how they are growing in various areas; study fields, lesson subjects, and progression.

Category

- Robot/Coding
- VR/AR
- Steam

Language

- English • Japanese
- Chinese • Other

• Multi-language support:
 If vocabulary for service have all been translated, all functions will operate in local language.



Why our edutech service is effective

Strengths

- Easy localization (by design)
- Our product is an online educational contents service based on contact-less interaction, so maintenance and technical support is also easy.

Competitive Strengths

- Our terms of service and unit price can be flexible (according to expansion target country's economic and education environment situations)

Our preferred partner

- Educational institutions
- Collaborative partners in educational
- Publisher
- Online Platform

How we can cooperate

- Attracting investment
- Other
- Are flexible in negotiations according to local country's level of interest.

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mathadventure.net/en/home/ 

01 | **02** | 03 | 04 | 05

WeDu Communications

Company information

The WeDu Communications staff has been working toward our vision of becoming the number one global edu-culture communications group. We seek to open up a new horizon in the field of e-learning, with hopes of growing into one of the leading companies in the education industry.

Main Service and Product

Ryan's Math Adventure Prologue: The Beginning of the Journey

What if kids can learn math with a fantasy comic book?

Ryan's Math Adventure introduces an easier approach to learning. It offers engaging content and enhanced learning skills, all while fostering emotional intelligence! This fantasy-filled comic book combines math curriculum from countries around the world and incorporates everyday situations into the story to help improve the learning acquisition process.

Instead of just telling a child who dislikes math, "study harder," try out Ryan's Math Adventure. Through this fantasy comic book story, kids can study math in a more positive and fun way.

One day, a book took Ryan who loves adventures to the land of Mass.

The evil Pesia has used magic to erase math from Mass. Ryan meets the princess Aris, Captain Walter, Gilly, Pabel, and Numi.

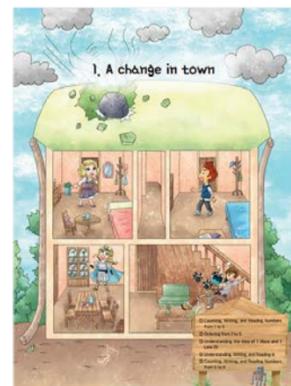
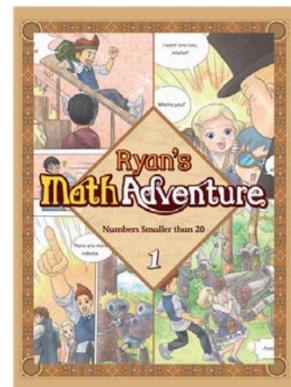
Instead of letting your kids who dislike math study hard, let them enjoy math with Ryan's Math Adventure.

Category

- E-Book
- Platform

Language

- English



We have developed a math education comic with content that is the result of analysis of 4 countries' curricula; South Korea, the US, China, and Japan. We have enhanced the effectiveness of the material by including in our development process, an incumbent teacher.

The English version of 'Ryan's Math Adventure' was first launched in the second half of 2018. Currently 7 paper books are in print, with 3 books to be made available this year. In the case of E-books, 20 books are available now.

Paper books are only available through Amazon.com currently, but we would like a partner that can distribute our paper books to bookstores and other offline sales routes.

Why our edutech service is effective

Our preferred partner

- Publishers

How we can cooperate

- Contract with a local distributor

Our previous projects

<https://www.amazon.com/>
 Paperback : Ryan's Math Adventure Prologue ~ 10 (Series)
 Kindle : Ryan's Math Adventure Prologue ~ 20 (Series)

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01 | **02** | 03 | 04 | 05

Whoborn Inc.

Company information

Whoborn Inc., with its major brand, "REALMAKE" (a brand that focuses on making imagination a reality) with 'DESCAR' (for education), has been developing innovative technology solutions such as the Learning tools, AR, VR, Real Audio, HMD, IoT security system and a 3-D printer for convergence materials

Main Service and Product

Descar Math Learning Tool Original Set

Arithmetic realized while enjoying the board game arithmetic master project.

MRH - Wireless Headphone 3D Audio Player and Virtual Reality Headset

We have very good science experiments that can be taught from 8 to 13. It is an interesting science kit to learn science while playing.

IoT Security Electronic Card and Solution

IoT Security Access Card is the next generation security system that is responsible for the safety of the company.

Category

- Equipment/Device
- VR/AR
- ETC
- Education Tools

Language

- English



MOQ 1k
You can purchase samples.

**Why
our edutech
service is
effective**

Our preferred partner

- Educational institutions
- Collaborative partners of educational content
- Publisher

How we can cooperate

- End product sales
- Localization
- Contract with a local distributor

Our previous projects

Selling math tools to educational companies in the USA

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www.whoborn.net 

01 | **02** | 03 | 04 | 05

Wise Club Co., Ltd.

Company information

WISE CLUB is one of the leading companies for child creative and STEAM education in S. Korea. We develop unique and high-quality educational toys and programs. Our business is focused on Kindergarten, nursery, home learning, and after school classes. All of our toys are certified in the safety inspection for kids by authorized laboratories. Our Head office is in Seoul, S. Korea, and branch offices nationwide.

Main Service and Product

Wise Big block

Giant fun soft block!
Flexible, durable, noiseless, safe, nontoxic, and nice touch feeling.
Wise big block is one of the best quality big blocks in the world.

Wise i

Nice color plastic building blocks!
Click together to form hundreds of different models that are limited only by a child's imagination.
Incredible easy and simple to use.

Category

- Steam
- ETC
- construction toys

Language

- English



It is a well-known fact that children learn faster during their playtime at an early age. Their games of pretence and construction can help them explore, discover and learn. Construction games open their minds to a world of endless possibilities and 'what-ifs'. If children play with friends, it can help in developing their socializing abilities. Here is how our products can benefit your child:

Building And Exploring Skills, Learning Spatial Organization, Problem Solving, Improves Patience, Triggers Imagination, Improves Math Skills, Builds Compromising Abilities, Learning To Use Their Minds, And mores,,,

Why our edutech service is effective

Our preferred partner

- Educational institutions
- ETC
- school suppliers

How we can cooperate

- End product sales
- Localization
- Contract with a local distributor

Our previous projects

- Well known and leading company by child education in South Korea.
- We provide education classes to schools, kindergartens, and home learning by nationwide branches and trained teachers for the past 15 years.
- In year 2008, we started to export our education toys to the world.
- We have been exporting over 20 countries so far.

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WizSchool

Company information

WizSchool is a company that is leading the popularization of software development with innovative technology.

WizSchool dreams of a future where anyone can create high quality software on their own. In order to achieve this dream, WizSchool has created an ecosystem for software creators. Specifically, a hub for software education, creation, sharing, and use.

The services provided by WizSchool are as follows.

WizLab: SW creation and sharing platform for the general public

WizLive: Premium online real-time software education service

WizClass (TAPIOCA): a popular software education service

At WizLab, people can easily create SW with text and block coding.

The compiler analyzes the code in real time, and AI tutor reduces code errors.

It also provides thousands of sophisticated IPs, making it easy to create high-quality apps.

In particular, block coding offers a completely different experience from conventional methods.

OOBC (Object Oriented Block Coding) was developed so that anyone can code.

Coding is possible on mobile, tablet and PC by tapping instead of dragging & dropping.

It is intuitive as it is coded similarly to natural language.

We also provide educational services based on WizLab's technology.

WizLive provides personalized education by connecting students and tutors in real time.

It consists of a creation-based curriculum.

WizClass(TAPIOCA) is a self-directed learning method that can effectively provide software education to a large number of students.

It consists of a structured curriculum and stories that capture children's attention.

Main Service and Product

TAPIOCA

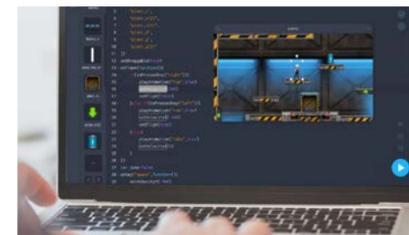
A programming playground where your imagination comes true

Category

- Robot/Coding

Language

- English
- Chinese



Why our edutech service is effective

Wizschool offers a complete software education package ranging from educational tools, services and a platform.

So our relationship does not necessarily have to be one where we only supply end products. We can provide services tailored to the country or company's needs.

We are open to diverse modes of cooperation, and we are flexible not only in services provided but also pricing and quantity.

Our preferred partner

- Educational institutions
- Education companies
- Publishers
- Online Platforms
- Distributor

How we can cooperate

- End product sales
- Contract with a local distributor
- Attracting investment

Our previous projects

Profit sharing agreement with a Chinese education platform company.

MOU agreement with a leading South Korean after-school tutoring service company.

Implementing education service for Samsung MultiCampus.

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Wonderful Platform Co., Ltd.

Company information

Wonderful platform is a company that designs the future and realizes it through platform services and AI devices.

Wonderful Platform is made up of 80% of the staffs who are capable of providing various platform services and AI devices based on their own technology chatbots, natural language, Big data, AI, robot SW, image recognition.

Our hardware product line includes AI platform such as AI Robot, AI holobox, AI laser beam projector, and integrated platform service solution for various business applications.

Through AI devices and platforms, we will pursue the public interest and strive to make it easier for anyone to access the technology and services of the 4th Industrial Revolution. We will provide services and solutions that can create new added value. And we have 19 patent registrations, 30 patent applications and 4 PCTs.

The company has invested KRW 4.5 billion through government projects and has invested USD 9M through three years of general investment.

Main Service and Product

AVAdin Focus E learning AI solution and Wireless charging Station

AI E learning Service with Data Analytics and wireless charging Station

Category

- Robot / Coding
- Platform
- E-Service

Language

- English
- Chinese
- Japanese
- Russian
- Spanish
- Arabic
- etc



Why our edutech service is effective

Artificial Intelligence Personal Assistant 'AVAdin' can be useful for various situations, including for single households, elderly care, general personal assistance, hotels, insurance company assistants.

AVAdin supports wireless charging in Samsung, Apple, and LG smartphones. It can also be connected to emergency facilities such as fire alarms through IoT systems, warning the user of danger in case of emergencies.

These security components can even allow users to lock or unlock door with commands. AVAdin presents not only a cutting edge AI, but it features a cute character, which has a fan following.

Through AVAdin, it will be possible for the first time AI life services can be used for E-learning. In this post-Covid generation, especially, since the online(non-face to face) education market will grow to dominate the E-market.

Our preferred partner

- Educational institutions
- Collaborative partners of educational content
- Online platforms

How we can cooperate

- End product sales
- Establishing a local corporation
- Attracting investment

Our previous projects

- In collaboration with 5 domestic agencies, KT(Korea Telecom), SKT(SK Telecom)
- Collaborative business with governmental institutions (10 city and district governments including Gimpo, Busan, Daegu cities) on a project aiding the elderly who live alone
- Near 3 billion KRW in orders for government tasked projects in 2020

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company.wjthinkbig.com/en/company/introduce.do 

01 | **02** | 03 | 04 | 05

Woongjin Thinkbig Co., Ltd.

Company information

Woongjin Thinkbig is a leading education company specialized in early childhood education in Korea which established in 1980. With a 10 year look-ahead program for the educational needs of children, we've been developing educational publishing, learning workbooks and providing tutoring service, learning centers, etc. Based on more than 50 billion learning data, we promote the advancement of AI technology and continuously strive to create new values in the educational culture by committing ourselves to create, innovate, and differentiate products and services offerings.

Main Service and Product

ARpedia

A book that augments reality and immerse children in a story by physically engaging the senses is a good way to entertain and educate younger children.

ARpedia is a full package of AR reading solution with 10 paperbooks, downloadable application, paper markers and smart tablet holder. ARpedia app merges traditional text with digital contents to provide an active reading experience for children.

This package shows a whole new world of book reading with various technologies that presents virtual images overlapped on the real world, engages reader's body and interact with what reader sees through his/her tablet device. This definitely demands more than reader's eyes when reading.

No conventional printed book captures the totality of certain moment. When you open the book and place a marker in front of your tablet, a huge dinosaur is not a picture on a page but a moving, 3D living creatures standing right in front of you. Other than AR and 3D images, ARpedia also recognizes image and sound, synthesizes user information, etc.

ARpedia will absolutely promote and encourage children to read more in a fun and interactive way.

Category

- E-Book
- Language
- VR/AR

Language

- English



ARpedia



Why our edutech service is effective

- ARpedia is the most successful AR reading product for children in Korea where various technologies meet the paper book.
- ARpedia combine the good points of both paper and digital books and delivers good contents in a way that children like and enjoy. Various technologies such as AR, 2D & 3D graphics and animations, etc. will maximize the vivid images in the story of a paper book.
- Children become an active reader when reading a book that interacts with AR technology for a completely new reading experience.

Our preferred partner

- Educational product distributor
- Educational company or institution
- Publisher

How we can cooperate

- Providing an innovative Educational tools for children in a more productive way
- Cooperate with contents on the additional series of the product
- Building local sales network channels

Our previous projects

- Launched "Woongjin Bookclub" which provide smart reading service and tutoring service using tablets for the 1st time in Korean Education market in 2014
- Launched "Interactive Book" which combine paper books and digital books with various technologies to engage children more into reading books in 2019
- Developed 4 additional series of "Interactive Book" and the number is keep adding up



03

MEDICAL
IT

MEDICAL
DEVICE SOURCING

MEDICAL
FACILITIES

MEDICAL TEAM
EDUCATION

INSTRUCTION OF
MEDICAL DEVICE

HOSPITAL
CONSULTING

MEDICAL SERVICES



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CDU CHEONGDAMU BEAUTY MEDICAL CENTER

Company information

Outstanding surgeons with consistent medical research

Through 19 years of experience in the plastic surgery field in Korea and China, CDU has earned outstanding insight and technique on plastic surgery.

As a leading figure of plastic surgery clinic, CDU plastic surgery Korea doesn't stop researching better and better materials for plastic surgery.

Total Care Solution: from head to toe, from inner beauty to the outer beauty

CDU Plastic Surgery Korea consists of 8 different centers from plastic surgery to cosmetics. Through a discussion between CDU medical team and beauty consultants, we are able to set a personalized plan for a patient.

This solution will not be a single improvement, but an overall improvement for the better version of a patient.

Medical Service

VIP Service

- From the online consultation to the end of your journey, one personalized consultant assists one patient. The consultant will be with patients every single step during visit in CDU.

Patient Safety Oriented

- CDU limits the number of operations for physicians to maintain the condition of our physicians at the best condition.
- Safe anesthesia system through board-certified in-house anesthesiologist.
- With an emergency power supply, we can safely finish the operation even with a blackout during the surgery.
- To prevent outside infections during the surgery, we installed a dust meter to maintain the best sterile state.

Systematic Aftercare

We provide much systematic post-operative care with all of our patients. Not only the surgery technique but also the after care is important.

Category

- Secondary Medical Institution (Specialist Hospital)
- Consulting

Specific field in medical treatment

- Cosmetic Surgery



We are a cosmetic surgery hospital specializing in the nose and the eyes.
We do research and development on silicone materials in-house.
We have a perfect record of being medical accident free for 20 years.

Why our Field in medical service is special

Our preferred partner

- Hospital
- Investment Firm
- Government Institution
- Medical IT Corporation

How we can cooperate

- Medical Service Expansion (via Hospital Expansion, etc.)
- Service Sales

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<http://www.claripi.com/> 

01 02 | **03** 04 05

ClariPi Inc.

Company information

Provides innovative solutions to complex problems in the field of medical imaging by integrating big data with artificial intelligence image processing technology. Our solution provides imaging experts with clearer information which is easy to use in order for them to make confident diagnoses.

Medical Service

ClariCT AI - AI-Powered CT Image Denoising Solution for Ultra Low Dose CT Scans

AI-Powered CT Image Denoising Solution for Ultra Low Dose CT Scans

Experience Unprecedented Image Clarity in Ultra Low Dose CT Scans

- Deep-Learning Based Clarity Enging clears up string quantum noises
- Compatible with any CT scanners complying with the DICOM Standard
- Assists users in making best judgements in Ultra Low Dose CT imaging

AI powered Image Clarity

- User definable and scalable clarity settings allow users to maintain image clarity at reduced dose settings.
- AI enabled image clarity helps users make consistent decisions in quantitative and qualitative analyses.
- Enhanced image clarity allows users to optimize the trade-off between image quality and radiation dose.

Increased Diagnostic Confidence*

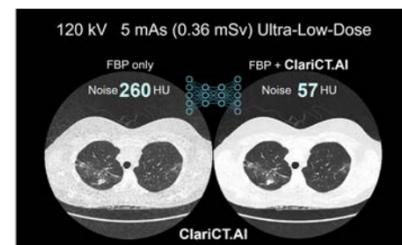
- Our patented Deep Learning Clarity Engine preserves the natural image's texture while clearing up quantum noises thereby providing comfortable observation with enhanced image clarity.
- Enhanced image clarity equivalent to the standard dose setting increases reader's diagnostic confidence. (* Based on the subjective evaluation of two board certified radiologists in 160 CT sets)
- Helps users make best decisions in reading low dose CT images.

Category

- Medical IT
(Hospital Information System, AI, etc.)

Specific field in medical treatment

- Radiology



 https://youtu.be/SSXIN5y-Q_Q

ClariCT.AI is an AI-powered image denoising solution that ensures clear image quality even in Ultra Low Dose CT scans. It is compatible with all existing CT scanners as it complies with the DICOM standard. With a simple S/W installation, ClariCT.AI effectively converts existing CT scans into clearer images by using the latest artificial intelligence technology. ClariCT.AI enables doctors to focus on precise diagnosis without risking radiation overdose. ClariCT.AI has obtained MFDS, FDA and CE certifications. In the management of COVID-19 patients requiring repeated follow-up, ClariCT.AI enables doctors to focus on precise diagnosis without risking radiation overdose.

- World's 1st AI powered CT Clarity Engine
- Through repeated training with millions of noise-corrupted CT images, our Deep Learning model smart and accurate in canceling Noise Signatures in CT scans.
- ClariCT.AI distinguishes thousands of noise patterns from a noisy low dose or ultra low dose CT image and instantly produces high quality CT images free of noise.
- Enhances clarity of anatomical structures while clearing up strong noise without distortion and plastic appearance.

Our preferred partner

- Hospital
- Investment Firm
- Government Institution
- Medical IT Corporation

How we can cooperate

- Service Sales
- Product Sales

Our previous projects

EU Exports: ClariCT.AI contract volume of \$150,000
 Domestic Sales: ClariCT.AI sales volume of around 320 million KRW
 Other Product Sales: 80 million KRW

Why our Field in medical service is special

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www.corelinesoft.com 

01 02 | **03** 04 05

Coreline Soft

Company information

A to Z on medical image SW development
 Corelinesoft started by solving this issue.

Existing image reading is a qualitative diagnosis that relies on experience and intuition, causing deviations.

The method of measuring the size, number, and distribution of lesions at reading is often different for each physician, and there is no quantitative standards, making training difficult. And the existing reading process compared to the number of patients visiting the hospital is difficult to accurately diagnose.

Corelinesoft has been trying to present quantitative standards for image reading based on technologies such as backend, frontend, 3D visualization, and mesh modeling required for medical image SW development and the highest level of AI-based automatic medical image processing technology. . In addition, we are offering products through TCS (Thin-Client-Service), our unique technology, in line with the era of un-contact.

Medical Service

AVIEW Modeler Medical 3D Modeling Software

AVIEW Modeler is a modeling SW that converts a file for 3D printing after segmenting body parts on CT and MRI data.

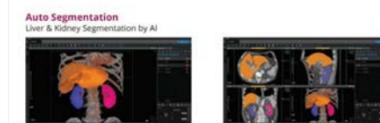
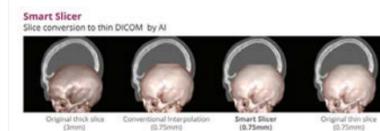
Medical 3D printing is being used for presurgical planning, patient-specific treatment plan, collaborative diagnosis, and diagnostic consultation.

While other products require to install SW on pc per user, AVIEW Modeler allows multiple users to access and use SW based on thin-client.

Also, it enables to share the contents with others by creating a URL-Link at anytime and anywhere. AI features (Auto Segmentation and Smart Slicer) are supported by automatic data processing functions that allow users to set rules and help them obtain better results.

Category

- Medical IT
 (Hospital Information System, AI, etc.)



Why our Field in medical service is special

AVIEW Modeler is a modeling S/W that converts a file suitable for 3D printing segmented body parts drawn from CT and MRI data. Medical 3D printing is being used for presurgical planning, patient-specific treatment planning, collaborative diagnosis, and diagnostic consultations. While other products require installation of S/W on a PC per user, AVIEW Modeler allows multiple users to access and use SW based on thin-client network. Also, it enables sharing contents with others by creating a URL link at any time and place. The AI features include the Auto Segmentation and Smart Slicer functionalities, which are supported by automatic data processing functions that allow users to set parameters, which will bring better results.

Our preferred partner

- Hospital
- Medical IT Corporation

How we can cooperate

- Product Sales

Our previous projects

- Stanford 3DQ lab's S/W evaluation certification
- Stratasys S/W evaluation certification

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<http://gkmc.co.kr/> 

01 02 | **03** 04 05

GKMC

Company information

GKMC is a company specialized in attracting foreign patients (medical tourism) Founded by a doctor in practice for the last 30 years and launched from a medial marketing company, GKMC provides realistic and efficient medical tourism service. We cooperate with hospitals and clinics in Korea equipped with state of the art facilities and exceptional medical equipment, and supports appointment reservations, treatment, to concierge services and everything in between, to guarantee our customers a satisfactory medical service and comfortable experience in Korea.

