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An exploration on Korean pop (K-POP):

Some empirical evidence

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Preface

於論文的撰寫至完成的這段期間,著實受到許多貴人的相助與包容,於此真摯地感謝指導教授<u>吳祉芸</u>老師一路上的鼎力相助與耐心指導,若無老師的悉心指教與包容,相信自己無法於短時間內完成本論文。

本論文之所以能夠完成,需感謝家人於此期間的支持與鼓勵。除此之外,在此亦要特別感謝好友亭安;師門好友紹儒學長與瑄芸;大學同學<u>彥彤、孟昕、曉凡</u>;研究所同學<u>宜靜、奕佳、勤燕、Cecilia、Jessica</u>;過去的同僚與好友<u>宛昀、靜宜</u>;學妹<u>淳惠、嘉</u>臨,感謝一路上所有人給予的建議、支持、鼓勵與協助。

研究所生活即將告一段落,於此期間曾受過的幫助與照護不勝枚舉,在此誠摯地感謝每一位老師、助教、前輩、同學以及朋友,每一次的支持與鼓勵都使我能恢復士氣、 勇往直前。

碩士畢業在即,雖然感傷,但天下無不散的筵席,期望未來再次相見時,彼此都能 是更好的自己,在此期望自己莫忘初衷、秉持始終如一的信念。雖然自己提前大家一年 畢業,但還是在此預祝大家鵬程萬里、畢業快樂!

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Abstract:

This research is mainly related to K-POP topics, providing a brief review of past research.

In addition, the study goes through the history of Korean Wave, the development of K-POP, the

current market condition of K-POP, and elaborates the stakeholders of K-POP industry.

In terms of the research methods, this study employed content analysis methodology as

the main way to analysis the data. This study collect the information of 405 K-POP groups from

1992 to 2018, and then use the analysis software SPSS to analysis.

Compared to other related researches, this study focused more on the empirical evidence

part, it gathered the empirical example and information then categorize and analysis. Due to the

past research is declining and the field of K-POP and Korean Wave is relatively lack of

empirical evidence, the objective of this research is to open a new start and new sight of K-POP

research, being a basic foundation of future research.

Keywords: K-POP, Korea idol groups, Korean Wave

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CHAPTER I. Introduction

1.1 General Background Information

Korean merchandises, Korean culture and Korean custom are quite popular in young generation. "Korean Wave" shows high potential and impact via different ways. Under Korean Wave, K-POP groups also have shown their performance and celebrity. The researcher is going to collect the record of K-POP groups as research material. General background information related to this study is shown as followed.

1.1.1 Introduction of Korean Wave (Hallyu)

Lin, Ke, Zheng, Chen and Zhang (2008) noted that Korea government is committed to developing cultural industry in recent years, its purpose is to be top five cultural country. According to report of Korea Creative Content Agency (KCCA), output value of South Korea cultural industry in 2018 had exceeded \$116 trillion Korean Won (about \$105.2 billion USD), compared to the data of 2017, which was \$110.4 trillion Korean Won (about \$100 billion USD), it growth 5.2%.

Based on the Economic Daily News and CTS Taiwan News, In 2017, The value of cultural industry surpassed the revenue of the two biggest enterprises of semiconductor industry in South Korea, which are Samsung and SK Hynix. The expected revenue of Samsung and SK Hynix in 2017 is \$100.8 trillion Korean Won (about \$91.4 billion USD). Korea promotes

Korean drama and music actively to worldwide. In 2018, total export volume of Korea cultural industry reached \$75 billion USD, annual growth was 8.8%, Korean wave shows their strong power.

However, in the end of 1990s, Korea went through a hard time of Financial Crisis. In 1997, which is the period of Asian Financial Crisis, Korean government asked International Monetary Fund (IMF) for help due to its foreign currency crisis. Moreover, the generation of digital internet was coming, it resulted traditional CD industry declined. In such a hard time, instead of getting fail, Korea fought by their cultural industry. As a consequence, Korean Wave had developed gradually, and the Korean drama and the Korea pop music spread out to China and Taiwan. (Noh, 2015)

Korea has become top ten country of exporting cultural products in the world, its cultural industry scale had exceed \$50 billion USD. Behind such strong trend, K-POP Wave, there are 1,500 companies related and they constitute to a huge chain of cultural industry, this industry chain enhance Korea's soft power and promote its economy development, moreover, all of them let Korea's economy development situation hit the peak again.

1.1.2 The development of Korean Wave (Hallyu)

About the beginning of the term "韓流", which is pronounced as "Hallyu" in Chinese and it means "Korean Wave", there are two kinds of statement. First, the term started from Taiwan, but the meaning was not the same as current meaning until China used it to describe Korean public culture, then became to a term till now. The other statement is that the term origin from Japanese instead of China mass media. Below content would described in detailed.

The term "韓流", which is Korean Wave in Chinese, can be date back to December 17, 1997 in Taiwan(Liao, 2013). The term used by the newspaper China Times to represent Korean enterprises and merchandises, however, the definition of the words did not have the same meaning as current meaning. In 1997, Korean drama "What is Love (사랑이 뭐길래)" and Korean singer groups, like H.O.T and Clon (클론) were getting popular in China (Wang, 2014). Then, in 1999, Beijing Youth Daily used this term to describe and reflect the popular Korean public culture at that time. As a result, the term and its meaning keep using until now (Kuo, 2011).

However, there is another statement about the beginning of the term. Base on Noh (2015) and Jang (2011), the term should be oriented from Japanese. From 1980 era, HongKong movies and Guangdong songs were very popular in Asia, at that time, Japanese use "港流", which represented Hong-Kong Wave and pronounced as "Konglyu". Similarly, in 1990 era, Japan popular culture spring up, "日流" was used in the same way. As a consequence, JANG (2011) considered that the words "OO 流(lyu)" are all comes from Japanese.

As merchandises of Korean popular culture swept the Chinese-speaking countries, Japanese media had used the term "韓流", which represent Korean Wave. Afterwards, Korean Ministry of Culture and Tourism, which is Korean Ministry of Culture, Sports and Tourism now, using the term in official and formal propaganda in 1999.

1.1.3 Development stage of Korean Wave

Liao (2013) indicates that Ko Jeong-Min, who is the professor of Arts and Cultural Management Department of Hongik University in Korea, defined Korean Wave into three development stages, please refer table 1.

The first stage is initial period from 1997 to 2000, Korean cultural industry started to emerge in oversea market. In this stage, Korean wave emerged slowly in China, Taiwan, and Vietnam, it's an incubation period before Korean Wave explosion.

The secondly stage is sublimation period from the beginning of 2000 era to the middle of 2000 era. Although there were no representative work until 2003, Korean Wave achieved it peak period after 2003, when Korean drama "Dae Janggeum (대장금)" and "Winter Sonata (겨울연가)" were published. This stage is quite important since this peak period made Korean Wave spread out over worldwide, let Korean Wave entered into international arena.

The third stage is new Korean Wave period from the middle of 2000 era till now. In previous time, when someone mentions about Korean Wave, the first thing come out would be Korean drama, nevertheless, in current time, the position has replaced by Korean pop music, which is K-POP. In this stage, Korean idol singers enter into international market, through holding concerts, fan meeting parties and related way. As a result, Korean Wave steps into its heyday.

