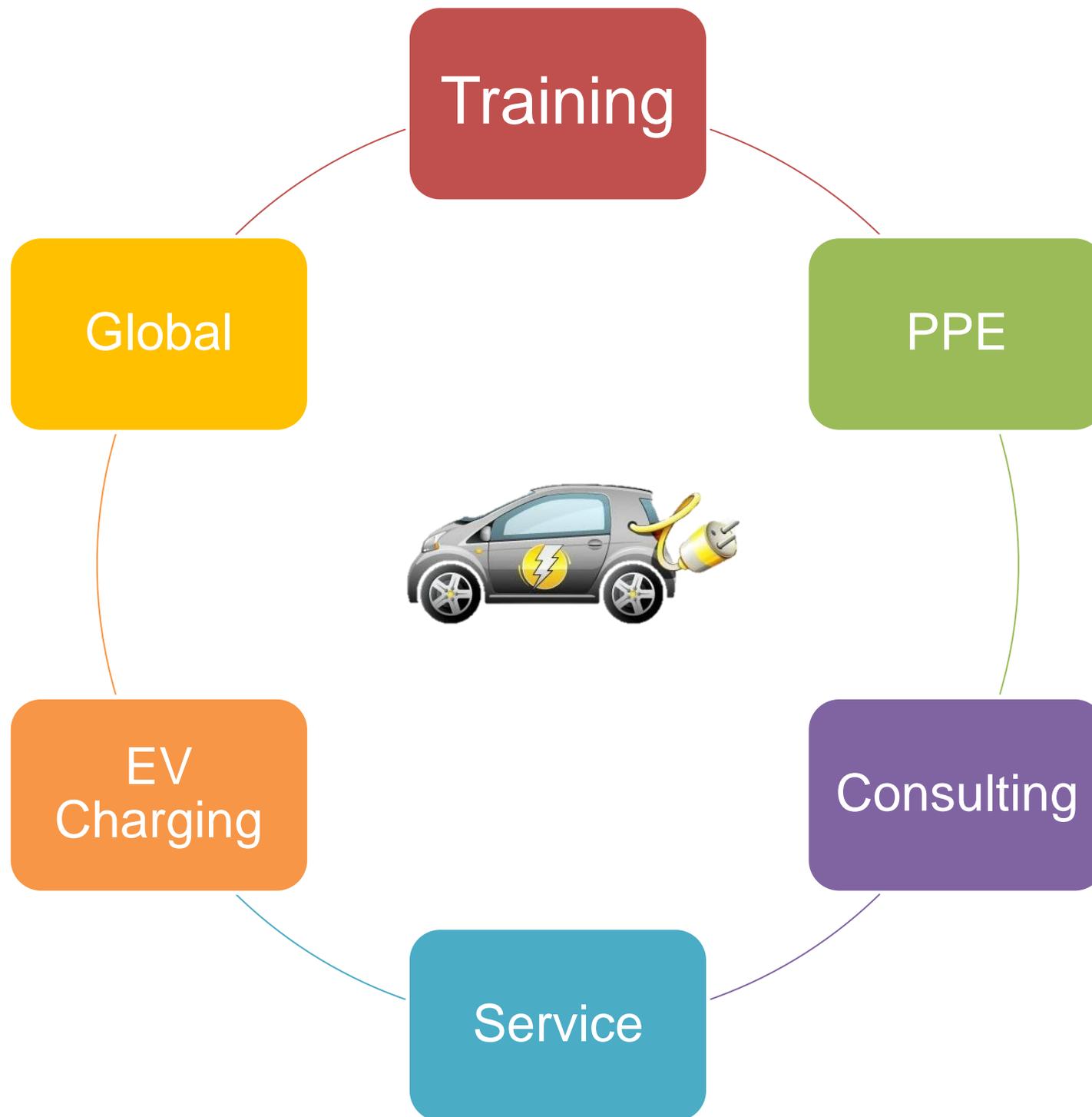




Effect on Business for COVID19 and Future strategy in EV market



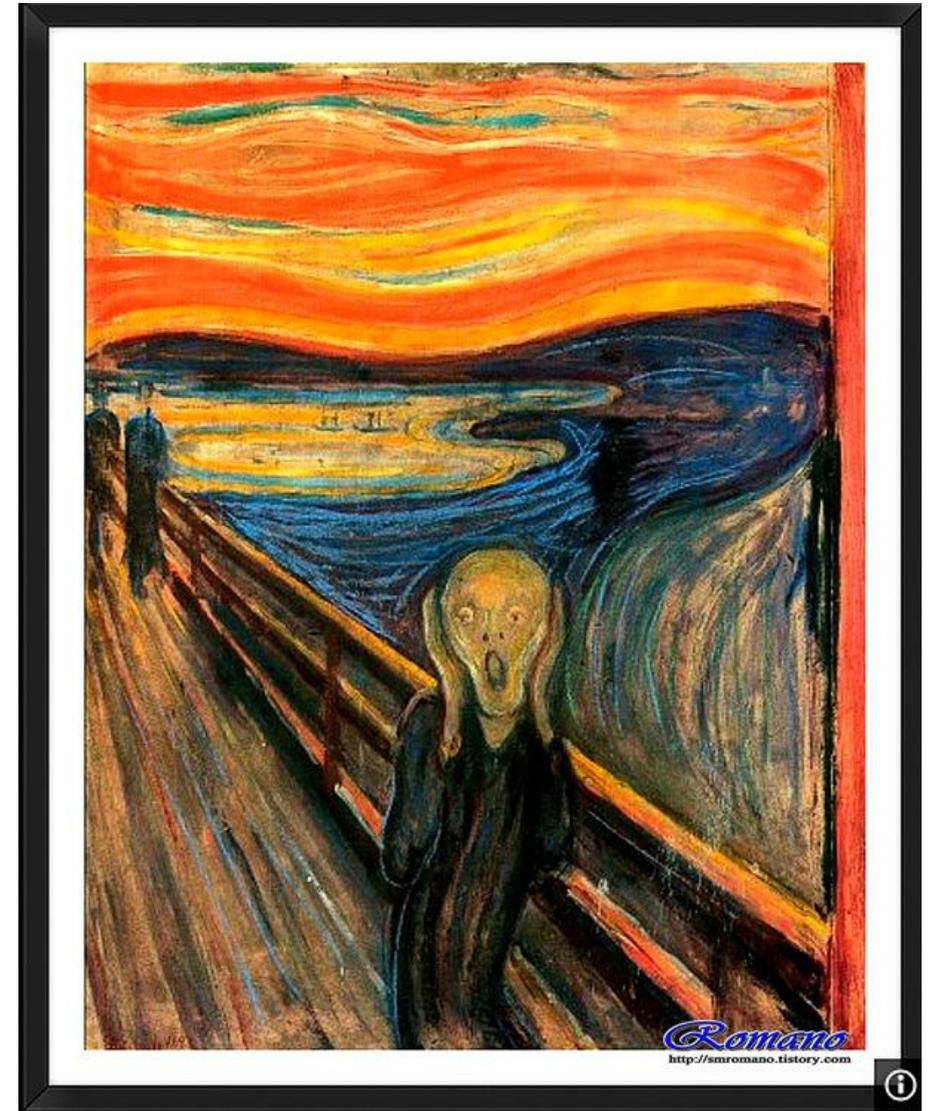




Before Pandemic

- Regular Training Session in month
- Several EV maker training Discussion
- Korea Post Office Training
