

2023 Company Introduction

Edutech company that connects real to metaverse

Provides educational solutions by linking reality to metaverse.



GLOBEPOINT

2023 Company Profile

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Globepoint provides education solutions incorporating ICT technology

● Company Profile

(as of the date of report submission)

Company Name	Globe Point
CEO	CHO SANG YONG (raymond.cho)
Date of Establishment	June 1, 2012
Capital	817 million won
Business Fields	VR education, development of VR contents, establishment of metaverse
No. of Employees	40
Location	Samwon-ro 83, Deogyang-gu, Goyang-si, Gyeonggi-do Room 1111, 11th floor, 6th Gwangyang Frontier Valley
Internet Site	vrware.co.kr
Subsidiary	metawarelab

● CEO Profile

- Director at Korea Edutech Industry Association
- Seoul National University FIP Advanced Management Program
- Major in technology management at Nanyang Technological University Graduate School in Singapore (master)
- Major in MIS at Hanyang University Graduate School of Business Administration (master)
- Major in computer engineering at Soongsil University (bachelor)
- University of Washington UW-NTU Technology Entrepreneurship (NTU)
- Stanford University Design thinking course (NIPA)



CEO raymond.cho

Globepoint provides educational solutions with global partners through an open world platform

VISION

It provides children around the world with an open world platform that is more creative than Lego and more interesting than Disney.



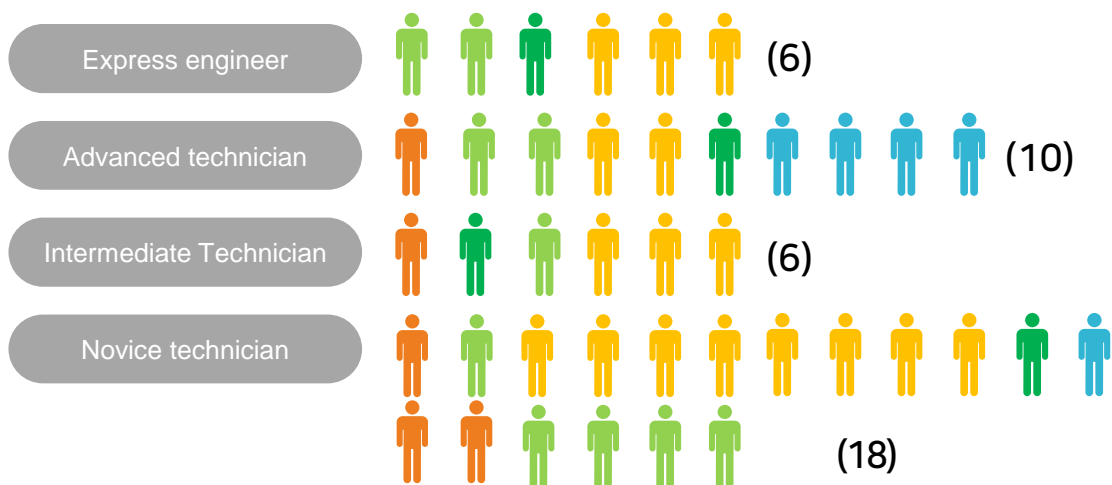
MISSION

Globe Point provides learning contents of the metaverse environment, such as VR, AR and MR, and joyful education platforms.



03 About GLOBEPOINT

Organization chart



- Digital Contents Division (10)
- Service Planning Office (8)
- Development Office (12)
- Content design Office (6)
- Convergence Support Office (4)

Total
40

Since 2012, the company has won many awards for development and developed over 100 kinds of contents

