

Online contents - Gaming Session

An important cooperation potential building on established links

- **Virtual manufacturing technologies (ETRI)**
 - ✓ A result of Korea-Germany cooperation: a need to find new projects
- **Games at the crossroad of culture, economy and technology (GAME)**
 - ✓ A key potential area for EU-Korea cooperation (both culture and content)
- **Fluid effects in digital content (ETRI)**
 - ✓ Great potential as a future technology; but currently no connections
- **Online game service in Europe (Gameforge 4D)**
 - ✓ Possibility to build on ongoing EU-Korea cooperation
- **Online serious game improving personal relations (T3 Entertainment)**
 - ✓ An important issue in the EU too! (limiting violence at school), but currently no connections
- **Serious games: routes to market and role of policy makers (SGI/Levering)**
 - ✓ Great cooperation opportunities at organisation and policy makers levels
 - To be noted (added at the request of SGI): 'The Serious Games Institute has recently signed MoUs with Korea Game Society (KGS), the academic research network, and Korea Games Industry Agency (KOGIA). We are developing a range of collaboration initiatives.'
- **Increased leadership through online game playing (Kangwon Univ.)**
 - ✓ Potential for EU-Korea cooperation (to be clarified)?