

South Korea's Tech Frontier: AI, Gaming, and Cultural Fusion

Technology & Culture · Practice Test · 10 Questions

1. Which of the following AI applications is being actively used to reshape South Korea's creative industries, including K-pop and gaming?

- A) AI-powered translation of traditional texts
- B) AI for music composition and virtual idol creation
- C) AI for optimizing public transportation routes
- D) AI for predicting agricultural yields

2. South Korea is a global leader in which high-tech industry, with companies like Samsung and SK Hynix focusing on advancements like High-Bandwidth Memory (HBM) for AI applications?

- A) Biotechnology
- B) Renewable energy
- C) Semiconductors
- D) Robotics

3. In the esports and gaming sector, South Korea is known for its vibrant fan culture and has dedicated esports arenas nationwide. What type of games has traditionally been popular, with a recent trend shift towards lighter versions?

- A) Real-time strategy (RTS) games
- B) Fighting games
- C) Massively Multiplayer Online Role-Playing Games (MMORPGs)
- D) Puzzle games

4. What is a significant cultural phenomenon mentioned as a driver for increased AI adoption in South Korea, alongside technical advancements?

- A) The popularity of historical dramas
- B) The trend of 'Ghibli-style' image generation
- C) The rise of e-sports in schools
- D) The adoption of smart home devices

5. South Korea aims to become a leader in the metaverse space. What is the projected ranking for South Korea's metaverse market by 2026 as part of its Digital New Deal 2.0 initiative?

- A) Third largest
- B) Fifth largest
- C) Seventh largest
- D) Tenth largest

6. What is a key trend observed in South Korea's gaming market, shifting from complex MMORPGs to what kind of games?

- A) More complex strategy games
- B) Lighter idle RPGs
- C) Augmented reality (AR) games
- D) Virtual reality (VR) games

7. Which of the following is a major South Korean tech company investing heavily in AI research and development, with multiple AI research centers globally?

- A) LG Display
- B) Samsung
- C) Hyundai Motor Company
- D) SK Telecom

8. The South Korean government has set ambitious goals for renewable energy. By 2030, what percentage of the country's power is the commitment to generate with renewables under its Green New Deal?

- A) 10%
- B) 20%
- C) 30%
- D) 40%

9. In the realm of cultural exports, which industry is currently generating the most revenue from intellectual property exports in South Korea, surpassing music and movies?

- A) Animation
- B) Video games
- C) Webtoons
- D) Fashion

10. What is a significant aspect of South Korea's approach to AI innovation, as highlighted by Microsoft's observations?

- A) Focus solely on industrial automation
- B) A people-centered approach to application
- C) Emphasis on military applications
- D) Exclusivity for large corporations