Develop VR education contents	Develop VR experience-type education solutions	Develop the establishment of XR-based metaverse
<p>2012.06 Established Globe Point Corporation</p> <p>2012.11 Registered 'Future Technology Research Center,' an affiliated institute</p> <p>2013.11 Conducted a contents project using a virtual costume experience solution</p> <p>2013.11 Venture business certification</p> <p>2014.10 Developed and released mathematics block game VR</p> <p>2015.01 Developed smart motion safety contents VR video</p> <p>2015.07 Won the 'IDEAS SHOW' award at Taiwan Startup Contest</p> <p>2015.07 ISO 9001: 2008 certification</p> <p>2015.11 Developed and released VRWARE</p> <p>2015.11 Inno-Biz (A-grade) certification</p> <p>2015.12 Selected as an excellent small and medium company in Goyang City</p> <p>2015.12 Received 'Best Award' by the director Business Administration for excellent design</p> <p>2016.05 Selected as a technological partner of INTEL in VR solutions</p> <p>2016.06 Developed and released 360-degree VR contents regarding motion horse riding health care</p> <p>2016.08 Gesture-based virtual space authoring solutions</p> <p>2016.12 Developed ARIVRI curriculum series VR contents</p> <p>2016.12 Acquired VRWARE Premium V.1.0 GS certification</p> <p>2016.12 Received the New Software Grand Prize 'VRWARE Premium'</p>	<p>2017.03 Developed VR traffic safety contents 360-degree</p> <p>2017.06 Developed ARIVRI safety series VR contents</p> <p>2017.11 Selected as an excellent company at LG U+ '5G Convergence Service Contest'</p> <p>2018.12 U.S. University of Georgia Design Development Contents Grand Prize</p> <p>2018.03 Developed VR experience contents regarding Celtic medical service</p> <p>2018.08 Developed VR contents regarding future occupations</p> <p>2018.11 Acquired VRWARE STORYMAKER V1.0 GS certification</p> <p>2018.11 Received the Global Award from e-Learning Association in Japan</p> <p>2018.12 Received the New Software Grand Prize 'VRWARE School'</p> <p>2019.01 Developed Korean learning VR experience contents</p> <p>2019.03 Developed AI Korean VR education contents for Korea Evaluation Institute of Industrial Technology</p> <p>2019.05 VRWARE storymaker selected for excellent procurement and registered</p> <p>2019.09 Received the Grand Prize at Korea Excellent Product</p> <p>2019.10 AECT – Received the Outstanding Practice Award</p> <p>2019.11 Developed secondary school digital textbook contents</p> <p>2019.12 Developed safety prevention contents for KERIS</p> <p>2020.09 E-learning/Edutech received the Minister of Industry</p> <p>2020.09 Developed the next-generation sequencing system</p>	<p>2021.09 Produced a film based on motion recognition using 'STORY MAKER'</p> <p>2021.05 EDUCATION AWARD-Impact Award</p> <p>2021.10 Developed Time Slice-based K-pop AR contents</p> <p>2021.11 Developed and released XR contents regarding nursing skills</p> <p>2021.11 Developed 360-degree video experience contents regarding survival swimming</p> <p>2022.02 Project for establishing Yongsan youth training center metaverse experience-type space</p> <p>2022.02 Developed AR/VR contents regarding carbon emissions for Korean Environmental Preservation Association</p> <p>2022.03 Developed VR contents regarding chemical experiments of Pohang University of Science and Technology</p> <p>2022.04 Developed coding education contents regarding EBS Aesop 'Don't Catch, Pengsoo'</p> <p>2022.11 AES Award 'VRware Story Builder' Silver Award (Tokyo)</p> <p>2022.11 Metaverse-based Future Education Learning Environment R&D Excellence 1st Place</p> <p>2022.12 Yongsan Youth Center metabus training room space and contents construction</p> <p>2022.12 Busan Metropolitan City Future Education Center Metaverse Education Room Content Construction Project</p> <p>2023.02 Yonsei University metabus experiential content</p> <p>2023.03 Gangwon metabus development and construction (tourism and Olympics)</p>



Operate future business within the AR / VR / XR bases

Metaverse contents development business



Develop education contents based on convergence technology

Develop virtual reality systems and various types of contents to conduct classes the same as reality, such as personality, safety, science, mathematics and physical education

- Smart motion safety contents
- 360-degree healthcare VR contents
- Curriculum series VR contents
- VR contents regarding experiments
- Field trip VR contents, etc.

Metaverse contents education business



Next-generation education systems of metaverse space authoring

Conducted experience-based virtual space authoring education with schools and educational institutions with VRWARE authoring solutions developed with technological know-how

- VRWARE Edu School (metaverse space)
- VRWARE Story Builder (story creation solution)
- VRWARE Story Maker (motion digital book)
- VRWARE BookClub
(VR experience-type book reading club)
- XR education platform business, etc.

Metaverse environment establishment business

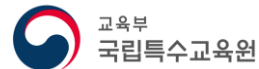


Establishment business to expand metaverse environment

Various projects are executed to help students and general users experience the metaverse environment in more convenient ways according to their needs and purposes.

- Establish the metaverse space in Yongsan
- Establish the metaverse education space in Busan Institute for Future Education
- Establish the metaverse space to promote vocational education in Daelim University College
- Establish a metaverse experience hall in Yonsei University, etc.

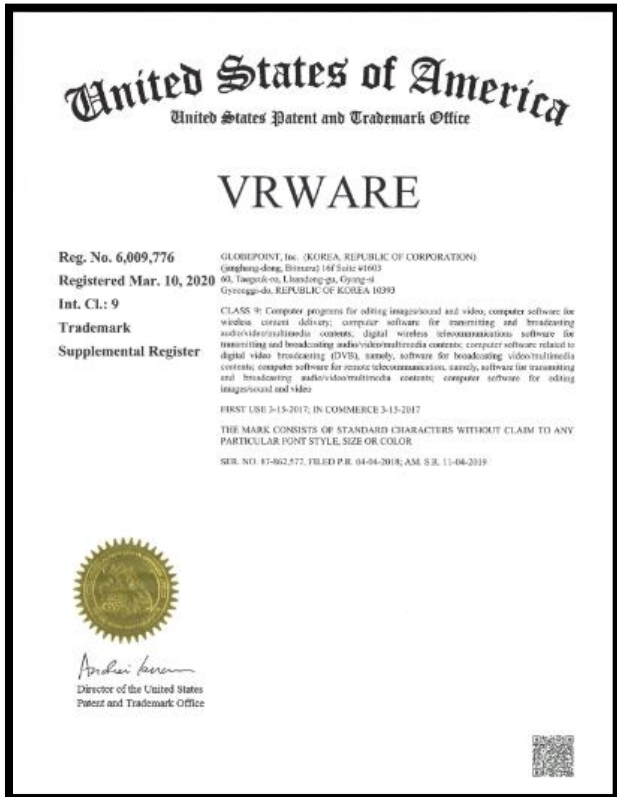
We continue to cooperate with the Office of Education, excellent companies, and schools