Medical Service

medical tourism service

<We provide Medical Tourism Promotions Service, GKMC>

GKMC's exclusive global service optimized for medical tourism : A dedicated staff fluent in Foreign language will support smooth interpretation and the concierge service in mind of the patient's utmost convenience will be provided to the patients, so they can enjoy their medical tour, while feeling as if they are receiving treatment back at home.

- Dedicated staff : Management of foreign patients for appointments, treatment and follow-up.
- Medical interpretation support : interpretation support for smooth communication
- Overall concierge service : Overall care in flight, accommodation, tourism, transportation. (Available to cooperate with agency / extra charge)

Category

- Other
- Medical Tourism Service

Specific field in medical treatment

- Treatment of chronic skin diseases, Health screenings, Cancer treatment, Heart treatment, Infertility treatment, Plastic Surgery, and so on



Why our Field in medical service is special

- 20 years of experience in the domestic and international medical field. We guarantee a successful medical tour through our outstanding knowledge in medicine that can minimize the gap between hospitals and agencies.
- Standing out in medical events held in the United States, Japan, UAE. The understanding of the field and expertise gained from participation and experience from numerous international medical expositions, conferences and promotion events. There is a reason why GKMC is receiving attention.
- We are in partnership with more than 20 excellent hospitals in Korea.

Our preferred partner

- Hospital
- Other
- Local Medical Tourism Company

How we can cooperate

- Product Sales

Our previous projects

- We provided skin treatment medical tourism services to foreigners in each country. (Russia, Japan, Arab, etc.)
- We have been invited to participate in various national conferences and public relations meetings.

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01 02 | **03** 04 05

HJM Medical Center

Company information

The HJM Medical Foundation was established in 2003, consist of a international hospital, a pharmaceutical company, silver town in Korea , Woogu University in the United States and Ilsim General Hospital in Tokyo, Japan. Located in a beautiful environment surrounded by nature, HJM Internatianl Mecical Centerl has been working with both outstanding Korean and foreign doctors in order to make our hospital a true great international hospital. The beautiful nature that surrounds us provides optimum environment that gives patients the opportunity to use unique treatment techniques that enable patients to use their natural healing power to the fullest. This effort that maximized the patient’s own natural healing power has resulted in our hospital having the highest non-Korean patients. Currently 30% of our medical staff and patients are foreigners. Every year, a large number of patients from Japan, China, Russia, Southeast Asia and other countries come to our hospital.

Medical Service

Cheongshim international medical center

The first diagnosis department that we immediately think of when it comes to modern chronic diseases is Internal Medicine.

At our Internal Medicine department, we carry out specialized treatment using advanced equipment and examination methods to address the causes and treatment of various life-style diseases and cancer. We are especially focusing on diagnosing the diseases with unknown causes and to find curable treatment by continuously research on a immune disease system.

Internal Medicine offers diagnosis and treatment in the following areas:

Digestive internal medicine: gullet, stomach, small intestine, disease in the large intestine and digestive functional disorder, liver, biliary, pancreatitis

Respiratory internal medicine: tuberculosis, lung cancer, and other lung diseases

Endocrinal internal medicine: Diabetes, stop bleeding (hemorrhage), thyroid glands

Category

- Tertiary Medical Institution (General Hospital)

Specific field in medical treatment

- Anti-aging treatments, cell treatment (knee cartilage cells, etc)



Why our Field in medical service is special

Stem cells: legal stem cells licensed by relevant government departments to ensure safety and effectiveness

The location of the hospital is rich in tourism resources, which is very suitable for medical tourism

Every year a large number of Chinese and Russian guests come here for recuperation and tourism

Our preferred partner

- Hospital
- Other
- Beauty Business, Tourism Business, Cosmetics Business, etc.

How we can cooperate

- Other
- Overseas patients promotion

Our previous projects

The first international hospital in Korea that treats the most overseas patients

No. 1 in the world for stem cell transplant patients

The cosmetics department is particularly popular in China, Japan and Southeast Asia

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01 02 | **03** 04 05

Insung Information Co., Ltd.

Company information

Insung information is an IT company that provides total solutions for network integration and industrial informatization since 1992. We develop and operate smart digital Health care Service that combines latest IT technology with medical service.

The healthcare business that we operate is divided into telemedicine (remote monitoring) and life medical device & beauty device business. Those two business segments are aimed at the entire domestic and overseas markets.

Medical Service

Home aesthetic device for skin

'DeepSkin' is a beauty device that uses Iontophoresis technology to transfer nutrients contained in the mask sheet into skin more effectively. After connecting the mask sheet to the device and operating for 15 minutes, you can see effects such as skin regeneration, moisturizing, whitening and wrinkles with high penetration effect.

Total Telehealth Monitoring Solution

'Hicare Hub' is specially designed to take care of patients who are usually suffering from chronic disease such as blood pressure, diabetes. 'Hicare Hub' helps people collect and save vital sign measurement information from medical sensors and transfers to healthcare center in order for professionals to analyze and monitor. So you can easily accumulate and manage various vital sign information while allowing you to remotely and effectively obtain advices and supports of medical staffs.

Telehealth Monitoring Solution Hicare Hub:

 <https://www.youtube.com/watch?v=ZenizNN3rY0>

DeepSkin:

 https://www.youtube.com/watch?v=wpiV6l_5hho&t=6s

Category

- Medical IT
(Hospital Information System, AI, etc.)

Specific field in medical treatment

- None



Insung is a Health-IT company that has been providing total solutions for network integration and industrial informatization since 1992.

We develop and operate smart digital health care services that combine the latest IT technology with medical service.

<http://insunginfo.kr/english/>

To start market test and integration, we propose beginning with a small export of products. MOQ and price are negotiable.

Why our Field in medical service is special

Our preferred partner

- Hospital
- Government Institution

How we can cooperate

- Medical Service Expansion (via Hospital Expansion, etc.)
- Service Sales
- Product Sales

Our previous projects

- Home Care Service for Veterans (USA, Department of Veterans Affairs)
- Healthcare Service for Pharmacy Chains (Europe : France, UK, Italy, etc.)
- Small Healthcare Center for Rural Area in Suriname

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01 02 | **03** 04 05

KODEXO

Company information

Medical facility environment infection management consulting company, KODEXO

KODEXO develops customized environmental management solutions for viruses, germs, fungi, yeast, etc. in the hospital environment (especially in the operating room, intensive care unit, etc.) for effective management of hospital environment infections.

KODEXO's systemic cleaning validation process includes badge-based surface microorganism and floating microbial samples cultivation to test the hospital environment, and also by establishing a certified cleaning/sterilizing procedure and management standard.

Medical Service

KODEXO's Environmental Infection Control Education to Middle East and South East countries as well as Russia, Kazakhstan and Mongolia.

Task Order: Environment Testing >> Consultation >> Education >> Evaluation

Establishment of Cleaning Schedules

- Contamination levels by medical procedure
- Frequency of hand contact
- Identification of immunodeficient patients

Establishment of Cleaning Methods

- Cleaning Schedules
- Cleaning Procedure

Establishment of Cleaning System

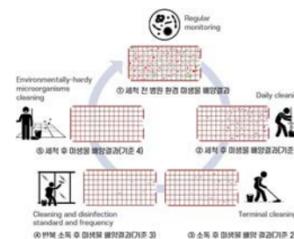
- Establishment of procedure
- Theoretical and practical education
- Task performance
- Environment Assessment
- Feedback

Category

- Hospital Equipment
- Consulting

Specific field in medical treatment

- None



<https://youtu.be/lrRk6R7D0Eo>

We are the world's first distributor of medical facility environment cleaning/sterilizing on-line education

Surface Contamination Test in a Hospital Environment

- Use of the Risk Stratification Matrix for creating a scheduled cleaning/sterilizing process

Establishment of Cleaning Validation and Standard Operating Procedures

- Establishment of cleaning/sterilizing program according to the PDA guide
 - Establishment of cleaning methods and disinfectant preparation procedure
 - Setting a cleaning schedule
 - Establishment of tolerance ranges
 - Determining critical areas from non-critical areas
- Establishment of risk based hospital-tailored cleaning/sterilizing assessment and management standards

Environmental Monitoring

- Cleaning/sterilizing program validity assessment
- Analysis of microorganisms in hospital environment
- Establishment of room-specific warnings and action levels
- Management of microorganism contamination and tolerance level deviations
- Reporting on Environmental Monitoring

Education and Evaluation of Hospital Cleaning Staff

- Cleaning Education
- Aseptic Behavior Education
- In-hospital Infection Training
- Local franchising available via technology transfer.

Our preferred partner

- Hospital
- Investment Firm
- Government Institution

How we can cooperate

- Service Sales
- Product Sales
- Establishing a local corporation

Our previous projects

- We are in ongoing negotiations with a US biomedical investment firm (US market expansion)
- Attended the Tech in Asia conference (Indonesia) as a representative of Korea
- Selected for participation by ChinaLab(ChoongAng Ilbo) at the Guangzhou China Innovation and Entrepreneurship Fair

Why our Field in medical service is special

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01 02 | 03 04 05

MCARETECH Co., Ltd.

Company information

We, MCARETECH Co., Ltd. are passionately dedicated to health and fitness and building products that help transform people's lives. We do our best to do play the role of 'Health Coach' that can change lifestyles for the better.

We offer a world-class HRV & APG analysis system that measures autonomic nerve system function and cardiovascular health.

Through indefatigable research, development and investment, we will continue to do our best to lead people to live healthier lives and ultimately achieve our goal of becoming an innovative global healthcare company.

Sincerely, MCARETECH CEO YOO, JIN-SUNG

Medical Service

Monitoring of training intensity, exercise readiness, overtraining prevention

NOWMON measures your HRV to measure rate of Body Recovery / current Body Condition and how you can push yourself without overtraining. It is a very useful tool that can assist professional fitness trainers and individuals to check training readiness and optimal intensity. Through periodic screening of your HRV(Heart Rate Variability), you can fine-tune training programs to get better results in less time and reach your goals through our smart training solution.

Immune defence, stress resilience and circulatory health test

UMON is wellness device that measures Immune System readiness, Mental/Physical Stress, Circulatory Health and the Ability to Cope by measuring the changes of internal/external environment through HRV and APG waveform analysis.

Introduction:

 <https://youtu.be/e2vfTw5ps3M>

Beauty Consultation Event Bangkok:

 <https://youtu.be/uYgmJe3WjXw>

Category

- Medical IT
(Hospital Information System, AI, etc.)

Specific field in medical treatment

- None



NOWMON

-  Measure Your HRV
-  Optimize Your Training
-  Maximize Your Result



- ▶ Do Smarter Training by Your Health Coach
- ▶ Effective tool to monitor your daily recovery
- ▶ Help you with more efficient exercise
- ▶ Help fitness trainer to manage their client

Why our Field in medical service is special

Our product is a personal wellness device that measures mental and physical stress and circulatory health by analyzing HRV and APG waveforms. By using of the world's best HRV bio-signal analysis algorithm, it will be easy to accurately check your health.

Our preferred partner

- Medical IT Corporation

How we can cooperate

- Product Sales

Our previous projects

- Regional Distributor in Switzerland
- ODM Project in China

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01 02 | **03** 04 05

MEDIZEN HUMANCARE INC.

Company information

information related to molecular diagnostics. We also integrate various advice and consultations from IT professionals, pharmacists, skin care, nutrition and sports experts to build a systematic user friendly platform. In the near future, we will be able to approach individuals and families in a friendly manner through data convergence with AI. We would be a global company that covers not only Eastern Asia but also Central Asia, America, and Europe.

Medical Service

Medizen Saliva Collection Kit

Medizen Saliva Collection Kit (M-CHECKER)

M-CHECK Professional Genetic Analysis service (Hospital only)

TELOCHECK Telomere Genetic Analysis service (Hospital only)

MELTHY Personal Genetic Analysis service (DTC)

Category

- Other
- DNA testing institution

Specific field in medical treatment

- None



Why our Field in medical service is special

Leading company in overseas markets among its domestic competitors.

- Has about 210,000 Southeast Asia-based genomic analysis data.
- 12 contracts for dielectric analysis projects in Taiwan, China, Vietnam, Indonesia and Hong Kong.
- Language support and contract step-by-step education system support of genetic testing results by country.
- Approximately 13 overseas business contracts will be signed within the next three years.

Providing various genomic analysis services.

- Medical institution specializing in 134 items and DTC global genetic analysis of 229 items.
- Personalized genetic disease prediction service for Koreans, Asians and Westerners by racial data preset.
- Telomere Length analysis service through the fusion analysis of telomeres, telomerase enzyme, and its genetic modification.
- Personalized drug gene analysis service based on the drug reaction and drug dose related genomes.
- Analyzing the degree of chronic diseases and developing aftercare services through the fusion analysis of oral microbiome and disease genomics.
- Developing big data on genetic and health records and AI-based bio-medical convergence services through collaborative efforts.

Our preferred partner

- Hospital
- Government Institution
- Investment Firm
- Medical IT Corporation

How we can cooperate

- Service Sales
- Product Sales
- Establishing a local corporation
- Other
- Joint Venture

Our previous projects

No. 1 Disease Prediction Genetic Analysis in the domestic market share for six consecutive years.

- Accumulated 430,000 genetic tests for disease prediction (the largest number of tests in Korea)
- Korea Centers for Disease Control and Prevention has the largest number of gene registrations, the largest number of genetic samples, and genetic data.
- Having a patent-based discriminatory disease prediction algorithm.

Performance of entering global markets (cooperative projects, attracting investment)

- Established joint ventures with Chinese companies in 2018 and 2019.
- Signed a technology transfer agreement (about \$1.6 million) in Ho Chi Minh, Vietnam in 2018.
- Signed a genetic analysis contract in Hanoi, Vietnam in 2018.

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01 02 | **03** 04 05

MMA Korea Co., Ltd

Company information

MMA Korea is manufacturing and distributing medical equipment such as the medical gas supply system, the clean room system and the nurse-call system.

We have experience in this field over 20 year and built up our own technical know-how.

MMA Korea has a market not only in Korea but also overseas with our rich experience and high technology. As long of the leading company in the world, we continuously invest in new technologies and develop products.

Medical Service

MEDICAL GAS SYSTEM

We would like to introduce our newest medical gas system, which comply with demands of relevant international standard and include the most Advanced technical solution ,based on our 20 years technical experience with production of medical gas system

- Medical gas piping system with source equipment.
- Bed head unit and terminal unit
- Valve and alarm system
- Oxygen generator system
- Medical secondary unit

Clean Room & Negative Pressure Isolation Room

MMA Korea provide OT room system and Negative pressure isolation room(NPIR) system. We design OT room and NPIR and provide equipment as well.

- SGPanel System
- Medical Gas Supply System
- Operating Pendant System
- Power Ground Module.
- Warm & Cool Cabinet, Cabinet
- Control Panel, LCD Control Panel
- Auto Door System

NPIR is an infection control facility designed considering air flow to minimize virus spread and make safety OT environment

Category

- Hospital Equipment
- Design/Construction

Specific field in medical treatment

- None



BIO Clean Room & Negative Pressure Isolation Room



Why our Field in medical service is special

MMA Korea is manufacturing and distributing medical equipment such as the medical gas supply system, the clean room system and the nurse-call system.

We have experience in this field over 20 year and built up our own technical know-how.

MMA Korea has a market not only in Korea but also overseas with our rich experience and high technology. As long of the leading company in the world, we continuously invest in new technologies and develop products.

Our preferred partner

- Hospital
- Government Institution
- Medical IT Corporation

How we can cooperate

- Service Sales
- Product Sales
- Other
- Local design, construction and site management

Our previous projects

- Hospital in Uzbekistan
- MMA Korea designed and constructed OT room and medical gas system and provided its equipment.
- Hospital in Myanmar
- MMA Korea designed and provided medical gas system, OT room, and other hospital equipment.
- Hospital in France
- MMA Korea provided OT room equipment and bed head unit.

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01 02 | **03** 04 05

QTT Co.

Company information

Say Hello to your oral!
 Do you know that the number of teeth in old age is determined in infancy? Oral health that we easily forget ...
 Oral health you have forgotten Now QTT will help you manage your oral health.
 Our world-first, artificial intelligence-based oral health management platform will provide you with high satisfaction in your daily life.
 Let your health always be hello!

Medical Service

AI based self oral examination mobile app
[Self Oral Check @ home, E.A.PO](#)

After taking the oral selfie with your smartphone camera and filling out the questionnaire then E.A.PO will automatically provide the oral report through deep learning.
 Artificial intelligence can determine whether or not to visit the Dental Clinic then inform the user to prevent oral disease exacerbations, complications, and alleviate medical costs.

- Functions :
- Oral affected area shooting function
 - Oral Health Report
 - Age-specific chatbot questionnaire
 - Children's Dietary Management
 - Educational game for oral health
 - Brushing animation
 - Find a dental clinic around me
 - Dental appointment / consultation

Dental Clinic Management Platform
[Smart Dental Clinic Assistant E.A.PO C&H](#)

Check the status of reservations received through mobile and respond to real-time inquiries
 Expose hospital information to the general public through mobile homepage management

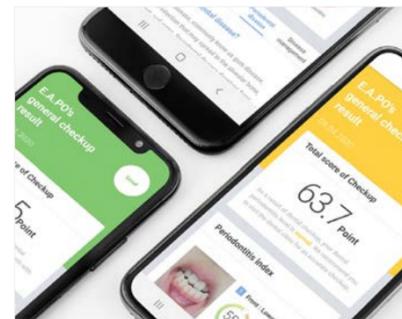
- Functions :
- Check reservation status
 - Patient Oral Report
 - Real time consultation
 - Schedule and consult settings
 - Mobile mini homepage management
 - Statistics

Category

- Medical IT
 (Hospital Information System, AI, etc.)

Specific field in medical treatment

- Dentistry



World's First AI Oral Examination Solution With 110 thousand data learned.

A.I. based Self-diagnosis

Everyday Anytime, Anywhere, easily record a symptom while chatting with chatbot on the app chat; take a photo of an affected area with a smartphone. A.I. analyzes and informs if you need to see the dentist.

Eating habits management

You can keep recording eating habits on the app; depending on the dental caries-induced index developed by our research team, we can identify how good or bad foods are for my child's dental health and correct them.

Searching LDC nearby

Somehow hesitant to see the dentist,
 A patient can make an inquiry before visiting the dental clinic to see if dental treatment is suitable for you and the fee is too expensive.

Why our Field in medical service is special

Our preferred partner

- Licensing
- API
- Other

How we can cooperate

- Dental Clinic / Hospital
- Educational institution
- Government Institution
- Insurance company
- IT Corporation

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<http://www.sarang-plus.com/?language=eng> 

01 02 | **03** 04 05

Sarang Plus Hospital

Company information

Since founded as an orthopedic hospital in 2004, Sarang Plus Hospital has been serving to bring hopes to patients in pain from various diseases.

We have treated countless patients through vast clinical experiences, state-of-the-art medical technology and honest medical services and been continuing making efforts to ensure all patients to lead a healthy and happy life with tailored treatments based on cooperative practice between medical staffs from internal medicine and surgery.

Furthermore, we exhaust our best efforts to bring healthy body, mind and soul to each and every patient under the divine love of God.

Sarang Plus Hospital is a missionary hospital dedicated to performing medical practice to find and help those who alienated and in desperate need of help and to embracing the whole world with the love of God.

Medical Service

Sarang Plus Hospital, with a 16-year history, has the motto of 'Global hospital delivering the Hope to patients'

Sarang Plus Hospital is the specializing joint and spine hospital. It has 8 treatment centers including Joint Center, Spine Center, Rehabilitation Center, Internal Medicine Center, Brain Center, General Surgery Center, Health Checkup Center and International Healthcare Center. The hospital has a strong point in area of robotic total knee replacement surgery.

Further, rehabilitation center, which has the advanced rehabilitation facilities including the robotic rehabilitation apparatus (ATT), operates the specializing program with the patient-customizing program.

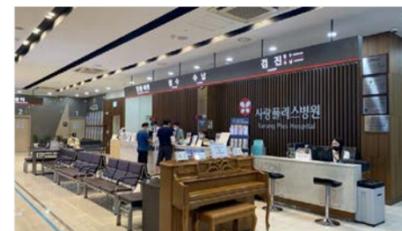
International Healthcare Center, which has 3 language-available coordinator in Russia, Mongolia and English, strengthens its overseas marketing to Middle East and South East countries as well as Russia, Kazakhstan and Mongolia.

Category

- Secondary Medical Institution (Specialist Hospital)

Specific field in medical treatment

- Orthopedics
- Neurosurgery
- Internal Medicine
- General Surgery
- Family Medicine
- Radiologist



Key points of our Almaty, Kazakhstan expansion negotiations

- Non-surgical Clinics (rehabilitation, physical therapy, blood test, etc.)
Negotiations with the local hospitals is necessary since we will open inside their facilities.
- We will need to hire local doctors, nurses and other staff. Also, the hospital floor of the clinic will require interior remodeling

Why our Field in medical service is special

Our preferred partner

- Hospital
- Investment Firm

How we can cooperate

- Medical Service Expansion (via Hospital Expansion, etc.)

Our previous projects

Currently we have around 30 partners in Russia and the CIS region (Kazakhstan, Uzbekistan, Kyrgyzstan, Ukraine). We are receiving local information from them.

The opening of a local non-surgical clinic at a local hospital in Almaty, Kazakhstan was planned, but was delayed indefinitely due to COVID-19!!

We prefer to open a non-surgical clinic -- not a surgical clinic -- within a local hospital (rehabilitation, physical therapy, blood test, etc.)