- High School after class
- University Special Training
- PPE (Personal Protective Equipment)
- New Service Potential
- Exhibition Speakers
- Tech Seminar Speakers
- Charging Infra Consulting
- Etc..

Under Pandemic

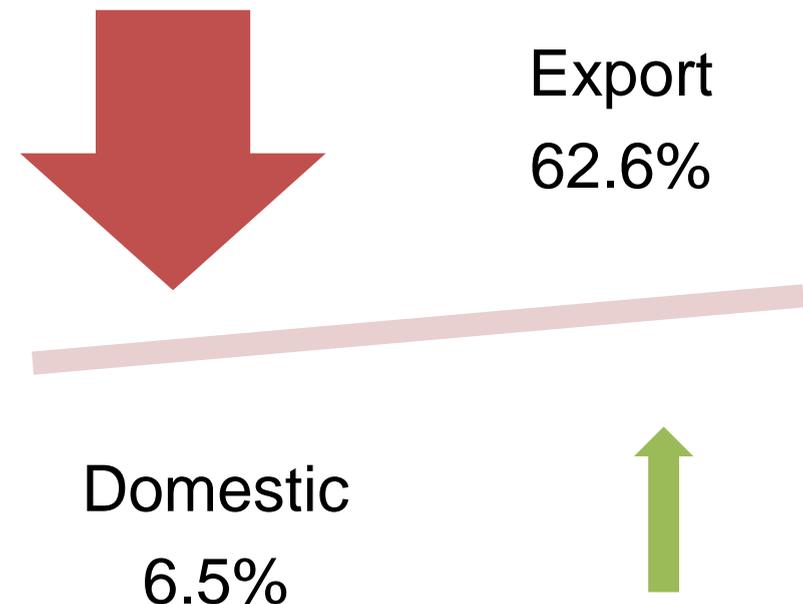
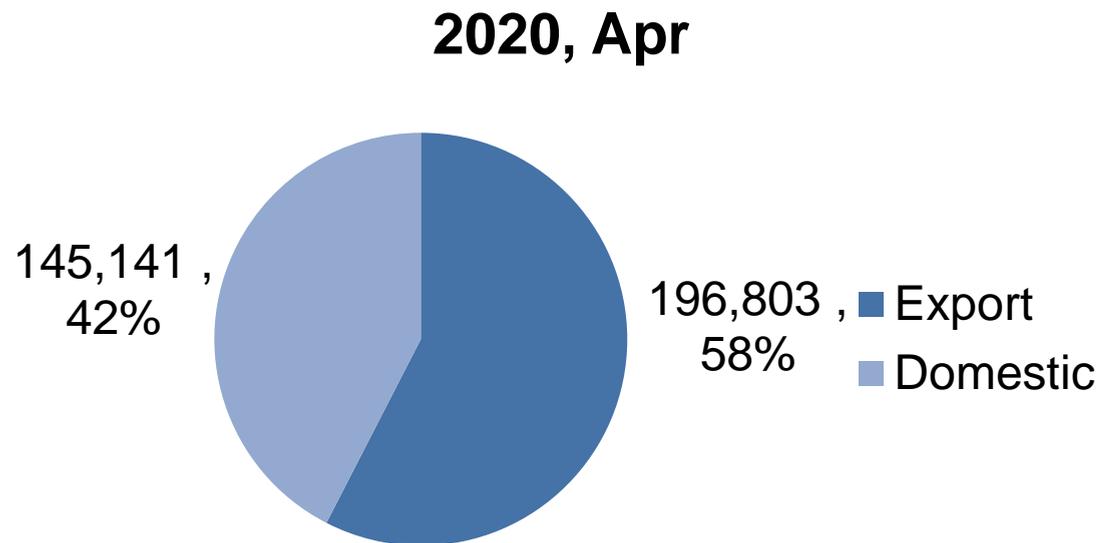


