

Korea VR-AR Complex (KoVAC)

The Korea VR-AR Complex is a complex venue operated by the National IT Industry Promotion Agency to foster the domestic metaverse and XR industry, which supports companies for the full cycle of business necessary for the growth of metaverse and XR industry, ranging from immersive content development to the commercialization stage.

Office Space Support

XR Corporate Growth Support Center

Supporting office space for nurturing companies specializing in XR/metaverse by growth stage, from companies at the initial stage to specialized companies

Education

Metaverse Campus

Cultivating experts having immersive content production technology & creative capabilities

Production Support

Co-production Center

Supporting production infrastructure for cutting-edge realistic content, such as a K-realistic studio, XR studio, render farm, post-correction room, outside broadcast van system, etc.

Business Support

XR SHOWROOM

Supporting the business foundations of companies by constantly exhibiting the achievements of outstanding XR/metaverse convergence-related content

KoVAC website



KoVAC



KoVAC(eng)



Youtube

XR SHOWROOM

Content experience reservation information

Operating Hours

10:00a.m.~17:00p.m. ※ Closed days: Saturday, Sunday, & holidays

Group Visit

10 people or less(Usage fee: free)

Target Group

- Industry personnel who want to establish a business relationship with XR/metaverse-related companies
- Incumbents, students, & the general public who want to build XR & metaverse-related knowledge

Reservation Information

✉ yh9908@nipa.kr

📠 kovaceng.modoo.at



Location map

(Nurikkum Square Digital Pavilion, 396 World Cup buk-ro, Mapo-gu, Seoul)

Take the No. 7711, 6715, 771, 171, 760, 9711, or 7715 bus at the stop across from Exit 2 of Digital Media City Station and get off at the Nurikkum Square/ MBC stop (Get off at MBC stop if Mapo Bus No. 18 is taken).



Subway

Line No. 6

Korail Airport Railroad

15 minutes on foot from Exit 9 of Digital Media City Station

Gyeongui-Jungang Line

15 minutes on foot from Exit 1 of Susaek Station



Bus

Take the No. 171, 271, 470, 673, 710, 760, 771, N72, 6715, 7019, 7711, 7730, 8762, or 9711 Bus and get off the bus at the Nurikkum Square stop



Car

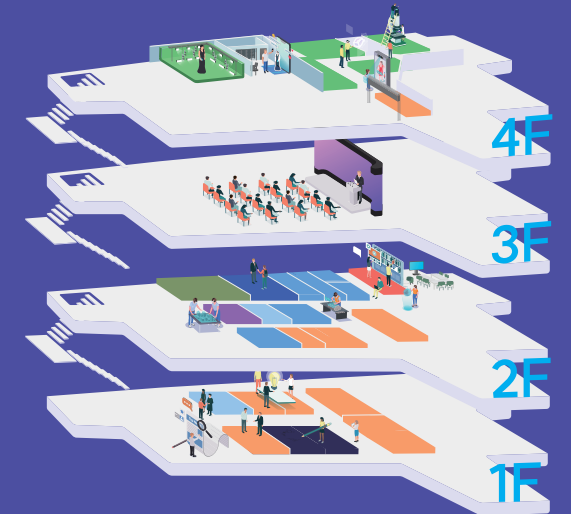
Nurikkum Square Digital Pavilion, 396 World Cup buk-ro, Mapo-gu, Seoul
※ Parking fee > Free for the first 30minutes/ rate of KRW 500 charged for every 10minutes thereafter

KoVAC
Korea VR-AR
Complex

XR SHOWROOM

XR Showroom enables visitors to understand the latest conditions of the domestic XR/ metaverse industry with immersive contents integrated with various industries such as law enforcement, national defense, firefighting, nuclear fusion, and manufacturing industry.

XR Showroom is an open-space venue that increases people's understanding of XR and metaverse, supports the business of related companies, and exhibits outstanding achievements of XR and metaverse-related research institutes and companies.