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01 02 | **03** 04 05

STARLABS // STARLABS™

Company information

STARLABS : Advanced Intelligence. Medical AI, Cloud MSP technologies company

- World first Urinary Stone Medical Diagnosis solutions Development
- Professional Global Cloud MSP company
- STARLABS co. – M/S 3rd Cloud MSP in Korea, Breakdown USD 2.9M in 2019, 72 persons in Office

Medical Service

To solve the problems

- Before 2~3days for treatment diagnosis in Hospital → Patient holding with painkillers in Hospital for 2 ~ 3days
- Urinary stone medical solutions of STARLABS are going to be made of short treatment
- diagnosis [2 ~3days → under 1minute]
 > Doctor can find out solutions output the followings. Urinary stone Scale, Location in patient body, Patient 3D map imaging

Predicted Effectiveness

- To Reduce Diagnosis time in Hospital for Urinary Stone and Patient's pain, To do fast treatment for patient in Hospital
- Effectiveness & Efficiency – to increase treatment of Urinary Stone patients and profits in Hospital
- Scalability of Global services with undetected services or Software solution Services

Global Urinary Stone Patients

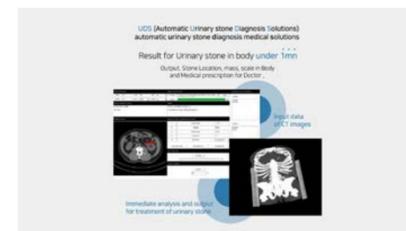
- Urinary Stone patients in Global are increasing. 8.8% of population in US around 2.9 billion persons of Urinary Stone patients (2008)
- Urinary Stone Hospital fee in US around USD 2B /2008 (Increasing 40% to visit in hospital for Urinary stone clinic, Doctor visiting 43%)

Category

- Medical IT
 (Hospital Information System, AI, etc.)

Specific field in medical treatment

- None



Why our Field in medical service is special

Our CEO, John Lee, had developed online shopping malls even during his undergraduate years, showing his talent early on. He set up the cloud business for Megazone, the top cloud based business today, and was one of the 1st generation experts in the field of domestic webhosting. During his setting up Megazone for success, he stood out during his days at Samsung SDS. Afterwards, he established Starlabs and began immediately to build profits. Currently the company is on the verge of commercializing an AI based Image Diagnosis system.

Our preferred partner

- Hospital
- Investment Firm
- Government Institution
- Medical IT Corporation

How we can cooperate

- Service Sales
- Product Sales
- Establishing a local corporation

Our previous projects

Conducting clinical trials in cooperation with Seoul National University Hospital

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01 02 | **03** 04 05

TECHHEIM CO., LTD.

Company information

Since its foundation in 2000, TECHHEIM CO., LTD. has been a professional firm which develops and provides total solution of PACS with best quality and service and supplied more than 2,500 medical institutions in Korea and overseas (Japan & Vietnam).

We have three categories of PACS(Picture Archiving and Communication System) business: On-premises PACS, Teleradiology service, Cloud-based PACS with AI screening.

TECHHEIM has PACS development technology that complies with DICOM 3.0, which is the international standard for medical image and communication and a technology to acquire, send, store, and retrieve medical images. It provides various functions for image retrieving and processing on the on-premise as well as cloud solution.

We are now looking for regional partners who share our vision on world healthcare field

Medical Service

NubeX Cloud PACS service provides for medical service as

- Modern Architecture
- Multi-tenant
- Transfer under SSL encryption
- AWS HIPPA Compliant Hosting
- On-demand scalability

Benefits.

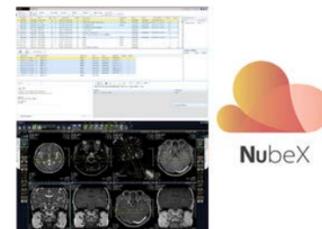
- Reduced Cost of Expensive film or Initial investment
- Results delivered with Low latency
- Improved Radiologist efficacy
- Improved Quality of care

Category

- Medical IT
(Hospital Information System, AI, etc.)
- Hospital Equipment

Specific field in medical treatment

- Medical Imaging management related



Product Name : NubeX

'NubeX' is Cloud based PACS service, which enables doctors to access reports and images any location, various devices with Web browser w/o installation.

Features

- No installation for client viewer by using web browser under HTML5 support
- Provides 3D functions (Volume Rendering, MPR, Cursor)
- Provides OCS connectivity (HL7 protocol Support)
- Supports AI pre-screening & CT denoising AI service (Option)

Benefits

- No installment & maintenance required for the PACS system (it is License-based and Cloud-based)
- Minimal user maintenance (Disaster protection, Central Server management)

Unique Traits

- Supports AI Pre-screening & AI CT denoising service connectivity
- Tele-radiology system for remote reading support

* NubeX can be installed at hospital system as 'on-premises' type for inter hospital purpose (like Web PACS)

Our preferred partner

- License type
- Exclusivity or sole with minimum commits
- Need to be discussed:
- * License, Sales & Service support etc.

How we can cooperate

- Medical S/I company w/ PACS or HIS or EMR expertise
- Advisory Board Member in Medical IT system
- Medical Imaging device distributor

Our previous projects

- 2019 • Launched NubeX service in JAPAN
- 2019 • Launched NubeX service in VIETNAM
- 2019 • RSNA exhibition with AI partner (JLK) in Chicago

Why our Field in medical service is special

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01 02 | **03** 04 05

WATA

Company information

By employing hybrid space data and AI algorithm, WATA provides the AI Cloud Spatial Awareness Platform that allows precise positioning indoors and underground where GPS does not reach. WATA provides solutions for the prevention of infectious diseases and contactless services that have become essential for the post COVID-19 era by having developed Smart Hospital Solution, Virus Self-Isolator Management Solution, Location Information Control and Monitoring Solution, etc.

With its outstanding technology, WATA was selected as Official Provider of Indoor Guidance Services for 2020 Tokyo Olympic Games after having proved its excellence of technologies at the service demonstration competition organized by the Tokyo Metropolitan Government last year. At the demonstration, WATA competed with global competitors and demonstrated the best accuracy. WATA is collaborating with global companies and is participating in various government projects including R&D projects to further improve its technology.

Medical Service

AI Spatial Awareness Platform for Infection Transmission Route Prediction and Real-Time Location System (RTLS) Asset Management

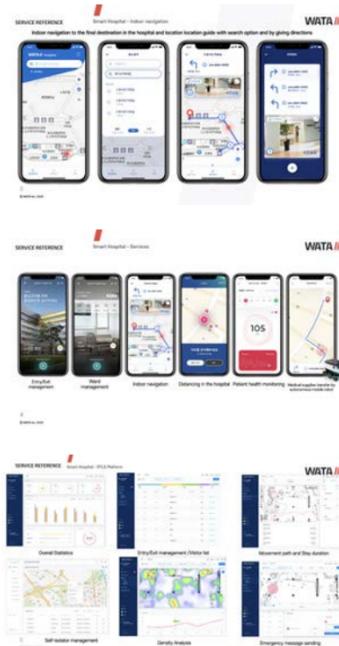
- Smart Hospital solution for the Post COVID-19 era to effectively control and respond to outbreaks of infectious disease and manage assets including human resources and tangible goods such as medical supplies and equipment by employing hybrid space data (Wi-Fi, BLE, barometric pressure, magnetic field, cell patterns and GPS) and special algorithm
- Available contactless services include Automatic visitor entry/exit management, Indoor navigation, Ward management, Virus self-isolator management, Smart asset management, Support activities with Autonomous mobile robots, Bluetooth tracing and "Distancing" alarm and RTLS Platform which allows the management to check overall visitor statistics, a visitor list, the location of visitor(inpatient)/medical staff/medical equipment in real-time, movement path, duration time, density analysis, etc.

Category

- Primary Medical Institution Consulting
- Secondary Medical Institution (Specialist Hospital)
- Tertiary Medical Institution (General Hospital)

Specific field in medical treatment

- None



Why our Field in medical service is special

- We have the best positioning accuracy which is an essential element to deliver services to your customers in a reliable way.
- We are the provider of customized services that meet the specific needs of your industry. We design, deliver and evaluate our services so that your customers experience a difference in your service and business.
- We provide No-code platform. While we have professional and experienced technicians, we speak your language and provide comprehensive support to help you expand your customer base and grow your business.

Our preferred partner

- Hospital

How we can cooperate

- Service Sales

Our previous projects

Official Provider of Location Information Services for the 2020 Olympic and Paralympic Games

- WATA participated in the competition to demonstrate indoor location information services in November 2019 and was selected as Official service provider as our average error range was 1~2 m whereas the competitors (global companies) had an error range of 10~15m.

Location information control and monitoring solution (Genting group)

- WATA is developing interactive services that connect customers to casino games via a mobile phone for casinos. The solution provides various services which include proximity betting, table ordering and indoor navigation services, and provides control and monitoring functions allowing managers to check location of visitors and staff in real-time and effectively respond to any incidents through the Spatial Awareness Platform.

Integrated location information platform & navigation (Hyundai)

- Collaboration project is being implemented to build Indoor navigation and Smart building Mobile location information services with WATA's spatial awareness solution

2020 Korea-ASEAN ICT Convergence Village [K-ASEAN XR lab]

- WATA is developing a Wi-Fi RTT Control and Monitoring Platform which will be adopted in South Korea for the first time. 5G AR and VR contents for navigation and other services are being developed and will be demonstrated with WATA's spatial awareness technology at the Village.

Smart Hospital solution for Chonnam National University Hospital/ Eunsung Medical Foundation

04

SW
DEVELOPMENT ·
PROVISION

APP
DEVELOPMENT
PROVISION

SYSTEM ·
SOLUTION
DEVELOPMENT

IT
TECHNOLOGY
EMIGRATION

INNOVATIVE SERVICES



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12CM Inc.

Company information

Founded in 2013, 12CM has been steadily moving into the global market by leveraging our innovative technology, called Echoss. As of 2020, 12CM has formed partnerships with over 125 companies in the Korean domestic and Global markets, and we have shipped over 500 thousand stamps worldwide. We are now exploring new ways to expand our business outside of the Korean domestic market; this could mean forming new partnerships or forming joint ventures in key markets.

The Echoss Stamp, 12CM's key product, can be applied to a wide variety of customer engagement, marketing, and Fintech services, all supported by the Echoss Platform. 12CM provides Echoss Platform and Echoss Stamp to our partners who then use this platform to develop interactive services to provide in their local markets

Innovative service

<Echoss Smart Stamp and Echoss Platform>

Echoss Stamp is a touch-based stamp that interfaces with cloud authentication software to process transactions such as loyalty stamps & points, mobile vouchers, payments, and coupons. This technology allows for interactive marketing and payment directly with customers without Point of Sale integrations.

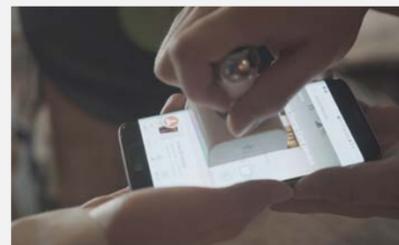
Echoss Stamp was made to appeal to service providers, brands, or event organizers who lacked the existing infrastructure or wanted to avoid the time and costs involved with integrating their solutions. This simplicity allows those brands to interact with their customers quickly and effectively.

With Echoss SDK and Platform, partner companies develop new mobile services with stamp cards, rally, point card with ease, and manage them with functions such as stamp management, real-time data analysis and user/affiliate in an organized way.

 <https://youtu.be/d-55B-dvkb4>

Category

- SW Development and Supply
- Cloud



- Echoss Smart Stamp is a tool for smartphones which provides omnichannel experiences to the end-user. It helps increase customer engagement and retainment by collecting customer behavior data. It is a cost-effective tool that saves the time and cost of installing extra on-site infrastructure (Hardware/Software).
- Echoss Platform is a cloud platform that provides a seamless stamp authentication service and are currently serving our global partners through 7 servers worldwide. We deliver our solutions from Echoss SDK to Echoss Platform, whichever that best fits our partner's business model.
- Our technology for Echoss Smart Stamp is protected by nearly 300 patents (Korea) and 3 PCTs.

Our preferred partner

- SI/IT Partner
- Mobile Communications Corporation
- SW(Solutions) Distributor
- Local Buyer
- Contents Platform

How we can cooperate

- SW Supply
- Technical Development
- License Sales

Where does our innovation come from?

Our previous projects

As a tech provider, 12CM has been providing solutions to customers with diverse profiles.

- NTUC Link (Singapore): Nationwide rewards program provider by the state-owned company, NTUC. Launched a mobile app, called Plus!, with stamp card function with Echoss Stamp.
- giftee (Japan): Mobile pre-paid coupon provider, provided in-store redemption solutions with Echoss Stamp
- Adelya (France): Loyalty operator for commercial union, shopping mall, tour pass, loyalty card, and pharmacy.
- Navy Zebra (US): A card processing company based in California. Launched a mobile loyalty wallet app called Elephant Foot Stamp, with Echoss Stamp for various affiliate merchants.
- Samsung (Korea): Stamp rally promotion for Galaxy showroom during the Pyeongchang Olympics 2018, which encouraged the visitors to experience their products more and Samsung also could gain more insights and response regarding event visitors

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01 02 03 | **04** 05

App Doctor

Company information

As of August 2020, App Doctor has solved over 6,000 customer requests. Our startup company analyzes development-related data and researches development-related artificial intelligence. With that experience, we will solve the problem of low success rates associated with outsourcing development by providing fast developer allocation and high development success rate.

The Best Moment is With AppDoctor

"WHEN YOU NEED DEVELOPMENT. ALL YOU NEED IS APP DOCTOR.

EFFECTIVE DEVELOPER MANAGEMENT SYSTEM BASED ON AI ALGORITHMS 98% OUTPUT SUCCESS!

APP DOCTOR'S CUSTOMIZED SERVICE ASSIGNS DEVELOPERS ACCURATELY AND MANAGES DEVELOPMENT EFFECTIVELY.

DIFFERENTIATED, CUSTOMIZED SERVICE APP DOCTOR WORKS FOR OUR CUSTOMER'S SUCCESS"

Innovative service

Developer Hourly Coupon

App Doctor has enjoyed very successful growth in the South Korea market with a key product service, "Programming - Developer Hourly Coupon".

Currently, we are working on global marketing strategies by starting to open an official website in English.

We would like to provide a reasonable price app development and maintenance service for the USA, Australia, Vietnam, and China.

Especially, the California market can be a priority for a market test as there could be some excellent market need not only from the mainstream market but also the Korean ethnic group,

such as San Jose, Palo Alto, SF, LA, and Orange County.

Category

- SW Development and Supply
- AI Service



The Developer Hourly Coupon price table as below:

- 20 hours @US\$699
- 40 hours @US\$1,199
- 160 hours @US\$4,199

A 10% price discount may be applied to the KOTRA program buyers.

We are ready to start app development and maintenance service straight away once potential clients give their go-ahead. These include start-ups, SMB, and large companies.

Our preferred partner

- SI/IT Partner
- Companies that need app development and maintenance service

Where does our innovation come from?

How we can cooperate

- Winning Project Orders

Our previous projects

App Doctor has enjoyed tremendously successful growth in the South Korean market. Its key product is a service called, "Programming - Developer Hourly Coupon". Currently, we are working on global marketing strategies, and we are soon launching an English language official website. We would like to provide a reasonably priced app development and maintenance service for the USA, Australia, Vietnam, and China. We predict that the California market will be a priority for a market test site as that region has a need that we can directly address. Also, we can diversify our target client-base, focusing not only on the mainstream market but also the Korean ethnic groups in areas such as San Jose, Palo Alto, SF, LA, and Orange County.

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01 02 03 | **04** 05

AVEapp

Company information

AVEapp is a private SNS platform technology development company aimed to financial business.

Based on the self-developed "wAVE" platform, we have successfully implemented and serviced to securities companies and various financial institutions including banks.

In particular, we identified various customer needs for the securities sector and implemented alternatives for each need through accumulated technology.

This is why wAVE platform is specialised to financial business.

Our staffs are consisted with experts in messaging platform development and financial business.

Innovative service

Financial Networking Service for Securities business "MoeME"

MoeME service is a securities service-oriented financial networking service with functions that can satisfy

the needs of information providers and individual investors in the securities industry.

The basic SNS functions of bulletin boards and chatting are equipped and additional service functions such as voice broadcasting, text filtering for stocks, checking market and corporate information immediately, and order linkage functions are installed for smart processing.

Also, our innovate SNS platform "wAVE" is used in the untact IR service program for listed companies IR events in Japan.

 <https://www.youtube.com/watch?v=If1Q1usRrG4&t=334s>

Category

- SW Development and Supply



Do you know the Symphony messenger in Wall Street?

We have a solution that is comparable to Symphony and we would like to find a global partner.

We will share our technology and BM experiences in the financial market with our partner.

Our preferred partner

- SI/IT Partner
- SW(Solutions) Distributor

How we can cooperate

- SW Supply
- License Sales

Our previous projects

- SSAM which is the first social trading service in Korea for Hana Financial Investment
- HanaTalk is the in-app direct marketing module of Hana Members for the Hana Financial Group
- IR room is the contactless IR solution of listed companys' IR operations for Stockweather in Japan. This will use the contactless education solution for financial institutions.
- VFS(Virtual Financial Advisor) which is the financial information app for QUICK in the Japanese stock exchange

Where does our innovation come from?

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<https://www.flitto.com/> 

FLITTO

Company information

Flitto is an integrated platform and language data company that provides diverse translation services.

Beginning with the launch of its crowdsourced translation service in 2012, Flitto has since expanded its translation platform to include professional and AI translation.

On top of this, Flitto has also continued to provide domestic and international companies with language data based on the data collected through the Flitto platform.

As of 2019, there are presently 10.3 million users in 173 countries using Flitto's translation platform.

Flitto dreams of a world in which people can communicate without language constraints.

As the largest language data company in the world, Flitto is leading the way to making that world a reality.

Innovative service

Multilingual Parallel Corpus

Flitto provides multilingual corpus data collected through our collective intelligence platform after thorough reviews made by professionals. The multilingual text corpus data created by Flitto is used to train NLP engines and algorithms such as machine translation and AI-based chatbots.

Multilingual Speech Data

Flitto collects and builds multilingual speech data for NLP, STT, and TTS engines. We collect the speech data according to detailed criteria. Transcription, Translation, and Metadata information are also available.

Image Data

Flitto provides image data collected according to various criteria, including the images with text such as multi-lingual menus and handwriting. We also social-tag those data and generate various tags in each image.

Data Annotation

Flitto provides annotated data, including MTPE, Sentence Boundaries, Parts of Speech, and Named Entity Mentions in various languages.

 <https://youtu.be/k4kie8sq6Ls>

Category

- Data Sales
- Customized Multi-Language Data Collection Service
 - Parallel Corpus for NLP Machine Translation.
 - Speech Data for STT, TTS, NLU Speech Recognition
 - Image Data for OCR
- Data Annotation

Flitto provides top-quality crowdsourced corpus, speech, and image data for various AI development, including Machine Translation, Voice Recognition, AI-based Chatbots, NLP, and OCR. By using our collective intelligence platform, Flitto can create a massive volume of data quickly, and also manage it efficiently with accumulated experience and knowledge. Flitto creates this data under the license agreement with its users. As a result, Flitto's partners can use this data without any copyright restrictions and limitations. In addition, Flitto sorts the collected data by metadata (e.g. gender, age, locations, etc.) and provides this useful information on your request.

Our preferred partner

- Multi-lingual AI development Companies

How we can cooperate

- | | |
|---|--|
| Language Data Creation | <ul style="list-style-type: none"> • A diverse array of language data creation by using Flitto's platform. • Data types: Text, Speech, Image • Data classifications: by industry, category, situation, language pair. • Fast service is available through our crowdsourced translation platform. |
| Corpus, Speech, and Image Data purchasing | <ul style="list-style-type: none"> • Flitto offers various training data, which have become essential as a part of the AI industry development. • Flitto provides top quality corpus, speech, and Image data at competitive prices. • In addition, Flitto provides customized data based on your specific requirements. (e.g. conversational data in shopping domain collected from females at 20 years old.) • Available Languages: English, Arabic, Chinese (simplified), French, German, Indonesian, Japanese, Korean, Malayan, Russian, Spanish, Thai, Vietnamese, Finnish and many other languages are available. |
| Language Data Quality Assurance | <ul style="list-style-type: none"> • The data collected on the Flitto platform is thoroughly checked by certified translators and proofread multiple times by professional reviewers to reach the highest quality. |

Where does our innovation come from?

Our Partners



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01 02 03 | **04** 05

HANTEO GLOBAL, INC.

Company information

HANTEO GLOBAL wants to provide services for the fans and the artists based on the world's largest K-pop metadata held by HANTEO and Big Data related to K-POP such as sales, social, and authentication.

HANTEO GLOBAL aims to open a new chapter in its fandom business based on the confidence and trust it has built over the past 26 years.

Innovative service

Whosfan: the global K-pop fandom platform

- K-POP news, calendar : World's Fastest K-POP Media
 - Provides a high level of confidence in the fans' biggest interests (meaningful data of my artist and current ranking).
- K-POP chart : Global Chart, Physical Album Chart, Star Chart, etc.
 - The activities of the fans (in attendance, writing, album authentication, reading news articles, watching videos and etc.) are reflected in the chart.
- Authentication of genuine product:
 - Copyright Protection and Authentication Campaign(HATS)
 - This service allows the fans to authenticate albums and merchandise directly on mobile devices and reflects in the global chart in real-time.
- Artist channel/Community : The Fans' activities are the driving force of the artist's growth
 - Fans are free to share their thoughts, photos, videos, and supporting messages for their artists.
- Vote & Events: A variety of voting and events both the fans and the artists can be satisfied, secured by Block chain technology.

