



# **CDNUT Business Introduction 2020**

시디넷 사업 소개서 2020



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# Who We Are

We put creativity first in order to understand what people need and to communicate.

CDNUT's services are designed to meet the needs of our customers and we want to collaborate with them.

The solutions we provide critical thinking and cutting-edge technology for efficient results.

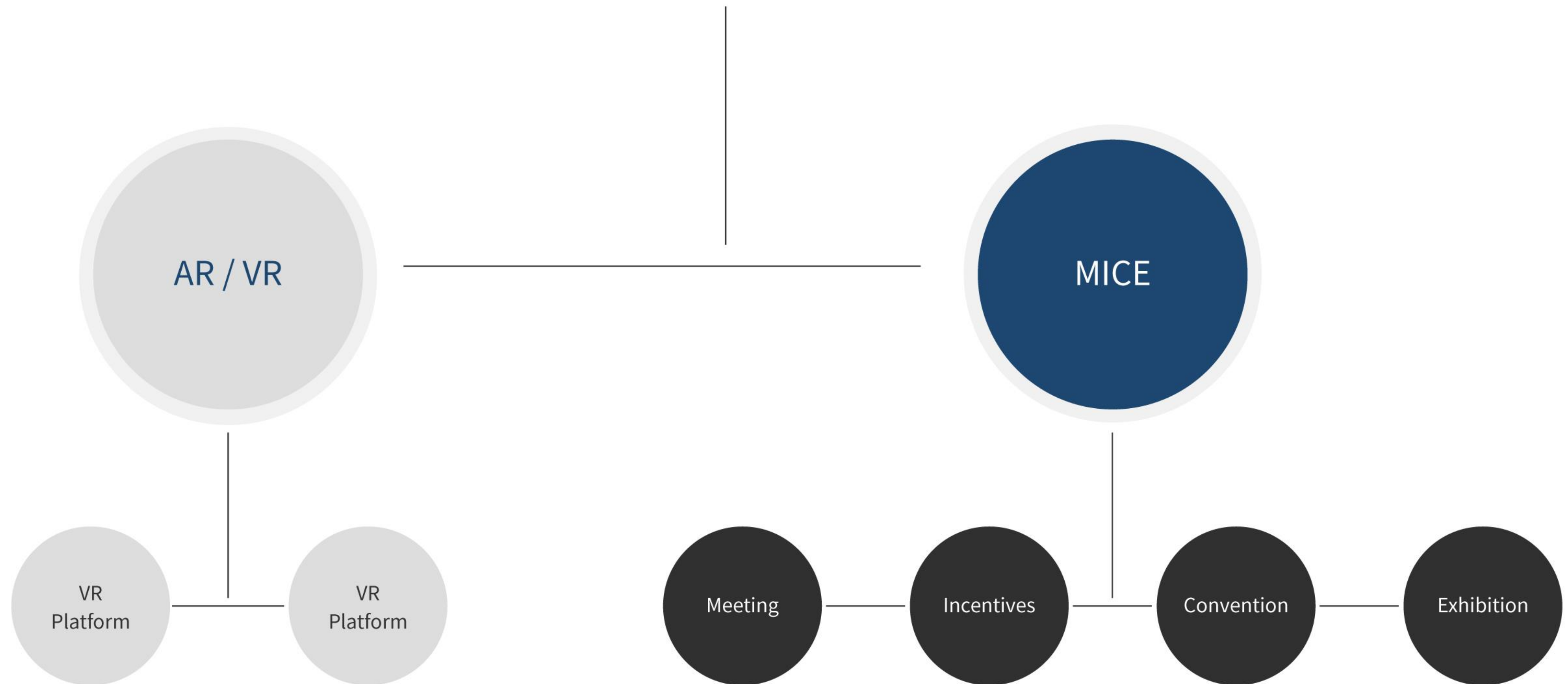
Creativity

Collabaration

Critical Thinking

Communication

## What We Do



# **VR Business Model**

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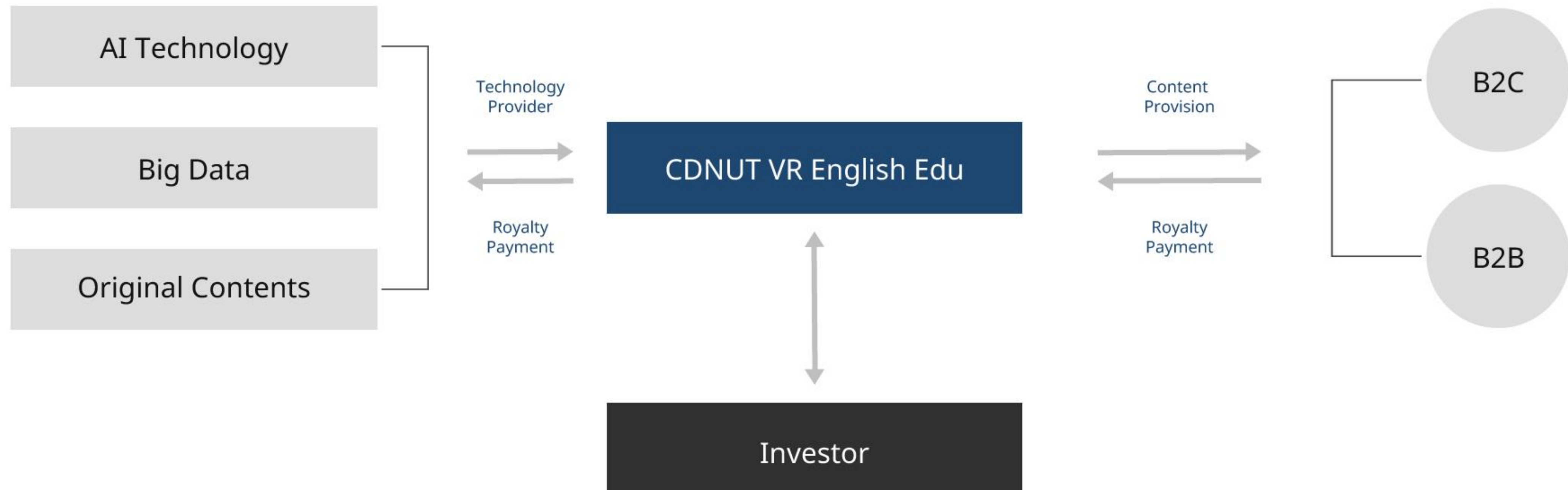


# VR Business Model

Our business model is B2B, B2C model.

