

2026.06

ASTROSTATION

Alimoli Investor Relations



| SOLUTION |

Reflecting both educational impact and character-business scalability,
Alimoli's STEAM educational character animation

ASTROSTATION



| OPPORTUNITY |

In step with the explosive growth of the space market, the U.S. is investing over KRW 21 trillion to foster STEAM.
Korea, too, recognizing its importance, is rapidly increasing investment (up 77% per year ▲).



NASA STEM Engagement Budget

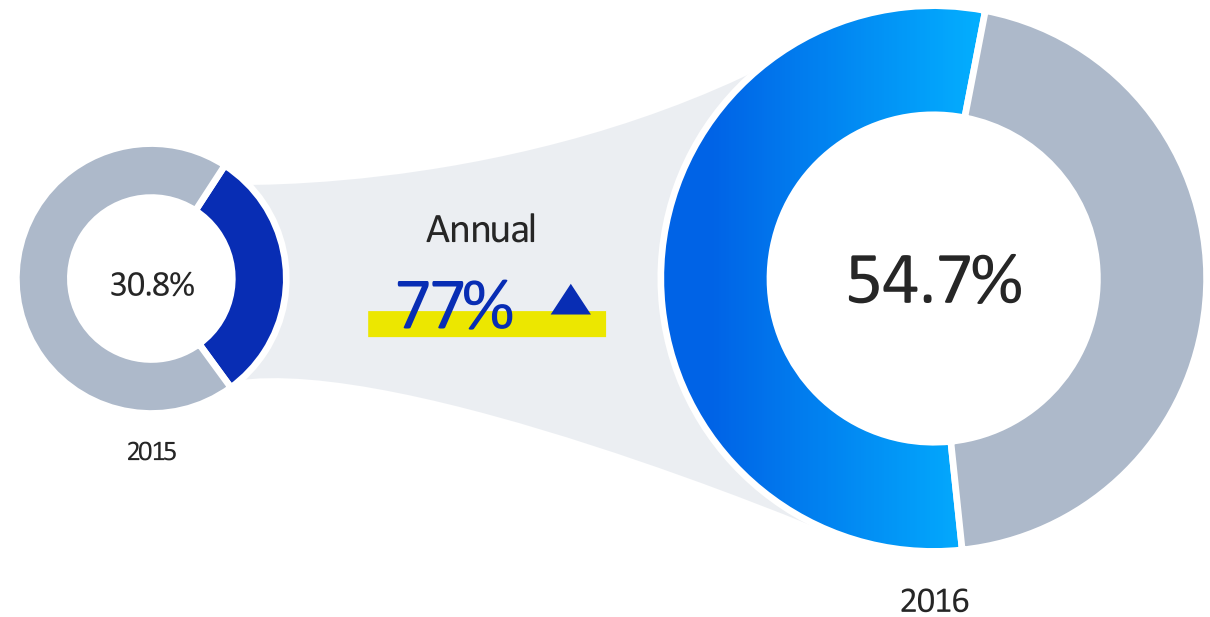
150 million \$

Source : NASA FY2023 President's Budget
Request Summary

Estimated 50–60% under the 2024 lead-school policy

STEAM adoption rate in Korean elementary schools

Source: Survey on STEAM Education in Korean Schools (Park et al., 2016)



BACKGROUND

There is no suitable space-education animation for early-school-age children.
Engaging content attuned to the changing media environment is needed.



Our Audience

- Caregivers raising early-school-age children (grades 1–2)
- Early-school-age children

Who?



The Problem

What?

Parents

A need for healthy content that delivers educational value while nurturing children's fun and imagination

Children

A lack of content and educational toys that meet the imagination and intellectual curiosity of space-curious young children at their level

The future ahead leads to space

A guide for everyone who dreams of space travel!



Production

HD Full 3D Animation + VR Game

Platform

TV (broadcast), OTT, new platforms (VR, etc.)