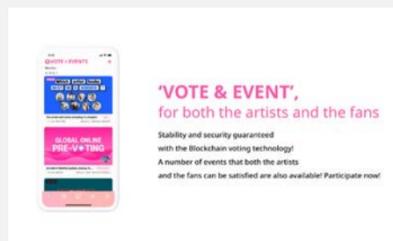
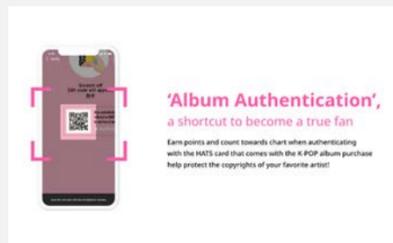
Whosfan Edu

Korean Language Education Platform for Enjoying and Learning with K-POP Content

MBA(Music Big Data Analytics)

Category

- SW Development and Supply
- Data Sales
- AI Service



HANTEO Chart is the world's one-and-only real-time chart that can track worldwide album sales online page Views in 2019 : 297,584,412

Users per year : 5,866,872 / User Countries : 195 countries / User Cities: 11,915 cities

*HATS(HANTEO Aided Tracking System)

Copyright protection and genuine product authentication as well as chart tracking Global K-POP fans purchase and register their goods albums and merchandise purchases online to count them on the global chart.

Established in November 2018, applied for patent.

authentication in 2019 : 260,000+

Rate of certifications : 19% (in comparison to total album sales)

Authentication countries : 126 countries

Cas of cities : 4,172 cities

*MBA(MUSIC Big Data Analytics)

K-POP archiving and Big Data analysis platform

Global album sales, digital music data, album authentication data (HATS)

Data on global social network, global media/broadcast, and global tour - to be launched in 2021

Our preferred partner

- SW(Solutions) Distributor
- Local Buyer
- Contents Platform

How we can cooperate

- SW Supply
- License Sales
- Attracting Investment

Our previous projects

Established and signs contracts to export K-POP albums and merchandise with 9 companies overseas

Officially launched Whofan, the global K-POP fandom platform, in may 2020.

Currently serving 1.5 million members as of October 2020. in 3 languages, both on IOS and Android.

Expecting to launch service in China in early November.

Launched K-POP tour in North and Latin American countries.

Where does our innovation come from?

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Hongbog Co., Ltd.

Company information

Hongbog Co., Ltd. is a total solution provider of eye-based solutions from iris recognition to iris-based healthcare solution. All our solutions are developed based on our proprietary software and hardware.

With our goal of "Making the world safer and healthier through the eye", we strive to bring our solution to people's everyday life and build upon our strengths to developing an eye-based platform. We wish for it to be used by everyone by breaking down existing technical barriers such as platform size, accessibility, accuracy, and speed.

Innovative service

An iris-based AI wellness healthcare solution Eye O'Clock_W

An iris-based healthcare solution which provides analysis of patients' health condition parameters, including stress and cholesterol level, and the well-being of 5 internal organs including the liver and the lungs. Also, it provides dietary suggestions and exercise habits upon clicking the corresponding images that match the real-time captured eye image.

- Non-invasive - Allows users to get healthcare just by taking a picture of the eye, thereby eliminating customer's mental anxiety and hygienic issues.
- Preventative - Provides analysis of health condition regarding the most essential organs of the body, which allows customers to prevent any critical disease in advance.
- Total Healthcare - Provide analysis of health condition and healthcare information for multiple organs at once just by taking a picture of the eye for one time.
- Convenient - Allows users to check their health condition anytime and anywhere by providing instant result which can be sent to email or be printed.

Category

- SW Development and Supply
- AI Service



With COVID-19 spreading fast and resulting in high death rates among patients with weak immune systems and chronic diseases, the importance of healthcare has skyrocketed.

Eye O'Clock_W allows users to check their health condition just by taking a picture of their eye. Through AI analysis of the iris pattern, we can recommend how patients may take care better care of their health.

Our strengths lie in being user friendly, providing various analysis results, and versatile applicability. By leveraging these fortes, we aim to become a new leader in the wellness care market.

We are looking for active business partners and distributors that can help us enter into new markets, especially the Southeast Asia market. We hope to find great partners who seek to lead the wellness care market with us.

- Business Partners: Development cooperation, technology transfer, or establishing a JV
- Reseller / Distributor: Product sales directly to B2B customers including government authorities

Our preferred partner

- SI/IT Partner
- Digital Healthcare Company
- Local Buyer
- SW(Solutions) Distributor

How we can cooperate

- SW Supply
- License Sales
- Technical Development
- Winning Project Orders

Our previous projects

- Established a JV with a Chinese medical device company to develop products into medical devices.
- Sales to a Japanese medical assistance distributor for product efficacy testing.
- Sales to Indonesian digital healthcare platform company for POC. Our solution will later be integrated into their application as a tool for checking patients' health conditions remotely.

Where does our innovation come from?

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<https://www.inca.co.kr/en/index.html> 

INCA Internet Co., Ltd.

Company information

Founded in the year 2000, INCA Internet has been breaking new ground in the online security industry for more than a decade and is the leading IT security solution company in Korea.

nProtect, a security solution developed by INCA Internet, technically first-rate. Also, our customer service system which oversees the protection of all kinds of information through our service in the online world -- in PC & mobile games, firewalls and mobile platforms -- is first-class. nProtect's product stability and technical superiority has been proven in over 600 customer websites and over 10 million users.

Innovative service

nProtect AppGuard

nProtect AppGuard is a mobile in-app security solution that encompasses anti-tampering and hardening capabilities such as anti-debugging, anti-forgery, encryption and many more.

Main Features

- Anti-Forgery (Integrity Checks)
- Anti-Debugging
- Memory Hacking Prevention
- Detecting Hack Tools
- Executable Files Encryption
- Detecting Rooting/Jail-break

100+ Security Experts & 74+ Patents

**Where
does our
innovation
come from?**

Category

- Software > Information Security

Our preferred partner

- Distributor
- Reseller
- Agent,
- Managed Service Provider

How we can cooperate

Reseller Partner Program: Simple, focused programs designed with incentives and other benefits that help you build and grow your IT solutions business.

Our previous projects

- Mobile Games: SEGA, Bandai Namco, Square Enix, Com2uS...
- Financial: Fint, Cellfie payment, Shisegae, eMart, BPI BanKo...
- Public Services: KESCO, Fair Trade Commission, KBIZ...



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01 02 03 | **04** 05

INFINIQ

Company information

"INFINIQ is a specialized company of Data service for AI development & training"
 INFINIQ is providing all data services from data collection to annotation and inspection with annotation experts.

We provide reliable data with more than 2000 managed annotation experts and customize & modify tool/data for each customer and project.

Now we are focusing on Autonomous driving field which the most reliable data is needed and doing business with car manufacturers for many years.

In addition, INFINIQ is developing 'Pre-process AI algorithm' as an AI expert based on vision AI tech.

Pre-process AI algorithm includes 'Auto labeling' & 'Auto de-identification' function.

By developing on our own, we can have a deeper understanding of AI and provide more suitable data to our customers.

- Service
 Data Preparation (Collection), Annotation, Quality assurance for AI
 Types: Vision (Video, Image), Sound, Text, etc
- Applicable area
 AD (Autonomous driving) & ADAS
 Smart factory
 IoT, Smart home
 Medical
- Subsidiary of INFINIQ
 AI Studio : Development of AI Solution
 QOOD : Hardware validation / Quality service
 INFINIQ Vietnam : Managed crowd-sourcing service, Software Quality service

Innovative service

"INFINIQ provides the entire process for AI data."

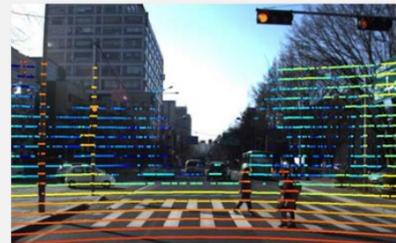
** Data preparation & Data Labeling for AI development & Autonomous driving

**AI technology based on Vision recognition

Auto Labeling & Auto De-identification (Face, number plate)

Category

- AI Service



INFINIQ provides all data services from data collection to annotation and inspection with annotation experts.

We provide reliable data with more than 2000 manage annotation experts and customize & modify tools and data for each customer and project.

Also, INFINIQ has own R&D team for annotation tool & pre-process AI algorithm.

Through this, INFINIQ is an AI expert who has a deeper understanding of AI and can provide the AI data that customers need.

**Where
 does our
 innovation
 come from?**

Our preferred partner

- AI Companies
- AD & ADAS fields (Car, Robot, R&D)
- Vision recognition

How we can cooperate

- Providing data service for AI Development & Training
 - Data collection, Data annotation, Inspection
- Data types: Vision, Sound, Text, etc

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INNORULES Co.,Ltd

Company information

Based on excellent technology and accumulated know-how, we will go beyond Korea to become a global Digital Decision Management expert. Since 2001, INNORULES has been singularly focused on expanding the base for Digital Decision Management through concentrated research on source technologies and also through the development of application solutions in DDM. (formerly known as BRMS) We have implemented our systems in most domestic financial institutions, including insurance and credit card companies, the MES(Manufacturing Execution Systems) of global manufacturers, large network providers, and public financial operations. We have sustainability, having undergone numerous and various applications of our solution. Recognized for this wide range of application and experience, INNORULES' Digital Product Manager(InnoProduct) was selected as a core business in the future innovation project of Japan's largest insurance company, Sompo Japan.

Innovative service

Digital Decision Management Software for Managing Business Logics and Rules

InnoRules Digital Decision Manager is a powerful solution for managing, authoring and modifying business rules. InnoRules's quality is proven through a series of benchmark tests. Its quality far surpasses international standards.

InnoRules features:

Powerful test and simulation features-

Testing occurs by rule execution stages during the development phase, therefore, separate applications for testing is unnecessary.

Rule lifecycle and permission management-

Rule versions management and efficient access control.

Support for flexible development environments-

Supports multiple users' simultaneous development.

Category

- SW Development and Supply
- AI Service

The quality of INNORULES' S/W solution has been proven through a series of benchmark tests.

Our product quality is indisputable and far surpassing international standards. We are interested in finding partners who can represent INNORULES globally with an experience in system integration and solution development especially in relation to business logic and rules.

**Where
does our
innovation
come from?**

Our preferred partner

- SI/IT Partner
- SW(Solutions) Distributor

How we can cooperate

- SW Supply
- License Sales

Our previous projects

Samsung Electronics: GMES rebuilding project.

SOMPO Japan: Next Generation system rebuilding project.

Miscellaneous projects for Korean global figures such as Hyundai Insurance, Lotte card, Samsung Medical Center, POSCO, etc.



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J2C

Company information

Founded in 2015 with the philosophy of providing safe and convenient iris recognition solutions at reasonable prices. As a leader in the field of iris recognition solutions, J2C is developing various iris recognition devices, optical components and software. Currently, we hold 22 domestic and foreign patents on iris recognition technology. CEO Youjung Kim has 18 years of experience in optical path design. Based on lens design and IR-LED package technology, J2C, which consists of a team of experts, has developed its own iris recognition camera module and IR-LED module that can be applied to IoT devices, wearables, and mobile devices as well as iris recognition devices. J2C will change the paradigm of the biometric security authentication market by providing iris recognition solutions that satisfy the market demand for non-face-to-face and non-contact identity authentication technology.

Innovative service

Dual Enrollment IRIS Device

Dual enrollment device is the equipment that registers both iris patterns of users. It has the advantage of being able to register a large group of people quickly and accurately.

- Suitable for iris DB establishment
- Non-contact method
- Captures iris images in less than 0.5 sec.
- Requires USB 3.0. connection with a PC or laptop
- Captures high resolution (< 260-pixel) iris images for a high recognition rate

850nm IR-LED Module

In order to have technological competitiveness, we developed our own camera modules and IR-LED modules which determine 70% of the performance and price of iris recognition devices. This camera module has significantly improved recognition rate and distance compared to other competitors, and the IR-LED module uses less current while producing 2x stronger light intensity. You can use these optical components for mobile or IoT devices by apply iris recognition features to them.

 <https://www.youtube.com/watch?v=qHACg4iltz0>

Category

- Iris Recognition
- Biometrics
- Identity Verification
- Security



Our product's first feature is high iris image resolution. If you compare other competitors' products with our products with the same recognition distance, our product's image resolution is more than 100pixels higher. Consequently, our product's recognition rate and accuracy is higher, and they can recognize people wearing glasses. The other special feature is that we used our own optical components. Most other iris recognition companies import general purpose optical components, so the quality of their products is low and they are expensive. However, we use our own optical components developed through government R&D support, so our products are high quality and have competitive price.

- SingleHandheld iris device price:
Sample ; USD300
MOQ 100k or more ; USD 75
Price varies depending on the quantity.

Our preferred partner

- SI company
- Security company
- Companies that can have strategic alliances

Our previous projects

Participating in the 2020 CES resulted in great promotional effect. During CES, we signed an MOU with a Dutch company, called PoLight, and we jointly developed 13M AF camera modules. Also, we are initiating a marketability review for an iris recognition module for smartwatches with a giant mobile parts manufacturer. In May this year, we exported IR-LED module samples to Renesas America and are conducting IR-LED tests for the California streetlight project. In August, we will export 100 camera modules to Hubei's Best-Combine Photoelectricity in China. After the outbreak of COVID-19, people's interest in iris recognition has increased. And, our built-in type iris recognition device will be exported to Japan next year. Also, We are developing outdoor iris recognition access control at the request of Japanese buyers.

Where does our innovation come from?

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<http://eng.jc1.co.kr/> 

01 02 03 | **04** 05

JC1 Corporation

Company information

We are specialized company in ILM(Information Lifecycle Management). ILM solution provides optimal hardware and software solution environments for integrated creation/uti- lization/management of diverse business information(data and contents) possessed by enterprise. With applying ILM solution, We are aiming for improving customer's business competitiveness. We enables to utilize enterprise-possessed core information on applica- tions at low cost at the right time.

Innovative service

Electronic Contract Service, eSignon

A simple and fast electronic contract system without hardware. eSignon is a solution develop to suit the recent cloud market trend. Without setting up hard- ware, all electronic contract services can be used through a simple login Key functions of eSignon

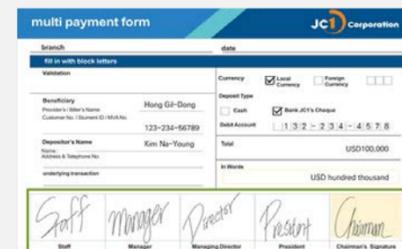
Key functions of eSignon

- Document designing
Supports easy electronic format designing based on the existing document used
- Management of work flow
Allows free designing of the process which can be confirmed at once
Line of payments is composed based on the conditions set by the user
Used when one document needs to be approved a multiple number of people (ex. Questionnaire survey).
- Workflow chatting
Through chatting with relevant people during the approval process, comments can be exchanged freely.
- Document management
Documents prepared are categorized into shared/personal documents, allowing convenient management of documents..

 https://youtu.be/dHIOAj_1deU

Category

- SW Development and Supply
- Cloud Service



We are looking for a partner to expand this service together. There are still so many parts of the world where the paper is used. This market has a potential of 25 Billion USD. The eSignon is a cloud-based service; No servers or installations are needed. Sign up and use immediately! The client will make pay as you go payments, and this revenue will be shared with our part- ners. Please contact us for a partnership.

Where does our innovation come from?

Our preferred partner

- SI/IT Partner
- SW(Solutions) Distributor
- Local Buyer

How we can cooperate

- SW Supply

Our previous projects

Our bank clients will use our eSignon service when they need to get signatures from their clients. They will be able to use an electronic tablet to get signatures from their clients.

In elementary school, children's health check-ups were conducted in electronic form. We have eliminated the need to scan papers; all health check-up data are up-linked to a cloud, allowing immediate data analysis.

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www.jellypunch.com 

Jellypunch

Company information

Jelly Punch is a startup specializing in immersive content technology established in 2016. It was founded on the basis of the experience of overseeing the development of Korea's first digital human-based holographic performance.

Jelly Punch provides an innovative real-time, non-face-to-face customer service platform, <OntactVision>, for companies based on patented technology. Through digitalized human representation, we provide customers with familiarity and convenience, enhance corporate image, and provide integrated services to reduce labor costs.

Innovative service

Nonfacetoface Customer Service Platform OntactVision

OntactVision is the name of a real-time, non-face-to-face customer service platform, and it is a solution to innovate existing kiosks that are too difficult to use and help desks that are less versatile. It is composed of a host S/W and a client S/W based on Windows OS and provides services through a cloud server.

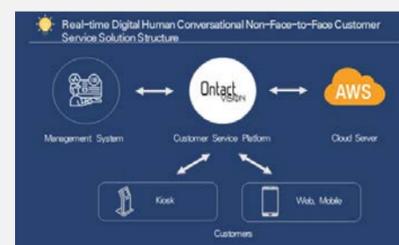
AI doesn't understand long conversations or questions. "Where is the bathroom?" "Where is the restaurant?" Only questions and answers with simple words are available, and customers are speechless about what to ask AI. So we just ask AI, "What's your name?"

A big feature of OntactVision is that it is possible to talk to a receptionist and have a solid conversation about any complaints or questions you may have as if you were visiting the helpdesk.

Currently, we are providing customer service in the form of kiosks through conversations between digital human counselors and customers based on real-time facial motion tracking, and we are developing a service that reduces the work of counselors through use of AI.

Category

- SW Development and Supply
- AI Service



We would like to make inroads into overseas markets first, but the lack of information and connectivity in overseas markets makes it important for us to see if the companies in question have clients that can apply OntactVision to the domestic and international markets.

We're looking forward to giving project orders to build our own OntactVision platform and investments in Jellypunch to upgrade OntactVision.

OntactVision has advantages that are easy to localize. With the help of an overseas company, we want to secure clients and proceed with localization.

We also plan to operate an integrated information center for businesses in the region to operate the OntactVision platform. The Integrated Information Center is an online center operated by telecommuting counselors. We look forward to carrying out profit sharing by working with a staff pool of counselors.

Our preferred partner

- SI/IT Partner
- SW(Solutions) Distributor
- Local Buyer

How we can cooperate

- SW Supply
- Winning Project Orders
- Attracting Investment

Our previous projects

In order to supply non-face-to-face customer service solutions to theme parks currently under the SBS A&T project, a subsidiary of terrestrial broadcasting companies, a pilot service is being carried out at a complex cultural facility owned by the company concerned.

Discussing the establishment of a non-face-to-face civil service solution by the Gyeong-sangbuk-do Office, a public institution.

Discussing with Concept Korea, a hospital marketing company, to establish a non-face-to-face customer service solution in a semi-general hospital-level hospital.

Where does our innovation come from?

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www.pluxity.com 

01 02 03 | **04** 05

PLUXITY

Company information

Pluxity mainly focuses on 3D visualization and integrating building and city operating and maintenance(O&M) systems with Digital Twin based 3D models. We have references and know-how in Korea's major facilities, having partnered with the Incheon International Airport, Samsung, LG, the City Government of Seoul, the City Government of Busan, Seoul Metro Corporation, and etc.

Pluxity developed in-house software and the most optimized engine for Digital Twins which is the differentiating point from other existing solutions. The in-house software is an object based modeling tool. It makes it possible for easy mapping and management on a 3D map. Pluxity's self-developed engine is based on WebGL and WEB. It optimizes the web environment; the solution(3D map subject to control) is loaded within 3 seconds(initial boot). Because it is web-based, it is independent of operating system or device. Also administrators can work with the web, it doesn't matter where the administrator is.

Innovative service

PLUG Security(3D Unified Security System), 3D based kiosk service

PLUG Security(3D Unified Control System) - In the 3D spatial map, various security systems such as CCTVs, access control systems, detection alarm systems and fire systems can be linked and integrated to provide intuitive space management and respond to events immediately. PLUG Kiosk - It visualizes major facilities and commercial stores' information on a 3D map and the total routes are introduced when including point of departure, destination, and stopover making it possible for anyone to find their way out.

Category

- SW Development and Supply
- Smart Factory Construction



Self-developed engine based WEB

- most optimized web-based engine
- independent of OS or device

Customizing

- Customization of the desired functions are available, with sufficient consultation

Our preferred partner

- SI/IT Partner
- SW(Solutions) Distributor
- Local Buyer

How we can cooperate

- SW Supply
- Winning Project Orders

Our previous projects

- Established security system at the Incheon International Airport based on its Digital Twin
- - Established Smart Station System in all stations in the Seoul Metro Corporation's Line 2, based on its Digital Twin
- Established security management system in the SK Data Center based on its Digital Twin

Where does our innovation come from?

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Remyde Inc

Company information

REMON 3D SP-N020 is 3D lens the way it can be mounted in front of a smartphone camera and filmed using a smartphone. It is a lens that can shoot TRUE 3D image, not Pseudo 3D that converts the existing 2D image to 3D. By shooting 3D image with Single lens, Single camera, we minimize distortion of right and left screen. It is characterized by lossless angle of view. Because it has the way of using smartphone, it is small and economical. Moreover it can apply smartphone's superior function.