Using Taiwan as an example, in the third stage, which is new Korean Wave stage, compared to Korean drama, people tend to discuss the information about Korean idol singers, stores in Taiwan also started to play Korean pop music as their background music. Similarly, the impact factor of learning Korean had changed, in the past, the main reason and the impact factor that effected Korean learner in Taiwan would like to learn Korean is Korean drama, however, the reason had changed into Korean pop music, main motivation of most of Korean learner in Taiwan is Korean pop music now.

Table 1: Development stages of Korean Wave

Development stages of Korean Wave			
Stage	First stage	Second stage	Third stage
Period	Initial period, Incubation period	Sublimation period, Peak period	New Korean Wave period
Keyword	Korean Wave formation	Korean Wave deepening	Korean Wave diversification
Time	1997 to the beginning of 2000 era	The middle of 2000 era	The late 2000 era till now
Main field	Drama, music	Drama, music, movie, game	Drama, music, movie, game, comic, cartoon, Korean food, Korean
Main region	China, Taiwan, Vietnam	China, Japan, Taiwan, Southeast Asia	China, Japan, Taiwan, Southeast Asia, Central Asia, Africa, United States
Representative item	What is Love, H.O.T	Dae Janggeum, Winter Sonata	K-POP, idol group

Source: Liao (2013)

1.1.4 Current Definition of Korean Wave

According to Kuo (2011), the definition of Korean Wave currently refers to anything related Korean public culture or characterized with Korean fashion or flavor. It includes tangible commodities like cellphones, electronic products, besides, products of cultural creative industries, for instance, Korean songs, dramas, films and so on. Simply, all things that reflect Korea's fashion, technology, customs and culture are all Korean Wave.

1.1.5 Introduction of K-POP

Recently, K-POP is a new buzzword for global music industry, Korean pop singer like TVXQ!, Wonder Girls, Girls' Generation, PSY and so on have hit unprecedented followers in Asia, North America and Europe region (Yeh, 2016).

Based on Noh (2015), in the end of 1990 era, Korea Wave started to emerge, Korean pop music started to builds up the brand "K-POP" gradually. Korean pop music had become one of Korean Wave's core commodities subsequently, moreover, it let Korea changed their position from net import country to net export country. Therefore, we can image that how important K-POP is.

K-POP occupies the excellent position between the western and the East Asian music industries in the global music industry, compare to Japanese pop music, K-POP refers to music industry that contain social capital and global talented elites. Rather than imitates or slightly modifies Japanese pop culture, K-POP finds its own, new and excellent way (Yeh, 2016).

1.1.6 The development and its stages of K-POP

Before the words "K-POP" was create, there are many similarities had shown by Korean singer group "sobangcha (全界本)". They released their first album in 1987, hereafter they issued this album in Japan and sold very well. Although they got good grades in Japan and had reputation overseas, they still didn't hit the global market. However, due to their performance way on the stage and they debut by group, they can be referred as the beginning model of K-POP (Liao, 2013).

According to Chen and Zhu (2013), the development stages of K-POP can be defined as three periods, the first periods is expanding domestic market; the second one is spreading overseas market, and the third one is globalization and localization.

For the first period in the late of 1990 era, which is expanding domestic market period, Liao (2013) points out that the important turning point is the debut of the Korean group "Seo Taiji and Boys (서태지와 아이들)". In 1992, this group debuted and had attempt to innovate new style, they rearranged the modern dance and rapping music style of Western pop music, they let rapping and electronic styles got popular. Apart from that, this kind of music style had replaced traditional Korean songs and ballad songs, and became main trend of music style (Chen and Zhu, 2013). In late of 1990 era, the first Korean idol group, H.O.T, had debuted. Other idol group like S.E.S and Shinhwa, all of them led K-POP into a new world.

Korea was suffering Asian financial crisis in 1997, Asian financial crisis made Korean Economic be hit heavily. To relight Korean culture industry, government enacted law about

culture industry promotion, established Korea Creative Content Agency, and invested huge political and economic resources to promote "Korean Wave", and it includes drama, comic, cellphones and so on, among them, Korean pop music too. Through the supports of government and entertainment companies, they operate K-POP by delicate strategies, they tried to steady and deep plowing their local market. In addition, they find the possibilities to expand overseas market, especially Asia region, by multinational media's exposure.

Secondly, the spreading overseas market period is for the beginning of 2000 era, in this period, Korean entertainment companies had realized that it is hard to expand Korean culture by merely overseas dissemination. Hence, they started to execute the strategies of cooperating with overseas companies. BoA is the best representative example, her entertainment company cooperated with Japanese record company, they manufacture and package music works together. There is no doubt that BOA is the new generation idol that mixed by Japan and Korea. The experience that BoA debuted and got good grades in Japan had inspired other Korean idols like SS501 and TVXQ! to follow and do in the same way. As a consequence, K-POP broke through the model of first period, and strategic cooperation with the influential companies in local country.

Apart from that, in the second period, the singers who sing the title songs of Korean dramas had attracted attention from global, and single singers like Rain, BoA and Lee Hyori had become the representative of K-POP trend. Music channels and Music televisions in various countries had begun to introduce and play K-POP music. In this period, K-POP had its great leap forward in historic progress, meanwhile, the words "K-POP" began to be used in worldwide.

The third period, globalization and localization period, is from the late of 2000 era till now. Compared to the second period, K-POP emphasize more on globalization and localization, they focus on global market and would add local elements in order to assimilate into local market. In this period, the competition among all idol groups had become fierce. Besides, as Internet and media spread among the people, the promotion of K-POP became aggressive and quickly.

The reason that Korean idol groups could be successful was Korean dramas and Korean movies, however, in this period, it had turned to be their music field. Not only in Asia, K-POP had influenced Europe, America and South America. In 2012, the song "Gangnam style (강남 스타일)" hit the world and had a heated discussion on it. Besides, the YouTube Video of this song already had received 3.3 trillion clicks in 2019. In 2009, the idol group "Wonderful girls" became the first Korean singer that being top 100 on the list of Billboard; PSY was also being Top 2 on that. All above shows the fact that K-POP has become globalization and localization.

Among this three periods, K-POP industry demonstrates the systematic and strategic plan by the coordinate of government and entertainment companies, shows the strong power to world.

1.1.7 The current definition of K-POP

According to Liao (2013), K-POP means Korean popular music, it includes Korean pop music, Korean ballad music and Korean pop songs. In British and US region, people call pop music as "POP", besides, for the pop music of other countries which except British and US region, people would add the first alphabet of that country's name before "POP", for instance,

C-POP for Chinese pop music, J-POP for Japanese pop music, and T-POP for Thai pop music. The same reason, the first alphabet "K" of K-POP represents Korean. However, after Korean pop music had become popular and received high popularity, "K-POP" had become a well-known noun.

In the end of 1990 era, through idol groups like H.O.T and Clon, K-POP was in all the rage, moreover, K-POP were a sensation wherein teenagers of Asia countries. Nowadays, K-POP steps out the Asia region, it obtains quite high popularity throughout the world.