Format

26 episodes × 11 min
(Season 1)

Target Age

Ages 7–12

Storyline

An animated series set at the Astro Training Center, a school for space-pilot cadets

AstroStation, a special zone Earth built for interstellar exchange, is the only place on Earth where humans and interstellar peoples live together —

a dream city everyone longs to live in.

The only way for an ordinary person to enter this city is to become a space pilot.

The episodes of diverse heroes striving to become explorer-pilots of unknown planets bring children greater knowledge of and access to space — along with joy.

메인캐릭터

Main character and Pets

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지아&부메랑



키라&실버



알비&박시

Screenshots



AstroStation Production Team

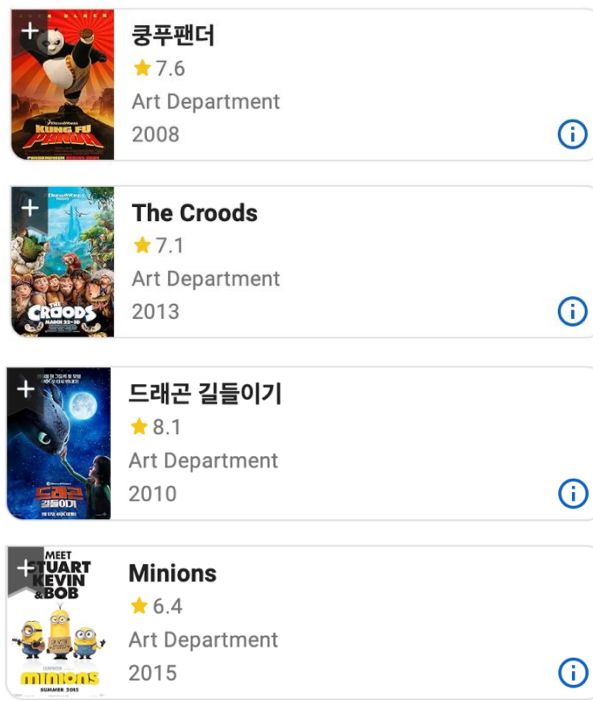
Co-Director

David Feiss



Storyboard Artist

Paul McEvoy



Sound Design

Roy Braveman / Jeff Hutchins



AstroStation Production Team

Lead Voice & Vocals

Alyssa Kim

Disney **FROZEN**
THE HIT BROADWAY MUSICAL

 Alyssa Kim
YOUNG ELSA

Alyssa Kim
Alyssa Kim is a bay area resident and thrilled to make her Broadway touring debut. Regional: *Matilda* (Lavender, CCMT), *The Sound of Music* (Gretl, FMT), *The Music Man* (Gracie Shin, BBB). Special thanks to God, Martha, CMTSJ, Telsey, and *Frozen* team. Love to parents and young brother, Alan.
[@official.alyssakim](https://www.instagram.com/official.alyssakim)



'Young Elsa' in the Frozen musical tour

Distribution



Distribution

EBS Media
North America
Europe
Asia



Channel A



KBS 2 (airing since May)

Domestic (Korea)

KABILLION

North America / Europe

ASIA

Game Business Direction

Operating the AstroStation space-education zone on Kidstopia since 2024.



Games

Mobile games,
VR experiences, etc.



Launched on LG U+ metaverse platform Kidstopia

300K monthly active users (MAU)

