

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

South Korean Tech & Culture · Practice Test · 18 Questions

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**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