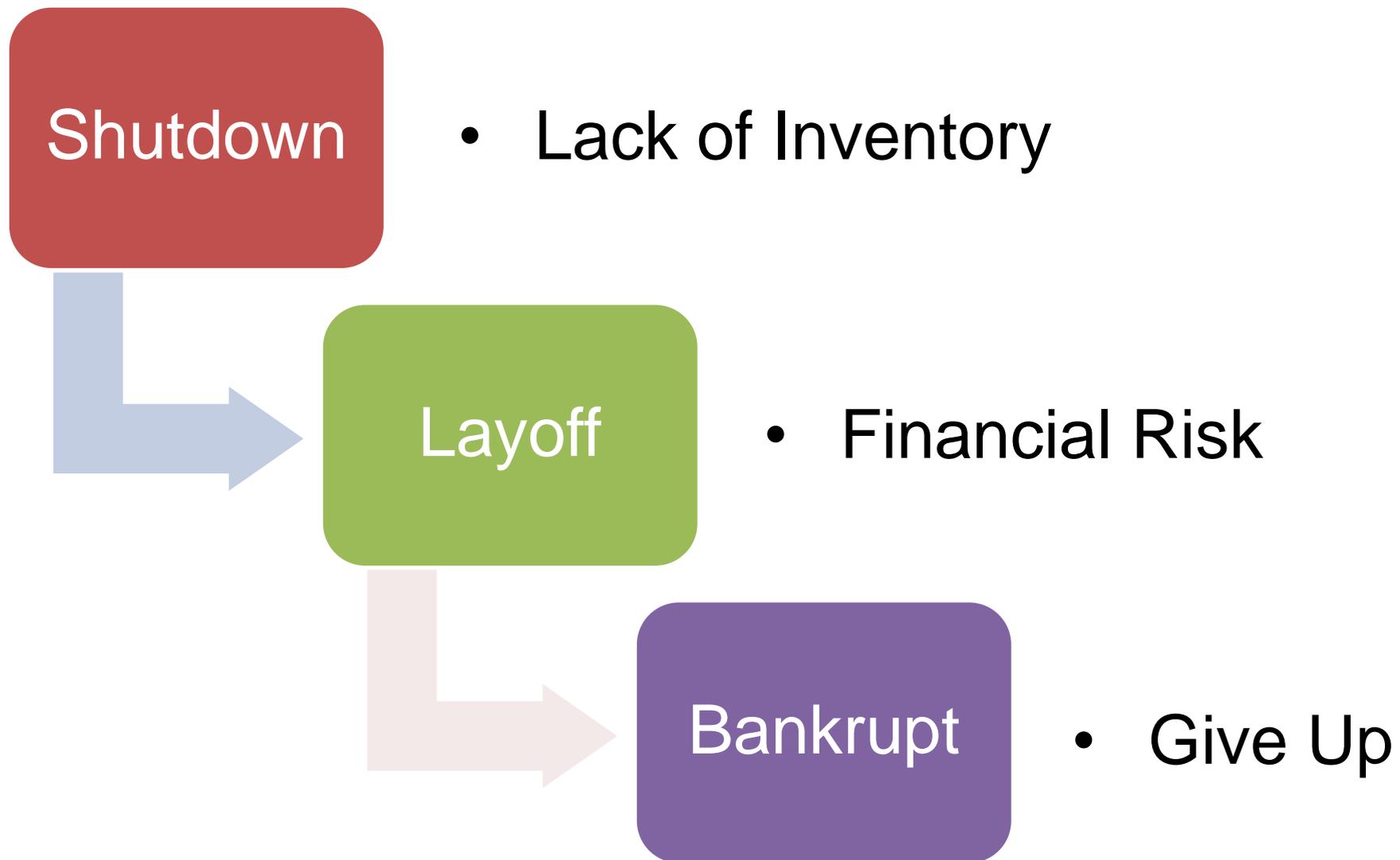


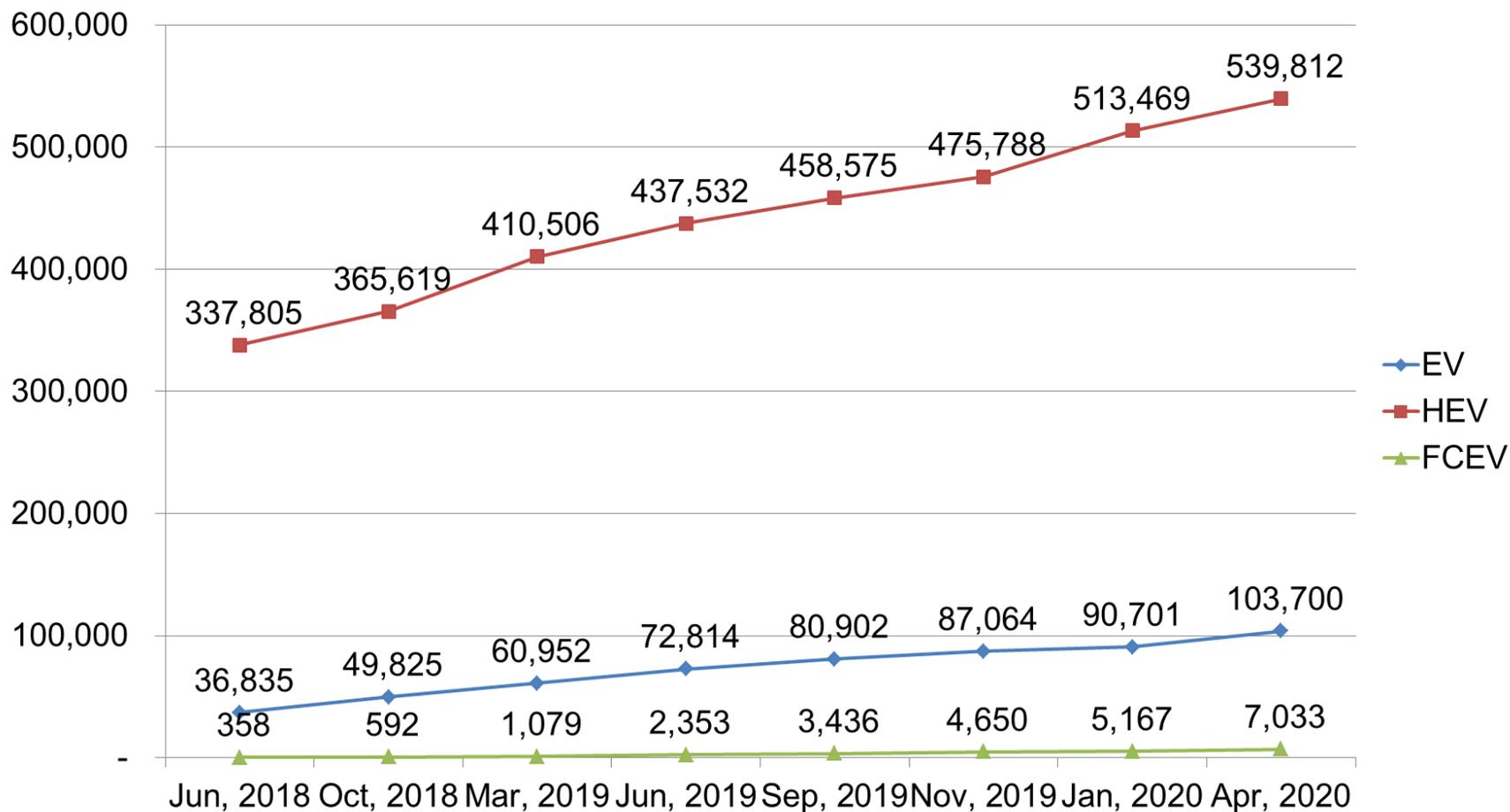
May 7, Domestic Major 5 companies total sales on Apr are 341,944 which consist of 196,803 export and 145,141 domestic.

It was **48.4%** minus when compare to YoY.

The main reason was export with 62.6% minus but domestic sales increase with 6.5%.







2018~2020 Registered Vehicles

Electric Vehicle market getting increase even in Pandemic Situation!!



연간 누적 글로벌 전기자동차 배터리 사용량 (단위 : GWh)

순위	제조사명	2019. 1분기	2020. 1분기	성장률	2019 점유율	2020 점유율
1	LG화학	2.5	5.5	117.1%	10.7%	27.1
2	파나소닉	5.5	5.2	-3.8%	22.9%	25.7
3	CATL	5.6	3.6	-36.1%	23.4%	17.4
4	삼성SDI	0.9	1.2	34.0%	3.8%	6.0
5	AESC	1.1	1.1	8.3%	4.4%	5.6
6	BYD	3.6	1.0	-72.0%	15.1%	4.9
7	SK이노베이션	0.4	0.9	108.5%	1.8%	4.5
8	PEVE	0.5	0.5	-8.5%	2.2%	2.4
9	Guoxuan	0.5	0.3	-48.5%	2.1%	1.2
10	LEI	0.2	0.2	-12.1%	0.9%	1.0
	기타	3.0	0.9	-70.8%	12.6%	4.3
	합계	23.8	20.4	-14.2%	100.0%	100.0