– Planned expansion of games and generative-AI
space experiences on Kidstopia



Game Business Direction

Story setup for games and education

폐 우주선

Abandoned Spaceship

04



Game Business Direction

Story setup for games and education

세일라의 점술가게

FortuneTeller's Shop

06



Game Business Direction

Story setup for games and education

화성 탐사구역

Mars Exploration Area

08



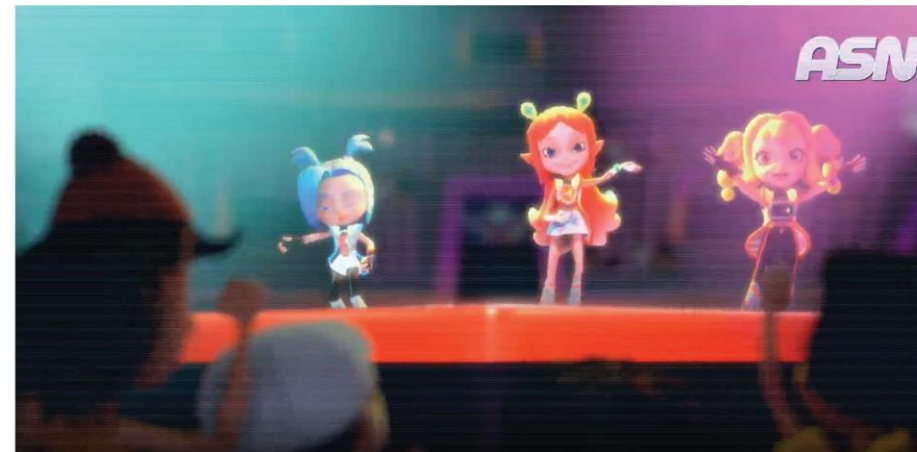
Game Business Direction

Story setup for games and education

아스트로 스타디움

AstroStadium

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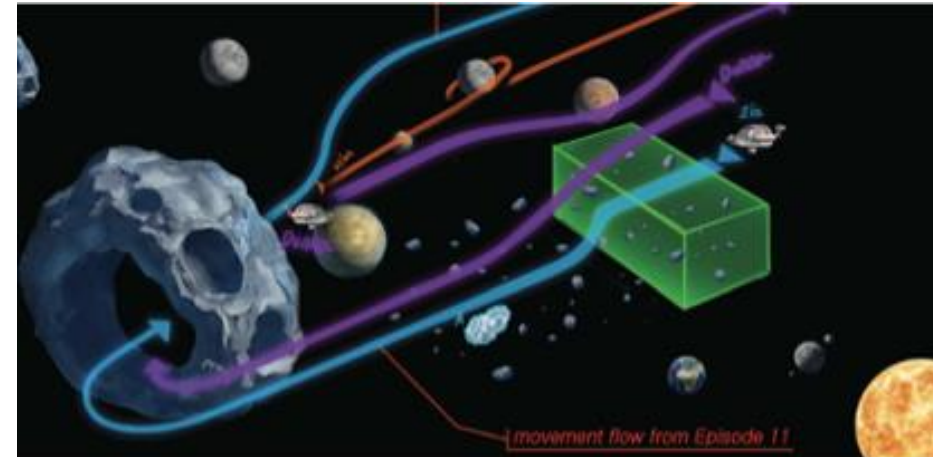
Game Business

Story setup for games and education

소행성 구역

Asteroids mission area

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Space Content Business Direction



Toys

Character Merchandise

Goods

Teaching Aids, etc.

- Core line: plush/figures, stationery, bags

- Apparel: clothing, accessories

- Educational aids: STEM kits, learning tools

- Digital products

- Collaboration products



Licensing agreement with IconWorks



STRATEGY – Production
Strategy

Starting with the animation premiere in Q2 2026,
expanding into character toys and educational products.

2026. 2Q

Animation series airing (13 eps)