1.2 Research Motivation and Purpose

The K-POP industry has shown their influence and successful booms. The past researches which are related to K-POP industry has increased quickly. However, the amount of related research has shown a downward trend, in other words, the past researches related to these topic is declining and the content of the related research have high homogeneity.

Besides, most of the K-POP researches focuses on culture and society filed, there are few research using data to verify and discuss the practical cases. The related research are relatively lack of empirical evidence. As a result, researcher would like to focus on the empirical evidence and example part.

The main objective of this study is to serve as an empirical base for future research, being a basic beginning toward future research to understand K-POP in empirical sight. Through the actual data of this research to find the potential relationship between the variables and to verify the actual situation. Also, to have a basic but real understanding of K-POP groups' circumstance.

CHAPTER II. Literature Review

The objective of this chapter is to review the literatures which are related to this study. This chapter is divided into four sections, introduction of Korean Wave, Introduction of K-POP, Current market of K-POP, and stakeholders of K-POP market separately.

2.1 Current market of K-POP

According to Yeh (2016) and the Wikipedia, in August 2011, after build up a billboard list for Japanese music, Billboard, which is an American entertainment media that track the most popular songs and albums in different genres, established a billboard list for Korean music due to they look forward toward the development potential power of K-POP. In addition, they plans to cooperate with Korea Entertainment Producers' Association (KEPA) to promote K-POP and go a step further. It could be speculated that the potential power of K-POP market is huge.

Based on the Mirror Media News and China Times News, according to the statistic data of Korean Foundation for International Cultural Exchange (KOFICE), the output value of K-POP industry achieved around \$300 million USD when Korean Wave started to emerge in Asia in 2000. In 2017, the output value of K-POP reached \$5.785 billion USD, it was 19 times of the output value in 2000, the key points that the value growth so rapidly are its well-developed industry chain and export.

According to Economic Daily News, in 2019, Korea Creative Content Agency (KOCCA) indicates that BTS (방탄소년단) has won three champions for single album with over million-volume sales, as well, the YouTube channel of BTS had received over 2.5 billion clicks in the first half of 2018, and 94% of their YouTube annual clicks in 2018 came from overseas. Moreover, the number of people who visited to their world tour concerts had reached around 800,000 to 900,000. All achievements above shows huge influence power of K-POP overseas.

The trend that BTS and K-POP lead has not only become a new power of Korean cultural industry exports, but promote other merchandises of Korea to international market. Based on the report of Homeopathy Research Institute (HRI), BTS brings Korea economic benefits which is around \$4.1 trillion Korean Won (about \$3.7 billion USD) every year. Otherwise, it predicts that BTS may bring Korea economic benefits for \$54.1 trillion Korean Won (about \$49.1 billion USD) if they can maintain its upsurge by 2023.

The current market of K-POP has huge power and enormous potential value in the future. It is hard to neglect this beast type industry, therefore, we should understand this industry more, deeply and widely.

2.2 Common points and advantages of K-POP

There are 4 K-POP common points and advantages, targeted market, group role assignment and division of labor, music works and exposure respectively. These four points can be refer as the reason why K-POP being so successful and attractive. Below would have more detailed description.

First, for the targeted market, K-POP industry usually set global market as their target milestone, the market strategy would be global oriented, and they work hard to eliminate the gap between multinational cultures (Chen and Zhu, 2013). Besides, when training newcomers of trainees, entertainment companies would set the objective of entering international market at the beginning time (Liao, 2013).

Base on above, to let global people to sing and remember easily, K-POP songs prefer to use the title name in English recently, moreover, the lyrics of title tracks would add some words in English, especially the refrain part (Liao, 2013). Within the high-repetitive rhythms, lyrics in English or very simple Korean words would let people remember the song easily (Zhong, 2013). The best example is "Gangnam style" of PSY, "Sorry Sorry" of Super Junior, "Nobody" of Wonderful girls and "Gee" of Girls' Generation.

Apart from that, to enter the foreign market that do not speak English, they would translate their songs into their languages or create songs in foreign languages. For instance, Super Junior created Chinese song in order to enter the market who speak Chinese, and BIGBANG released Japanese version albums which were translated and reorganized from their Korean songs.

To enter and localize the other countries' markets, some K-POP groups would assign foreign members (Liao, 2013). For example, EXO had two China members at the beginning, BLACKPINK has member who comes from Thailand. The entertainment companies recruit and bring foreign people in and become their trainees, in addition, they cultivate all artists' language abilities. Otherwise, Shih (2013) indicated that they would tend to arrange overseas events actively like concerts, fan meetings, drama filming and product endorsement.

All the ways above shows the ambition and the strategy of K-POP, they have clear target and realize it aggressively.

Secondly, for group role assignment and division of labor part. K-POP groups usually have role assignment and good division of labor, based on their abilities and appearance, each member would have their own role and character, for instance, leader, lead singer, rapper, facade, lead dancer. Through this kind of teamwork, it's helpful to expand the exposure in different field (Chen and Zhu, 2013). Beside, some member would be responsible for foreign language like English, Japanese and Chinese (Zhao, Lai and Lu, 2013), it can shorten the distance between foreign fans and the group. Chen and Zhu (2013) stated that through different role assignment, it can attract various kinds of fans.

Third, for the music works part. Liao (2013) indicated that the music styles of K-POP are usually quickly rhythm and have high-repeatability, it is easier to let people remember. Moreover, K-POP makes the music visualized. Shih (2013) stated that many music videos of K-POP perform in dancing and strong colors in order to let the videos be seen. Furthermore, some music videos would not only have one version, but have dancing practice version and story version. Through dancing in group, uniform and characteristic way, the visualized music can easily to grab the gaze.

K-POP changes the way of enjoying music from listening to watching, K-POP music marketing itself by artistic concept, it motivates listener to let their senses of sight to drive their auditory sense (Yeh, 2016).

The final, the exposure part. K-POP industry emphasize the exposure of their singers, artists and groups. Shih (2013) stated that in order to increase the exposure rate of their artists, entertainment companies would arrange many schedules, like shooting variety shows, dramas and radio programs. Apart from that, entertainment companies also build up official websites, YouTube Channels, and Facebook fan pages to update their artists latest information.

There are many explosion ways for Korean singers, except regular music programs, there are programs which about singers' competitions and variety shows would also invite singers to join. In addition to that, Korean radio shows can not only listen to the singers' interview, but also allow fans to watch live broadcasts or videos which videotaped by the radio show and upload to the Internet simultaneously (Liao, 2013). All exposure ways let singers and artists try their hard to express themselves and increase their reputation.

2.3 Marketing and Brand management of K-POP

The biggest reason that K-POP industry can be so attractive and successful is their perfect marketing strategy, especially brand management part. They establish K-POP artists and groups as brands, through building brand identity, set up supporting color, slogan and specific fan name and so on. In view of that, it increase their brand value and enhance cohesion and centripetal force of fan, let fan more loyal to the "brand".

Zhao et al. (2013) stated that most of the K-POP groups have their own abbreviation, specific fan name, representative and supporting color, supporting item and slogan. For example, Girls' Generation is called SNSD for short, representative color is rose pink, their specific fan name is SONE, and supporting item is balloon in rose pink.

Entertainment companies create brand identity to K-POP artists or groups, they treat fan as their target consumers, and take their artists or group as a brand. They design unique logo and exclusive supporting color. Most of the groups' identity mark in words, like BIGBANG, EXO, and BTS. Some groups would mark in symbol, for example, INFINITE for "∞".

