

# About KoVAC (Korea VR AR Complex)

The Korea VR AR Complex is a comprehensive support hub operated by the National IT Industry Promotion Agency (NIPA) to foster the domestic XR, Virtual Convergence, and other ICT industries. It provides full-cycle support essential for the development of the immersive content industry, from content creation to commercialization.

## About KoVAC Support Programs



### Occupancy Support XR Support Center

Provides office space tailored to each growth stage—from startups to specialized ICT companies—to promote development in the XR, AI, and software industries



### Training Support Metaverse Campus

Trains skilled professionals through programs aimed at enhancing immersive content production skills and creative capabilities



### Production Support Co-production center

Offers infrastructure for high-end immersive content production, including K-Immersive Studio, XR Stage, VFX Production Room, and Immersive Content Editing Room



### Business Support XR SHOWROOM

Permanently exhibits outstanding domestic immersive content  
Provides business opportunities for companies and promotes recognition of the XR industry



# Visitor Information

<b>Target Audience</b>	ICT-related personnel, investors, the general public, local government, public agencies, and interested parties both domestic and international
<b>Hours</b>	10:00AM - 5:00PM (Closed on weekends and public holidays)
<b>Capacity</b>	Approximately 20 visitors (flexible depending on request)
<b>Admission Fee</b>	Free
<b>Contact</b>	General : +82-2-2132-1179 / skfk@nipa.kr Overseas : +82-2-2132-1178, chaerr@nipa.kr
<b>SNS</b>	blog.naver.com/with_kovac
<b>Reservation</b>	Online reservations close on a first-come, first-served basis from 2 months to 2 days prior to the visit.

## Directions



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

**Metro** Line 6 Take bus No. 6715, 7711, 7730, or 8762 from the bus stop across from Exit 2 of Digital Media City Station, and get off at the Nuritkum Square & MBC stop. (MBC stop for those who take bus Mapo 18)

Airport Railroad 15-minute walk from Exit 9

**Bus** Take Bus No. 171, 271, 470, 673, 710, 760, 771, N72, 6715, 7019, 7711, 7715, 7730, 8762, or 9711, and get off at the Nuritkum Square & MBC stop.

**Parking** Digital Pavilion, Nuritkum Square, 396, World Cup buk-ro, Mapo-gu, Seoul 03925

※ Fee: First 30 minutes free / ₩500 per additional 10 minutes

ENG

KoVAC  
Korea VR AR Complex

# XR SHOWROOM



# Introduction to the XR SHOWROOM

XR SHOWROOM showcases XR immersive content across various fields, providing new business opportunities to companies. It also offers hands-on programs tailored to visitor types to deepen understanding and interest in future industries. Come explore XR SHOWROOM and experience the current landscape of the immersive content industry.

## XR SHOWROOM Exhibition Contents

<b>Education &amp; Training</b>	D2Innovation	2F
	Locus	2F
	BIG PICTURES	2F
	SIGONGtech	2F
	SimG	2F
	Yonsei University Office of Industry Foundation	2F
<b>Media</b>	Time Education C&P	2F
	PlayCurio	1F
	Newto	1F
	Bibimble	1F
	Sharebox	1F
<b>Medical &amp; Healthcare</b>	Alijas	1F
	AI PARK	2F
	ISPark	4F
<b>Manufacturing &amp; Industry</b>	DKI Technology	4F
	Rising Craft	4F
	KakaoHealthcare	4F
<b>Others</b>	WABOTECH	2F
	UVC	2F
	HANMAC Engineering	2F
<b>Others</b>	Gumi Electronics & Information Technology Research Institute	1F
	Pncsolution	1F
	CELLBIG	2F
	TriTech	2F

# Floor-by-Floor Exhibition Contents Guide

## 1F

- EDUCATION & TRAINING
- MEDIA
- OTHERS



**PlayCurio**  
[Curio AR Play] Immersive edutech content for children



**Bibimble**  
[Virtudio] High-quality 3D virtual actor creation solution



**Newto**  
[Artygen Space] Interactive photo zone and immersive object-based art



**Sharebox**  
[X-Rumpus Box] 5-Sided Interactive XR Media Experience Space



**Pncsolution (Korean-Made Device)**  
[Metalense] Domestic XR device for industrial convergence



**Gumi Electronics & Information Technology Research Institute (Korean-Made Device)**  
Experience and Rental Service for Domestic XR Devices



**Alijas**  
3D, AI, and IT-based immersive interactive media content

## 2F

- EDUCATION & TRAINING
- MANUFACTURING & INDUSTRY
- MEDIA
- OTHERS



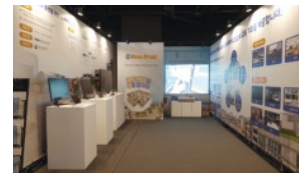
**D2Innovation (Defense)**  
XR-based integrated education and training system for the Air Force



**Locus (Police)**  
[POLICE XR] XR-based training and education system for integrated counter-terrorism response



**BIG PICTURES (Construction)**  
[VR CMS] Practical training solution for construction equipment



**Time Education C&P**  
[Meta-Track] Web-based metaverse education platform



**HANMAC Engineering**  
Digital signage-based integrated road construction platform



**Yonsei University Office of Industry Foundation (Fire Safety)**  
Initial response enhancement system for fire safety managers



**SIGONGtech (Disasters and Accidents)**  
Immersive training content for integrated natural and social disaster preparedness drills



**CELLBIG (Veterans Affairs)**  
[Memory of Heroes] Korea's first web-based 3D metaverse platform honoring veterans



**SimG (Construction)**  
VR training simulators and VR tours (excavator, fire extinguisher, museum tour)



**WABOTECH**  
XR-based automotive maintenance, certification training, and remote repair support system



**AIPARK**  
[AIVATAR] SaaS platform for creating multilingual digital human videos



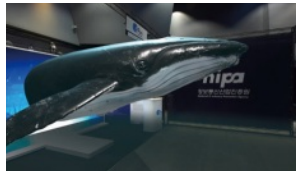
**TriTech (Nuclear Fusion)**  
· Digital twin-based operation of fusion energy facilities  
· Fire ladder truck operation training content



**UVC**  
Smart factory solutions based on industrial metaverse and digital twin

## 4F

- MEDICAL & HEALTHCARE
- MEDIA



**ISPark**  
[i-VERSE] XR service utilizing the MR Table



**Rising Craft**  
[TIU] Neuroplasticity-based XR rehabilitation program for stroke recovery



**KakaoHealthcare**  
[TOGATHER] Personalized musculoskeletal and mental health management metaverse service



**DKI Technology**  
[TNXRtc] Medical twin-based severe trauma training solution