2021~ 2022	<p>Conducting projects of the Ministry of Trade, Industry and Energy for three consecutive years (develop taekwondo / K-pop contents)</p> <p>Conducting joint research projects of Europe (contents for nursing skills / physical therapy / care workers)</p> <p>Conduct a project to transfer technology for polyhedral technology in collaboration with Electronics and Telecommunications Research Institute (ETRI)</p>
2020	<p>Ministry of Science and ICT / National IT Industry Promotion Agency</p> <p>Smart teaching aid service based on mixed reality and multiple access adopting 5G cloud anchor technology</p> <p>Ministry of Science and ICT / Korea Communications Agency</p> <p>Develop a 5G cloud technology-based non-face-to-face virtual reality education communication platform</p>
2019	<p>Ministry of Culture, Sports and Tourism / Korea Creative Content Agency</p> <p>Develop a collaboration-type large contents authoring platform to produce space experience contents</p>
2018	<p>Ministry of Trade, Industry and Energy / Korea Evaluation Institute of Industrial Technology</p> <p>Commercialize and expand the AI Korean conversation learning platform for non-native speakers using spontaneous speech dialogue processing technology</p>
2017	<p>Ministry of Science, ICT and Future Planning / National IT Industry Promotion Agency</p> <p>Develop participatory virtual space authoring solutions and real-time data-linked HMD advancement technology based on gesture recognition and machinima</p>
	<p>Ministry of Trade, Industry and Energy / Korea Evaluation Institute of Industrial Technology</p> <p>Develop application technology in education using virtual and mixed reality and standards for human factor guidelines</p> <p>Develop a natural learning support service system based on AI and AR</p>
2016	<p>Ministry of Science, ICT and Future Planning / National IT Industry Promotion Agency</p> <p>Develop an education contents distribution service platform based on multi-format clipped learning assets and globally commercialize it for win-win</p>

Develop and commercialize original technology through R&D projects every year

- 2020 Complete registration of the U.S. trademark right for VRWARE



- 2021 Complete registration of the European trademark right for MRWARE



Number of patents and trademark registrations

6 patent registrations

17 patent applications

20 program registrations

8 trademark registrations

2 design registrations

1 US trademark registration



Conduct overseas product service through registering domestic and overseas patents



Receive the Global Grand Prize at E-Learning Awards in Japan

Japanese-version VRWARE school in collaboration with a
Net-learning company
Execute a contract for commercialization distributors



A joint project with University of Georgia in the U.S.

Business planning stage



Receive the Global Grand Prize at Taiwan IDEA Show

Content partnership with Dahhsin Publishing Group
and VRWARE storymaker SW
Sign an export contract worth \$30,000
Negotiating a contract on the sole agency for
Taiwanese SW distribution



Joint VR content research projects of Europe

European joint FRONT-VL in 2019-2020
Execute a project to research VR contents
Developing healthcare VR contents
Execute Icare4NextG consecutive projects in 2021~2023 (develop
contents for care givers and the university physical therapy department)

Execute innovative education combining cutting-edge technologies, such as AR, VR and XR

Immersive education, multilateral discussions, and users' production and utilization of education contents are possible in the virtual space.

Immersive education

The interest and immersion are increased in a new space transcending time and space in order to make active participation possible.



Multilateral discussion

Multi-party participation and joint participation according to themes are possible in the metaverse space beyond the limitations of reality.



Production of user contents

The users can expand their autonomy, creativity and technical skills in the learning processes as producers and creators.



VRWARE
Now, Everyone can make quickly and easily
VRWARE[®]Edu
School
VRWARE[®]BookClub
META
CLASSROOM
METAWARE
VRWARE[®]
MetaVerse


Development and diffusion of creative convergence maker's solutions for education

- VRWARE edu school procurement registration sales
- VRWARE edu cardboard 1 month trial version released and sold
- VRWARE edu Homeschooling 1 year version release
- VRWARE edu FamilyPack 1 year version release



STEAM content and training courses

- VRWARE StoryMaker quality procurement registration
- VRWARE Book Club Storybook Released
- VRWARE BookClub dedicated HMD released
- New VRWARE BookClub StoyBuilder released
- VRWARE mobile version released



METAWARE and METACLASSROOM

- Expansion of Metaware Collaborative Education Service
- Launch of MetaClassroom open world platform
- Expansion of collaboration and education for the metaverse space
- Global version VR development
- Class Cardboard Game Released

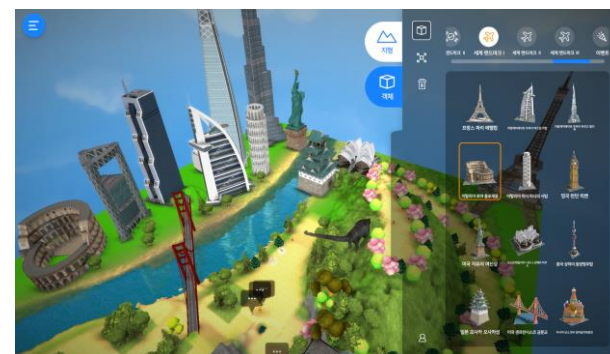
We provide the best technology and solutions



Appendix

12. XR Technology Products and Contents ① VRWARE Edu School
13. XR Technology Products and Contents ② METAWARE
14. XR Technology Products and Contents ③ VRWARE Story Builder
15. XR Technology Products and Contents ④ VRWARE StoryMaker
16. XR Technology Products and Contents ⑤ 5G smart flush VR contents
17. XR Technology Products and Contents ⑥ VR safety contents
18. XR Technology Products and Contents ⑦ Future job VR contents
19. XR Technology Products and Contents ⑧ Next generation sequencing VR experiment contents
20. XR Technology Products and Contents ⑨ Celtic medical VR contents
21. XR Technology Products and Contents ⑩ Nursing skills VR contents
22. XR Technology Products and Contents ⑪ Chemistry experiment VR contents
23. XR Technology Products and Contents ⑫ Taekwondo poomsae motion recognition(XR)
24. XR Technology Products and Contents ⑬ Game-type coding learning contents
25. Education service status_local education centers
26. Education service status_University education progress