On the other hand, for supporting color, it can be date back to 1990 era, as H.O.T had set up white as their official supporting color first. The supporting colors are seen as the representative colors of K-POP groups, different groups should avoid to choose same colors. However, due to there are so many K-POP groups now, the new debut group recently would choose two to three kinds of colors as their supporting colors. Entertainment companies would sell concert light stick which is in supporting color, as a consequence, fan would buy and bring it to cheer up for their idols during concerts, creating a miracle view, that is the sea in supporting color.

In term of specific fan name, each K-POP artist or group would have specific fan name, it is announced officially and it usually has special meaning. For instance, the specific fan name of BTS is "A.R.M.Y", which means "Adorable Representative M.C for Youth." The main objective of creating specific fan name is to deepen fan's identity and the sense of belonging.

The success of K-POP origins not only from the strengths of dancing and singing, but relying the marketing strategies of entertainment companies. From market positioning, identity creating to the customer relationship management, they operate their artists and groups in the skills of brand management.

2.4 Stakeholders of K-POP market

(Freeman, 1984) defined a broad view of a stakeholder as "any group or individual who can affect or who is affected by the achievement of the organization's objectives". This definition captures the empirical reality which firms can affect, or affected by, virtually anyone (Mitchell et al., 1997).

Within, the primary stakeholders are the groups which the firm depends on for its continued success and survival. They include customers, employees, suppliers, shareholders, the governments and communities (Clarkson, 1995).

Liao (2013) stated that Korea spends all of their effort to cultivate artists, and they take advantages of multiple propaganda ways to promote the artists to worldwide, accompanying the economic growth of Korea, Korean cultural industry takes it up a notch.

Within Korean cultural industry, the achievement and continued success of K-POP can distribute to government, entertainment companies and television station. Below would have more detail description about each of them.

2.4.1 The role of government

Shih (2013) noted that Korean government quite preserves their own industries, it formulates lots of protection policies to consolidate their industries. Additionally, it promotes all kinds of industries actively to entire world. Among them, Korean cultural industry is included.

From 1990 eras, Korean government had started to pay attention to the development of cultural industry (Shih, 2013). In 1994, Korean government had formulated various policies and plans. In 1998, president Kim Dae-Jun(김대중) established the strategy of nation development for "funding nation by culture". Afterwards, Korea has put the development of cultural industry as their main target of nation development, it would like to make cultural industry into a high added value industry (Noh, 2015).

In developing cultural industry, Korean government occupies an important and leading position. Korean government builds up complete and perfect systems including plan drafting, budgeting, talent education, business cooperation, research and development and marketing support. Moreover, it adopts protection mechanism to develop global strategy (Wang, 2014).

Apart from that, Korean government has founded Korea Creative Content Agency (KOCCA), which takes responsibility to coordinates and oversees the promotion of the Korean content industry. Li, Lian, Zhang, Zeng and Chen (2016) stated that KOCCA cultivates professional talents, develops high added value cultural merchandises, supports to expand Korean cultural industry to overseas, formulates policies which are about copyright protection, and strengthen the system of copyright protection.

In order to support and assist the development of internal talented people, Korean government provides creative resource support, hardware device and related resources actively. Based on the support, it assist and help creative talents to achieve their innovative ideas and business benefit.

With the support of government, no wonder Korean cultural industry can create Korean Wave and spread it into worldwide.

Nation branding

Nation branding is an important intangible asset of a country. It can present the culture, value and attitude of the country, moreover, it can also create more competitiveness and superiority. Korean Wave, which had created by Korean cultural industry, has positive influence on increasing the nation branding of Korea indeed (Wang, 2014).

Korea Chamber of Commerce & Industry indicated that 52% companies agree that Korean Wave boosts their sales, among them, cultural industry is 87%, tourism industry is 86% and circulation industry is 75%. The industries related to service are the most significant. As well as, there are 83% enterprises which is investigated agree that Korean Wave enhances the image of Korea and Korean products. It demonstrated that Korean Wave not only upgrade Korean nation branding, but people's increase favorable impression toward Korean products. Additionally, it has positive influence on developing overseas market and the sales of Korean enterprises (Wang, 2014).

According to the annual report on the world's most valuable and strongest brands of Brand Finance, it indicated that the brand value of Korean is \$775 billion USD, and it ranked at 16. Compared to 2012, its value growth 7% (Wang, 2014).

Among all communicate forms, music is one of the ways that can communicate and perform without writing and speaking, and it is a form that do not need any conversion process, it can step over the limitation of language difference and trait. As a consequence, compared to all cultural mode, music form is a more efficient way to globalization (Yeh, 2016).

The "Gangnam Style" is a great example. The music of "Gangnam Style" spread out to worldwide, at the same time, it spread the brand of "Korea" to worldwide too. It enhance Korea to promote its image and marketing itself (Yeh, 2016).

According to the annual report on the world's most valuable and strongest brands of Brand Finance in 2019, it noted that the brand value of Korean had achieved \$2,001 billion USD, and it ranked at 10 in 2018. Based on the report, we can find that Korea has still fight for their nation branding.

The good results now are all from the support of whole country. Yeh (2016) indicated that the Korean Wave has attracted international attention, and it promote the nation branding of Korea actually.

2.4.2 The role of entertainment companies

K-POP of Korean Wave has ravaged the world, the key factors are the systematic manufacture process, professional training program and the promote strategy of big entertainment companies (Li et al., 2016).

Yeh (2016) noted that the main business of Entertainment companies are entertainment management and training newcomers. Each entertainment company has their own characteristics, the famous entertainment companies in music field now are SM Entertainment, YG Entertainment, JYP entertainment and so on.

Korean entertainment companies have organization ability and economic ability. They can launch merchandises of popular music and target overseas market. Moreover, they bring Korean singers step out of Korea to international stages (Noh, 2015).

Manufacturing a group, an entertainment company need to invest from \$4.5 million to \$9 million USD to it, among them, the training fee is about \$3 million USD. Moreover, the entertainment company spends about three to five year on it (Yeh, 2016). All of the entertainment company leave no stone unturned to cultivate their group, and that is the reason why K-POP of Korean Wave can go worldwide.

Training program

Different from other countries, Korean entertainment industry have quite complete and systematic procedure for creating an artist, especially the training program (Zhao et al., 2013). The main objective for this calculating procedure is to ensure that the singer who is going to debut in the future can be successful. Entertainment companies assist the newcomers but manage them very strictly, they would control their life and training (Liao, 2013).

Apart from that, a trainee should be versatile but just learn to be a singer. The road to be a star is usually exist at multiple entertainment media platform, therefore, acting on TV shows, hosting popular music program, being a guest of reality show are all the important index (Zhong, 2013).

Korean pop artists usually had experienced the training program for three to seven years, it depends on each trainee's ability and condition (Chen and Zhu, 2013). The training program is a comprehensive artistic skills training include singing, dancing, style, posture, multiple languages and so on.

For the recruitment of trainees, Zhao et al. (2013) and Liao (2013) noted that general entertainment company would hold large-scale selection campaign regularly, and its participants' age are usually the age of elementary school's students or junior high school's students. The selection campaign not only held in the big city but in various region, moreover, it would also held in overseas region.