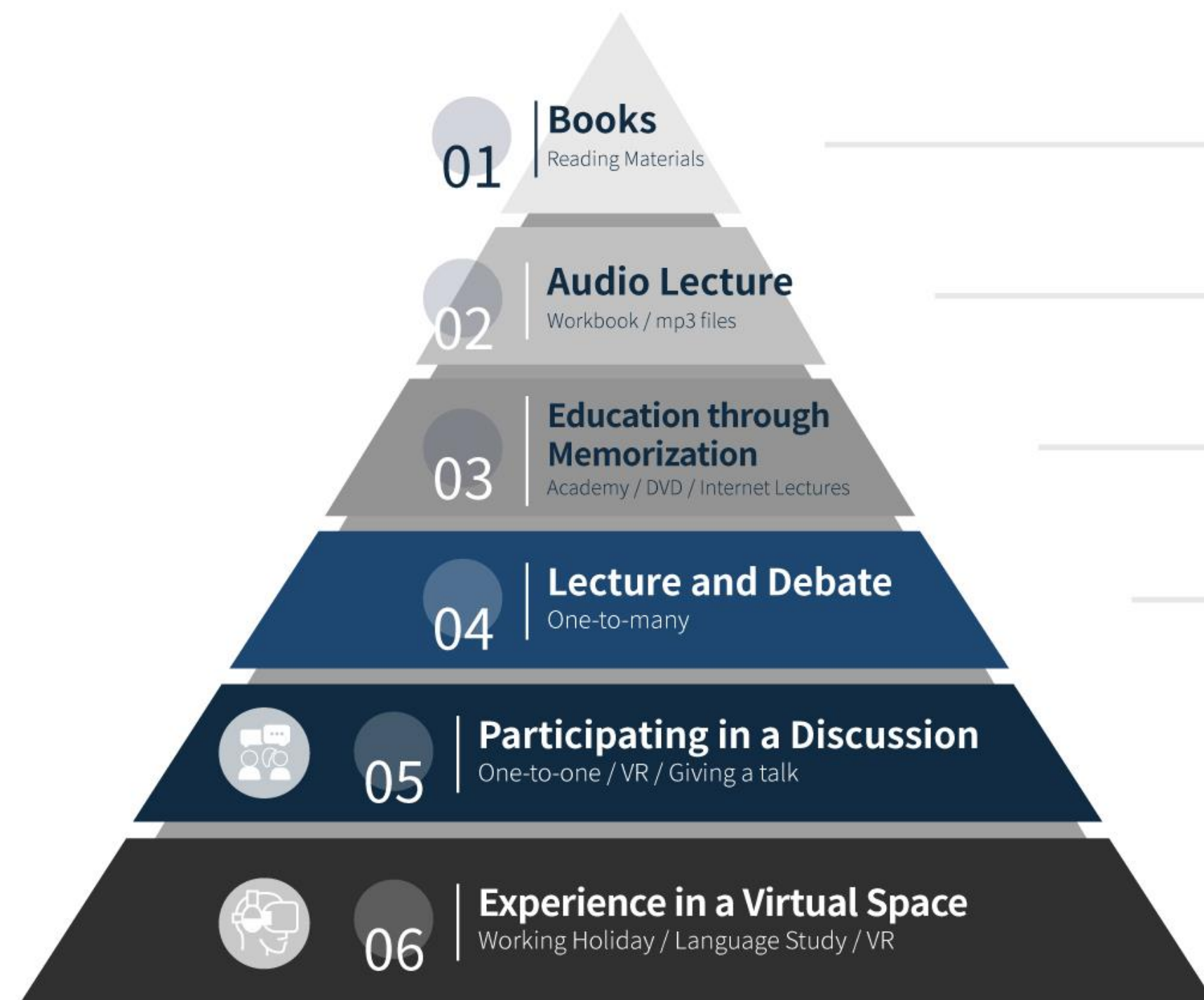
B2C model provides subscription service and high quality contents for consumers.

B2B model provides a platform which will provide an environment where consumers will learn in virtual reality.