2026. 4Q

Toys sales launch

2026. 4Q

Animation series
airing (13 eps)Educational
product launch

2026. 1Q

Season 2
planning/
production

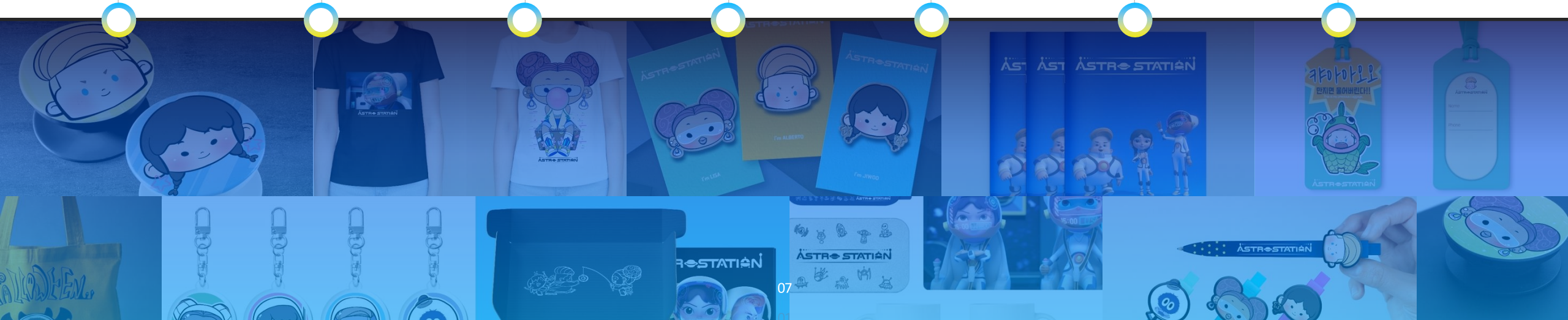
2027. 2Q

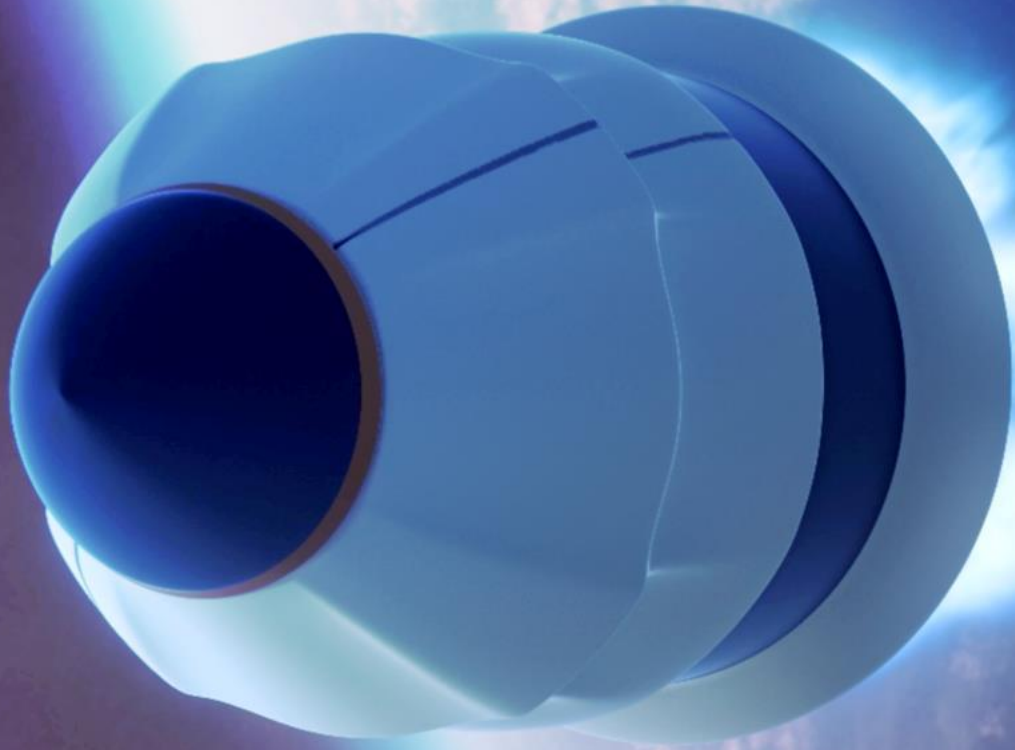
Animation
Season 2 airing
(13 eps)

2027. 1Q

Toys
Sales launch

2027. 1Q

Educational products
Sales launch



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