In the selection campaign, the winners who stand out would become trainees of the entertainment company, and they would face a tenser competition situation. During training program, to selecting and examining, there would have presentation show periodically. And it would make trainees feel the sense of competition with each other (Liao, 2013).

Based on Shih (2013) and Zhao et al. (2013), the investment and cultivation of entertainment company, add the effort of the trainees, the idol who had experienced such strict training would possess a better foundation, capabilities of compressive resistance, and endurance. And all of these would be the core strength which let them influence the world.

According to Yuan (2015), the mechanisms of training program let Korean popular songs step out Korea to overseas, and success to enter the markets of China, Japan, and Southeast Asia. Moreover, North America, central and south America and Europe. It let K-POP become global industry.

2.4.3 The role of television station

The reasons that K-POP is in vogue is not only because the support of government and entertainment companies, but the support of television station. The music show made by television station assist K-POP a lot. Singers, artists and idol groups through the music show to promote themselves and their music songs. In addition, fans can receive the latest music information through music show (Shih, 2013)

The four biggest Korean television station is SBS, MBC, KBS and Mnet, and all of them would broadcast music shows once a week to play and promote latest music albums and songs. For instance, Inkigayo (연기가요) of SBS television station, Music Core of MBC television station, Music Bank of KBS television of KBS television station, and M!countdown of Mnet television station (Zhao et al., 2013).

The support of television stations let K-POP industry have more chance to promote, in addition, increase the exposure of K-POP. And that is also one of the important reasons cause K-POP being such successful and influential.

CHAPTER III. Research Methods

The research method which was used in this study was content analysis methodology. Content analysis methodology is a reflective process, and it is a continuous process of coding, categorizing and then returning to the raw data to reflect on the initial analysis (Erlingsson & Brysiewicz, 2017)

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3.1 Data collection

During the stage of data collecting, researcher collect the data of K-POP groups' name, gender, agency, present status, debut date, member number, main style of songs, award, special events and turning point as variables. These variable mainly are the basic information of a K-POP group. (The concise data collection sheet can refer to Appendix 1)

The gender variable means the composition of members' gender. The agency variable indicates the company which is responsible for the group. If the group had changed agency before, it would be analysis by present information, that is, the present agency. Present status variable would be the group's situation now, for instance, it had been disbanded or continue carry on. Debut date variable means the first time and date of a K-POP group to appearance. Member number variable is the member amount of the group. Main style of songs variable indicates the main style of the group, in other words, the main style of their works.

The variable of award means the awards that the group had won, this variable would only collect the one which is representative, global and indicative, for example, Golden Disc Awards. Special event variable would be the deeds which is global, indicative and significant, for example, Forbes ranking, billboard ranking, world tour concert, being the cover of TIME and had a speech in Unite Nations. Turning point variable means the important or decisive event of the group, for example, someone withdraw the group, someone who went army and the dispute event.

The data resources came from the official website of entertainment companies, Wikipedia and other K-POP information websites. All of the data were collected and updated until November of 2018. According to the news of The Chosun II-bo (조선일보), there were 436 K-POP groups had debuted during 2007 to 2017, and this research had recorded 405 K-POP groups' data. (Please refers to Appendix 2 to check the list of K-POP groups which were recorded.)

3.2 Data analysis

The main objective of using content analysis methodology is to systematically transform a huge amount of text into a highly organized and concise summary of key result. Analysis the raw data to form themes or categories is the process which abstract the data further at each step, from manifest and literal content to hidden and concealed meanings. (Erlingsson & Brysiewicz, 2017)

3.2.1 Data Coding

Based on Erlingsson & Brysiewicz (2017). After data collection, the first-hand information should be condensed. However, it should make sure that the core meaning is retained during this step. Afterwards, it needs to develop codes which are descriptive labels for the condensed meaning units. Then, it needs to label condensed meaning units by drawing up codes and grouping all of these codes into categories.

Codes should describe the condensed meaning unit concisely and they are tools to assist researchers to reflect on the data in new ways. In addition, codes can make it easier to identify the connections between meaning units (Erlingsson & Brysiewicz, 2017).

This stage involved going through all the information of Korean popular groups. A list of the code words for all of transcripts was collected and compared against the original transcripts to make sure that a code word was used consistently throughout all transcripts. Identifying and assigning the common themes, differences and patterns to categories. Notes were taken of the ideas they represented and the relationship between codes. The entire process which is categorizing data was done by one person, in order to further ensure the consistency of code words.

Using the analysis software named SPSS to label data, develop codes, group codes into categories and analysis the data.

CHAPTER IV. Result

4.1 Gender

Refers to figure 1 and table 2, in terms of member's gender of K-POP groups, there are 206 groups are all male members, 175 groups for all female members, and 16 groups are male and female members mixed. Among them, groups which consist different gender are much less than that in the same gender. Some of the groups which mix male and female member are usually composed by brother and sister or husband and wife. On the other hand, the amount of male groups are similar with that of female groups.

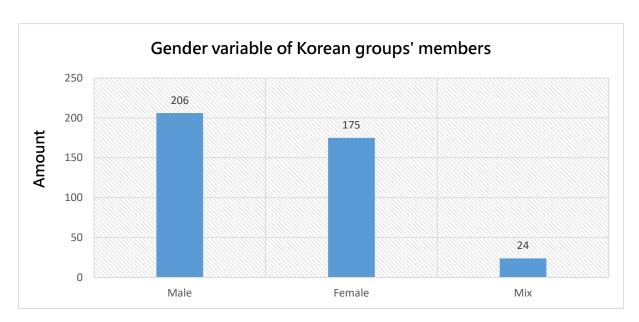


Figure 1: Histogram of gender variable

Table 2: Frequency distribution table of gender variable

Gender	Amount	Percentage
Male	206	50.86%
Female	175	43.21%
Mix	24	5.93%
Total	405	100.00%

4.2 Company

For the entertainment company part, there are 268 companies that they only have one K-POP group. It shows that the market of K-POP controlled by few companies like SM Entertainment. That is the big ones get bigger in K-POP industry. However, an entertainment company includes many department like singer, idol, actor, host and so on. Therefore, the entertainment companies which only have few groups may have focus on other field instead of K-POP group.

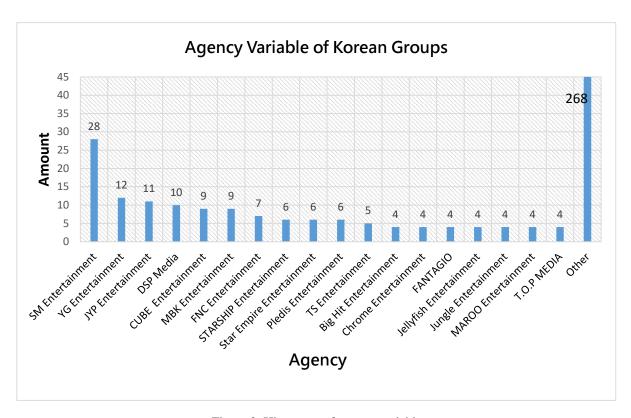


Figure 2: Histogram of agency variable

4.3 Style

Refers to table 3, it shows that most of the groups involve K-POP style. Other styles like dance, Hip-Hop, R&B, ballad and electronic are often chosen to be their songs' style by groups. In addition, K-POP groups usually would set Japanese and China market as their target market, and they would issue J-POP and C-POP songs to enter the market, that is why J-POP and C-POP would on the list.