Innovative service

[REMON 3D Lens] - Mobile phone 3D Lens (Color: Red)

-Shoot photos & videos & make them 3D

- Item: Remon 3D Smartphone Lens
- Model: SP-N020
- Website: www.remyde.co.kr
- Function: Make stereoscopic videos & take stereoscopic photos in real-time
- Advantage: Anyone can make their own 3D video & photo by using the Remon 3D smartphone lens any time, at any place. Children who are old enough to handle phones can easily handle our product.
- Directions: Easily install it, (just mount the item on your smartphone for immediate use) then take photos and videos as you would normally do.
- Manufacturer: Remhyde Inc. (Fully made in Korea)
Simple and easy to use. Record an everlasting memory into your smartphone.

Category

- Smart Factory Construction
- 3D Lens for Smartphones



- Unique, as they were personally developed by our CEO
- Fully made in Korea
- We handle the entire manufacturing, sales & export branches of our operation
- Very useful in education

Where does our innovation come from?

Our preferred partner

- Local Buyer

How we can cooperate

- Product Export and Sales

Our previous projects

- Science Education Tool Buyers included:
 - Sales to science tool suppliers in Korea who supply various schools ranging from elementary to high schools
 - Sales to university institute researchers who study and research tools for students
- We were able to find many customers overseas in the Asia region via KOTRA-hosted online chat

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01 02 03 | **04** 05

Salted Ltd

Company information

We are one of the first spin off startups from the 'Creative Lab project' of Samsung Electronics.

Starting with the invention of our smart shoes, the winner of CES Innovation Award(2017) and ISPO Gold Award(2018), this has led us to launch 'SALTED Smart Insole'.

Salted Smart Insole is an IoT-based wearable device analyzing the user's body balance measured through foot pressure data.

Our product features:

- Self-correcting posture and swing orbit
- Screening data for systematic swing analysis
- Precise measurement through sophisticated pressure sensors
- Easy Bluetooth connection to the App
- Real-time feedback and data transmission
- Simple magnetic charging
- IP68 basic waterproofing that is easy to manage

Innovative service

Salted Smart Insole - AI Golf Coach Wearable Device

[IoT based SALTED smart insole]

Wearable device 'insole' for golfers and coaches that can be paired with "SALTED Golf" mobile application.

[Flexible size and easy to use]

Fits US size 6~12 and can be adjusted freely into any footwear. Waterproof(IP68 Certified) insole and magnetic cable charging(battery life up to 72 hrs).

[Golf swing analysis solution]

Connect to the 'SALTED Golf' app and review your golf shot,

Category

- SW Development and Supply
- Electronic Devices

We are looking to form a long term partnership; to build and introduce our brand in your region.

Benefit from SALTED Only

We provide you the solution for analyzing your balance.

We provide you the application just for GOLF with constant creation of contents.

A network of Professionals and Coaches.

We are prompt in decision making and flexible to new areas and projects.

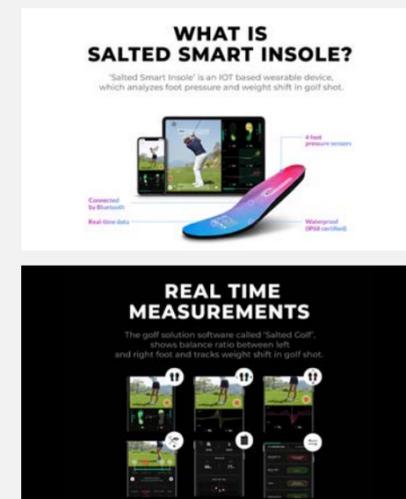
**Where
does our
innovation
come from?**

Our preferred partner

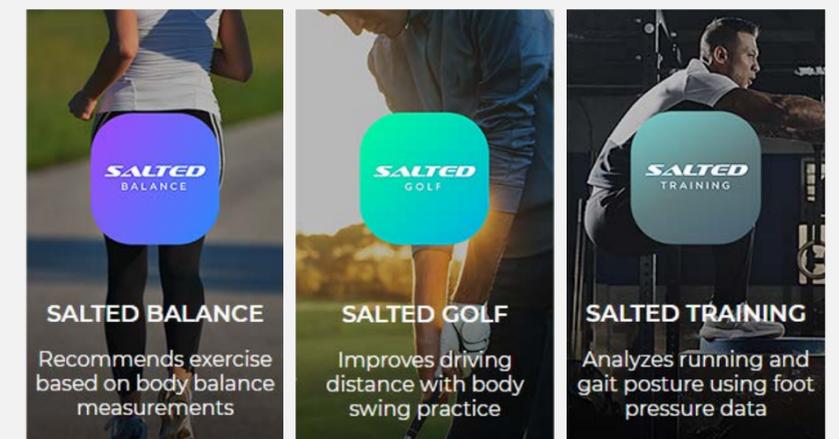
- SW(Solutions) Distributor
- Local Buyer

How we can cooperate

- Product Sales



Our previous projects



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<http://skonec.com/> 

Skonec Entertainmnet Co., Ltd.

Company information

We are a VR contents developer. We have developed more than 150 VR contents to bring the immersive experiences in various fields. SKonec Entertainment is the oldest and biggest VR company in S.Korea.

We provide high quality VR contents and services. This includes games, medical, education, arts, military applications, etc.

Innovative service

Family Entertainment using Interactive Floor Projector

‘Contactless’ Indoor Fitness & Education Interactive Playground

Using an interactive floor projector, DIDIM can convert any free space into an unforgettable fun-filled experience in any environment. The concept is very simple. Exercising by playing with an ever-growing contents library. Notably, it’s very easy to install and operate.

Proved to be a healthy way of blending mental and physical activity not only in Family Entertainment Centers. It improves collaboration, participation and cognitive skills while creating hours and hours of fun and education.

How to Install:

Find an open place 2. Put DIDIM on the floor 3. Turn on!

Manage your personal health training data with our monitoring system and a virtual personal coach!

Planned to be updated:

- Expansion available for playing four different games
- More players availability
- School vs school multi-player game

 <https://www.youtube.com/watch?v=8z945Qch2dU>

Category

- Electronic Devices



Easy to install, and mobile, very simple to operate.

Five categories of contents for the fitness and brain training.

All-In-One Interactive Floor Projector

**Where
does our
innovation
come from?**

Our preferred partner

- Local Buyer
- Contents Platform
- Other
- VRAR

How we can cooperate

- License Sales
- Attracting Investment

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01 02 03 | **04** 05

SmileLab Co., Ltd

Company information

SmileLab Co., Ltd., established in 2013, aims to be a reliable supporter for future parents in the life course of pregnancy, childbirth, and childcare. The company developed applications that can be used with ovulation & pregnancy testers. Its patent was issued by the Korean Intellectual Property Office in 2016, and our product has already captured over 50% of market share in the field of ovulation testers in Korea.

Innovative service

The SmileReader Application for use with Ovulation and Pregnancy tests.

We have developed this application to address issues users may face in using existing ovulation test kits and strip form pregnancy test kits. Those who are using the strip test by itself have to depend on their naked eyes to read the results, which may be erroneous. For example, the user may fail to note the color difference between the test line and the control line. In addition, they may test too early or miss the ovulation period. We have created a solution to resolve this challenge -- the Smilereader, which is a patented product registered at the Korean Intellectual Property Office. Upon inputting the users' most recent menstrual cycle data, doing a urine test, taking an image of the test strip, and uploading the image, the user will receive a message with the results of the test. Also, Smilereader will notify the user when to start taking regular tests and provide tailor-made message cards based on their current status so that they are able to pinpoint optimal dates to become pregnant.



https://www.buykorea.org/bk/byr/product/the_smilereader_application_that_can_be_used_with_ovulation_and_pregnancy_tests_-3268099.do

Category

- SW Development and Supply



We have developed this application to address issues users may face in using existing ovulation test kits and strip form pregnancy test kits; questions such as when to start testing, how to read the test, and identifying optimal periods for pregnancy. Upon inputting her most recent menstrual cycle data, doing a urine test, taking an image of the test strip, and uploading the image, the user will receive a message with the results of the test. The user may then easily record and store this data. Sales of ovulation and pregnancy test kits in combination with the app is possible, and in cases of companies who have their own test kits, it is possible for us to only supply the app.

Where does our innovation come from?

Our preferred partner

- Local Buyer

How we can cooperate

- SW Supply
- License Sales

Our previous projects

Our app and the test strips that can be used with the app will be released in the first half of 2021 in Denmark, Norway and Sweden via local distributor.

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01 02 03 | 04 05

HANNDA CO.LTD

Company information

Hannda Co., Ltd. provides enterprise solutions and DB applications for businesses. Our business concept is "Let's provide small businesses with DB-based DIY(Do it yourself) Information system".

DB-based information systems are usually expensive (worth tens of thousand US\$) and require separate DB designs and S/W developments. This is too expensive and complicated for the majority of small businesses.

We promote "ICT Computing Innovation" to small businesses through Webticle. We would like to become helpers in their business by providing DB-based computing services to small businesses that do not have computerized service.

Innovative service

Webticle Cell

SaaS based services that interpret Excel files, which are most popular, for information management into DB format to support computing, searching, analysis, and reporting required by companies.

Product Configurations and Specifications

- Ability to Integrate and summarize bulk excel data
- Ability to Integrate and summarize external data system.
- Easy data input by input form generation
- User and role support
- Easy and nice maintenance without scripts

Data Gathering/Analytics/Automation System

- Non-professional end users can easily access Excel data using the Webticle cell interface.
- Excel data analysis and extraction through simple handling significantly reduces time and cost
- Ability to effectively monitor business and factory data.
- It can be introduced as a key technology for SI projects

Category

- SW Development and Supply



01 02 03 | 04 05

Metabuild

Company information

METABUILD has been established since November 1998 based on XML technology. We endeavor to become the world's No. 1 in middleware technology, attaining a sales revenue of 1 trillion won, and becoming the world's best welfare service through, training SW talented engineers with a vision of community service.

MESIM IoT, ESB, EAI, CEP, MCI, and mHUB, which are currently representative products of our company, are commercial SW products of middleware implementing separation, connection, integration and networking. It has been installed in more than 3,000 organizations, including the Ministry of Public Administration and Security, the Ministry of Defense, the Incheon International Airport Corporation, as we have been recognized for our leading technology and superior technical support services in the middleware sector.

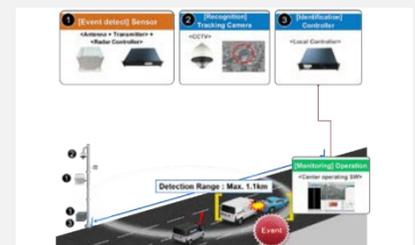
Innovative service

Smart-IDS(Radar-based Incident Detection System)

Smart-IDS can be installed on highways, trunk roads and roads for preventing accidents and congestions. We install the system to bridges and tunnels for monitoring incidents and traffic flow. Smart-IDS provides long detection range to operate and easy to operate. Smart-IDS can improve safety and reduce accidents on the road in all-weather conditions. Also, it can reduce congestions by preventing accidents and reduce driver's travel time.

Category

- SW Development and Supply



Visualnet Inc.

Company information

VisualNet is a global ICT company develops and produces Visual-Tag®, the ultimate solution for genuine product certification. VisualNet has two revenue models: Sales of Visual-Tag® and truebloc® platform services. Visual-Tag® was developed as a multi-layer optic film based on ultra-precision molding and ultra-fine semiconductor manufacturing process combined with ICT and blockchain technologies which make replication even more impossible. Visual-Tag® can easily be checked visually without using any specific tools and can be securely verified via mobile devices. Visual-Tag® combines QR or RFID, based on encryption algorithms, providing 7 truebloc® platform services including genuine product certification, proof of origin/ quality/ ownership, logistics tracking, distribution history management, reputation management and etc.

Innovative service

Visual-Tag® & Truebloc® Platform Service

Product characteristics and core technologies (Technical level & Distinction from competitors)

- Consisting of a micro-lens with a thickness of 170µm with an image. VisualTag can be applied to all products
- VisualTag as a transparent multi-layer optic film combined with ICT & blockchain technology makes replication impossible.
- Once VisualTag is attached, it cannot be reused, for it has a self-destruction layer that is activated when an attempt is made to be peeled off.

Contents and process of technology development

- High-precision optical Tag / molding / semiconductor micro-process technology
- Enhance authentication security function by giving each product a unique QR code password.
- Enhance security with a password update algorithm that contrasts / updates the encryption code between the product's RFID tag and the authentication server.

 <https://www.youtube.com/watch?v=q0lHYb2wOeM&t=67s>

 <https://www.youtube.com/watch?v=4Nte92uzYQg>

Category

- SW Development and Supply



XISOM Inc.

Company information

XISOM Inc. independently developed innovative X-SCADA that incorporates the latest technology leading the Smart Factory which is the core of the manufacturing industry during the 4th Industrial Revolution era and applied it to various industrial fields. It provides data collection, monitoring, and control of various devices (PLCs, controllers, sensors, etc.) in the field through high-speed communication. For the application of X-SCADA, there is no limitation to equipment and devices or indeed, a specific field for its use. XISOM is a company that strives to be a strong partner in creating value for customers through innovation.

Innovative service

BIGWATCHER

Predictive Maintenance through Deep Learning
 Real-time prediction of productivity in each facility's through analysis of history data

X-DAS

The best solution ever to acquire and process big/mass/large scale data from any kinds of devices, especially, PLC for smart factory. Below is the features of X-DAS (Stable data collection and management)

X-SCADA

No limitations by design and differentiation from existing SCADA
 Core SW for implementing smart factory that can create and run projects based on Power-Point-like GUI

 <https://www.youtube.com/watch?v=xSA4zxczFRw>

Category

- SW Development and Supply
- AI Service
- Smart Factory Construction



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BEAUPEOPLE CO., LTD.

Company information

KOREA NO.1 BEAUTY BRAND

As mentioned in the copy `skin care is a brand`, based on a self-developed cosmetics, patented beauty equipment, many years of know-how and research, a newly developed cosmetic techniques, while maintaining advanced beauty shop image and professional management and services, EOLJJANG MOMJJANG beauty club provide a high-quality service to our customers at a reasonable price.

Humans always want to keep their skin as good as baby's forever. NAREST is here to help you all.

Brand story

Beaupeople Co., Ltd. dreams to become an international business by developing, manufacturing and distributing cosmetics, beauty and health products and exporting domestic cosmetics.

We provide cosmetics, beauty and health brands we have developed at reasonable prices. We will become a company to promote domestic brands overseas through excavation and development of excellent Korean and overseas products.

1. Best beauty franchise : About 40 branches in Korea and 40 branches in China (as of 2019)
2. Application of beauty devices developed by the company
3. Use of Korean cosmetics
4. Brand promotion and marketing
5. NAREST Beauty Academy

Category

- Beauty Service
(Hair Salon, Skin Care Center, etc.)



1. Buyers who are seeking skin care center brand master franchise or branch office affiliation
2. Entrepreneurs seeking to run a skin care center
3. Distributors who seek Korean cosmetics and equipment needed at skin care centers

All people want to keep their skin looking as young and healthy as a newborn child. NAREST is here to help you all.

NAREST is a skin care brand from South Korea in pursuit of emulating pure nature. We have been manufacturing nature-friendly cosmetic products for nearly 20 years, as per NAREST's brand slogans, "give nature itself" and "return to nature".

NAREST curates natural herbaceous plant ingredients for use as raw materials for both skin care products and vitamin products. All products are composed of the original scent and colors of the raw materials without additives added. At a NAREST skin care center, these nature-friendly products are used to provide the original Korean skin care experience.

Our preferred partner

- Local Master Franchise
- Other
- Branch Affiliation

How we can cooperate

- International Affiliation
(by individual store)
- Online Distributor Connection

What makes BEAUPEOPLE so special?

Support from us when local store opens

- Other
- Service Operations Manual / Product Supply

Current status of Overseas stores

1. Eoljjang Momjjang Skincare (China - Master Franchise (Partner company: Yuanjian Company) 40 stores in operation)
KOREA'S NO.1 BEAUTY BRAND

2. NAREST Skin Care Center (China - 3 branch offices in Xiamen, Chongqing, Shandong; 9 centers in operation)
- The best choice for top of the line services -

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www.drscalp.com 

01 02 03 04 | **05**

DR. SCALP

Company information

Dr.Scalp is glowing based on the customer's trust and the expertise of technology, and we become a global brand of hair loss and scalp cares.

Imbalance of hormones is caused by genetic factors, various stress, environment pollution and changes in eating habits in the modern times. Thus, the number of people suffering from hair loss and scalp problems tends to exponentially increase.

Dr.Scalp always pursues the expertise and confidence as our top priority Dr.Scalp has the hair loss & scalp specialized care center which manages and improves hair loss & scalp cares which modern people are worrying by using scientific and clinic data.

As Dr.Scalp enters international markets in China, US, Europe and Asia in addition to Korea, Technologies and value of the company are being recognized. Dr.Scalp is being committed to conduct the research on a new technology to open local centers in 10 countries and to export our professional products to 20 countries under the slogan of Global2020Vision.

Brand story

Dr. Scalp, the number 1 brand in Scalp/Hair Loss Care

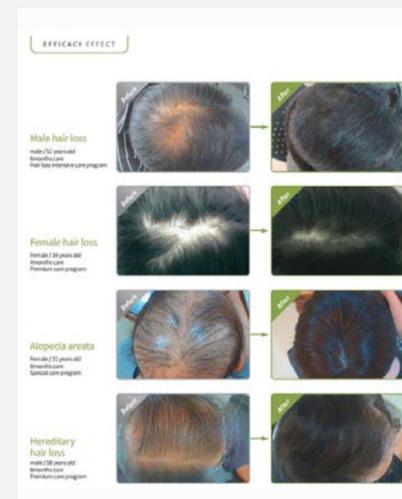
Dr. Scalp puts professionalism and trustworthiness first. We are a global brand that manages and improves scalp health and hair loss through scientifically tailored care technology and products.

The product contains the accumulated know-how and technology for scalp, hair loss, and hair of Dr. Scalp, which operates more than 300 scalp care centers worldwide. Main target country was aisa and some of europ, USA area

So Regarding hair loss care products we hope expand our business world widely and look for capable whole saler or big hair shop who have good connection with hair care business online, off line what ever. Our ultimate gole is.. Dr. Scalp offer competitive hair care product for premium hair business market

Category

- Hair Care Service : Anti hair loss
- Franchise Clinic Center



The products are the culmination of our accumulated know-how and technology for scalp health, hair loss, and hair. Dr. Scalp, which operates more than 300 scalp care centers world-wide, mainly targets Asia, parts of Europe and the US.

Our focus is on hair loss care products, that we hope to expand our business further out into the world. We are looking for capable wholesale distributors or major hair salons with good connections with the hair products business, both online and off. We wish for Dr. Scalp to be offered as the most competitive hair care product for the premium hair product market.

Looking for wholesale distributors & capable connections who target the premium hair-loss & hair care market; priorities given below:

- Major wholesale distributors of anti hair loss, hair care shampoos, tonics, solutions, mask packs, ampoules, hair essence for the premium hair product market both online and off. (All countries, except China)
- Major distributors or hair care centers who have good connections to the hair care market, also Looking for distributor who have been targeting on premium hair-loss & hair care business

Our preferred partner

- Local Master Franchise
- International Affiliation
- Distributor in hair care & cosmetic industry

How we can cooperate

- Expansion through Master Franchising (Royalties)
- Establishing Local Corporation (Direct Expansion)
- Establishing a Joint Venture (JV) for joint investment

Support from us when local store opens

- Expedited Initial Business Contract

Current status of Overseas stores

Currently operating 54 stores domestically, and 312 stores overseas.

What makes DR. SCALP so special?

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trader@eugene-biotech.com 

www.eugene-biotech.com 

EUGENE BIO-TECH CO., LTD

Company information

Eugene Biotech has been leading the domestic food manufacturing, distribution and development industry for 12 years. Since 2014, we expanded our business area and started to research & develop and export such as raw material as · food development · bio new material. Eugene Biotech always try our best to be a frontrunner in global health care industry. Major business - Corporate Research Institute - Export/Import Distribution Business Department : Cosmetic, Facial mask pack, and health supplements. - R&D Network Corporate research institute Research institute that can cooperate with Hanyang university, Hannam university, KIOm, the Jeonbuk university clinical trial center, KIOS and so on. We research and develop bio new material and manufacture health functional food, cosmetics, and functional material.

Brand story

Eugene Biotech has been leading the domestic food manufacturing, distribution and development industry for 12 years. Since 2014, we expanded our business area and started to research & develop and export such as raw material as · food development · bio new material. Eugene Biotech always try our best to be a frontrunner in global health care industry.

Major business

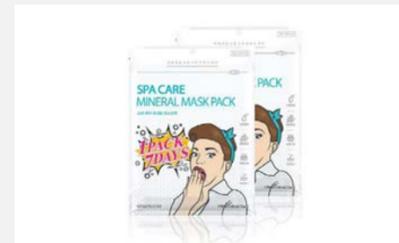
- Corporate Research Institute
- Export/Import Distribution Business Department : Cosmetic, Facial mask pack, and health supplements.
- R&D Network

Corporate research institute

Research institute that can cooperate with Hanyang university, Hannam university, KIOm, the Jeonbuk university clinical trial center, KIOS and so on. We research and develop bio new material and manufacture health functional food, cosmetics, and functional material.

Category

- Beauty Service
(Hair Salon, Skin Care Center, etc.)



Our brand's strong point is in differentiated materials as R&D, manufacturer of functional food and cosmetic for a long time.

Especially, our cosmetic line mostly consisted of materials based on hot spring water situated in Daejeon city, where is well-known for its historical spas.

Additionally, our products contains wheat germ extract, which we develop by ourselves. It is very functional.

We simultaneously opened a global B2C shop like Amazon, Shopee, Lazada, shopclue etc.