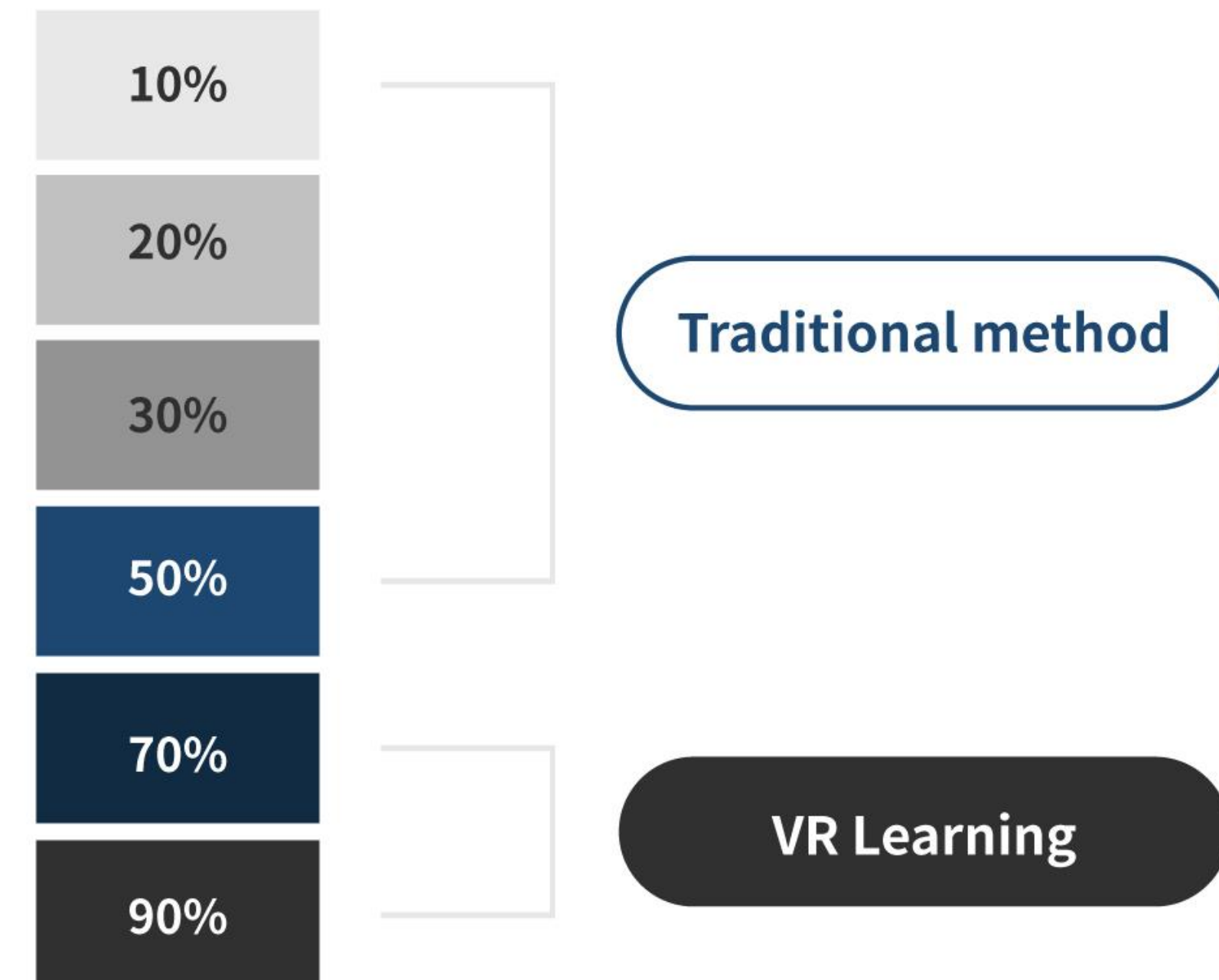
# Efficient Education

## Cone of Experience



## Expectancy Effects

After 2 weeks  
we tend to remember

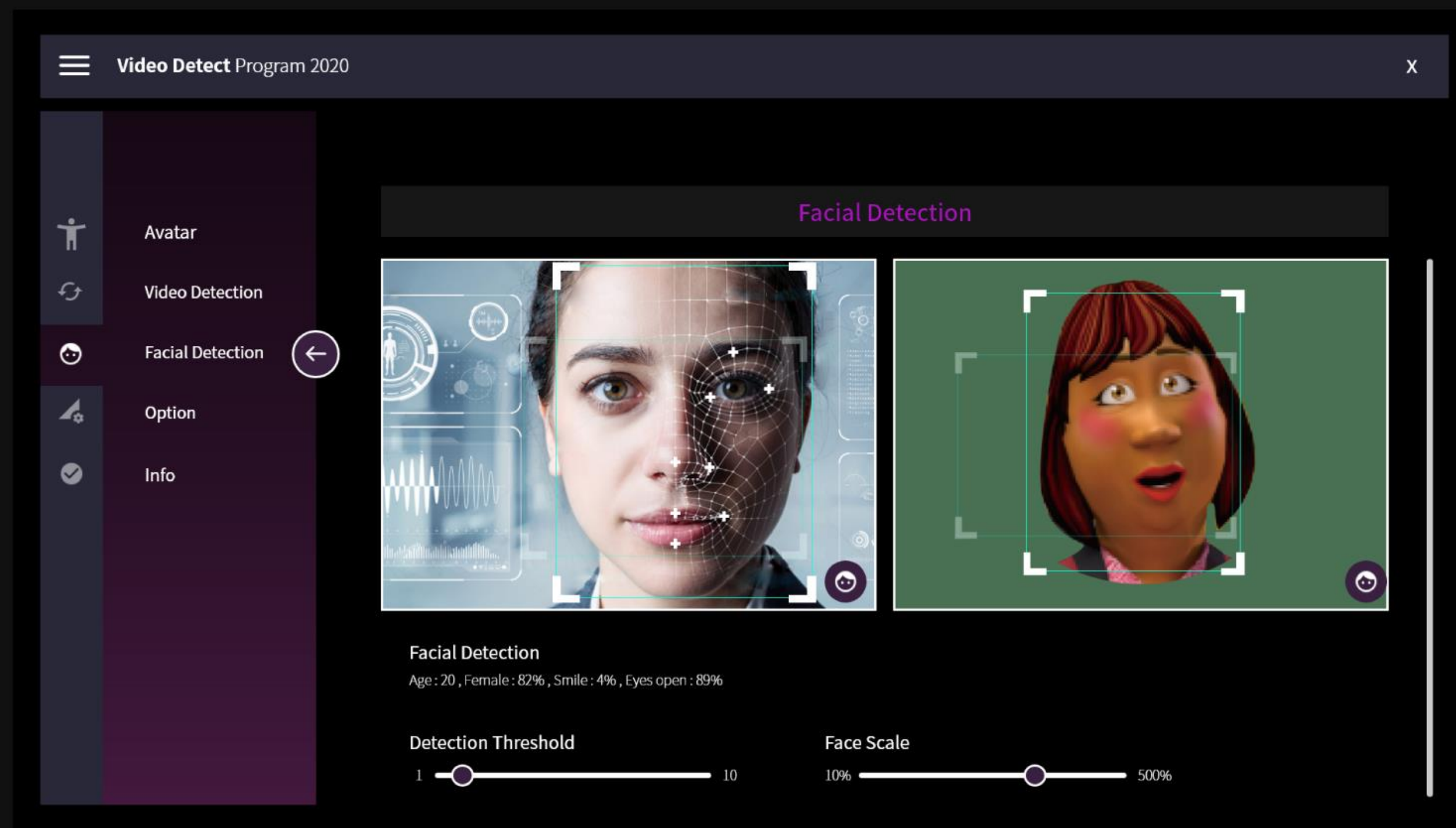


Edgar Dael ( 1946 )



## 01. Facial Detection

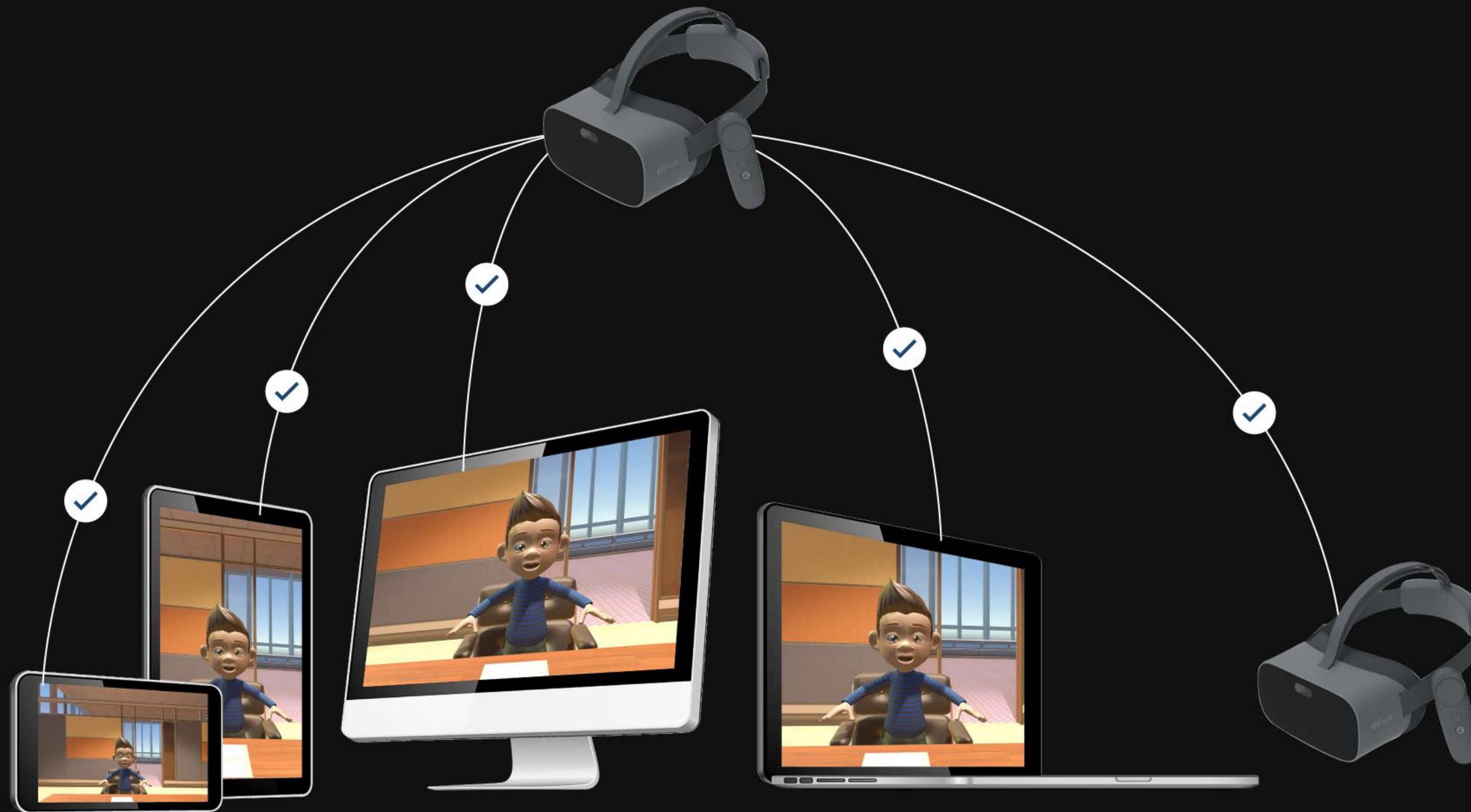
Both voice and video analysis based on what is captured in a camera.  
Then transmit the captured data into the avatar to deliver realistic motion and voice.





## 02. Video Multi Viewer (PC-VR, VR-VR)

Anytime, anywhere, and Worldwide Multimedia solution that covers video conference, document sharing, and messenger features.



