

South Korea's AI, Metaverse, and K-Pop Fusion: Latest Tech & Pop Culture Tr

South Korean Tech & Culture · Answer Key · 18 Questions

1. Which South Korean virtual influencer, known for her hyperrealistic appearance, debuted with a single titled 'Who Am I'?

- A) Apoki
- B) Rozy**
- C) Reah Keem
- D) Han Yu-A

2. What genre of mobile games dominated downloads in South Korea between January and October 2024?

- A) Role-Playing Games (RPGs)
- B) Strategy Games
- C) Puzzle Games**
- D) Action Games

3. Which K-pop agency was the first to articulate an AI-centered vision, notably debuting the group Aespa with AI avatars called 'ae'?

- A) Hybe
- B) JYP Entertainment
- C) YG Entertainment
- D) SM Entertainment**

4. South Korea's metaverse market is projected to reach approximately what value by 2035, according to Spherical Insights?

- A) \$2.5 billion
- B) \$58.9 billion**
- C) \$10 billion
- D) \$20 billion

5. What technology is used by the K-pop group Plave, allowing human performers' movements to be translated into live 3D characters?

- A) Deepfake technology
- B) Motion capture technology**
- C) Voice synthesis
- D) AI-generated music

6. Which virtual influencer, a cartoonish rabbit and K-Pop star, debuted in 2019 and is considered Korea's first virtual influencer?

- A) Lechat
- B) Rozy
- C) Eternity
- D) Apoki**

7. What is the name of the AI-powered storytelling app developed by South Korean startup Wrtn?

- A) Webtoon Caricature
- B) Character Chat
- C) Crack**
- D) Toon Filter

8. What specific type of game saw a 69% revenue surge in South Korea during 2024, with titles like 'Last War: Survival' leading the charge?

- A) Puzzle Games
- B) Sports Games
- C) Strategy Games**
- D) Racing Games

9. Which South Korean company is developing AI glasses designed for K-pop fans to interact with artists during concerts?

- A) SM Entertainment
- B) Kakao
- C) Galaxy Corporation**
- D) Naver

10. What is the name of the first humanoid robot monk introduced in South Korea, which participated in a Buddhist ceremony?

- A) Atlas
- B) Gabi**
- C) Optimus
- D) Lightning

11. What role did AI play in the South Korean webtoon industry during the COVID-19 pandemic?

- A) It led to a decline in webtoon creation.
- B) It was primarily used for detecting illegal content.
- C) It became a major trend for assisted illustrations and content creation.**
- D) It was exclusively used for translating webtoons into other languages.

12. Which virtual K-pop girl group, created using AI, consists of 11 members with AI-generated deepfake faces overlaid onto real actors?

- A) MAVE:
- B) aespa
- C) Eternity**
- D) Plave

13. South Korean music industry organizations have formed a coalition to address what major emerging issue?

- A) The decline of physical music sales
- B) Copyright infringement related to AI**
- C) The rise of short-form music content
- D) The increasing cost of music production

14. What is the primary driver for the growth of the South Korean metaverse market, according to research reports?

- A) Decreasing internet speeds
- B) Limited adoption of VR/AR technologies
- C) Broad use of virtual platforms for work, social interaction, and entertainment**
- D) A decline in smartphone usage

15. Which South Korean mobile game achieved significant revenue growth in 2024, becoming a key market for its global revenue?

- A) Legend of Mushroom
- B) Block Blast!
- C) Royal Match
- D) Last War: Survival**

16. What is the term used to describe K-pop's 'Enter-Tech' transformation, exemplified by groups like Plave that use real-time motion capture for 3D characters?

- A) AI Idols
- B) Virtual Reality Entertainment
- C) Enter-Tech**
- D) Metaverse Music

17. In the context of South Korean webtoons, what feature does Naver's WEBTOON offer to turn user photos into webtoon-style art?

- A) AI Painter
- B) Character Chat
- C) Webtoon Caricature
- D) Toon Filter**

18. Which of the following is NOT a genre that dominated mobile gaming in South Korea in 2025, according to adjoee and Statista?

- A) RPG
- B) Strategy
- C) Casual Games
- D) Sports Games**