- Users can make various topographies and backgrounds easily and fast using a topography making tool.
- It is possible to make creative virtual space with various person, animal and dinosaur characters, 3D objects and avatars.
- It is possible to insert various events in the authored maps of OX quizzes, 360 VR videos and educational learning videos.
- Multiple people can participate in online classes in the same space.
- As it is possible to do authoring in various fields and forms, classes can be conducted in any circumstances.
- Classes are being conducted in nationwide elementary, middle and high schools or universities.
- It is possible to make experiences in the PC, mobile or VR HMD mode.

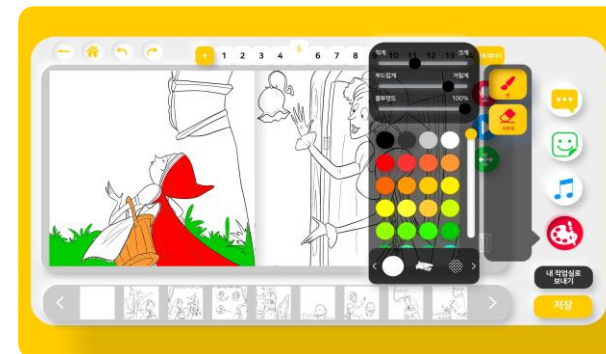
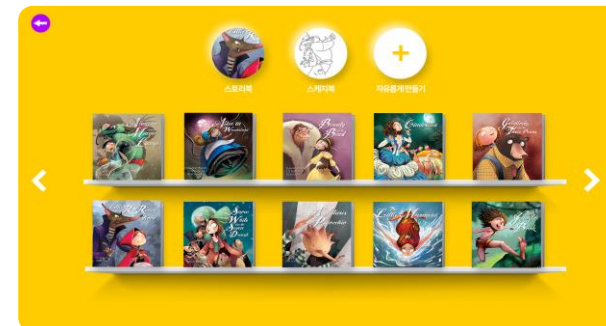




VRWARE Edu School experienced by mobile

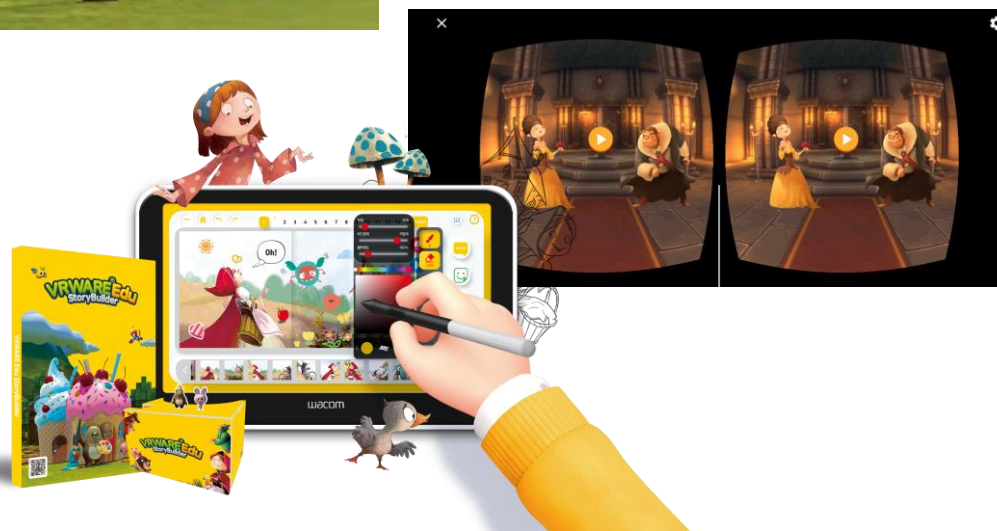
- This is a program exclusively for mobile devices to create my own 3D virtual space and experience it with VR.
- It is possible to produce rich contents because various 3D objects are provided, and it is possible to create funny experiences which are not boring as like with game-based learning events.
- It is possible to experience metaverse through learning management with the learning management system (LMS) by class and contents sharing and communication among users.





A multi-media VR book authoring solution for creating stories of my own

- Storytelling tools for from infants to elementary school students
- New authoring tools linked to my work
- Creation solutions to make stories of my own
- Authoring tools allowing insertion of various multi-media, such as speech balloons, stickers and recording
- Provide stories and images of 33 classic fairy tales
- Solutions enabling educational approaches, such as linguistic ability improvement, creativity, imagination and communication





Digital book (VR) authoring solutions based on motion recognition

- It is possible to author creative and interactive digital books of my own.
- Really interesting and wide reading experience is supported by sharing with other users.
- It is possible to author interactive e-books with 3D virtual characters.
- It is possible to make active and colorful expressions using a motion recognition sensor.
- Various learning tools can be created and provided with realistic 3D virtual backgrounds.
- Characters grant the learning motivation and improve concentration in the classrooms.
- It is possible to experience immersive and realistic learning contents.