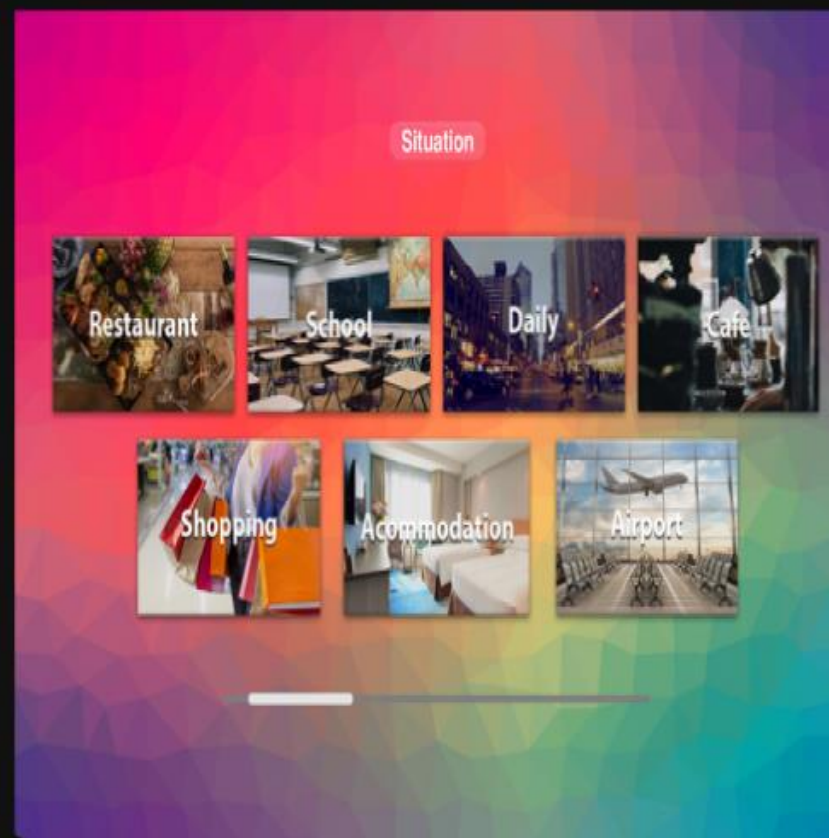


### 03. AI [ Live conversation ]

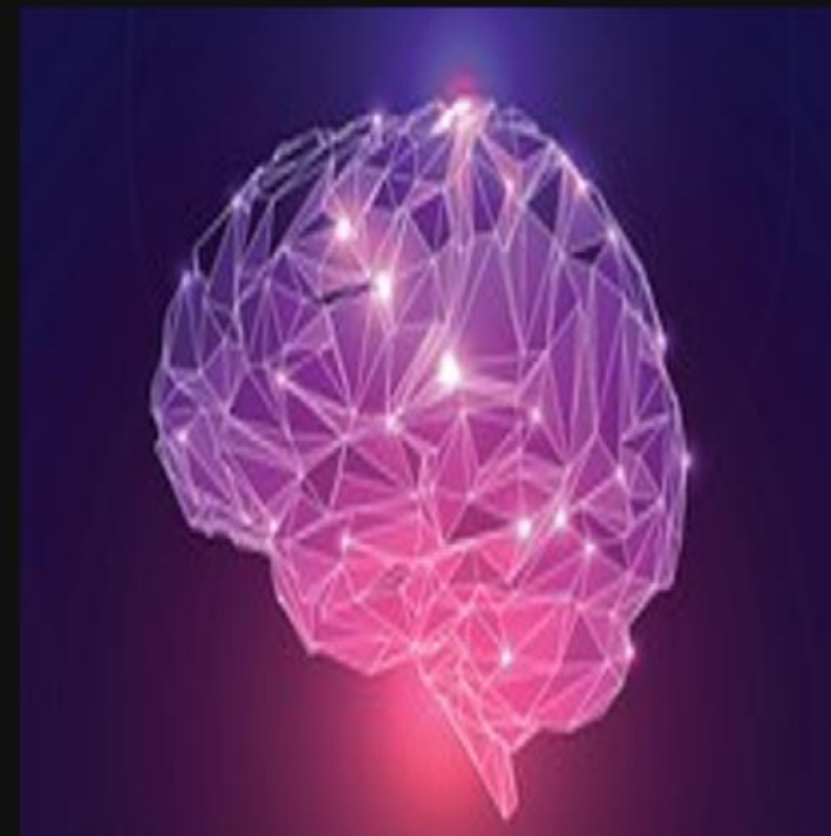
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Users can select a topic for each situation and experience live chat in VR space

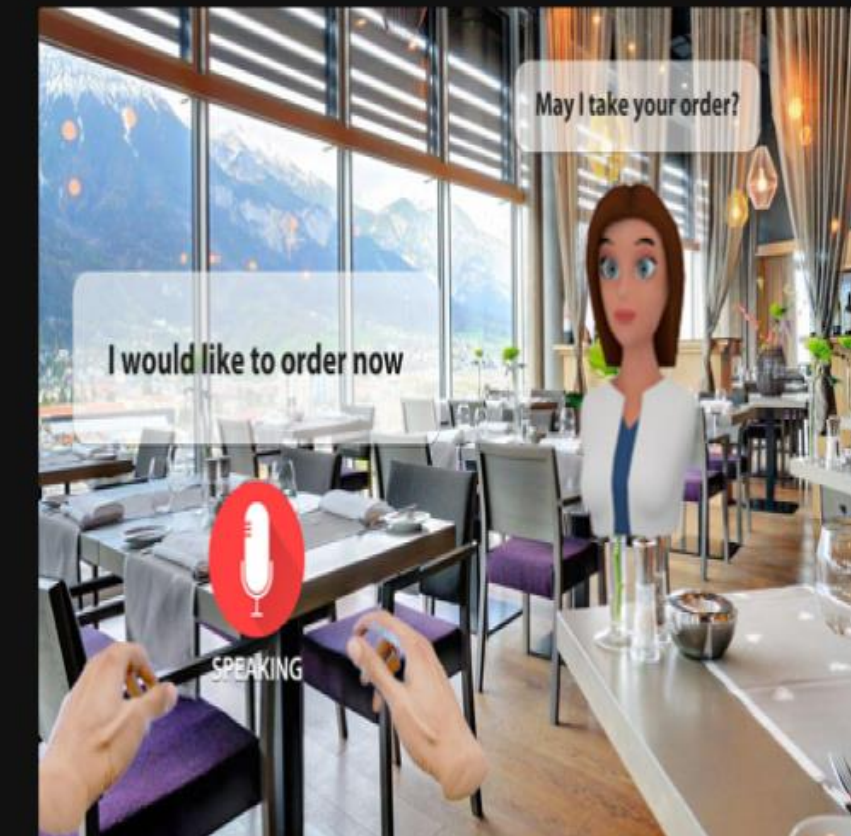
Highly trained ML tool leads conversation



Situational Theme



Machine Learning

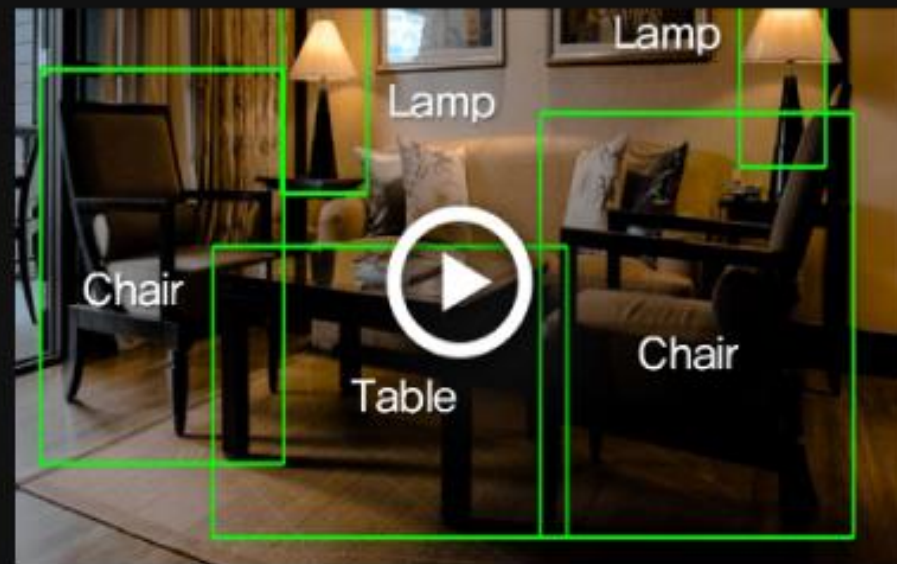


Live Conversation



## 04. VI Video Intelligence

Video content analysis tool automatically detect objects, environments, and people in video  
Metadata is accumulated through Machine Learning



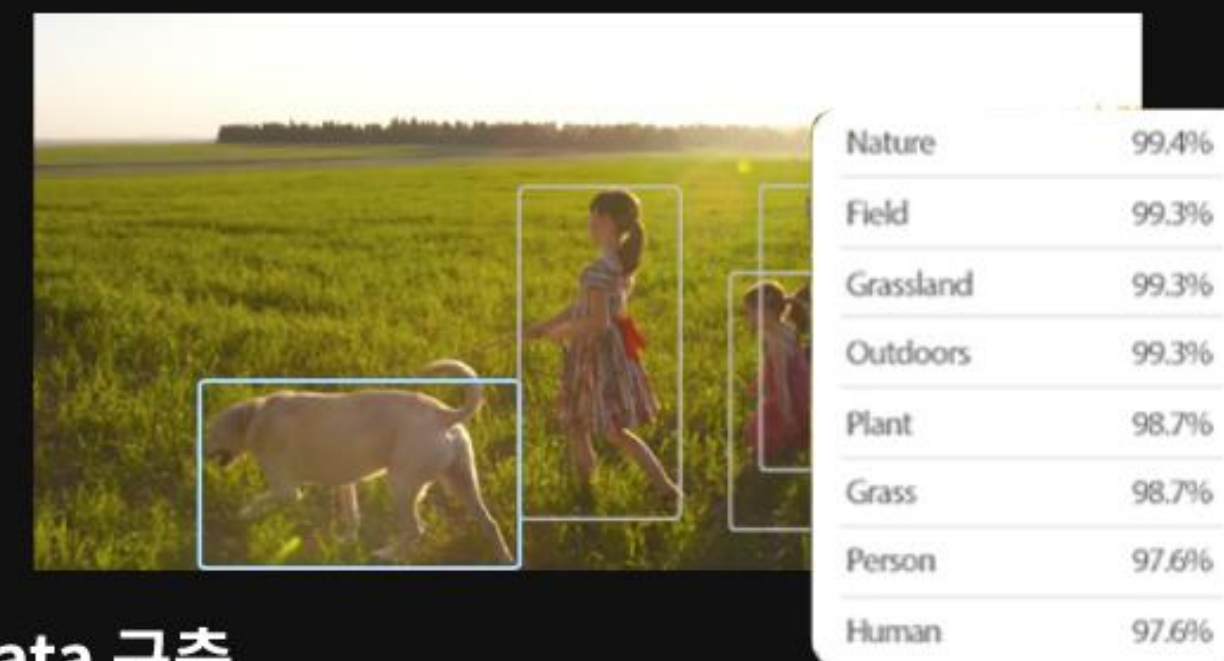
Object detection



Scene detection



Face detection



Meta Data 구축



## 05. VR APP Platform building

VR platform promotes VR contents and provides immersive environment in virtual reality.