Table 3: Frequency distribution table of style variable

Style	Amount	Percentage
K-POP	361	49.52%
Dance	99	13.58%
Нір-Нор	72	9.88%
R&B	58	7.96%
J-POP	30	4.12%
Other	30	4.12%
Ballad	16	2.19%
Electronic	15	2.06%
Rapping	13	1.78%
Rock	9	1.23%
Pop	8	1.10%
С-РОР	8	1.10%
Folk	4	0.55%
Indie Rock	3	0.41%
Reggae	3	0.41%
Total	729	100.00%

4.4 Debut year and disband years

Based on the figure 3, it indicated that there are less than 10 groups debuted each year before 2008, however, after 2008, there are over 10 groups debuted each year. Especially, there are 73 groups had debuted in 2014.

Based on the figure 4, although most of the K-POP groups still exist and continue, it showed that there are a huge conversion from 2014 to 2015, before 2014, the disbanded group are few, however, after 2014, the amount of disbanded groups increase intensively.

Compared figure 3 and figure 4, it seems that the more groups debuted the more groups disbands. Due to the market is highly-competitive and the capacity of the market is limited, once the new groups join, the market would be tight and it may eliminate the groups which are incapable. As a result, the amount of group disbanded would increase.

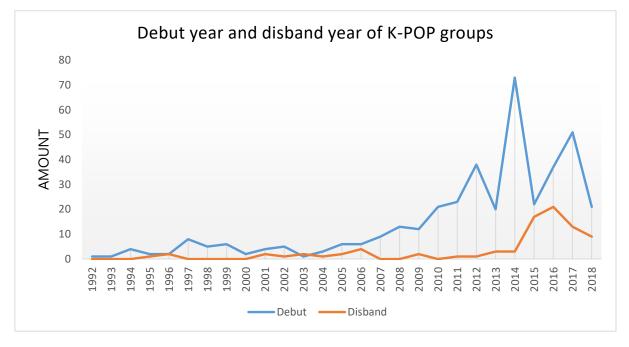


Figure 3: Line graph of debut year and disband year variable



Figure 4: Histogram of debut year and disband year variable

The definition of member alteration includes: withdraw, newly joined, suspend to work, release contract and so on. According to the table 3, there are 41% of K-POP groups had member alteration.

The high ratio shows that the instability of K-POP groups. Moreover, it can also be interpreted that K-POP groups keep improving themselves, attempting to fit the market whenever. On the other hand, the culture and atmosphere of Korea is related conservative and strict, the public of Korea could not tolerate any mistake and fault, for instance, people are very sensitive about drug. If an artist use drug like marijuana or buy it, the performing life of that artist would end up when people knew it.

Table 4: Frequency distribution table of member alteration variable

Alteration		Frequency	Percentage	Valid Percent	Cumulative Percent
No		231	57.04%	58.19%	58.19%
Valid	Yes	166	40.99%	41.81%	100.00%
	Total	397	98.02%	100.00%	
Missing Unknow		8	1.98%		
Total		405	100.00%		

Based on table 5, it can interpret whether there is a relationship between K-POP groups' member gender and member alteration. According to the result, there are around 35% male groups and about 49% female groups had the condition of member alteration. Female groups had more alteration condition than male groups. In addition, the groups which mix male and female faced a related high result of 56%, that is, the mix gender group are easily having member alteration. It may be one of the reason why K-POP groups have more groups in the same gender.

Table 5: Cross analysis of gender and alteration variable

		Alteration		T-4-1
		No	Yes	Total
	Male	134	72	206
Gender	Female	90	85	175
	Mix	7	9	16
Total		231	166	397

Refer to table 6, it shows the significance between member gender and member alteration is very high. Refer to table 7, it presents that a male groups has 0.69 member alteration on average; a female group has 1.55 member alteration on average; and the mix gender group has 1.81 on average.

Based on the results, it shows the same result of table 5. It can be interpret that male group is relatively stable than the other. And the mix gender group has the highest alteration.

Table 6: Analysis of variance of alteration

Analysis of variance of alteration variable								
	Sum of square Degree of freedom Mean square F Significance							
Between groups 77.490		2.000	38.745	8.729	0.000			
Within group	1731.126	390.000	4.439					
Total	1808.616	392.000						

Table 7: Subgroup of alteration

Alteration						
	Gender	N	Subgroup of α=0.05			
	Male	202	0.69			
The Cabeffé toot	Female	175	1.55			
The Scheffé test	Mix	16	1.81			
Signi	Significance		0.055			

Using Harmonic mean = 41.003

4.6 Good performance

During data collection, we collect the information about what important reward the group had receive and the special event would also be recorded. The example of important rewards are Korean Golden Disc Award, Seoul Music Award and Korean Popular Culture and Art Awards and so on, all of these important awards have representative, rarity and meaningful. In terms of special events, it should be important, representative, meaningful or transnational. For instance, Billboard ranking, Forbes Korea Power Celebrity 40, overseas tour concerts and so on. All of the information would be recorded and categorized as awards and events.

Both of the data of awards and events can be explained and related as good performance. In terms of awards part, the grading of representative K-POP idol group rewards usually are sale volume of album, YouTube views, number of vote and professional review score. All of the grading standard can be related to performance of K-POP groups. For instance, Korea Golden Disk Award had found since 1986, and its grading standards are examination and evaluation by professional reviewer, sales volume of album, and popularity voting. In addition, it is also called Korean Grammy Award. For performance part, this research would record the special event, and all of these special events can express the influence and importance. For example, grading standards of Korean Forbes are income, media exposure, TV exposure and professional. Grading standard of professional includes sales volume of album, sales volume and listening frequency in digital media. All of the factors can show the evidence that a K-POP group's influence and its performance.

Refer to figure 5 and table 8, it shows the bar chart and the cross analysis of member gender and these good performance. In the figure and the table, "0" means that the group has no important reward and no special event; "1" means that the group has one of the good performance factors; "2" means that the group has not only important award but special event.

According to figure 5, during 405 groups, there are only 86 groups have one of the good performance, additionally, there are only 51 groups have both of them. Accordingly, it could find that it is very difficult to earn the honor within these two good performance factors. Apart from that, it can be found that although there are so many K-POP groups, but actually only few of them got attention and growth well.

Based on the table 8, it shows the relation between member gender and good performance. We can find that male groups have the best performance, the percentage of male group got "1" and "2" are about 22.82% and 14.56% separately, and both of the percentage are larger than female groups' and mix gender group's percentages.

