

XR SHOWROOM Introduction

As an open space that enhances an understanding of XR and metaverse and supports the business of relevant companies, the XR Showroom is a place where the excellent achievements of research institutes and companies related to XR and metaverse are showcased.

Visitors can check the current status of the domestic XR and metaverse industries through realistically immersive content that meshes various industries such as manufacturing/industry, national defense, police, firefighting, and media.

Support Overview

XR Content Experience

Be immersed in Korea's excellent hands-on XR and metaverse content applied to various industries



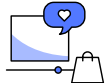
XR Business Program

Avail yourself of business creation opportunities such as business consultations, seminars & conferences



Commercialization & Marketing Support

Develop customized merchandising and marketing to set the foundation for corporate business



KoVAC Website



KoVAC



KoVAC(eng)



Youtube

XR SHOWROOM Booking Information

Target group for use

- Industry officials who want to do business matching with XR/metaverse companies
- XR/metaverse-related industry employees, students, general public, etc.

Operating hours

10:00~17:00 ※ Closed days: Saturdays, Sundays, public holidays

Headcount

Less than 10 people (Admission free)

Contacts for booking information

Tel. 02-2132-1179, yh9908@nipa.kr, kovac.modoo.at

Booking method

- Bookings made 2 months to 2 days before a visit (first-come, first-served basis)

Getting Here

Nuritkum Square Digital Pavilion, 396 World Cup buk-ro, Mapo-gu, Seoul



Subway **Line 6** Take bus No. 6715, 771, 7711, 7730, or 8762 at the bus stop across from subway Exit 2 of Digital Media City Station and get off at Nuritkum Square/MBC stop (Taking Mapo Bus No. 18, get off at the MBC stop)

Airport Railroad Leaving Digital Media City Station Exit 9, walk for 15 minutes

Gyeongui-Jongang Line Leaving Susaek Station Exit 1, walk for 15 minutes

Bus After taking the bus No. 171, 271, 470, 673, 710, 760, 771, N72, 6715, 7019, 7711, 7730, 8762, 9711, get off at Nuritkum Square/MBC stop

car Nuritkum Square, Digital Pavilion, 396 World Cup buk-ro, Mapo-gu, Seoul

※ Onsite parking fee: No charge for the first 30 minutes/KRW 500 for each additional 10minutes

ENG

KoVAC

Korea VR AR Complex



Korea VR AR Complex (KoVAC)

Korea VR AR Complex is a support space complex operated by the National IT Industry Promotion Agency tasked with supporting companies with the full cycle of projects necessary for the development of the domestic XR and metaverse industries, from the development of immersive content to the commercialization stage in the pursuit of kickstarting their advancement.

Office Space Support

XR Business Support Center

To kickstart XR and metaverse specialized companies, office space supported for each stage of growth from early-stage companies to specialized companies.

Education

Metaverse Campus

Metaverse Campus Fostering training field- oriented professionals equipped with immersive content production technology & creative capabilities

Production Support

Co-production Center

Support for cutting-edge immersive content production infrastructure such as K-immersive studio, special video production room, XR stage, and 5G multi-stream broadcast vehicle

Business Support

XR Showroom

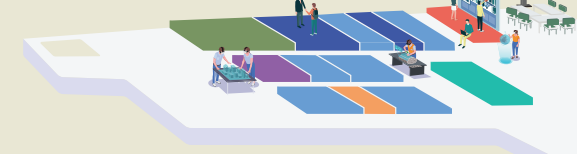
Support for companies' business base with a permanent exhibition hall for Korea's best XR and metaverse content

XR SHOWROOM 1F

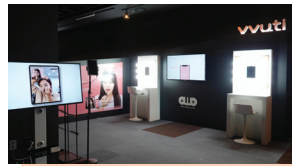


XR SHOWROOM 2F

- Police
- National Defense
- Firefighting
- Nuclear Fusion
- Media
- Education
- Manufacture/Industry
- Medical/Health
- XR Devices



XR SHOWROOM 4F



Alijas
Provides social media-based AR content service [CRE-AR]



PlayCurio
Showcases wholesome edu-tech content for children



D2 INNOVATION
XR-based Air Force integrated education/training system



LOCUS
XR-based complex terrorism response education/training system [Police XR]



SHUTAGEN
Metaverse-based automobile manufacturing innovation platform [MetaLine Platform Suite]



WABOTECH
VR/AR-based eco-friendly car maintenance, structure, & certification test training



ISPark
XR service using the MR Table [i-VERSE]



Rising Craft
XR brain cognitive rehabilitation program for pain & paralysis patients [TIU]



Circus Company
Showcases its AR · VR · metaverse · AI convergence cloud platform



Bibible
Features prosumer metaverse content [bicus]



BIG PICTURES
Construction machinery hands-on training solution [VR CMS]



Pacom
Police metaverse platform for community policing activities



AIPARK
Multilingual digital human video production service [AIVATAR]



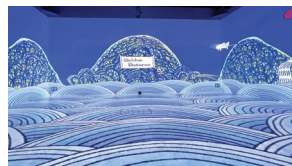
UVC
Industrial digital twin/metaverse smart factory solution [Flexing CPS]



GLOBEPOINT
Education XR Services Platform [AR climbing/nursing skills]



Quadrature
XR acupuncture education content using human body model [Oriental medicine acupuncture XR]



Sharebox
Provides a five-sided interactive extended reality experience space [X-Rumpus Box]



P&C Solution
Features industrial convergence-type domestically made XR devices



HANMAC Engineering
XR-based construction design innovation system



Yonsei University Industry Foundation
Fire rescue first response improvement system for fire safety personnel use



Tritech
Digital twin-based XR fusion energy facility operation



DKI Technology
Severe trauma education solution using immersive content [TNXRtc]



Gumi Electronics & Information Technology Research Institute
Exhibition of domestically produced XR device development prototypes



Sigongtech
Physical environment application at its Metaverse Science Museum [Metaply]



Ulsan ICT Promotion Agency
XR-based shipbuilding/marine design/processing system