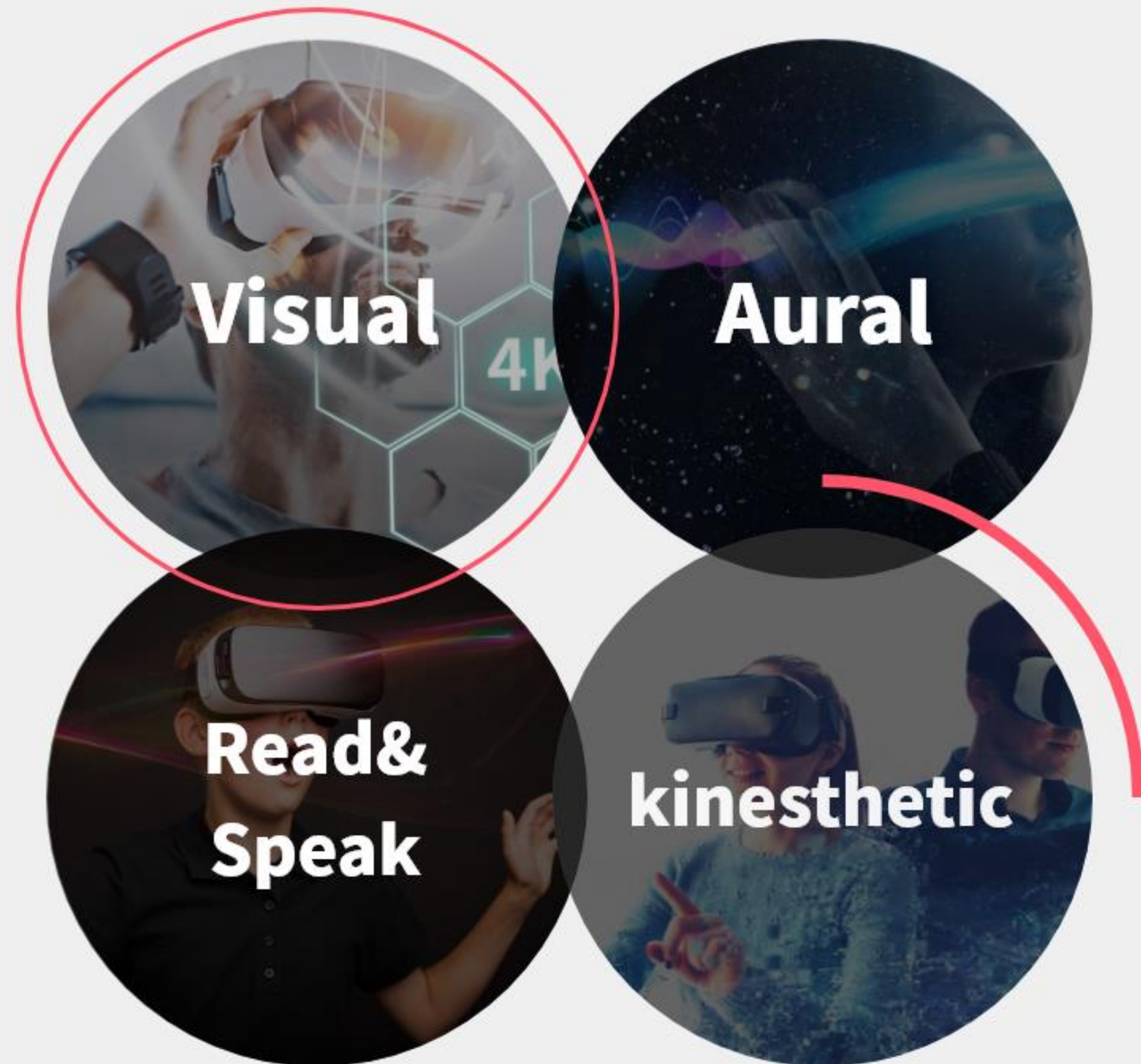
Prime function of the VR platform is establishing mutual communication.  
This is also included in creating presentations, chats, photo shoots, and mail.





# **Our Application\_ English Education**

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# CDNUT VR ENGLISH CORE VALUE

VR Education is the most effective and applicable form of learning experience.

CDNUT VR English teaching philosophy adopts VARK model. Learners learn from the five senses to increase their creativity and help them stay memorable for a long time. VR helps different learners to learn effectively in various ways.