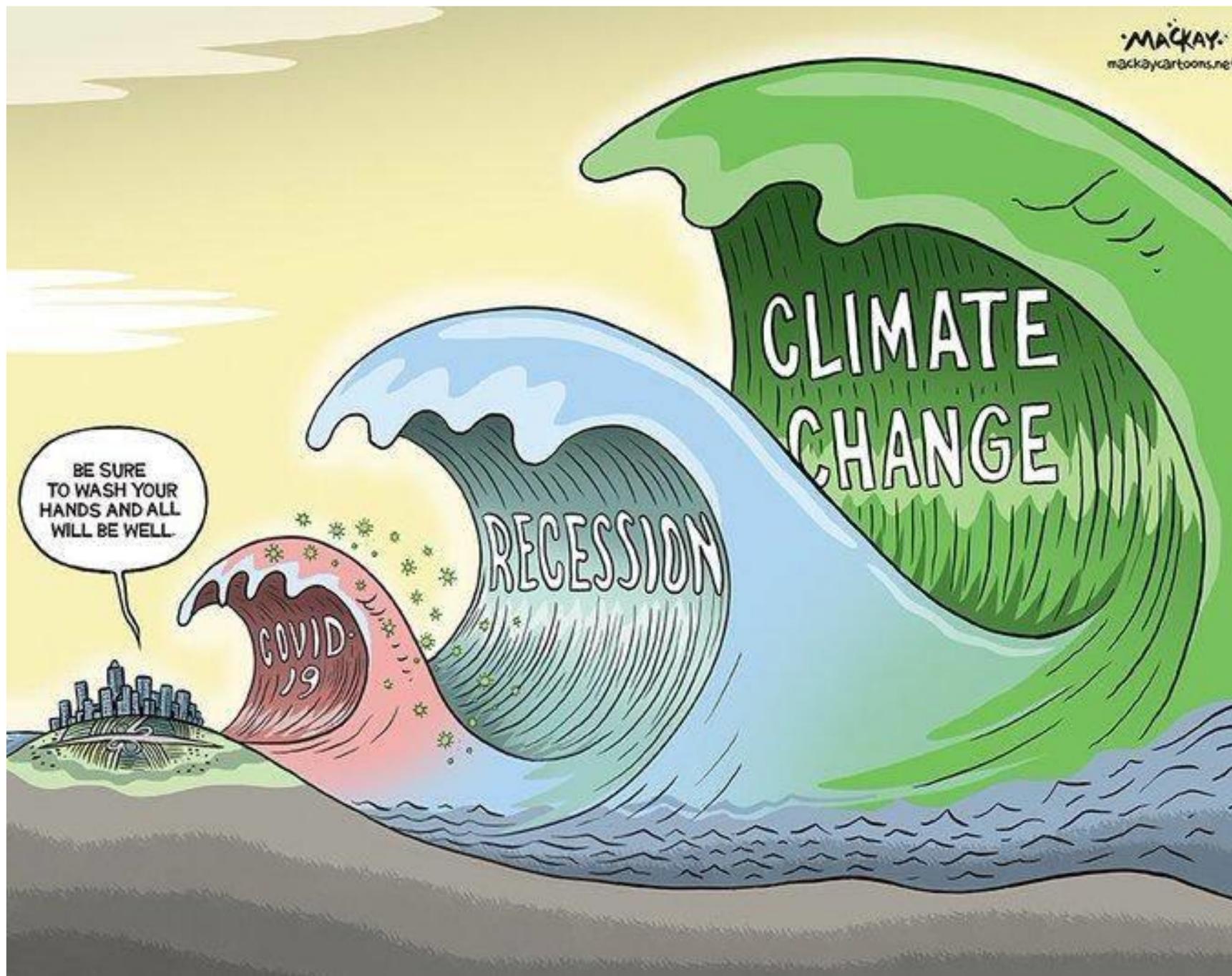
전기차 판매량이 집계되지 않은 일부 국가가 있으며, 2019년 자료는 집계되지 않은 국가 자료를 제외

- LG Chemical No.1 Battery Provider on Apr
- Korean 3 Battery Companies MS over 40%

Hyundai / KIA

- 44 Eco-Friendly Vehicle by 2025 (23 vehicles are BEV)
- World EV Market Share 4th
- Hyundai will launch E-GMP ev platform from Jan, 2021
- Genesis brand will add EV model and expand from 2024
- Investment to RIMAC
- Investment to IONITY
- Potential to work with Samsung for Solid State Battery
- Hyundai started UAM potential





THE GLOBAL GREEN NEW DEAL

글로벌 그린 뉴딜

2028년 화석연료 문명의 종말,

그리고 지구 생명체를 구하기 위한

대담한 경제 계획



제러미 리프킨

안진환 옮김

민음사





Over 60 local companies with TBOI Seoul

How to work increase internal synergy

How to support local government e-mobility project

How to work together with global partners



A large red arrow pointing to the right, containing the text "On-Line".

On-Line

A large green arrow pointing to the left, containing the text "VR Solution".