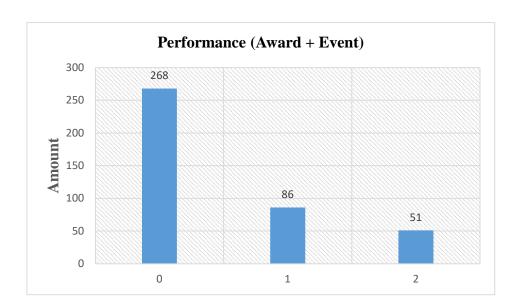


Figure 5: bar chart of good performance

Table 8: Cross analysis of gender and good performance

The cross analysis of member gender and these good performance

		0	1	2	Total
	Male	129	47	30	206
Gender	Female	123	31	21	175
	Mix	8	8	0	16
	Total	260	86	51	397

From table 9, it shows the relation between company and good performance factors. The meaning of "good performance", "performance factor", "award", "event", "0", "1", and "2" are all the same meaning of above.

According to table 9, we can find that the big ones get bigger, the big companies occupied the K-POP market. SM Entertainment, YG Entertainment and JYP Entertainment are the three biggest company of Korea, they are so called the big three entertainment. Refer to table 8, the good performance factors are all allocated to these big entertainment company. Meanwhile, it can be related that no wonder the companies on the list can be big entertainment companies, they definitely have their core ability and know-how to cultivate a group, their training program or strategy must have their special.

Table 9: Cross analysis of company and good performance

	Perfor	mance (Award +	Event)	TD 1
	0	1	2	Total
SM Entertainment	11	9	8	28
YG Entertainment	3	2	7	12
JYP Entertainment	2	3	6	11
DSP Media	3	5	2	10
Cube Entertainment	4	4	1	9
MBK Entertainment	8	1	0	9
FNC Entertainment	3	1	3	7
STARSHIP Entertainment	2	1	3	6
Star Empire Entertainment	4	2	0	6
Pledis Entertainment	3	2	1	6
TS Entertainment	3	1	1	5
Big Hit Entertainment	3	1	0	4
Chrome Entertainment	3	1	0	4
FANTAGIO	3	1	0	4
Jellyfish Entertainment	2	1	1	4
Jungle Entertainment	4	0	0	4
MAROO Entertainment	4	0	0	4
T.O.P MEDIA	3	0	1	4
Other	200	51	17	268
Total	268	86	51	405

CHAPTER V. Discussion and Conclusion

5.1 Theoretical implication

This study mainly using content analysis methodology, and it had collected the information of 405 groups which are debuted from 1992 till 2018, according to the news of The Chosun Ilbo (조선일보), there were 436 K-POP groups had debuted during 2007 to 2017, and this research had recorded 405 K-POP groups' data. Therefore, this study provide empirical evidence to verify the situation and the trend of K-POP groups. It has an empirical contribution to related topics, and it can also to fill up the gap between theory and actual status. Moreover, it can be a basic and beginning to the future research to realize the circumstance of K-POP groups.

5.2 Practical implication

Recently, there are many scandals and negative news about K-POP groups came out. The hidden reasons may come from the high-competitive environment. This study revealed the high-competitive condition of K-POP, besides, it indicated that training program is one of the key reasons that let K-POP so popular and successful. However, the training program and the high-competitive environment had bring out some problems and scandal recently, the K-POP industry companies should had a reflection about how to balance the good performance and the behind pressure that a group has suffer from.

This study revealed that the condition of the big ones get bigger, as a consequence, there are lots of small and medium enterprises cannot compete with them. Although the government had spent all of their effort to encourage and protect Korean Wave, they should have another solution to help those small and medium enterprises to growth. Otherwise, the eggs are all in the same basket, it's risky that the market controlled by few huge companies.

5.3 Limitation and future research

Although this study had collected 405 groups from 1992 to 2018, there are still some groups are miss, for instance, the group that cannot find any information and the newly debut group. Besides, this study only collect the data of groups, it did not collect the individual artists and singers.

Though this research had some results, most of them are basic analysis of the coding data. For future research, this study can be the basic beginning. However, there are still lots of things can be study and understand deeply in K-POP, for example the marketing strategy, the strategy mode, the stakeholder marketing strategy and so on.

Appendix 1

	hisc Awards) ards) ards) ards) ards) ards) ards) ards) ards) browneds)	Note	
Reward	(2014)第28山蘇幽小信月に片折人楽 (Korea Golden Disc Awards) #32知首称形式大道代表。 (Seoul Music Awards) (2015)第29山韓極小信用信本等。 (Korea Golden Disc Awards) 第241年間報報大導本海(Seoul Music Awards) (2016)第39日年間中間大海本湾(Seoul Music Awards) ※25日首即北海大海本湾(Seoul Music Awards) ※25日首即北海大海本河(Seoul Music Awards) ※26日首即北海大海本河(Seoul Music Awards) 第24日東國北西市海道等海上市海線部港 (Korea Golden Disc Awards) 第24日東國北西市海里等海上市海線部港 (Korea Golden Disc Awards) ※20日前日市南洋海岸市等東海県 (Awards) ※32日前間北海東、電片大湾、音影本海 (Korea Golden Disc Awards) 第25日南ш北南北南北南北南北南北南北南北南北南北南北南山 第25日南ш北南北南北南北南北南北南北南北南山 第25日南ш北南北南北南北南北南北南北南北南山 第25日南ш北南北南北南北南北南北南北南山 第25日南ш北南北南北南北南北南北南山 第25日南ш北南北南北南北南北南山 第25日南ш北南北南北南北南山 第25日南ш北南北南北南山 第25日南ш北南北南北南山 第25日南ш北南山 第25日南ш北南山 第25日南ш北南山 第25日南ш北南山 第25日南ш北南山 第25日南ш北南山 第25日南ш北南山 第25日南ш北南山 第25日南ш北南山 第25日南ш北南山 第25日南ш北南山 第25日 第25日 第25日 第25日 第25日 第25日 第25日 第25日 第25日 第25日 第25日 第25日 第25日 第25日 第25日 第2		2016年10月《WINGS》進入「英國金榜」(Official Charts)專輯所百大並且空降第62名。 2016年12月22日美國在市場格(WINGS)推為「2016年十大最佳k-PoP傳順」第一名。(Billboard) 2017年8月2日美國工作的公司,第一位MCS)推动「2016年十大最佳k-PoP傳順」第一名。(Billboard) 2017年1月19日,防衛少年周春國工作之人格一類5名(No.5 of Korean Forbes) 2018年1月19日,防衛少年周春國工作之人格一類5名(No.5 of Korean Forbes) Prize Recognition from Recording Industry Association of America) 2018年5月28日(Love Yourself 韓 Tear ¹)發行首通後於美國在赤海間Iboard Anota 7006稱第一 2018年5月29日(Love Yourself 韓 Tear ¹)主打戰(Fake Love)進入Billboard Anota 100時行榜第10名 2018年5月29日(Love Yourself 韓 Tear ¹)主打戰(Fake Love)進入Billboard Hot 100時行榜第10名 2018年10月8日國發屬文化無單的兩國最優團權[The first Korean K-POP Idd group that had received a cultural medal) 2018年10月8日國發展7日後如「聯合國」演講(Had speech in United Nations) 2018年10月8日後7日後初「聯合國」通識(Had speech in United Nations)
Style	K-POP · Hip-hop · Dance	Event	DB(WINGS)進入「英國金榜」(Official Charts)專輯前百大並且空降 20月美國香元榜條(WINGS)類為「2012年十二基化K-POP專輯」第一名 2017年韓國富士比名人格—第5名(No.5 of Korean Forbes) 1. 防彈心车區標施出比名人格—第5名(No.5 of Korean Forbes) 1. 所以中人为的生英國是中華的學學學學學學學學學學學學 2018年韓國富士七名人格—第1名(No.1 of Korean Forbes) 1. 可(No.4 of Vourself 轉 Tear),至打會 後次美國在宗韓 同比Opes) 1. Octobes) 1. Octobes(Workself 轉 Tear),主打哪(Fake Love) 進入制即50ard Hoot 100 文化劃車的%國馬樓 五體一下。 2016年9月24日參加「聯合國」演講(Had a speech in United Nations) 2016年9月24日參加「聯合國」演講(Had a speech in United Nations) 2016年9月24日參加「聯合國」演講(Had a speech in United Nations) 2018年成為(TIME) 語代雜誌全球版封面(Being cover model of TIME)
字號 Groups Gender Debute Company Status Member#	۲		2016年10月 (WIN 2016年12月22日美國章 2017年11月19日 - 防河20 2017年11月19日 - 防河20 2018年5月2日 (LOVe) 2018年5月2日 (LOVe) 2018年5月2日 (LOVe) 2018年5月2日 (LOVe)
Status	continue		2月6日與9日,防河
ompany	Big Hit Entertainment		
Debute C	2013/6/13 Big	oint (16年(花樣年華 pt.2)發行6遷後,取得美國告示牌世界專題榜K-POP史上最初逆行· 為K-POP史上同一專輯最程時間位置 record) record) 2017年11月13日·Big H市娛樂公告隊 長金剛健告方蓋名由「Rap Monster」更換成 「RM」。(Team leader changed its stage name)
Gender	Male	Turning point	劉後・取得美國告示 間低居第一名和震長 是公告隊長至每份官 sam leader changee
Groups	BTS	_	號车華 pt.2》發行6. 9史上同一專輯最長時 1月13日 - Big Hh幾 「RM」。(Te
字號	395		116年(花 為K-POP 2017年11