# Visual

Collaboration with  
the World's Best Video Professionals

Video materials optimized  
for language education

4K

Repeatable learning  
through relevant video

Ultra high definition video  
over 4K







Collaboration with  
the world's best music director

Specialized comments  
by professors of English education

# Aural

Pronunciation correction  
through voice analysis using AI



Efficient learning  
through the five senses

Efficient learning from experience

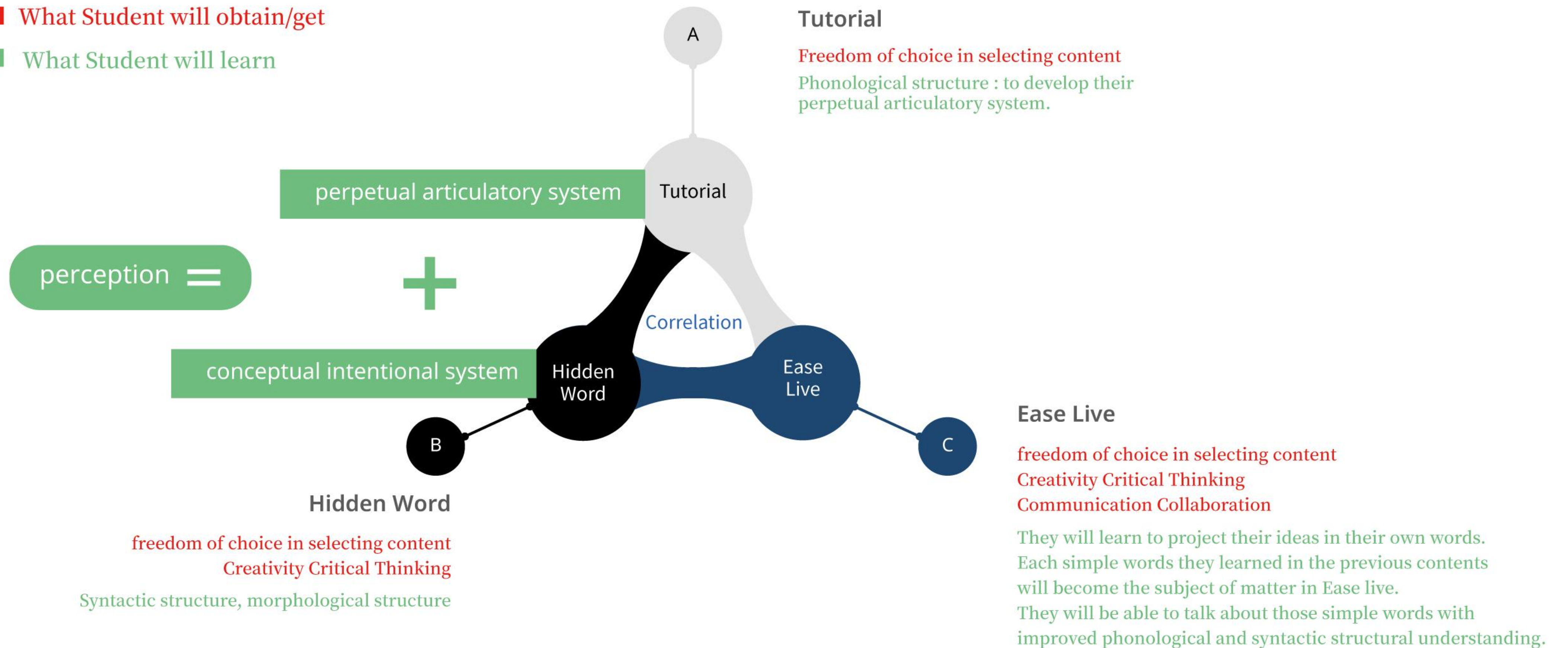


# kinesthetic



# Structure

- What Student will obtain/get
- What Student will learn



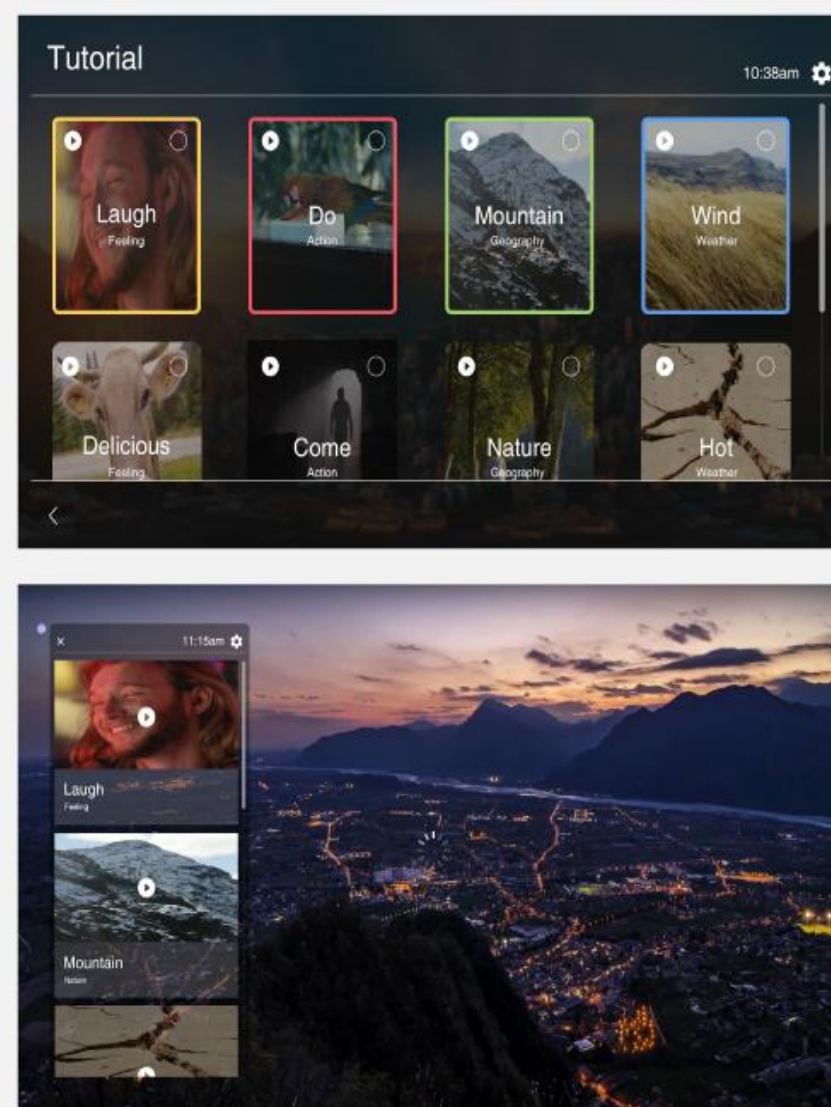


## VR English experience

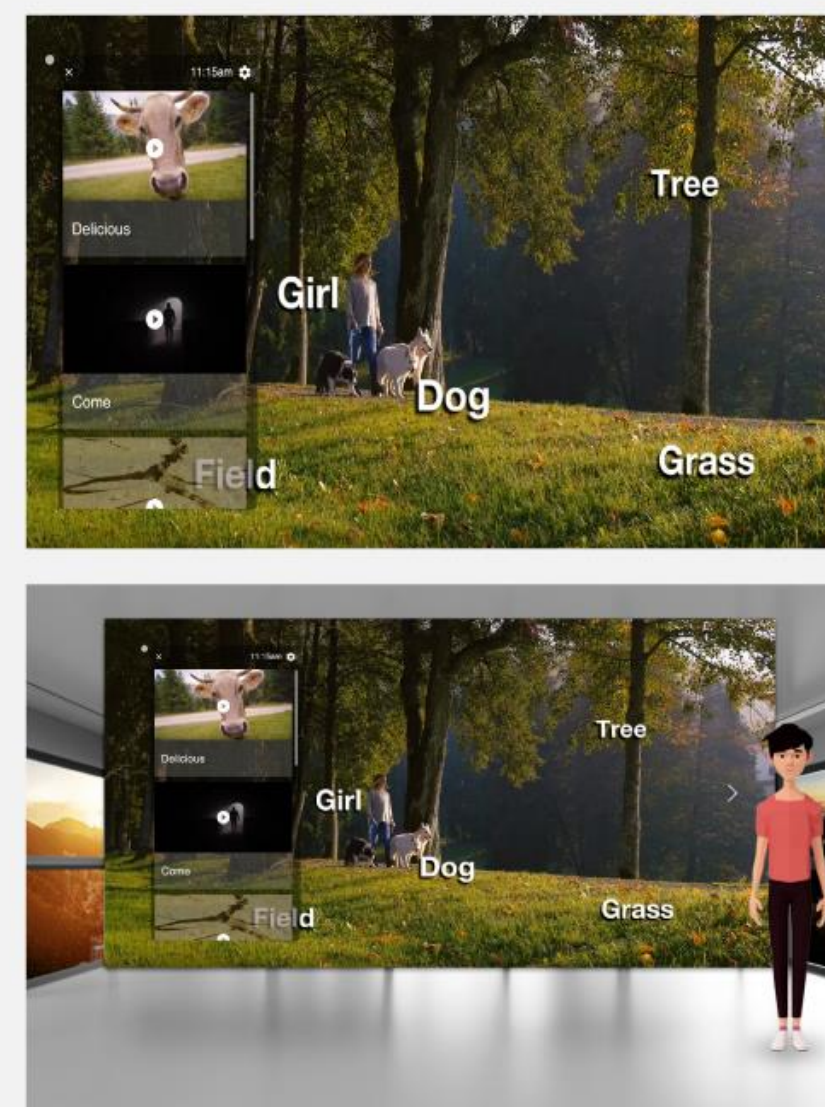
CDNUTs VR English is made with the best visual and sound.

The learning contents, vocabulary, and conversation, are recommended by AI system which developed through deep learning. These all made in virtual space and designed to provide efficient learning experience.