VR
Solution

VIRTUAL & AUGMENTED REALITY IN PRE-SCHOOL EDUCATION

Early education is all about learning through experience. Find out how your youngest students can benefit from immersive 360 environments, used to enhance and complement the real-world exploration and play that builds a solid foundation in the pre-school years.

[Virtual Reality in Pre-School Education >](#)



VIRTUAL & AUGMENTED REALITY IN ELEMENTARY SCHOOLS

There's so much potential for bringing the curriculum to life using virtual and augmented reality experiences, from visiting far-flung corners of the world to holding the human heart in your hands. Find out more about how VR and AR can have a remarkable impact in all areas of learning.

[Virtual Reality in Elementary Schools >](#)



VIRTUAL & AUGMENTED REALITY IN SECONDARY SCHOOLS

Ensuring students are engaged, motivated and challenged throughout their school career is a key priority for teachers. See how virtual and augmented reality can unlock potential, giving students new ways to experience learning and even create their own media.

[How Secondary Schools use Virtual Reality >](#)



VIRTUAL & AUGMENTED REALITY USED FOR VOCATIONAL TRAINING

Vocational training will really begin to feel the impact of virtual and augmented reality over the next year or so. The ability to experience training in 360 is invaluable – and imagine budding mechanics viewing a working engine from all angles without leaving the classroom. All this is possible right now with ClassVR.

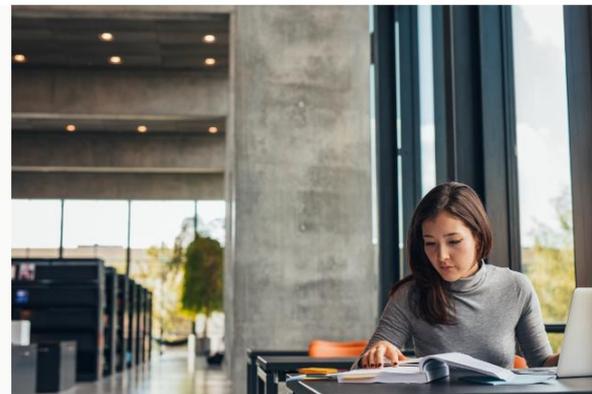
[How Secondary Schools use Virtual Reality >](#)



VR & AR FOR FURTHER EDUCATION

Universities and colleges have always been at the cutting edge of new technologies, driving development and creating the next generation of scientists, developers and entrepreneurs. Virtual and augmented reality technologies are at the frontier of development right now; the market is forecast to reach \$13.9 billion in 2017 (IDC), and change is happening at a frenetic pace.

[Virtual Reality in University & Higher Education >](#)



<https://www.classvr.com/virtual-reality-in-education/>



Fire-Fighter



Service Technician



Engineers





360 VR
Contents



CAD to
VR

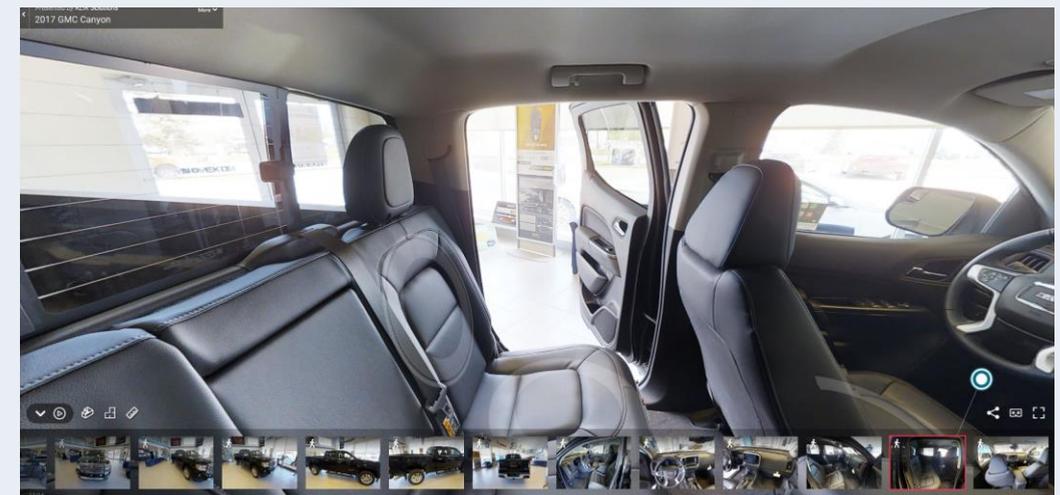
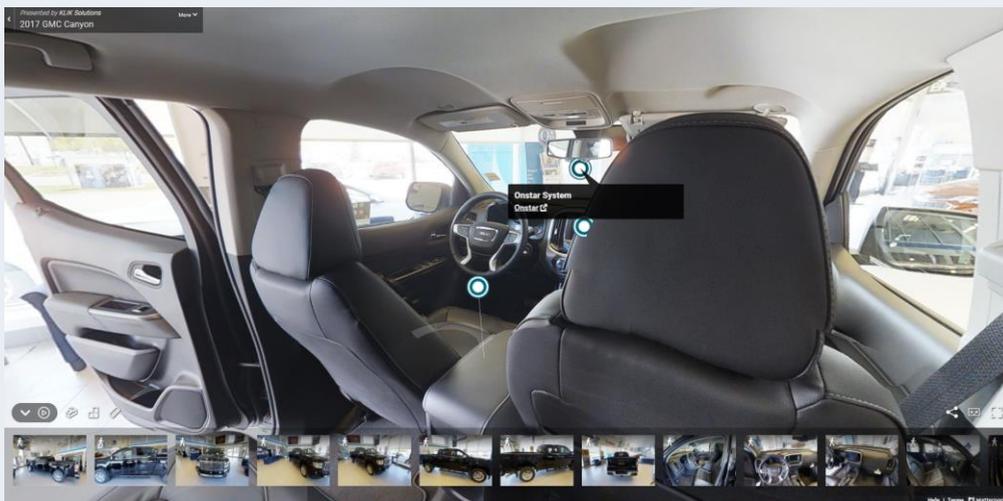