Motion + Real + Animation



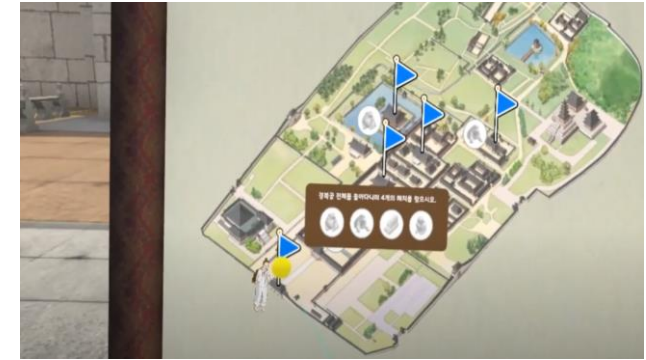
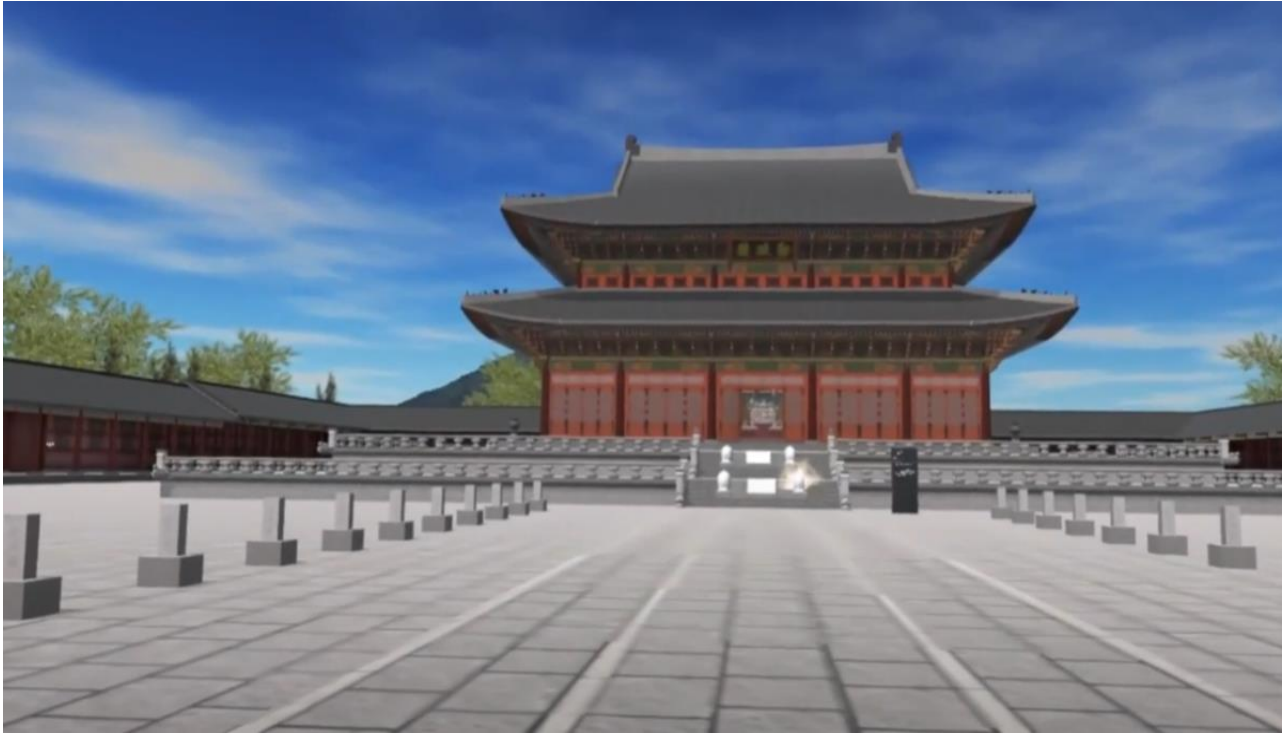
Motion Avatar

Real Avatar

Animation Avatar

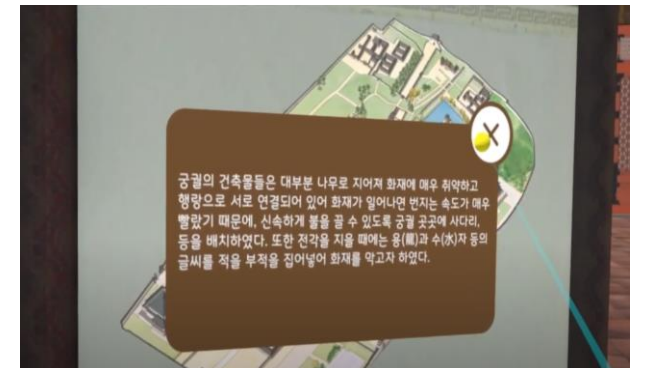
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<https://youtu.be/pmCwepymIrM>



An authoring solution to create metaverse virtual space

- Learning and safety education contents through virtual touring
- Virtual flagship Gyeongbokgung Palace touring
- Virtual flagship earthquake safety contents
- Virtual experience of various mission activities