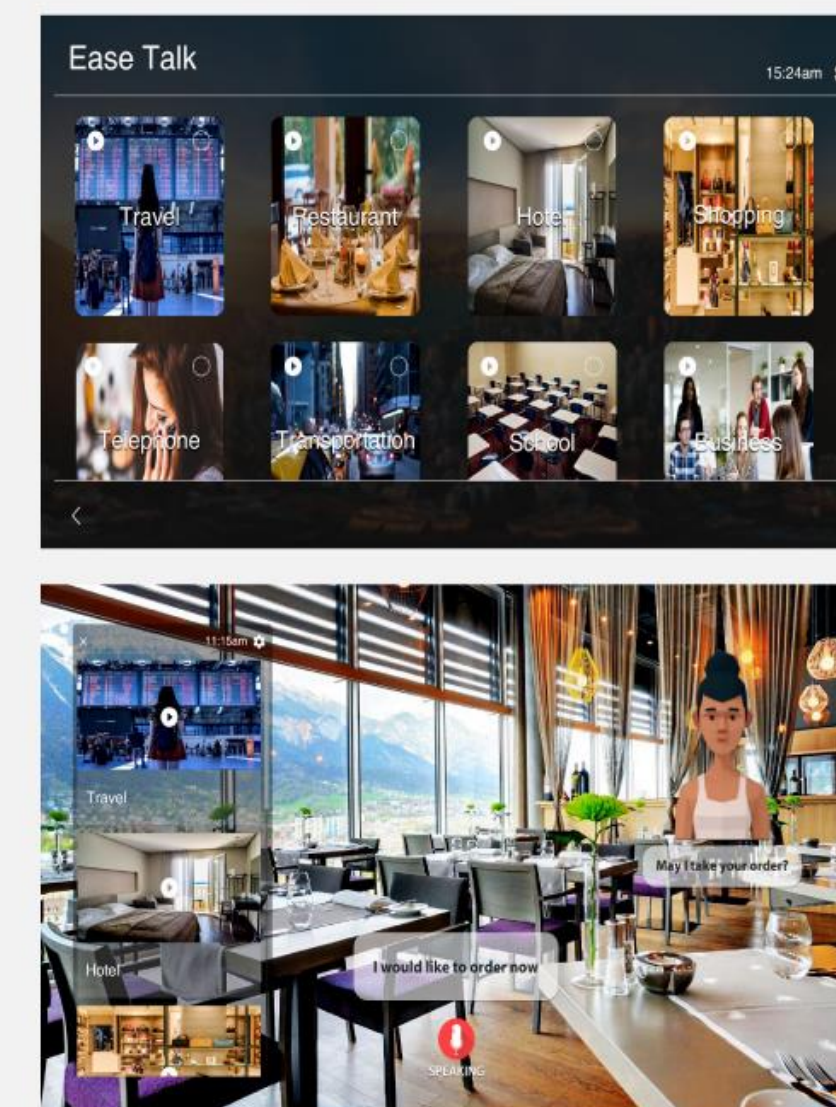
### Tutorial Content



### Hidden Words(Game)



### VR Ease Talk





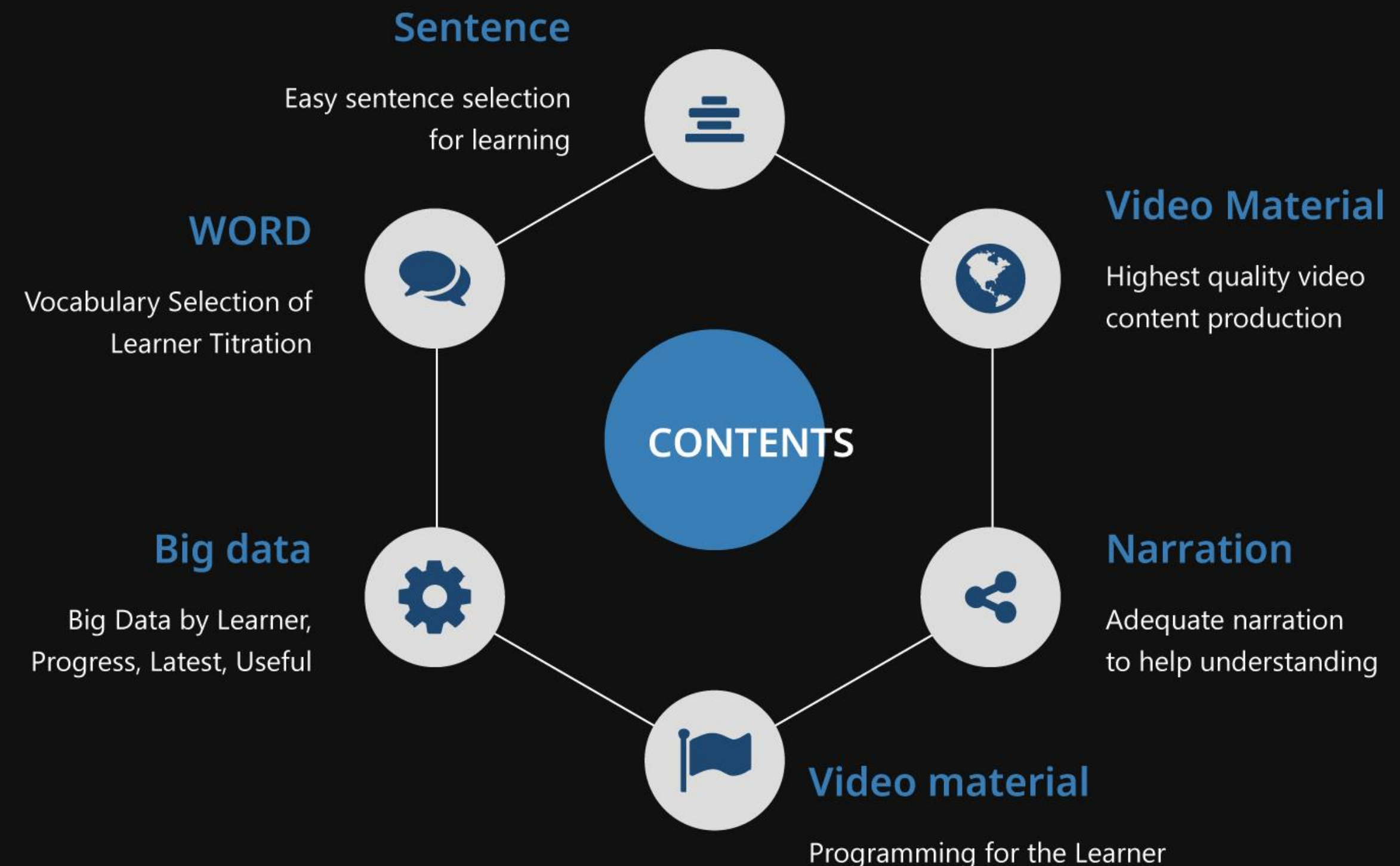
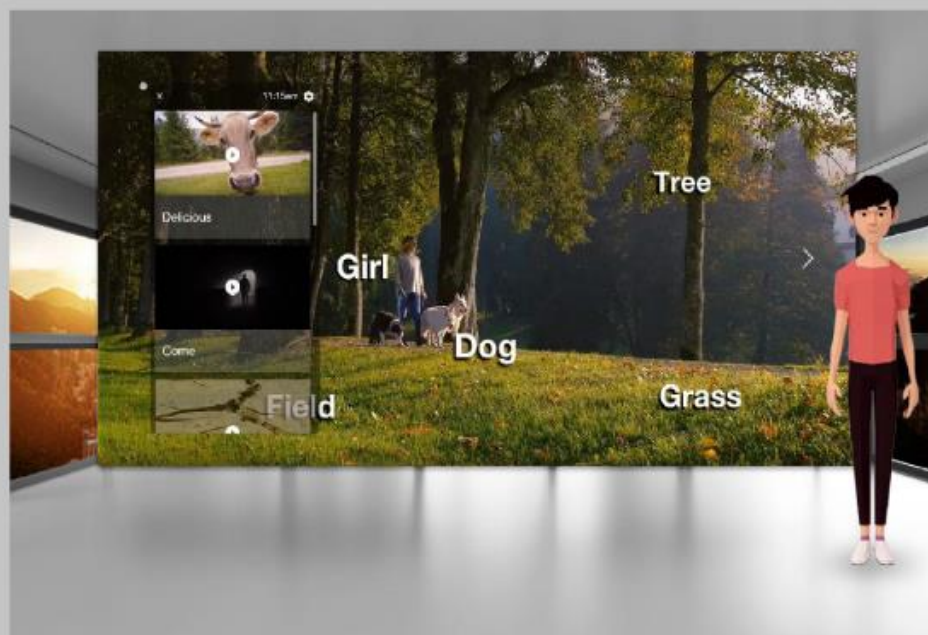
# VR Content Planning

Creating a content requires a lot of resources. We developed a system which contains information that are highly relative in learning English. By suggesting short texts to the users, which was recommended by the big data, they can easily memorize and refine their English skillset.