We can coordinate quantity on your request and FOB price can be negotiable.

Our preferred partner

- Local Master Franchise
- Other
- Distributor, Wholesaler

How we can cooperate

- Establishing Local Corporation (Direct Expansion)
- Online Distributor Connection

Support from us when local store opens

- Services and Products Localization

What makes EUGENE BIO-TECH so special?

Current status of Overseas stores

We successfully promote our brand by participating in international fairs on a regular basis. We export our products and launched a B2C online shop, which were targeted at the various countries. Now, we're planning to expand our market globally with new products like the BB cushion.

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hjhan@kobizstar.com 

www.wellkin.com 

01 02 03 04 | **05**

KOBIZSTAR

Company information

Kobizstar Co.,Ltd. Is established in 2005,
A Korean No.1 company that specializes in scalp care. We are beauty specialists with 3 brands: Wellkin scalp Clinique, Wellkin Cosmetics and Solep Cosmetics.
As a leader in the scalp care industry, we operate beauty academy and research lab to possess all-round expertise in scalp care service, products, and education.

Brand story

Wellkin provides korean No.1 Scalp care service.
Wellkin helped popularize the scalp treatment in the market by introducing high quality, high technology scalp care programs at affordable prices. Wellkin differentiated itself from competitors by providing professional hair loss care + aesthetic technique, especially scalp massage technique made Wellkin more competitive.

All of Solep's products are designed by Wellkin scalp Clinique customer's feedback, scalp care results and scalp specialists' professionalism.
Solep cannot be compared with commercial products designed by a manufacturer to sell only, without any essential know-how in scalp care.



Category

- Beauty Service
(Hair Salon, Skin Care Center, etc.)
- Scalp care center



We are looking for a partner who will grow with us.
We will discuss the basic conditions of our franchise business through consultation, but we can discuss the terms as much as possible if our partners show their willingness to see the vision of the scalp care industry.

What makes KOBIZSTAR so special?

Our preferred partner

- Local Master Franchise
- International Affiliation
- Distributor

How we can cooperate

- Expansion through Master Franchising (Royalties)
- International Affiliation (by individual store)

Support from us when local store opens

- Services and Products Localization
- Expedited Initial Business Contract

Current status of Overseas stores

We have advanced to Hong Kong, Singapore, Japan, China, Hongkong, Russia, the United States, etc.
Korean NO.1 scalp professional business Kobizstar Co., Ltd.
We have the hair/scalp industry's No.1 Wellkin scalp clinique and scalp professional cosmetic Solep brand.
As a leader in the scalp care industry, we are presenting and leading a new vision of the scalp market around the world with extensive expertise in Wellkin scalp clinique, products, academy centers, and research lab.

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 kimjh@n-cat.co.kr 


NCAT

Company information

N.CAT started with a small store in 1991. We are continually growing up and as of 2020, we have 136 stores in Korea & 27 stores in overseas.

Brand story

'N.CAT' is a combination of the word,
 N its short Naughty[badly behaved] and Cat[cat].

We lead a trend rather than follow,
 We create a fashion rather than accept.
 N.CAT is creating and leading a new fashion culture.

Category

- Total fashion accessories shop



N.CAT started with small store in 1991. We are continually growing up and as of 2020, we have 136 stores in Korea & 27 stores in overseas. Our competitiveness and advantages are as follows:

We are a leader of trends

N.CAT's differentiating strategies is to understand and create trends for the benefit of customers omers

Competitive price

High quality at reasonable prices through minimized distribution Steps enabled by mass production and direct distribution.

Variety of products

We carry more than thirty-thousand varieties of jewelries & hair products.

Our products can be embraced by people at all ages, from children to grown-ups, regardless of the gender.

N.CAT is recognized worldwide. Direct planning and production is at the core of our advantages. We continue to develop quality products at reasonable prices and lead the trend not only in Korea but also through out the world.

What makes NCAT so special?

Our preferred partner

- Local Master Franchise
- International Affiliation

How we can cooperate

- Expansion through Master Franchising (Royalties)
- Online Distributor Connection

Support from us when local store opens

- Services and Products Localization
- Other
- We may discuss it at the meeting

Current status of Overseas stores

- Global Fashion Accessories Franchise Store -165 Stores (140 Stores in Korea & 25 Stores in overseas, including the US, Philippines, Singapore, and Cambodia)
- We are expecting to open the Global B2B Fashion Accessories Platform this year. We are maintaining our growth momentum and trend-setter status through both franchise-ment and the launching a global platform.

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<http://www.bhcgroupp.co.kr/> 

bhc

Company information

Always catering to the customer:

We have set forth the values of "Cleaner, friendlier, and tastier" as our operational standards. Based on these values, the company has quickly grown into one of Korea's largest comprehensive food and restaurant companies. Since its establishment, BHC Group has grown with its customers.

With a variety of restaurant brands ranging from BHC Chicken to Warehouse 43 and Warm Hearted Grandma's Soondae Soup, BHC is earning our customers' trust more than ever.

Brand story

The brand was built around the dining concept of chicken, beer and a plate.

BHC's beer garden stands out with its unique interior design that combines a vintage, yet modern and industrial aesthetic that highlights the premium aspect of the brand.

This is a brand fit for entrepreneurs who wish to make the highest return with the lowest start-up costs.

With the motivation of BHC to give our customers a great experience and happiness, it focuses on deliveries that offer the best taste and quality to customers on the forefront.

Category

- Dining Service
(Korean Dining, Fried Chicken, Cafe, Snack Foods, etc.)

The Best of the Best Quality

- We've been consistently investing in R&D to maintain the best quality of food & service

Differentiation of Product

- We've been consistently studying recipe & taste to provide distinctive food experiences to our valuable customers.
Also, we promised that launching new menus twice a year that catches up with dynamic food trend.

Simplicity of Cooking System & Operation

- Resulting from simplicity of cooking system & operation, it reduces the cost in man-power and increase efficiency in table turnover rate

Using only the best ingredient available

- Using the best ingredient is our basic principle. We believe the best ingredient leads to the best quality of food.

What makes bhc so special?

Our preferred partner

- Local Master Franchise

How we can cooperate

- Expansion through Master Franchising (Royalties)

Support from us when local store opens

- Services and Products Localization



Current status of Overseas stores

- We're running two restaurants company owned in Hong Kong. Even though it's hard situation caused by Covid-19, we're well overcoming difficulties with our crisis management ability from our past experiences. We're planning to expand 2~3 more restaurants in Hong Kong within next year.

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<http://www.yoogane.co.kr> 

BUY ALL FOOD GLOBAL

Company information

‘Dakgalbi brand with 40 years of tradition’

Yoogane is Korea’s representative Dakgalbi brand that has grown with the love of customers since its establishment in 1981.

A franchise specialized in chicken ribs, a franchise system service organized by experts with long-standing know-how

It is a successful eating out franchise brand.

Brand story

Began with opening of ‘Botongjip’ in 1981, Yoogane, which opened in 1995, is a representative spicy stir-fried chicken brand growing with customers over 40 years.

Yoogane has reinterpreted the recipe of spicy stir-fried chicken other than that of local menu and developed the recipe of grilling instead of stir-frying.

Additionally, we created a eating culture of Yoogane with "Rice fried with grilled chicken", other than the traditional recipe to eat chicken and rice separately.

Therefore, we started a neighborhood brand with reasonable price to provide people inexpensive and hearty meal for students and workers who cannot afford to expensive meals.

We are promising we will stay as the No.1 spicy stir-fried chicken brand with delicious menu and comfortable service.

Yoogane Spicy Stir-fried Chicken

Our recipe produced in our own plant in Yangsan is featured in the tasty sauce matured with chili powder

Menu with high cost-effectiveness

Started in 1995, Yoogane has been recognized as a spicy stir-fried rice menu with cost-effectiveness It’s a famous brand for our reasonable price

HACCP

Yoogane Plant, which is certified by HACCP, is producing our ingredients in safe and clean environment

Category

- Dining Service
(Korean Dining, Fried Chicken, Cafe, Snack Foods, etc.)



We are looking for a partner company to run our company's master franchise brand Lotteria/ Angel-in-us locally. We wish to make contact with a company with experience running a local F&B business.

What makes BUYALLFOOD GLOBAL so special?

Our preferred partner

- Local Master Franchise
- Other
- BUYER FOR HMR FOOD

How we can cooperate

- Expansion through Master Franchising (Royalties)
- Other

Support from us when local store opens

- Services and Products Localization
- Other
- Local Market Analysis

Current status of Overseas stores

We have 215 domestic and 9 overseas affiliated BuyAllFoodGlobal affiliate stores, as of September 2020. Recently, we have successfully opened a store in Bali, Indonesia, and we will provide localized export and import environments for all stores. We operate our own factory, and can directly manufacture and distribute all 'Dakgalbi'(Korean Spicy Grilled Chicken) products and sauces.

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hkkim@dailybeer.co.kr 

www.dailybeer.co.kr 

Dailybeer co.,ltd.

Company information

No.1 Craft Beer Franchise in the world! We are the first craft beer franchise ever to operate over 200 stores. DAILYBEER is the largest craft beer franchise in the world. No other craft beer franchise has operated over 200 stores. We provide exclusive local craft beers along with Korean Fried Chicken. We lead the craft beer(beer cocktail) culture, promoting drinks such as "Chimaek" or "Soju bomb" along with various K-food menus like Tteokbokki and noodles. The best vibe to enjoy craft beers.

Also, we have launched DAILYCHICKEN, based on our expertise and popularity of fried chicken menus. At DAILYCHICKEN you can find various super crispy fried chickens, interesting side menus, and numerous toppings to add on.

Brand story

"DAILYBEER is the largest craft beer franchise in the world. No other craft beer franchise has operated over 200 stores. We provide exclusive local craft beers along with Korean Fried Chicken. We lead the craft beer(beer cocktail) culture, promoting drinks such as "Chimaek" or "Soju bomb" along with various K-food menus like Tteokbokki and noodles. The best vibe to enjoy craft beers."

Category

- Dining Service
(Korean Dining, Fried Chicken, Cafe, Snack Foods, etc.)



As a global beer platform, DAILYBEER provides craft beers that can only be found at DAILY-BEER stores. Whatever the country is, DAILYBEER will present exclusive craft beers that fits the local taste. We plan to invent new menus, and expand upon existing menus to meet the local taste bud standard.

What makes Dailybeer so special?

Our preferred partner

- Local Master Franchise
- International Affiliation

How we can cooperate

- Expansion through Master Franchising (Royalties)
- International Affiliation (by individual store)

Support from us when local store opens

- Expedited Initial Business Contract

Current status of Overseas stores

DAILYBEER has started overseas business expansion in 2019. Though it has not been a long time, DAILYBEER has drawn lots of interest from numerous countries worldwide. We have yet to open a store in overseas but we are seeing some actual success as there have been a few MOU signings.

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www.dookki.co.kr 

01 02 03 04 | **05**

DAREUN

Company information

Dookki Topokki brand is to make people understand rightly what typical Korean topokki is and to show them it's continuous evolution. To become the best Topokki brand, we searched every great Topokki restaurant around the world and studied all taste over 10 years. As a result, we found that the best Topokki restaurant is existing in our childhood memories when we were able to enjoy it with friends and family, not need any special recipes. Ultimately after when we realized the best restaurant is not settled, we created the Dookki restaurant where all customer can cook their own Topokki as they want with various special regional sauce and fresh ingredients. Finally, Dookki has become a brand all people can enjoy original Korean Topokki regardless of ages and gender and Dookki has even opened in Korea 250 stores, Taiwan 15 stores, Vietnam 40 stores, Thailand 5 stores, Singapore 2 stores, Malaysia 2 stores, Indonesia 2 stores.

Brand story

Leading Brand
 Becoming the top brand that comes to customers' minds
 Dookki will lead the industry and become a representative franchise of Korea

Differentiated Solution
 From store opening to branding, we will assist you in create effective marketing via all channels.
 Also Dookki will provide unique food ingredients, utensils and know-hows
 In-house R&D team develop and update new menus regularly

Easy Management
 We provide business system and manuals that developed under plenty of experiences
 Even people do not have any F&B experience, it is easy to operate Dookki store
 Dookki brand give easy operation, minimum labor cost, short period of training

 <https://youtu.be/AHpGkqbu1hU>

Category

- Dining Service
 (Korean Dining, Fried Chicken, Cafe, Snack Foods, Topokki, etc.)



- Currently 81 stores in 6 countries and have become a leading brand in the Southeast Asia region.
- We are able to send over our company's data material for review before the video conference

What makes DAREUN so special?

Our preferred partner

- Local Master Franchise

How we can cooperate

- Expansion through Master Franchising (Royalties)

Support from us when local store opens

- Other
- Details concerning master franchise contracts

Current status of Overseas stores

April 2016: Taiwan - Master Franchise (Partner company: 星恩國際有限公司) 18 stores
 December 2016: Singapore and Malaysia - Master Franchise (Partner company: KIMRON F&B PTE. LTD.) 2 stores respectively, total of 4 stores
 October 2017: Vietnam - Master Franchise (Partner company: DI VINA) 50 stores
 October 2018: Indonesia - Master Franchise (Partner company: PT. BONGFOOD WORLD) 2 stores
 May 2019: Thailand - Master Franchise (Partner company: Dookki(Thailand) Co., Ltd) 7 stores
 February 2020: Philippines - Master Franchise (Partner company: CND PHL INC.) contract signing

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<http://www.didimglobal.com/> 

Didim Inc

Company information

Korean No 1 BBQ brand Magal is here!

Magal will give you the best Korean food experience and Look for a business partner in Oversea!

Brand story

Didim inc is the no 1 Korean BBQ franchise in South Korea. With over 20 Brands and 500 outlets in Domestic market and 40 outlets in the international market, Didim is the leading Korean Food franchise company. We are looking for an international partner all over the world. The main international brand for Didim Inc is Magal Korean BBQ. Magal is the most well-kown Koren BBQ in South Korea, Malaysia, Indonesia and Hong Kong.

Category

- Dining Service
(Korean Dining, Korean BBQ, Cafe, Snack Foods, etc.)



Didim has enough experience in international business and has an extensive data for overseas market. We are not rush to make a agreement with our international partner but rather take very cautious approach with our international partner for their market. That is how Didim can have a more than 6 years of international expansion without any major failure.

We are looking for international unit franchisee or master franchisee for overseas. We have our outlets in Hong Kong, Malaysia, Indonesia, Taiwan, the US, Singapore, Macau. We are under contact for Pakistan and Thailand for potential development.

What makes Didim Inc so special?

Our preferred partner

- Master Franchise
- Unit Franchise

How we can cooperate

- International Affiliation > Unit Franchise

Support from us when local store opens

- Expedited Initial Business Contract

Current status of Overseas stores

We have our outlets in Hong Kong, Malaysia, Indonesia, Taiwan, the US, Singapore, Macau. We are under contact for Pakistan and Thailand for potential development.

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DKORE

Company information

DKORE have operated a famous restaurant brand 'BukChangDong Soondubu' which is ranked in the top 4% Korean franchise restaurants in Korea. Also, we've successfully expanded our business overseas for more than 10 years.

Now, our brand has become the most representative Korean restaurant in Taiwan and is always fully booked. Based on these business experiences & our secret key to great taste, we created K-food products that help cooking K-food easily and professionally in oversea kitchens

Brand story

'Buk Chang Dong' is an area name in Seoul. Long time ago, there was a huge food storage of in the Royal Palace. Over time, this area turned into food streets with many restaurants. Especially, Soondubu(soft tofu) was very popular in BukChang-Dong.

Now, DKORE Co., ltd has tried to preserve Korea's historical food and tradition. Our brand 'BukChangDong Soondubu' is THE NO.1 TOFU FRANCHISE IN KOREA(the largest brand in market share) since 2001. And we've launched about 100 stores all over the world.

Our main item is spicy silken tofu stew(Soondubu jjigae). The main ingredient is TOFU which is THE BEST SOURCE OF PLANT-BASED PROTEIN. It fits well with GLOBAL TRENDS such as vegetable-friendly, ketogenic diet and sustainability. You can create countless stew recipes with various ingredients together with tofu.

Also, we offer the STONE POT with rice to all of our guests like a king in Korea's history. Our-guests can enjoy the warmth and the spirit of tradition K-food culture together.

Category

- Dining Service
(Korean Dining, Fried Chicken, Cafe, Snack Foods, etc.)



We are operating our brand in various ways. Original cafeteria, One-tray model and food court. We can flexibly adjust our business model to suit your country and market. Also, DKORE can handle many representative of Korean food as well as soft tofu stew. We are also selling well-known Korean main dishes such as galbi, kimchi pancake, and bul-gogi. This would be helpful to expand K-food business into the overseas market. In addition to the restaurant business, we are also carrying out the export of Korean food and utensils. DKORE has the strong buying power and huge networks based on 20 years of franchise business. Also we have our own PB products, All-In-One Korean sauce(50kinds) and Samgyetang(R2H). Be a partner of Delicious KOrean REstaurant, DKORE

Our preferred partner

- Local Master Franchise
- Joint Venture(JV) investment corporation

How we can cooperate

- Expansion through Master Franchising (Royalties)
- Establishing a Joint Venture (JV) for joint investment

Support from us when local store opens

- Services and Products Localization
- Expedited Initial Business Contract

Current status of Overseas stores

We entered in Taiwan as Master Franchise in 2008 and there are 21 direct stores now. All of them are located in major commercial places such as famous shopping malls, Taipei's main-station and department stores. When we moved to Taiwan, we targeted casual diners, so we upgraded the service system and price. DKORE's K-food business hit the point where waiting and booking seats at the restaurant have continued for more than 10 years. Our partner started with 1 store of our brand in 2009, but now they have grown into the most successful Korean restaurant company in Taiwan and also they made an IPO listing last year with our brand. Depending on each market, we will flexibly adjust our brand model to move into more countries. We are trying to lead the globalization of Korean food through our know-how in export Korean foods.

What makes DKORE so special?

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 bbq_global@bbq.co.kr 
<http://www.bbqglobal.com> 

01 02 03 04 | **05**

GENESIS BBQ GLOBAL

Company information

We, Genesis BBQ, are a Fried chicken franchise company in Korea. Genesis BBQ was founded in South Korea in 1995 and firstly brought franchise system to Korea. Currently, we have total of more than 2,000 outlets all over the world including USA, China, Canada and etc.

In 1999, we established Chicken University facility in Korea because education is an essential part of a franchise management. It provides consistent cooking manuals and handling kitchen system so that the trainers can learn and experience effectively. Not only for education, but for recipe development, there is a R&D center in order to satisfy our customers' needs.

With a vision to be the best fried chicken franchise restaurant all over the world, Genesis BBQ tries to develop and expand our franchise system with valuable partners in new markets. Through utilizing well structured Master Franchise system, Genesis BBQ is looking forward to making a new partnership with you.

Brand story

BBQ chicken offers a menu specializing in globally-inspired, top-quality fried and grilled chicken, using proprietary sauces and spice mixes, and accompanied by delicious side dishes and beverages.

Our menu choices appeal to customers of all kinds. From fresh salads and premium sandwiches, salads, tenders, to fried and grilled chicken entrees, to wings, to sides like k-food, coleslaw, corn salad, and more. Our menu features a wide range of offerings to please all ages and taste preferences.

 <https://www.youtube.com/user/BBQMobile>

Category

- Dining Service
(Restaurant, QSR, Delivery, Grab &Go)



Genesis BBQ Global would like to be connected with Master Franchise partner. We prefer a partner who has experienced on restaurant industry, or who are familiar with local customers and culture with passion on food service industry. Genesis BBQ Global hopes to see a potential partner.

What makes GENESIS BBQ GLOBAL so special?

Our preferred partner

- Local Master Franchise
- Other

How we can cooperate

- Expansion through Master Franchising

Support from us when local store opens

- Chicken Recipe
- Franchise Know-How
- Education & Training
- Quality service management
- etc.

Current status of Overseas stores

Recently, Genesis BBQ Global has explosive growth in USA. In the first half of 2020, by utilizing the latest trend, like Grab & Go and delivery service, BBQ USA is expanding its entire market.

In addition to this, we entered German market on July, 2020. With a lot of interest from locals, BBQ Germany successfully launched stores. Not only USA and Germany, but Genesis BBQ Global is operating franchise business in Canada, Taiwan, Japan, etc.

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 jhyeo@gorillafnd.co.kr 
<http://kimildo.com/> 

Gorillafnd

Company information

1. Restaurant Brands

Jindaegam

The best and unique Chadolbagi-samhap specialty restaurant
 Top-quality Chadolbagi, Adductor muscle of Pen Clam from the West Sea, and delicious side dishes

- * Chadolbagi : thinly sliced marbled Prime Beef Brisket
- Samhap : eating 3 foods together – Chadolbagi + Adductor muscle of Pen shell + vegetable

Jindaegam is only Chadolbagi-samhap specialty restaurant in the world including Korea.

Human space, Kim Il Do!

Aged pork specialty restaurant
 Human space, Kim Il Do! Premium Aged Pork

We maximized the flavor of pork by using the 3 stage thermo-aging method, which has been developed for 8 years with concept of 1 aged pork wrapped in seaweed.

Brand story

Restaurant Brands

Jindaegam

The best and unique Chadolbagi-samhap specialty restaurant
 Top-quality Chadolbagi, Adductor muscle of Pen Clam from the West Sea, and delicious side dishes

- * Chadolbagi : thinly sliced marbled Prime Beef Brisket
- Samhap : eating 3 foods together – Chadolbagi + Adductor muscle of Pen shell + vegetable
- Jindaegam is only Chadolbagi-samhap specialty restaurant in the world including Korea.