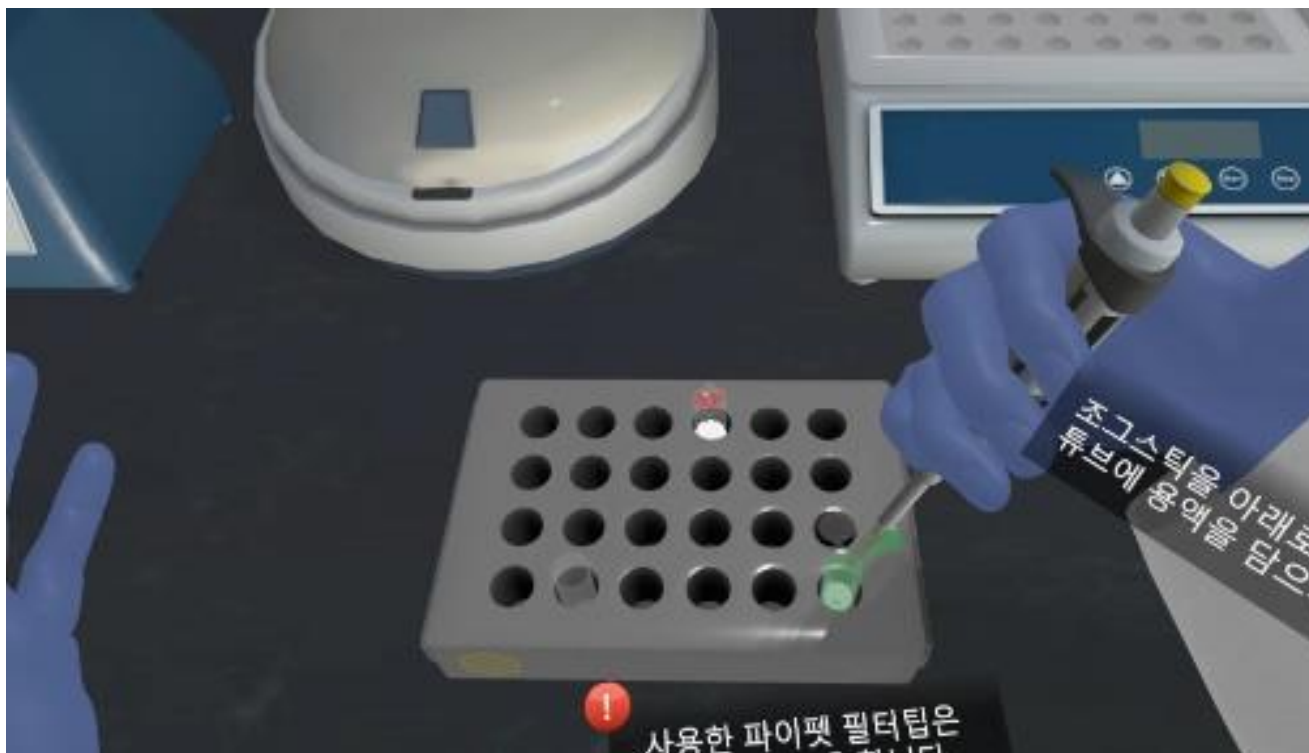




Daily life safety protection contents experienced in the virtual space

- Experience using tablet PCs and mobile cardboards
- Contents for experiencing safety protection in 10 kinds of daily life equipment and activities, including science labs, multi-use facilities and water games
- Provide the realistic feeling and fun with various interactions
- Prevent safety accidents which may occur in reality by executing the scenario

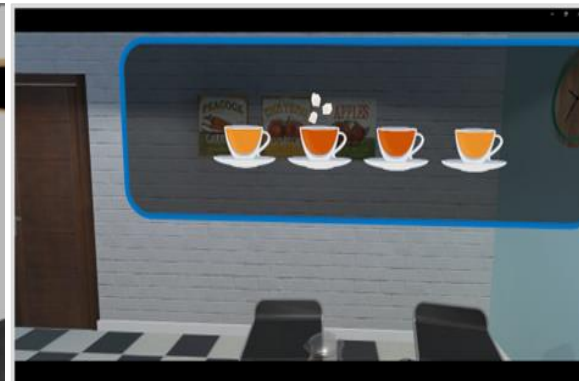




Contents for experiencing next-generation sequencing (NGS) experiments with VR

- Experience-type contents for analyzing more than millions of DNA sequences with one experiment.
- Understand genes and improve the effect of NGS learning through virtual reality experiments.
- Conduct step-by-step training from wearing experimental equipment to producing results.