## Contents ( English )

Best visuals and sounds in VR space allow user the most efficient learning and self-directed learning experience

Virtual space enhances user to use all five senses so that user can fully enjoy and effectively learn

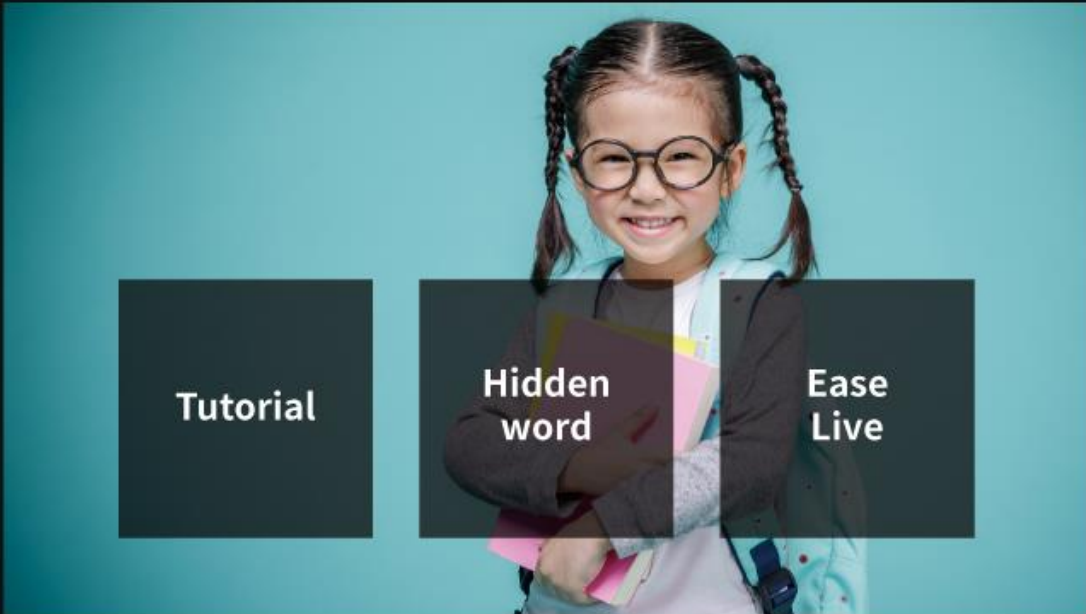




# Ease live(VR LiveEnglish)

People + Live + Communication

Before



Choose a location / Topic  
Invitation

During



1: 1 Meeting in Virtual Space

After



Class Feedback Report



### Ease live(VR LiveEnglish)

Anytime, anywhere can easily meet

The most effective learning is  
to experience with the body in the field.

☑ 1: 1, Team learning is available





### Ease live(VR LiveEnglish)

**Expert coaching** ensures high efficiency in the short term

- ☑ Coaches in each field will participate together
- ☑ Prepare for a variety of situations, including discussions, conversations, and presentations
- ☑ Real-time feedback maximizes efficiency





MY AVATAR

My Teacher

# Ease Live

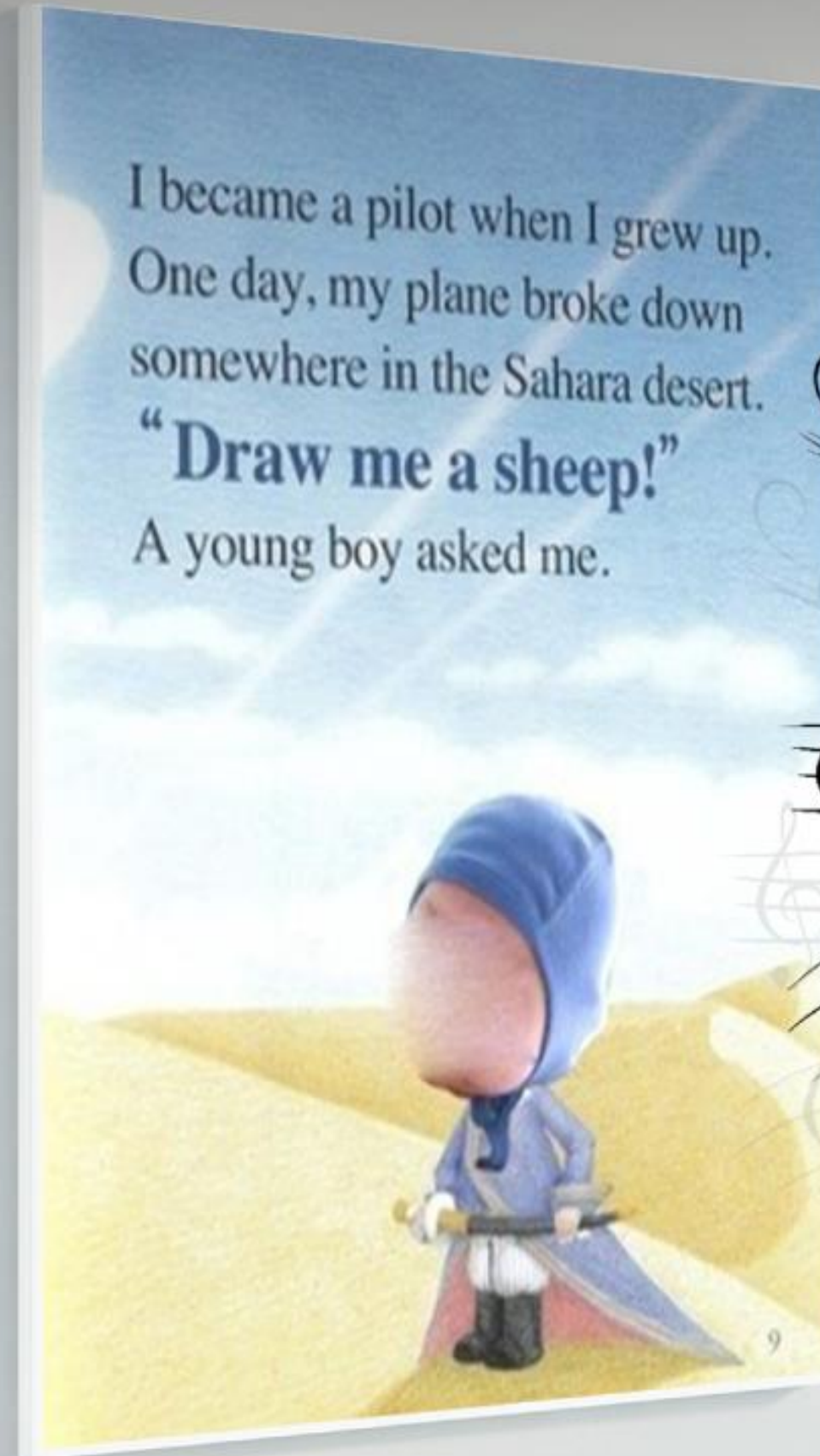
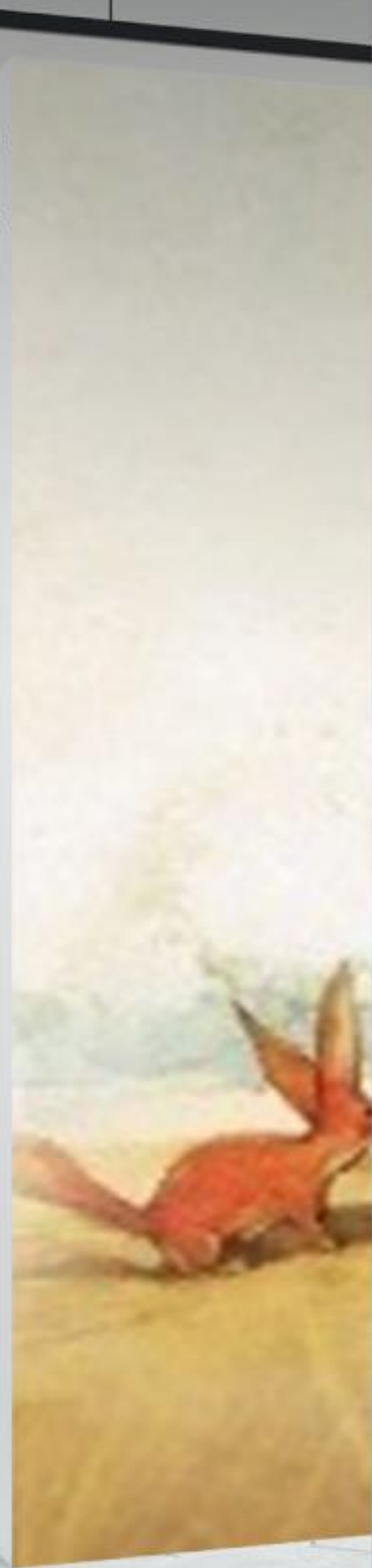




# VR Korean Language Education







VR Child Book





Ease Talk





**Thank You**

감사합니다.