 <https://www.youtube.com/watch?v=YbsoZnhSKwk&t=67s>

Category

- Dining Service
 (Korean Dining, Fried Chicken, Cafe, Snack Foods, etc.)



We hope to find a local partner that can play the role as master franchiser in the region.

What makes Gorillafnd so special?

Our preferred partner

- Local Master Franchise

How we can cooperate

- Expansion through Master Franchising (Royalties)

Support from us when local store opens

- Services and Products Localization
- Expedited Initial Business Contract

Current status of Overseas stores

We just started the global business and launched the first restaurant in Singapore. It has been successful.

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defhunter@funni.co.kr 

<http://harrykorea.ivyro.net/landing/> 

harrykorea

Company information

No.1 Korea Style Beer Pub(Chimac cafe) `FunBeerKing`
 Harry Korea Co., Ltd. is a food service franchise group established in 2001. Our main business is launching a food & beverage restaurant brand direct store operation and franchise business. We also operating a business education institution and self-employment training. The major brands are the Korean-style beer pub brand `Fun Bear King` and premium aged fermented meat specialty brand `Grand Battle of the Pig`. Currently, there are over 400 affiliated stores in Korea, including direct-run stores. In 2020, it was selected as one of the top 100 domestic franchise brands. We have recieved ISO9001 certification and have also won various awards including the Minister of Trade, Industry and Energy, the Minister of Knowledge Economy, and the Excellence Franchise Brand Award; this year's Innovation Leader Section Award; the Korean Franchise Award; and the Consumer Selected Win-Win Brand Award.

Brand story

The 'FunBeerKing' brand is a cafe-type pub where you can enjoy various side dishes for chicken and beer, mainly targeting the young consumers in their 20s to 40s.

- We use a variety of patented development containers to differentiate our menu.
- For 10 years, we are releasing new menus every season 4 times a year.
- We are conducting marketing, promotion, non-face-to-face customer communications, and music video transmission through our own broadcasting system.
- The 'Leaders Forum' is held four times a year as a venue for motivating and educating affiliates.
- By establishing an online education system (the Fus System), we are rapidly expanding education to all affiliates.
- We are also rapidly responding to various patent requests and patent applications for various containers.

We are preparing for overseas business by expanding our business from 2020. Our motto is: 'Every day fun! fun! fun! Funbeerking'

Category

- Dining Service
 (Korean Dining, Fried Chicken, Cafe, Snack Foods, etc.)



HarryKorea wishes to expand into the country in concern through the following process, in addition to through Master Franchise, in order to establish a firm local market footing:

We wish to proceed with these objectives with the Master Franchise:

- Nation-based market research (Franchise market)
- Consumer research
- Marketing and localization strategy formulation
- Risk factors and responses
- Feasibility analysis
- Expected scenario formulation
- Expected model suggestions

We wish to work with our partner not as if we were expanding, but rather as if we were building from ground up.

Our brand manuals, online system establishment, marketing strategy, self-developed containers supply, local market analysis, support team for stable opening (3 employees for 2 weeks) will be supported.

These measures are to guarantee that our overseas partners will have stability as much as our domestic franchises.

Please contact us, we await your inquiries

Our preferred partner

- Local Master Franchise

How we can cooperate

- Expansion through Master Franchising (Royalties)
- International Affiliation (by individual store)

Support from us when local store opens

- Services and Products Localization

What makes harrykorea so special?

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www.chickenplus.co.kr 

Holdinghands Co., Ltd.

Company information

Our company was founded in 2016 and currently the fastest growing franchise in South Korea. Currently we have around 400 stores in South Korea and a couple in Malaysia, Vietnam and China. Furthermore, our 2020 plan is to expand in Japan, New York, and Canada.

As you can see, our system wide sales are approximately 80-90 million dollars and our head quarter sales including ingredient sales is Aprox 23 million dollars. Net profits is approximately 246 million US dollars.

We are the first chicken franchise brand in 15 years that was able to expand ourselves to one hundred stores in only one year. Because of this, we have been an interest to many in this field. Also, opening up locally and globally was one of our biggest advantage for our brand. Our company did not grow at this speed just because of its taste, but because of the know how's our company has been creating brad-wise.

Brand story

We started our business in Korea as a fried chicken franchise brand called `Chicken Plus` in September 2016 and currently operate 421 franchises in Korea.

Starting with the contract of Master Franchise in Malaysia in 2017, the company established a Vietnamese subsidiary in 2018 and entered the market in cooperation with four major Chinese shared kitchen companies in 2019. In China, it is currently establishing a joint venture. In the case of overseas stores, there are currently 8 stores in Malaysia, 19 stores in Vietnam, and 23 stores in China (a total of 50).

U.S. (NY/NJ) Master Franchise Agreement concluded in January 2020

Japan Signs License Agreement in February 2020

The Canadian Master Franchise contract was signed in September 2020 to accelerate overseas expansion. Taiwan License Agreement in September 2020

Singapore Master Franchise Agreement in November 2020

We are planning to establish a joint venture in Indonesia in November 2020.

There may be many differences between our brand and other franchise brands, but I think flexibility is the most important thing in overseas business.

We won't always think we are in the right. We'll always be open to suggstions and help you find the right answers and grow together.

Category

- Dining Service
(Korean Dining, Fried Chicken, Cafe, Snack Foods, etc.)



We are expanding into various countries, so we are well prepared for all things, including trademarks. We have the know-how of growing rapidly in a short period, so our Franchise will help you build traction and stability in the local overseas market as well.

What makes Holdinghands so special?

Our preferred partner

- Local Master Franchise

How we can cooperate

- Expansion through Master Franchising (Royalties)

Support from us when local store opens

- Services and Products Localization

Current status of Overseas stores

In the case of overseas stores, there are currently 8 stores in Malaysia, 19 stores in Vietnam, and 23 stores in China (a total of 50).

U.S. (NY/NJ) Master Franchise Agreement concluded in January 2020

Japan Signs License Agreement in February 2020

The Canadian Master Franchise contract was signed in September 2020 to accelerate overseas expansion.

Also,
Taiwan License Agreement in September 2020

Singapore Master Franchise Agreement in November 2020

We are planning to establish a joint venture in Indonesia in November 2020.

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henrycho@chamimat.co.kr 

<http://www.thecupfood.com/eng/> 

JNT

Company information

JNT launched the brand, THE CUP in 2011 and expanded to the global market. Our main goal is provide a satisfying meal by overcoming the image of ordinary fast food limitations. We serve healthy ingredients and use a short and easy cooking method. THE CUP is a differentiated concept, focusing on the idea of homemade wholesome food. THE CUP focuses on its market brand by referring to Korea's trendy menus and modernized café style restaurant atmosphere. We promise to serve our customers with all the best and warm heart.

Brand story

JNT launched the brand, THE CUP in 2011 and expanded to the global market. Our main goal is provide a satisfying meal by overcoming the image of ordinary fast food limitations. We serve healthy ingredients and use a short and easy cooking method. THE CUP is a differentiated concept, focusing on the idea of homemade wholesome food. THE CUP focuses on its market brand by referring to Korea's trendy menus and modernized café style restaurant atmosphere.

What makes JNT so special?

Providing services of different kind to assist operations during the COVID-19 pandemic.

Category

- Dining Service
(Korean Dining, Fried Chicken, Cafe, Snack Foods, etc.)



Our preferred partner

- Local Master Franchise
- International Affiliation

How we can cooperate

- Expansion through Master Franchising (Royalties)
- International Affiliation (by individual store)

Support from us when local store opens

- Services and Products Localization
- Expedited Initial Business Contract

Current status of Overseas stores

2014 THECUP Hong Kong Master Franchise Agreement
2014 THECUP Singapore Master Franchise Agreement
2015 THECUP France Franchise Agreement

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kimhj@jtable.co.kr 

www.nipongnaepong.co.kr 

Jtable

Company information

Nipong Naepong is a Korean noodle and pizza restaurant brand. Currently, there are 97 stores in Korea, the United States, and Singapore, and the number continues to increase.

Brand story

1. Noodle and pizza menus are beloved not only in Korea but also around the world
 - Nipong naepong's noodles all have unique characters, so 60% of customers will eventually visit again. Our pizza can be transformed to fit any taste preference. Jtable's R&D group will make pizza for suitable your taste or country.

2. Design and interior that the Korean younger generation likes
 - 90% of the Nippon Nippon posts exposed on Instagram are females between the ages 15-35 who are now the trend leaders in Korea and the hottest customers of the K-wave. Nipong Naepong has always met their needs, which opens up men's wallets as well. Nipong Naepong provides yet another fun activity for couples through exceptionally tasty menus as well as spacial design.

3. Brand with unique positioning without competing brands
 - Nipong Naepong has faced much competition for the last five years, but all the brands currently copying us in Korea are in the process of being exited from the market. As you know, Korean chicken and Korean barbecue restaurants have already in a Red Ocean state in Korea because there are too many competitive brands. Nipong Naepong will continue to be unique as we have been during our inception years.

4. Simple ingredients and flavors that nobody can copy
 - Nipong Naepong has a total of 40 kinds of food ingredients, and the cooking starts as soon as the order comes in. Nipong Naepong, which has a small number of ingredients but tastes like food from an owner chef's restaurant, offers unsurpassed value for money.

 <https://www.youtube.com/watch?v=YbsoZnhSKwk&t=67s>

Category

- Dining Service
 (Korean Dining, Fried Chicken, Cafe, Snack Foods, etc.)



We already have several overseas expansion experiences. In addition, we have completed market research in several countries. When we meet a buyer that is right for us, we can collaborate to achieve rapid advancement. We hope to meet a company that is currently experiencing the local food industry. We mainly deal with master franchises. If you are interested, we will proceed with the business after contracting the contract terms appropriate for the local market.

What makes Jtable so special?

Our preferred partner

- Local Master Franchise

How we can cooperate

- Expansion through Master Franchising (Royalties)

Support from us when local store opens

- Services and Products Localization

Current status of Overseas stores

Currently, our brand has experience in the US and Singapore. We provide local menus to help you easily adapt to the local market. It is difficult to find competitors in the local market because it offers a differentiated menu that cannot be easily found elsewhere.

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hongjh@no1juicy.com 

www.no1juicy.com 

JUICY

Company information

JUICY has established our own fruit importing and distributing company, JUICY International and import fruits directly from all around the world. We supply fresh and high quality fruits at competitive prices through direct contact with domestic production. We also have our own warehouse which is set perfectly for fruit storage environment so that we can supply fresh fruits throughout the country all the time.

Based on this system, JUICY is number 1 fresh fruit juice brand which delivers the fruits to each store as soon as the fruits are ingathered so the customers can enjoy the most fresh fruit juice.

Brand story

Juicy is a No. 1 juice brand in Korea and it's also leading worldwide. Juicy already established high brand recognition and a healthy image to expand its presence in the international market.

Juicy can provide customers with fresh fruit juice adding its own fruit-only powder to enhance taste and flavor due to a local fruit distribution. Also, the HQ does not force to purchase consumables goods (cup, holder, etc.). If the specifications provided by the HQ are complied with, the franchisee can purvey locally at a competitive price.

Category

- Beauty Service
(Hair Salon, Skin Care Center, etc.)

Like our slogan, "Drinking JUICY right after the picking the fruit," Juicy will support to look for a local fruit supplier to help franchisees getting the fresh fruits. As each country has a different taste of fruits, Juicy will provide new recipes that go well with the local fruits, support juice-making education, and local market research by sending the fruit specialists. Also, Juicy will help franchisees to produce delicious fresh fruit juice that suits customers' taste by enhancing the original taste of the fruit through our own developed fruit-only powder. For international franchises (single stores), the operating franchise fee is 10,000,000 won (about 9,000 in dollars). Master Franchise costs vary by country and region.

What makes JUICY so special?

Our preferred partner

- Local Master Franchise

How we can cooperate

- Expansion through Master Franchising (Royalties)
- Establishing Local Corporation (Direct Expansion)
- Establishing a Joint Venture (JV) for joint investment (Direct Expansion)

Support from us when local store opens

- Services and Products Localization
- Expedited Initial Business Contract



Current status of Overseas stores

Juicy is currently exporting to America, Hong Kong, China, Cambodia, Japan, and Malaysia, and continuously expanding to all over the world. Juicy has spread to more than 10 countries and has over 50 stores worldwide through master franchise and international franchise contracts.

Juicy can attract many potential customers by opening not only the well-known fresh fruit juice brand "JUICY," but also our milk tea brand "CHAYAM," and Korean style of hotdog brand "88HOTDOG." Our most major country with the largest number of stores, Malaysia, also consists of combining JUICY & CHAYAM in one store.

Juicy will serve the best service with precise store management to the customer who is interested to open our brands in their own country. Also, we are directly importing the fruits for the JUICY brand and through direct auction, we built an 'ALL IN ONE' distribution system for our franchisee's convenience.

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 jhs1104@lotte.net 
www.lottegrs.com 

01 02 03 04 | **05**

LOTTE GRS

Company information

LOTTE GRS is short for 'LOTTE Global Restaurant Service' and reflects the growth vision as a global culinary service provider. Since launch, LOTTE GRS has solidified the top rank among domestic franchises by actively opening new branches and accomplishing high sales growth. We will continue to grow into the representative global culinary service provider of Korea.

Brand story

LOTTERIA is creating the history of the industry as the leader of fastfood industry in Korea through consistent management innovations, bold investments and development of new products satisfying the taste buds of Korean people. LOTTERIA's endless efforts for customer satisfaction continues by developing menus that captivate the taste buds of Korean people, setting up trendy stores reflecting the customer preferences and desires and offering diverse burgers as well as coffee and desserts. Now LOTTERIA attempts innovative changes into a new image called Quick Service Restaurant (QSR) by transforming from fastfood stores into cafe stores. As a restaurant franchise business leading the food related industries in Korea, LOTTERIA has made a great success and is captivating the taste buds of local people all over the world. LOTTERIA, a multi-brand restaurant franchise company representing Korea has begun from the pioneering spirit and challenging initiatives, and is committed to share the enjoyment of tasty foods from our authentic brands loved by people all around the world. Angel-in-us, using only the finely selected coffee beans as a coffee chain leading the growth of espresso coffee market and coffee culture in Korea, has been consistently growing since launched in 2000. Angel-in-us, striving to offer the best quality and tasting coffee to customers, is committed to provide the highest quality products and services through systematic quality, distribution and store management. Angel-in-us is an emotional brand conveying the best quality and culture, presenting the momentary freedom and values in a trendy space. We wish to deliver cultural values from coffee in the momentary relaxation during a busy day by drinking a cup of aromatic coffee made by our professional barista.

 https://www.youtube.com/watch?v=heVrHqu7RhM&feature=emb_logo

Category

- Dining Service
(Korean Dining, Fried Chicken, Cafe, Snack Foods, etc.)



We are looking for a partner company to run our company's master franchise brand Lotteria/ Angel-in-us locally. We wish to make contact with a company with experience running a local F&B business.

What makes LOTTE GRS so special?

Our preferred partner

- Local Master Franchise
- Partners with local F&B business experience

How we can cooperate

- Local brand management master Franchise contract

Support from us when local store opens

- Services and Products Localization
- Support know-how in all areas of the business, sales, marketing, IT, and etc.

Current status of Overseas stores

Through our master franchise business, Lotteria(a Hamburger Franchise)'s brand has expanded branches in Myanmar, Laos, Cambodia and Mongolia. Also through us, Angel-in-us(a Coffee/Café Franchise) has expanded into Kazakhstan as well.

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<https://www.nolboo.co.kr> 

01 02 03 04 |

05

nolboo

Company information

Nolboo is a representative Korean restaurant company with around 800 brand stores worldwide. Nolboo began from a 17 restaurant called 'Nolboo Bossam (Steamed Pork)' which was founded in 1987 at the entrance of an alley in Sillim district. It was a small restaurant run by an ordinary family. At present, Nolboo has become a representative Korean food franchise company with a systematic franchise system, standardized menus and an advanced management environment. Based on our 32 years of history and know-how, Nolboo will continue to develop new brands and expand our business globally. We aim to grow as Asia's No.1 franchise restaurant brand.

Brand story

Brand Story After its first opening of delivery store in 2018, Nolboo has quickly expanded and opened more than 500 locations within only two years. With the rise of delivery consumption and ghost kitchens in Korea, Nolboo has developed menus and brands specialized for delivery. The concept of the delivery brand is to maximize profit and optimize various menus for delivery. The key point of success is that one delivery store can be operated with multiple brands as well as in dining restaurants. Operating our delivery brand in your existing restaurant requires no additional capital investment and labor cost. Therefore, delivery brands play a critical role in increasing additional profit in one single restaurant.

Category

- Dining Service
(Korean Dining, Fried Chicken, Cafe, Snack Foods, etc.)



We are looking for a partner who is interested in Master Franchise business. With growing years, we have established ourselves as one of the strongest Korean food franchise companies in Korea, both in terms of the number of stores and revenue. We are currently aiming to open stores overseas through Master Franchise partnership. We have around 1,200 brand stores in Korea and have entered China and Japan. We believe the variety of Korean dishes, including BBQ, fried chicken, stew and snack food that our brands can offer will appeal to customers in your market.

What makes nolboo so special?

Our preferred partner

- Local Master Franchise
- International Affiliation

How we can cooperate

- Expansion through Master
- Franchising (Royalties)

Support from us when local store opens

- Services and Products Localization

Current status of Overseas stores

- Nolboo currently has 10 overseas stores
- Established JVC in Shanghai, China with MAK Brands in May 2014
 - 10 Budajjigae stores in Beijing, Shanghai, Suzhou and Chengdu
 - Plans to expand network in China and achieve 100+ Budaejjigae stores
- Established JVC in Osaka, Japan with GAJ in April, 2015
 - 1 flagship store in Universal Studios Japan, Osaka
- Plans to expand franchise business to Southeast Asia including:
 - Vietnam, Thailand, Indonesia and Malaysia

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duke0106@norangfood.com 

www.norangtongdak.co.kr 

Norangfood Co. Ltd.

Company information

Norang Chicken(Norang Tongdak) provides a taste of memory. Under the slogan 'Good Taste at Good Prices', we have been maintaining our way of making affordable and tasty chicken since 2009. Norang Chicken contains the lowest level of sodium among all Korean fried chicken brands and we can proudly say we have the most healthily fried chicken in Korea. Also, we keep the old-fashioned way of frying chicken by traditional iron pot(cauldron fryer), preserving the true Korean style of fried chicken. We are currently running over 500 branches in Korea and 9 branches over United States, Vietnam and the Philippines.

Brand story

Under the slogan of 'Good Taste at Good Prices', we have been maintaining our way of making affordable and tasty chicken since 2009. Norang Chicken contains the lowest level of sodium among all Korean fried chicken brands and we can proudly say we have the most healthily fried chicken in Korea. Also, we keep the old-fashioned way of frying chicken by traditional iron pot(cauldron fryer), preserving the true Korean style of fried chicken. We are currently running over 500 branches in Korea and 9 branches over United States, Vietnam and the Philippines.

Category

- Dining Service
(Korean Dining, Fried Chicken, Cafe, Snack Foods, etc.)



We support our partners in many ways.

- Training material are made by the Korea branch without incurring any training fees
 - Discount on exclusive products depending on details of the contract
 - Dispatch of open-visor and supervisor for better management
- Details of contract are always negotiable. Please do not hesitate to contact us!

What makes Norangfood so special?

Our preferred partner

- Local Master Franchise

How we can cooperate

- Expansion through Master Franchising (Royalties)

Support from us when local store opens

- Services and Products Localization
- Expedited Initial Business Contract

Current status of Overseas stores

Since we opened our 1st branch in United States in 2019, we have successfully opened 6 branches in the States so far. We worked on this project focusing on cooperating with a large U.S. supermarket chain called 'H Mart'. As a result we have succeed in obtaining an exclusive contract with H mart. Now we are expecting to open over 20 new branches in 2021.

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tk87@food-zone.co.kr 

<https://www.pizzamaru.co.kr/> 

Pizza maru

Company information

Food-zone Co., Ltd. was founded in 2007 and launched `Pizza Maru` and is currently a pizza restaurant franchise with about 650 franchises. Based on its success know-how in Korea, it has been operating 10 stores in 4 countries including Hong Kong, Myanmar, Singapore, and Indonesia since 2014. In particular, not only pizza, but also Korean chicken and Korean fusion pasta, fried rice, etc. have been combined and received positive reviews from overseas consumers.

Brand story

Pizza maru uses a patented organic green tea dough. The main ingredient is green tea, which contains 12 grains and chlorella. Also we uses black rice dough and squid ink dough. Green tea, black rice, and squid ink dough on the Pizza maru are more nutritious, tasty and flavorful than other flour dough. These distinct visual concepts are products that can appeal to customers.

Category

- Dining Service
(Korean Dining, Fried Chicken, Cafe, Snack Foods, etc.)



Our strength is our experience and expertise in every menu we handle. Overseas stores sell not only Korean pizza and Korean chicken, but also fusion pasta, tteokbokki, and rice menus. This is possible because the head office developed and operated a number of brands such as chicken, Korean food, pasta, pork cutlet, etc., as well as pizza, so each brand carefully selects competitive menus and applies them to overseas stores.

What makes Pizza maru so special?