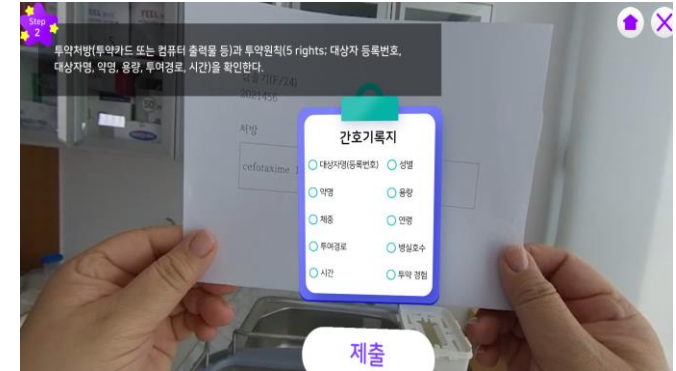
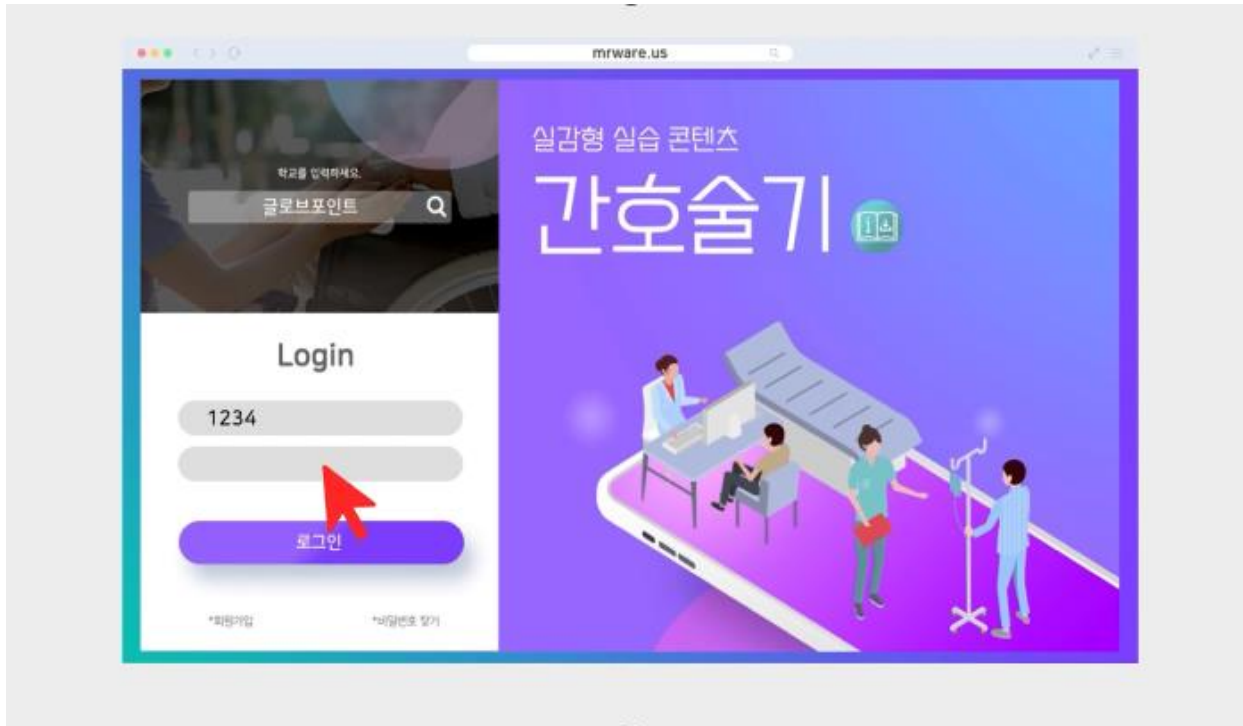




Contents (VR) for various medical treatments and prevention

- Medical experience VR contents for older generations
- Precautionary education through VR experience
- Topics, such as fall prevention, mental health and rehabilitation
- Helping the elderly to live independently at home without relying on nursing care
- The effect of treatment cost reduction through preventing or monitoring accidents