VR
meeting



2017 GMC Canyon

- Link : <https://my.matterport.com/show/?m=1M3xw6CqvML&hl=1&ts=1&play=1>



Distributed Collaborators



Designer (Italy)

Share Data & Load Meeting Environment



Customer (USA)

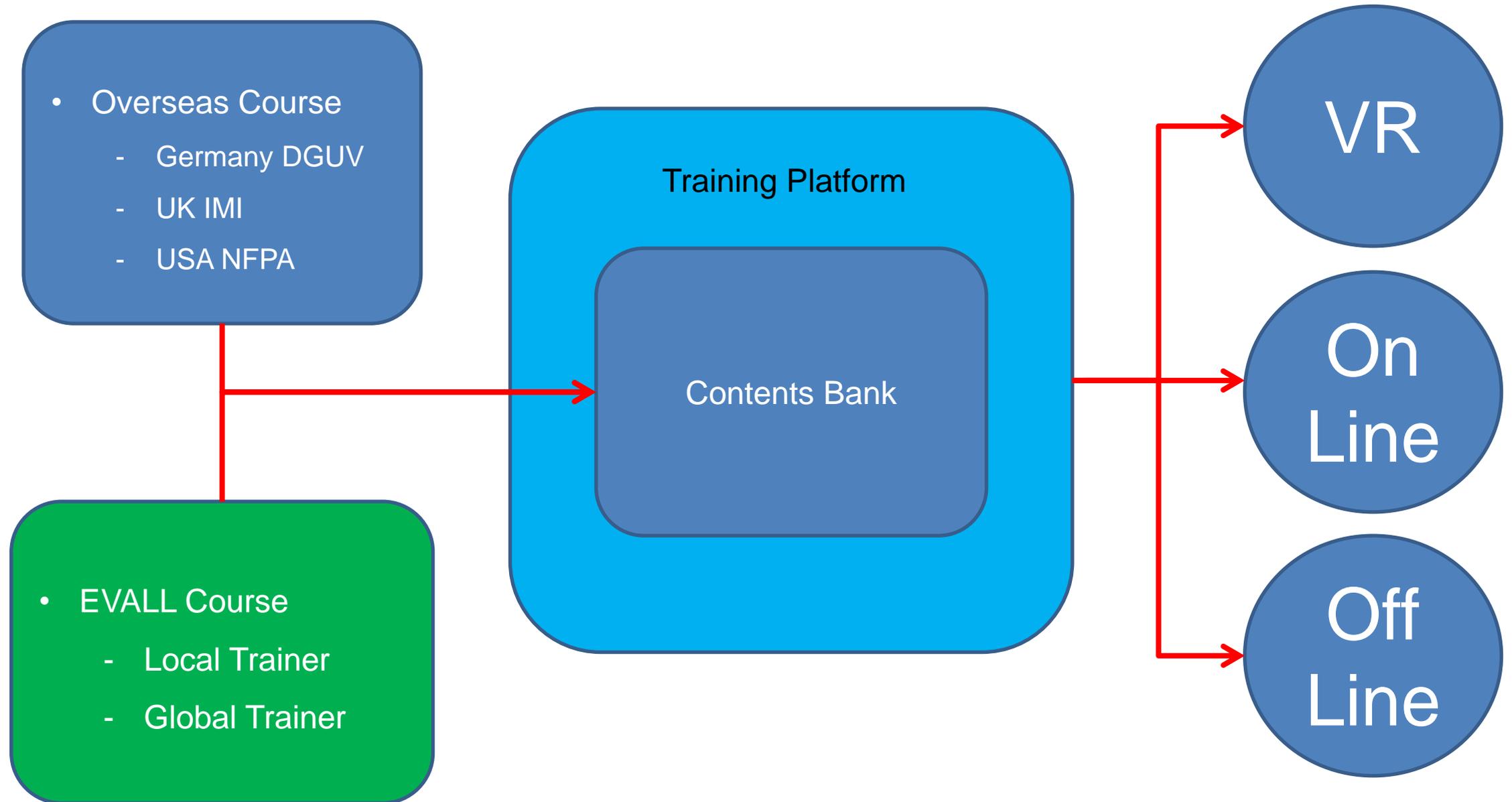


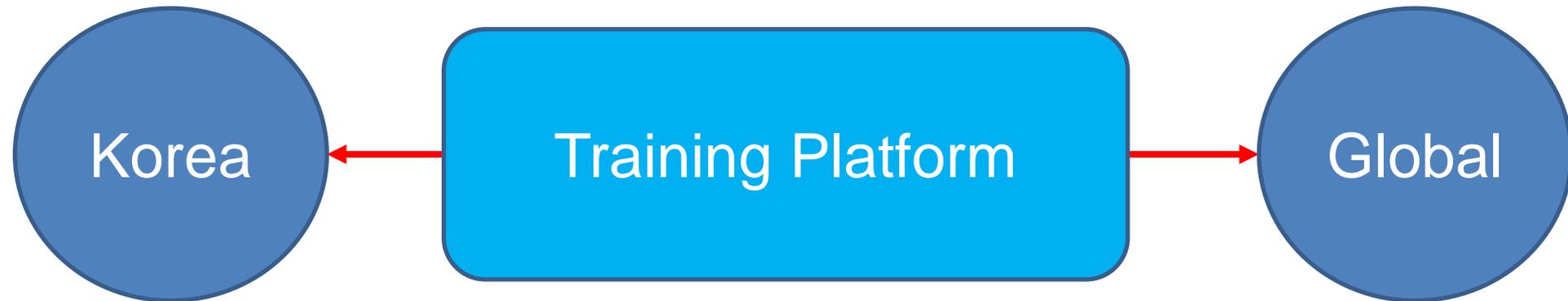
Manufacturer (China)



Exxar simplifies immersive communication & collaboration. Users select & meet in a virtual environment, share 3D content & communicate with intuitive interfaces for visualization & interactions.