Our preferred partner

- Local Master Franchise

How we can cooperate

- Expansion through Master Franchising (Royalties)

Support from us when local store opens

- Services and Products Localization

Current status of Overseas stores

Due to the Corona's shock, shopping mall and restaurant were closed in each country. In large stores, delivery and take-out are practically impossible. Pizza maru provided solutions to the each partner. For example, Myanmar partner opened our second store as a small restaurant in April, and in May, They opened our third small and medium-sized store where customers can take out and eat. We're seeing explosive sales due to visits by residents who can't go to large malls and delivery orders. Also, as it is located in residential areas, it costs less and is easy to manage compared to large malls. Another advantage is that it is easy to enter the store. Also, In the case of stores in Hong Kong, it has been recording the highest sales ever in six years since opening. The reason for this success was because of the Pizza maru's 15 years of experience and know-how in Korea, which specializes in delivery and take-out.

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<http://www.seoraeglobal.com/> 

Seoraester Co., Ltd.

Company information

Seorae Co., Ltd was established in 2009 as a global franchise company. We have launched 7 brands and operated domestic and overseas franchise businesses for 10 years. We have launched our signature brand, Seorae Galmaegi, into the global market -- it creates a happy dining culture based on the harmony of customers, members and partners. Seorae Galmaegi is the most popular Korean barbeque franchise specializing in kkirt meat charcoal bbq dishes. Since we started franchise business in 2007, we have achieved around 220 stores within 2 years in domestic market and expanded our business throughout 7 countries in Asia with our competitive price and authentic taste of Korea. Seorae Galmaegi have been well received by local customers for 10 years. We are the authentic Korean BBQ where customers may have remarkable dining experiences. We use the Seorae-area's unique "Marinated meat" recipe which is distinctive from other bbq restaurants and we feature a diverse a la carte menu. We are now looking for new partners to expand our business into new market after our successful expansion into Indonesia, Japan, Singapore, Cambodia, Canada and China.

Brand story

Seorae Galmaegi is the most popular Korean barbeque franchise specializing in skirt meat charcoal bbq. Since we started franchise business in 2007, we have achieved around 220 stores within 2 years in domestic market and expanded our business throughout 12 countries in Asia with our competitive price and authentic taste of Korea.

We are the authentic Korean BBQ where customers may have remarkable dining experiences. We use the Seorae-area's unique "Marinated meat" recipe which is distinctive from other bbq restaurants and we feature a diverse a la carte menu.

 <https://www.youtube.com/watch?v=O0vGEMv1Dt8&list=PL8nhlPIhHrCLOQAXd-vhexLXlheMvzrY4K&index=8>

Category

- Dining Service
(Korean Dining, Fried Chicken, Cafe, Snack Foods, etc.)



Seorae Galmaegi have been well received by our customers for more than 10 years. We are now looking for new partners to expand our business into new markets after our successful expansion into Indonesia, Japan, Singapore, Cambodia, Canada, China, Vietnam, Myanmar and Australia.

What makes Seoraester so special?

Our preferred partner

- Local Master Franchise
- International Affiliation

How we can cooperate

- Expansion through Master Franchising (Royalties)
- International Affiliation (by individual store)

Support from us when local store opens

- Services and Products Localization

Current status of Overseas stores

China : 80 stores
 Hong kong : 7 stores
 Indonesia : 8 stores
 Singapore : 2 stores
 Japan : 1 store
 Cambodia : 3 store
 Canada : 1 store
 Australia : 1 store
 Vietnam : Opening soon
 Myanmar : Opening soon
 Macau: Opening soon

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www.sulbing.com 

01 02 03 04 | **05**

SULBING CO., LTD

Company information

“Sulbing, a new paradigm of dessert café”

Sulbing provides creative, popular, and healthy desserts & beverages using Korean traditional ingredients. And by developing our signature menu, Injeolmi (one of the Korean traditional rice cakes) Sulbing itself from most highly developed R&D think tank, we continuously challenge that our customers enjoy the tasting dessert in comfortable atmosphere. We will continue to improve the quality of taste and service to ensure our customers satisfaction. We're also committed to take lead in Korean dessert category worldwide.

“Sulbing is No1 Korean dessert café, operating more than 400 stores worldwide”

Established in 2013, Sulbing has been launching franchise stores successfully several overseas countries, Japan, P.R.China and Thailand, Australia, Philippines, Kuwait and is expected more.

Many potential partners over the world have been impressed by competitive business model of the brand SULBING and we have been received incoming inquiries to be a family of SULBING as a partner

Brand story

We, Sulbing have distinctive recipes for ice flakes based on constant research and development and we spare no effort to meet customer's demand at all times. This is all about our strength in the field. With the confidence, we have dedicated more time to side dishes other than the ice flakes brand in the name of "SULBING".

Category

- Dining Service
(Korean Dining, Fried Chicken, Cafe, Snack Foods, etc.)



As you may be aware, we are so competitive for tropical countries. The range of transactions to be made varies.

What makes SULBING so special?

Our preferred partner

- Any party who loves our brand, SULBING with business-management background.

How we can cooperate

- We would love to cooperate in any respects for SULBING franchise business

Support from us when local store opens

- Services and Products Localization

Current status of Overseas stores

Since 2013, start of franchise business with the brand SULBING, we have executed master franchise contracts in several countries. We are trying to expand our brand name across the world more.

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wootender@gmail.com 

www.wootender.com 

Woo Tender Korea.

Company information

WooTender is a barbecue restaurant that specializes in premium Korean beef (Hanwoo). It opened its first restaurant in December 2016 in Seoul, Korea. Since then, it successfully opened its second store in the second largest city in Korea, Busan, in 2019. Through social media and through word of mouth, the brand WooTender became globally famous, attracting thousands of tourists from all over the world. Numerous people from not only Korea, but also from parts of Asia wanted to carry the brand in their countries. In 2020, WooTender signed a master franchise contract with Thailand and is planning to open in Bangkok in 2021.

In 2019, WooTender started distribution of its brand through Shinsegae Department Store, the most luxury department store in Korea. WooTender was chosen as one of the most popular brand in the Shinsegae butcher's shop. During holiday seasons, WooTender collaborates with Shinsegae in making premium beef gift sets. Not only does WooTender distribute at Shinsegae, but it also supplies beef at other popular restaurants in Seoul as well.

In 2020, the brand has made its own Bulgogi sauce and is in the process of making Gomtang (Beef Bone Soup) HMR product that will be distributed both online and offline.

Brand story

WooTender brand name stems from the word 'bartender.' As we all know, a bartender is a person who is in charge of alcoholic beverages. The brand created the word 'Wootender,' as a person who is in charge of beef. 'Woo' in Korea means cow or beef. Since its creation, it created a viral on social media and it became one of the hottest spots in Korea to visit. Now, every person in Korea and many other parts of the world has heard the brand name 'WooTender.' With the start of its first overseas shop in Bangkok, it strives to open in other big cities in the world. Also, with distribution of its Bulgogi Sauce and HMR products both domestically and globally, WooTender wishes to introduce the special Korean beef culture to foreigners.

Category

- Dining Service
(Korean Dining, Fried Chicken, Cafe, Snack Foods, etc.)



Our brand is our strength, and negotiation points may include opening a store. HMR product distribution MOQ will have to take the partner company's size into consideration. Currently unit price information is unavailable.

What makes Woo Tender Korea. so special?

Our preferred partner

- Local Master Franchise
- International Affiliation

How we can cooperate

- Expansion through Master Franchising (Royalties)
- Establishing a Joint Venture (JV) for joint investment
- International Affiliation (by individual store)
- Online Distributor Connection

Support from us when local store opens

- Services and Products Localization
- Expedited Initial Business Contract
- Other
- Distribution

Current status of Overseas stores

Hello, I am Jeongwoo Yun of WooTender Co. Currently we are distributing Hanwoo and HMR products for restaurants, and though we successfully agreed to create a Bangkok Master Franchise, our opening day will be delayed due to COVID-19.

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ypyon@hanmail.net 

www.arborlux.net 

Arbor Lux Co., Ltd.

Company information

Arbor Lux Co.,Ltd. is animation and AR/VR production · distribution company established by a CEO and a CTO with 20 years of experience in the creative content industry. Using the network and know-how accumulated while living in Malaysia for 7 years and operating a local business there, we have been working with our partners to advance further into Southeast Asia.

- target age: 5 to 12 years old
- content : MRX Bumper Cars, Augmented Climbing, Multi-touch Table, AR Trampoline, VR Simulation Game, Interactive Pitching Wall

Brand story

Arbor Lux Co.,Ltd. is animation and AR/VR production · distribution company established by a CEO and a CTO with 20 years of experience in the creative content industry. Using the network and know-how accumulated while living in Malaysia for 7 years and operating a local business there, we have been working with our partners to advance further into Southeast Asia.

- target age: 5 to 12 years old
- content : MRX Bumper Cars, Augmented Climbing, Multi-touch Table, AR Trampoline, VR Simulation Game, Interactive Pitching Wall

Category

- Experience-based Service
(Screen Golf, PC Cafes, Kids' Cafes, etc.)



- 6 Digital UX content available on basis of AR, VR and Interactive experiment
- Suitable for kids between 5 and 12 years old
- Combination of the analogue and digital can maximize profit to operate this state-of-the-art kids cafe
- Package sales are recommended, however separate item sales can be negotiated
- Recommended to install in indoor shopping mall at a reasonable price

What makes Arbor Lux so special?

Our preferred partner

- Local Master Franchise
- Joint Venture(JV) investment corporation

How we can cooperate

- Expansion through Master Franchising (Royalties)
- Establishing a Joint Venture (JV) for joint investment

Support from us when local store opens

- Services and Products Localization

Current status of Overseas stores

- ARVR Kids Park was recognized by The Korea Creative Content Agency in 2020 and we are finalizing 6 digital contents by November.
- 2 shopping malls in Malaysia and 3 theme parks in China are under negotiation currently.
- We have a branch in Malaysia who deals with Southeast Asia countries regarding sales and financing for this project.

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www.hbnetwork.co.kr 

01 02 03 04 | **05**

Hbnetwork.,, Ltd

Company information

"Coding & Mobile Leader, HBNetwork!"

HBNetwork was established to be a company that benefits people and currently specializes in apps / website production in various fields such as businesses, financial sectors, hospitals, etc. HBNetwork's dream is to become a project manufacturing and development company that is recognized in the global market, beyond the domestic market.

We will be a business partner that can promise success as a service leader who can respond quickly to the upcoming future. As a professional training company for cutting-edge devices and S/W education following the Fourth Industrial Revolution, we value our customers.

<Major Business Fields>

The HBNetwork's application not only builds PC-based websites, but also provides MOBILE-based websites, applications, iPad/Galaxy Tab deployment services, and mobile promotions through QR code.

Based on years of proven know-how and technology, we are leading the mobile sector. Also, we will be a true partner, who is passionate for the S/W education in the 4th Industrial Revolution.

Brand story

 <https://youtu.be/4uyMutzTrOI>

Category

- Experience-based Service (Screen Golf, PC Cafes, Kids' Cafes, etc.)



The franchise is TCP(Top Coding Place). It has the advantages of being able to bridge the gully of COVID-19 to raise sales. Also, it is the only place that customers can experience the Korean Industry 4.0 hardware and software. It is a place where customers may experience Korea's various cultural products, which has the potential to become a hot potato. Examples of cultural products include products relate to K-pop, Korean traditional dress, Korean food, etc, which may lead to successful overseas business deals.

What makes Seoraester so special?

Our preferred partner

- Local Master Franchise
- Joint Venture(JV) investment corporation
- International Affiliation

How we can cooperate

- Expansion through Master Franchising (Royalties)

Support from us when local store opens

None

Current status of Overseas stores

The franchise is TCP(Top Coding Place). It has the advantages of being able to bridge the gully of COVID-19 to raise sales. Also, it is the only place that customers can experience the Korean Industry 4.0 hardware and software. This may lead to successful overseas business deals, which may be affected positively by the K-Wave such as K-pop, etc.

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 biz12@phoenixstudio.co.kr 
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01 02 03 04 | **05**

phoenixstudio

Company information

Hello.
 Phoenix Studio Co., Ltd. is a `general entertainment company that wows people`.
 We develop various IT businesses and games.
 We have conducted various game launches and national projects through our core development team with over 15 years of experience.

In particular, we have developed shooting simulators for various defense and police agencies,
 so, we can do systematic development as well. Our company has both the advantages of being a game development company as well as a technology development company with the experience with establishing national projects.
 It is the only company that combines the advantages of a systematic management process.

We can develop the following:

- Development of various contents and games using Unity and Unreal 4
- VR simulator (the only domestic company that can develop software, content, and hardware)
- Development of various mobile-based applications and games
- Network-based server development and engine development

Brand story

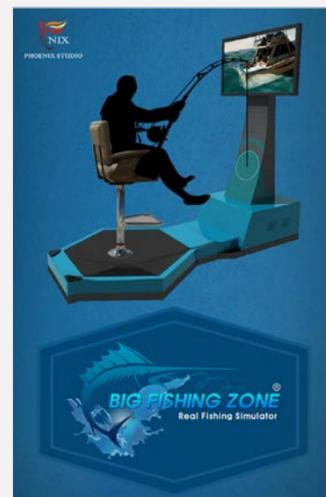
Our product is the world's first Realistic Fishing Simulator, and it allows users to overcome the barriers of cost and time to experience trawling fishing through simulation.

We use actual fishing rods, which are equipped microsensor for the first time in the world. Our product is a futuristic franchise product, which is in continual development of various contents. We have also integrated a plate system into the device to simulate water wave movement.

 <https://www.youtube.com/watch?v=R5tbk-O-2o&feature=youtu.be>

Category

- Experience-based Service
 (Screen Golf, PC Cafes, Kids' Cafes, etc.)



The golf and baseball simulator business is overcrowded, but our Realistic experience franchise business can open up a whole new market.
 Our device can be operated as a single unit, and has been designed for unmanned service, therefore the buyer may enter into an arcade-type market using our simulator.

For overseas, we are looking for a franchise partner company for investment and overseas corporation establishment.
 In case of overseas franchisement, we can develop localization if more than 50 units come into operation.

Our preferred partner

- Joint Venture(JV) investment corporation
- International Affiliation

How we can cooperate

- Expansion through Master Franchising (Royalties)
- Establishing a Joint Venture (JV) for joint investment
- International Affiliation (by individual store)
- Online Distributor Connection

What makes phoenixstudio so special?

Support from us when local store opens

- Services and Products Localization

Current status of Overseas stores

We are currently providing our service to the Egyptian Defense Research Center and proceeding with a VR firearms training system supply deal.

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Playtimegroup

Company information

Playtime is Korea leading kid's playground operator with experience over 25 years. Playtime continuously develop contents and contain +300 contents with consistence R&D efforts. Playtime try to providing high quality of services for enhancing customer satisfaction. Playtime contain +200 domestic stores and +20 overseas stores in Vietnam and Mongolia.

Brand story

Playtime contain 4 main brands; Play, Block, Art, Baby.

- "Play" brand provide complex and exciting playground for kids. "Play" brand contain Champion, Champion 1250, and Champion the Black Belt brands.
- "Block" brand provide creative block and puzzle play for kids.
- "Art" brand provide variety art play experience to kids.
- "Baby" brand which is our forth brand provide swimming, spa and play space for babies and toddlers.

Play, Block, and Art brand are mainly targeting 5~13 years old kids and baby brand made for babies under 18 months.

Category

- Experience-based Service
(Screen Golf, PC Cafes, Kids' Cafes, etc.)



- Playtime has been the No. 1 brand in the kid's play market for over 20 years.
- Not only in Korea, but also in overseas, Playtime received many requests to open store from major distributors.
- With over 20 years of operating experience, Playtime can assure that contain more systematic and competitive know-how about kids playground than any other competitors.

Our preferred partner

- Local Master Franchise
- Joint Venture(JV) investment corporation

How we can cooperate

- Expansion through Master Franchising (Royalties)
- Establishing Local Corporation (Direct Expansion)
- Establishing a Joint Venture (JV) for joint investment

What makes Playtimegroup so special?

Support from us when local store opens

- Playtime provide total solution services for opening overseas store
- Provide consulting service for store layout
 - Provide kids play equipment/structure manufacturing consult
 - Training for store manager(About managing store, safety guidance)

Current status of Overseas stores

Playtime has 17 stores in Vietnam, and open new store in Mongolia in 2019. We could provide our exciting playground everywhere that kids exist.

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01 02 03 04 | **05**

C&P

Company information

A company that leads the culture of happiness, health and a creative life. We aim to increase customer's satisfaction; we are a group of passionate and creative people.
 Domestic processed food OEM production, distribution, and export.
 We are working hard today to deliver more reasonable prices and better quality products for consumers by simplifying the distribution structure. We emphasize streamlining the production-to-sales process.
 In addition, we strive to develop products to meet convenience needs of busy modern people with healthy foods and staple foods that can be easily eaten any time, at any where.

Brand story

Well known domestic brand launch.
 Interested in expanding our health supplements products to overseas market
 We also have a sea laver snack, ginger soy milk, and a red ginseng drink fortified with iron.

Category

- Brand goods - health supplements(processed foods)



Buyers who are:
 Interested in meeting health-conscious customers' needs
 Interested in Korean products, but want brand power items,
 Interested in products that emphasizes "Made in Korea"

Initial order volume, MOQ, unit pricing, promotional event goods supply all available for negotiation.

What makes C&P so special?

Our preferred partner

- Local Master Franchise

How we can cooperate

- Online Distributor Connection

Support from us when local store opens

- Services and Products Localization

Current status of Overseas stores

Will distribute promotional material to local store
 Will cooperate in promotions

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Daekyo (Eye Level)

Company information

Founded in 1975, Daekyo has been bringing in new ideas and driving changes into the Korean education industry, based on its education philosophy `Noonnoppi Love, Noonnoppi Education,` which indicates that it thinks and teaches at the eye-level of children.

On the basis of its management philosophy "to learn while teaching, to learn from what's been taught(Kyohak-sangjang, 教學相長), "Daekyo is striving to deliver new value to customers through continuous changes and innovation as we speak.

And now, Daekyo is taking on another challenge as a global enterprise pursuing sustained growth. It will strive to strengthen business competitiveness to lead the smart education environment and to explore overseas markets. Daekyo will do its best to become the world's most specialized all-round education provider, which contributes to enrich the lives of people through excellent education services

Brand story

- 1986 year company history: Daekyo started off as a small classroom of two and grew into a global education provider. With more than 40 years of experience, Daekyo will continue to serve its customers with the belief that both teacher and student grow together during the learning process.
- 21 Countries : With its global presence in 21 countries around the world. Eye Level continues to grow and launch into new markets every year.
- 2 Million members : With more than 2 million members around world. Eye Level has benefited a wide range of students through its education philosophy and individualized programs.

 <https://youtu.be/S5103whou5A>

Category

- Franchise
- Education
- business

- Franchise education business in the form of learning centers, targeting local people
- Major Target Age: Infants to Middle School Students
- Major Subjects: Mathematics, English
- Advancing with our own "Eye Level" brand
- Digital Product Launch :Knowre

What makes Daekyo (Eye Level) so special?

Our preferred partner

- Local Master Franchise
- International Affiliation

How we can cooperate

- Expansion through Master Franchising (Royalties)
- International Affiliation (by individual store)

Support form us when local center opens

- Services and Products Localization
- Expedited Initial Business Contract

Current status of Overseas centers

- Subsidiaries in 8 regions : US, CHINA(Shanghai, Shenzhen), HONG KONG, INDIA, MALAYSIA, INDONESIA, SINGAPORE, KOREA
- Local franchises in 13 regions : ENGLAND, CANADA, NEW ZEALAND, KUWAIT, UAE, PHILIPPINES, THAILAND, MYANMAR, GREECE, KAZAKHSTAN, VIETNAM, TAIWAN, AUSTRALIA



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01 02 03 04 | **05**

TALMODE

Company information

The Talmode Hair Loss Clinic Network started in 2007 as a hair loss clinic. Modern people suffer from hair loss due to diet habits and genetic factors. Hair loss mode is a company that tries hard to accurately diagnose and manage the cause of hair loss.

The Talmode scalp hair clinic network accurately diagnoses hair loss with a hair loss diagnosis system and provides 1:1 customized care and service, and the 10-year-old, eight-week intensive know-how program is doing our best to satisfy our customers.

Talmode scalp hair clinic network does not end in hair loss management, but strives to develop products and improve services to complete healthy hair and beauty.

We strive to satisfy our customers with the `best quality, best service, and new product development` concept, and we take pride in our services compared to other companies.

We look forward to your development and thank you for your love and interest.

Brand story

Daily Triple Shampoo

Advanced Essence by scalp Type helps to improve the scalp problem so that it becomes clear and clean scalp.

What makes Seoraester so special?

- Negotiable Terms
1. Training and nurturing care professionals
 2. Terms of affiliations
 3. Use of products

Category

- Beauty Service (Hair Salon, Skin Care Center, etc.)

Our preferred partner

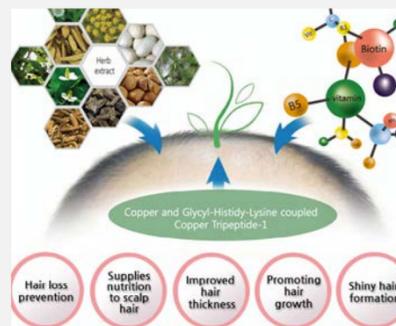
- International Affiliation

How we can cooperate

- Expansion through Master Franchising (Royalties)

Support from us when local store opens

- Expedited Initial Business Contract



Current status of Overseas stores

Talmode's Talmode 8 Week Intensive Care Program of the Scalp/Hair Clinic Products was established in 2007 through the Hospital/Clinic network. It provided top care for patients worried about hair loss. Through this long period, we garnered experience and know-how, and are delivering a highly satisfactory experience for all our customers through a 1:1 customized service.