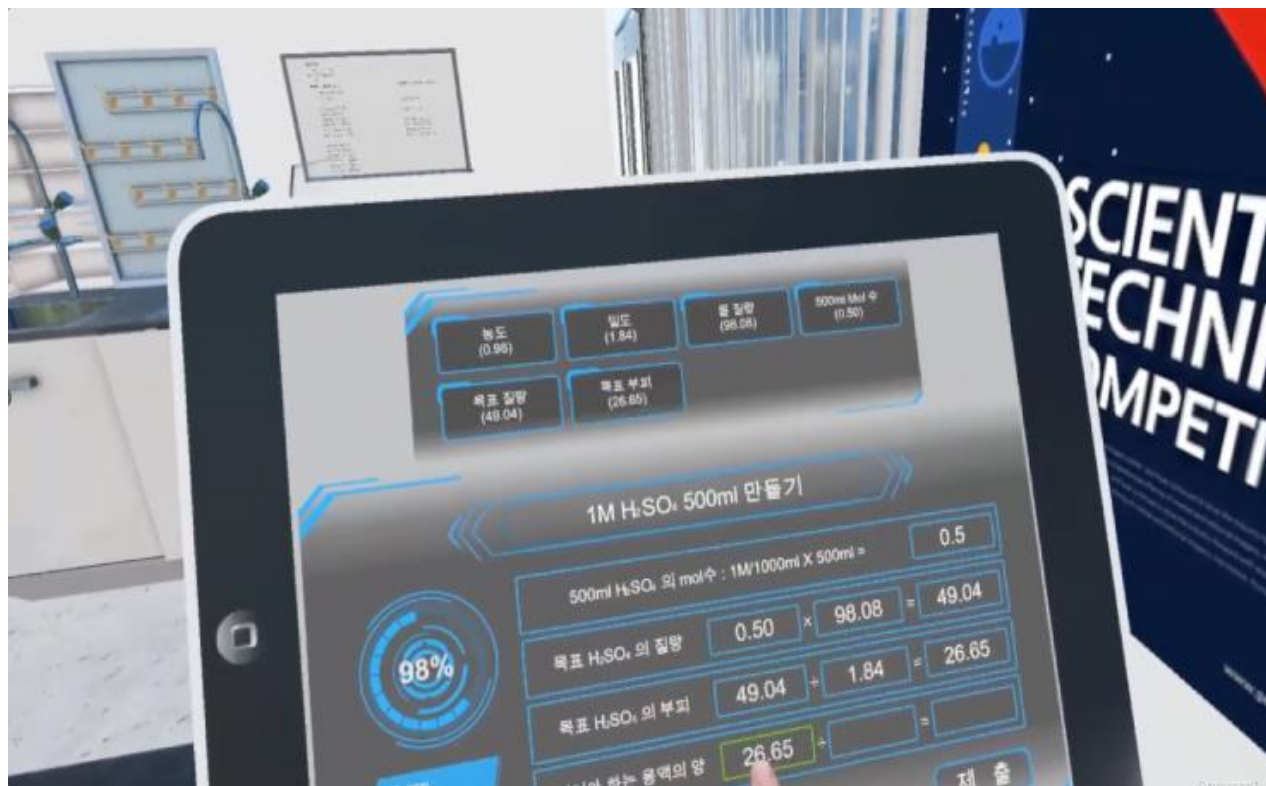


360 VR-based XR immersive training systems

- Increase the sense of presence through live-action photographing of nursing desks and hospital rooms
- Learn the procedure of each topic regardless of place and time
- Repetitive learning of the training procedure
- It is possible to confirm the contents, and the training status and results regarding 20 topics.
- A system through which the instructors can check evaluation data about the students
- Training systems which are interactive through contents
- Training and evaluation are possible anytime, anywhere (even at schools, houses and cafes)

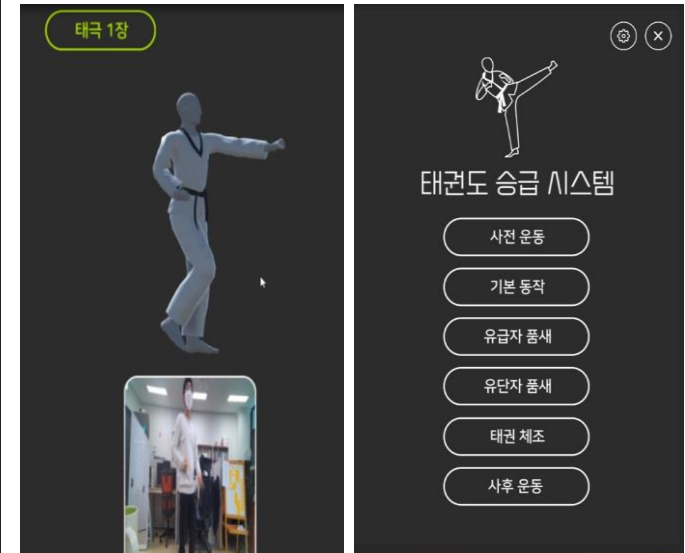
<https://www.mrware.us/nursing-skill>

<https://vrware.us/mrware>



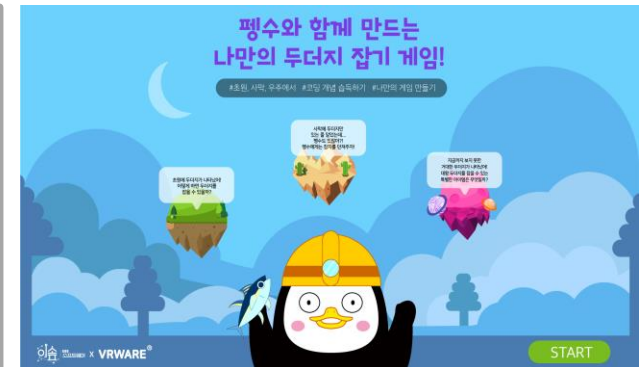
Education of lab safety for college students and chemical experiments using VR (VR)

- Confirm the sequences and results of experiments through contents of chemical experiments which can't be conducted easily
- Develop 20 independent macro- and micro-world chemistry contents
- Install at the VR experience hall of Hanyang University and register as a regular evaluation item of chemistry classes



Gesture learning motion recognition contents for coaching taekwondo poomsae promotion

- Diagnose posture accuracy through motion recognition using motion sensors and AI
- Conduct learning using separated motions and sequential motions
- Coaching diagnosis for children's self-learning or promotion evaluation
- Develop accurate measurement by diagnosing the motion concordance rate
- Growth training, basic movements, non-black belt holders poomsae (eight)



Develop contents for EBS block coding learning

- Develop block coding learning contents according to the computing thinking curriculum
- Develop curriculum and step-by-step configuration according to learning difficulties
- Design learning contents based on the core concept of block coding
- Block coding learning contents which stimulate learners' interest
- Develop a function to issue certificates after completing all courses



▲ Jeonju Dongyang Elementary School



▲ Busan Molundae Elementary School



▲ Paju Daeseongdong Elementary School



▲ Gyeongsan Cheongcheon School



▲ Sejong Haemil Elementary School



▲ Siheung Gunja Elementary School



▲ Qingdao International School



▲ Millak Middle School



▲ Yongsan Youth Center



▲ Mapo Library

▲ Proposed Metaverse solution for
Gyeongnam office of education

▲ Online education progression



▲ Seoul National University



▲ Seoul National University



▲ Bucheon University



▲ Bucheon University



▲ Daelim University



▲ Daelim University



▲ Ulsan University



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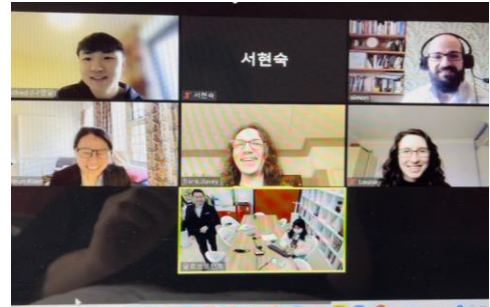
▲ Seoul Institute of the Arts



▲ Seoul Institute of the Arts



▲ Oxford University England



▲ Oxford University England

Let's make the metaverse world together

Thank you



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