Support Overview



Commercialization & Marketing Support

Commercialization & marketing customized for corporate to form the foundation



XR Content Experience

Experiencing excellent domestic XR & metaverse-driven contents applied to other industries



XR-based Business Events

Providing an opportunity to create business such as business consultations, seminars, & conferences



Ministry of Science and ICT



NIPA National IT Industry Promotion Agency





- Police
- Defense
- Firefighting
- Nuclear fusion
- Industry
- Medical-Health
- Education
- Entertainment
- XR Devices

XR Showroom 1F

XR Showroom 2F

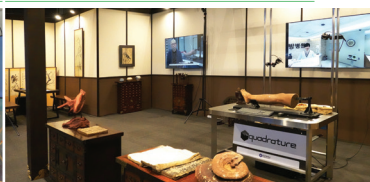
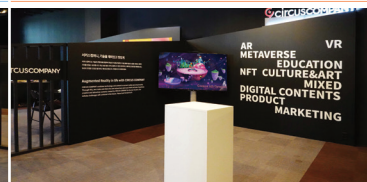
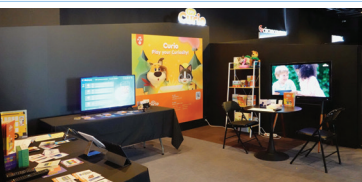


Yonsei University Industry Foundation
Initial fire response capability improvement system for fire safety managers

TriTech Co., Ltd.
XR-driven fusion energy facility operation based on digital twin

Rising Craft Co., Ltd.
XR-driven brain cognitive rehabilitation program for pain & paralysis-inflicted patients [TIU]

TMD Education Group Inc.
Bio-genome/ medical education & training content based on VR-MR [Medical Reality Training Contents]



PlayCurio Co., Ltd.
Healthy edtech content for children [Curio AR Play Series]

circuscompany Co., Ltd.
AR-VR-metaverse-AI convergence cloud platform

OPTIMUS SYSTEM Co., Ltd.
XR-driven scientific shooting training simulator [MARS]

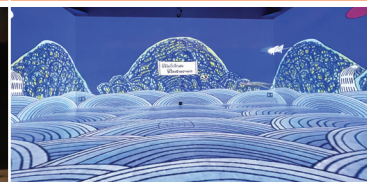
LOCUS Co., Ltd.
XR-driven training system for responding to complex terrorism [POLICE XR]

illuni Inc.
AI-enabled customizing avatar service [MoiMe (Moi/ StorySelf)]

NOVATECH Co., Ltd.
1 Industrial safety VR content
2 Tourism metaverse [Tour Planet]

DKI Technology Co., Ltd.
Severe trauma education solutions based on tangible content [TNXRtc]

Quadrature Co., Ltd.
XR-enabled acupuncture training content using a human dummy [Oriental Medicine Acupuncture XR]



Bibimble Inc.
1 Prosumer-type metaverse content [bicus], 2 Holographic performance solutions [HoloMR]

Sharebox. Co., Ltd.
Five-sided interactive AR immersive space [X-Rumpus Box]

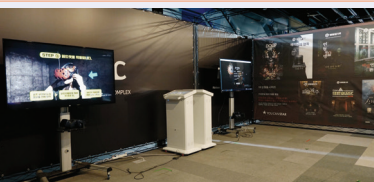
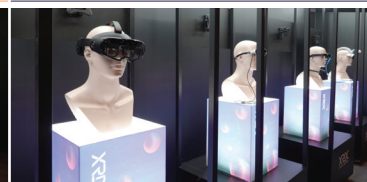
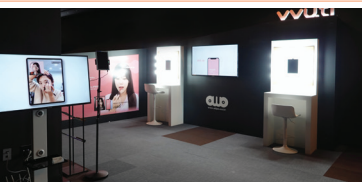
BIG PICTURES Co., Ltd.
Construction machine training solution [VR CMS]

Korea Electronics Technology Institute
XR-driven manufacturing facility operating system

UVC Co., Ltd.
Industrial digital twin/ metaverse-enabled smart factory solution [FLEXING Metaverse]

AIPARK Co., Ltd.
Multilingual digital human video production service [AIVATAR]

ISPARK Co., Ltd.
XR-enabled i-VERSE service using MR Table



alijas Co., Ltd.
AR makeup guide platform [VVU.TI]

Gumi Electronics & Information Technology Research Institute
Korean XR Devices' Experience and Exhibition Space [XR Device Lab]

Doublebears Co., Ltd.
VR drone simulator [ISDDS Ver2.0]

WABOTECH Co., Ltd.
Training for VR-enabled electric vehicle certification test

YOUCANSTAR Co., Ltd.
Network-based two-player room escape content [Silent Turn, Adventure Series]

SIGONGtech Co., Ltd.
1 Physical environment applied metaverse [Real Meta]
2 SMU Android special investigation unit