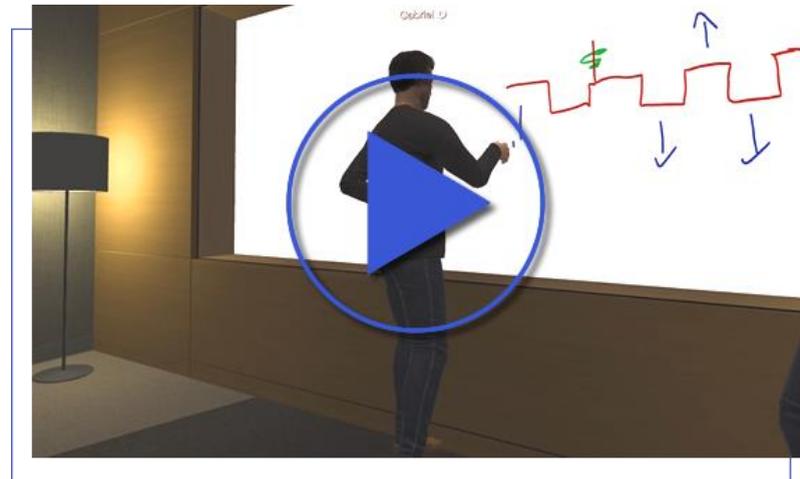
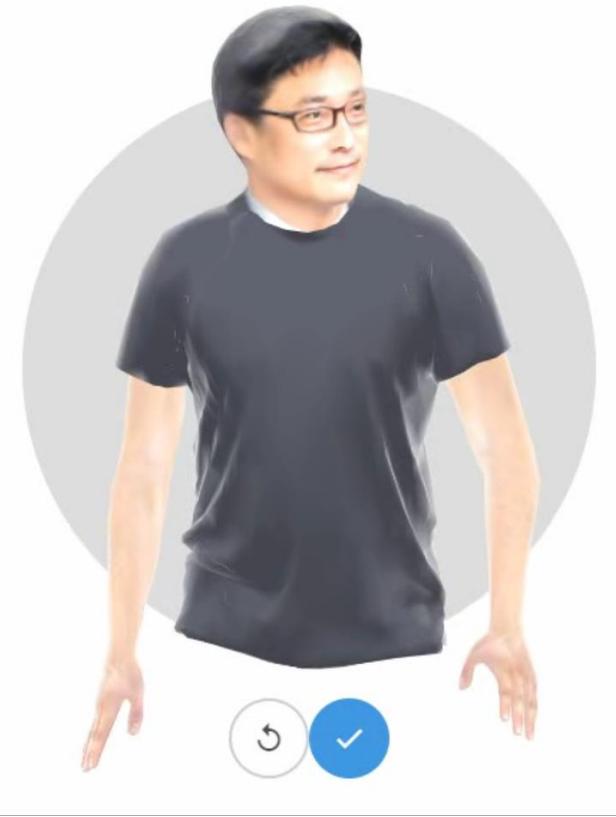


- Korean-Global Bridge based on Training Platform
- Co Development Open Project
- Korean e-Mobility Technology
- Reduce Cost
- Technical Transfer
- Production Globalization

LIGHTWEIGHT ELECTRIC VEHICLES



The EXXAR Kit is one-stop-solution for all your VR needs



Your Safety
is our
Business



THANK YOU

감사합니다.