



EXECUTIVE SUMMARY We aim at a non-face-to-face guidance solution that gives satisfaction to customers through realistic content technology.

ISSUES | Existing Kiosk Issues |

Digital kiosks (DID) installed in most shopping malls, department stores, franchise stores, etc.

Complex phase progression



Simple information only



Constraints of use by capacity



SOLUTIONS | Solutions |

Customer-friendly non-face-to-face information solution based on realistic content technology (OntactVision)

General information functions



Familiarity through characters



Real-time interactive information





REASON | Why do we need it now? |

Stuffy AI



Current Al is insufficient performance to replace humans

5G Communication



Using 5G communication technology that can send and receive a lot of data at high speed

Non-face-to-face preference



Current generation's non-face-to-face preference trend

ONTACTVISION | Features |

Features of the non-face-to-face inbound guidance solution (OntactVision)

- Content-based solution that can be modified for each target device
- Converted into a character through facial motion tracking technology (using mascots and popular characters)
- Interactive features between administrators and users for intuitive guidance
- Creating jobs through a telecommuting manager system
- Matching guide staff by language by user selection

Patent Smart Mirror Bidirectional Interactive Information System(No. 213611)











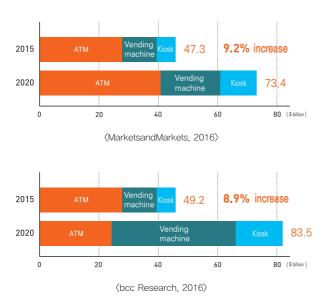
Host System

Management Platform

Client Terminal

TAM | Total Addressable Market |

Global interactive kiosk market forecast to grow to \$73.4 billion in 2020 Overall, typical kiosk types are around 15% of the market

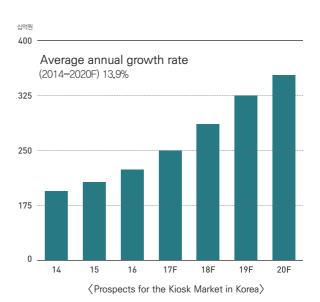


SAM | Serviceable Addressable Market |

The domestic kiosk market is expected to reach \$300 million in 2020

13.9% annual growth rate in Korea

Rising labor costs, non-face-to-face trends predict sustained growth



BUSINESS MODEL | Business model |

Profit Model Analysis

B2B inbound call center integrated operation support | Continuous profit through solution building and management Sustainable growth based on non-face-to-face preference | Service suitable for overseas market expansion

Service model	· Non-face-to-face guidance kiosk supply · Non-face-to-face guidance solution supply
Revenue model	B2B inbound call center operation Establishment of Non-face-to-face Guidance Kiosk System Kiosk Advertising
Target customer	 Large shopping centers (department stores, etc.) Franchise (McDonald's, Starbucks, etc.) Theme park (Disneyland, Universal Studio, etc.) Public facilities (public offices, tourist information centers, etc.) Transportation facilities (airport, station, subway, etc.)

VISION | Vision and Goal |

People-centered technology

Pursuing customer satisfaction that Al cannot provide through continuous development of non-face-to-face guidance solutions
Creating a job-creating environment through a home-based manager system

Business Roadmap

~ 2020. 06

Complete the OntactVision Prototype

~ 2020. 12

Establishment of information on theme parks and shopping malls

~2021

Overseas
DID Market
Advancement

~2022

Global
Digital Human
Information Solutions
Company

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