Appendix 2

NO.	Groups)CIIU		301	SPICA
1	100%	101	D.I.P Dal★Shabet	201	Ladies' Code LC9	302	SPICA.S SS501
2	(G)I-DLE	103	DASONI	203	Led apple	304	Standing Egg
3	100% V 10cm	104	Davichi	204	Leessang	305	Stellar
5	14U	105	DAY6	205	Limesoda	306 307	Step Girl
6	15&	106 107	DAYDAY (出道前解散) D-CRUNCH	206	LIP BUBBLE Lip Service	307	Stray Kids Sugar
7	1NB	108	Deux	208	Lodia	309	Sunny Days
8	1PS	109	DIA	209	Lovelyz	310	Sunny Hill
9	1PUNCH (解散) 1TYM	110	Diva	210	LPG	311	Super Cool Guy
11	2000won	111	DJ DOC	211	LU:KUS	312	Super Junior
12	24K	112	DMTN DNT	212	Lunafly	313 314	Super Junior Donghae & Eunhyu Super Junior-Happy
13	2AM	114	Dreamcatcher	213 214	M&D M.A.P 6	315	Super Junior-K.R.Y.
14	2BiC	115	D-Unit	215	M.I.B.	316	Super Junior-M
15	2EYES	116	Dynamic Duo	216	M.I.L.K	317	Super Junior-T
16 17	2NB 2NE1	117	Ela8te	217	M.O.A	318	Supreme Team
18	2PM	118	Elris	218	M4M	319	SWi.T
19	4G	119 120	Epik High Eve	219 220	MADTOWN MAMAMOO	320 321	T.T.Ma. TAHITI
20	4L	121	EvoL	221	MASC	322	T-ara
21	4minute	122	EXID	222	MATILDA	323	T-ara N4
22	4TEN 5urprise	123	EXO	223	MBLAQ	324	TARGET
24	8Eight	124	EXO-CBX	224	Melody Day	325	TASTY
25	A*Sia	125 126	EXO-K EXO-M	225	Mighty Mouth	326 327	TEEN TOP THE ARK (解散)
26	A.C.E	127	EXP Edition	226 227	MIN miss A	328	THE BOYZ
27	A.cian	128	f(x)	228	MIXX(解散)	329	The EastLight.
28	A.De	129	F.Cuz	229	MOMOLAND	330	THE LEGEND
29	A.I.N	130	FameUS	230	Monsta X	331	The Rose
30	A.KOR AA(Double A)	131	Favorite	231	Mr.Mr	332	The SeeYa
32	A-Daily	132 133	FIESTAR FIN.K.L	232	MVP	333 334	The Vinyl House
33	A-Fatí	133	FIN.K.L Fly to the Sky	233	MXM MyB(解散)	335	Tint Tiny-G
34	After School	135	fromis_9	235	MYNAME	336	Toheart
35	A-JAX	136	FTIsland	236	MYTEEN	337	TOP.IC
36	AKZ	137	F-VE DOLLS	237	N.Flying	338	Topp Dogg(2018年改名為XENO-
37 38	Alice White AlphaBAT	138	g.o.d	238	N.tic	339	TRAX
39	Amor	139	Gangkiz	239	NCT 127	340	TRCNG
40	AOA	140 141	GATE9 GFRIEND	240 241	NCT DREAM NCT U	341 342	Triple H Duble S 301
41	AOA CREAM	142	Gioielli	241	Nell	343	Trouble Maker
42	Apink	143	Girl Friends	243	NEONPUNCH	344	TROY
43	Apple.B	144	Girl Hood	244	Nine Muses	345	Turbo
44	APRIL As One	145	GIRLKIND	245	Nine Muses A	346	TWICE
45 46	As One A'st1	146	Girl's Day	246	Noel	347	Two Two
47	ASTRO	147	GLAM	247	NOIR	348	Ugly Pumpkin
48	AZM	148 149	Global_Icon(解散) Golden Child	248	NRG N-SONIC	349 350	U-Kiss UN (組合)
49	B.A.P	150	GOOD DAY	250	NTB	351	UNB
50	B.I.G	151	Goofy	251	N-Train	352	UNI.T
51	B1A4	152	GOT7	252	NU'EST	353	UNIQ
52 53	Baby V.O.X Baby V.O.X.Re.V	153	GP Basic	253	Oh My Girl	354	UNIVERSE 世界少年
54	BADKIZ	154	G-reyish	254	One.Case	355	Unnies
55	BAIKAL	155 156	gu9udan gu9udan 5959	255 256	ONF OUIGEE	356 357	Untouchable UP10TION
56	BASTARZ	157	H.O.T.	257	P.O.P	358	Uptown
57	Bay.B	158	H.U.B	258	Penta-G	359	VARSITY
58 59	BEAST BEAT WIN	159	HALO	259	PENTAGON	360	Vetty L
60	Bebop	160	HAM	260	Phantom	361	Vibe
61	Berry Good	161 162	Hashtag Hello Venus	261	Playback	362 363	VICTON
62	BESTie	163	High Brow	262 263	PRISTIN Pritz	364	VIXX LR
63	BIGBANG	164	High4	264	Pure Boy	365	VROMANCE
64	Bigflo	165	Highlight	265	Purfles	366	WA\$\$UP
65 66	Bigstar Billion	166	HIGHTEEN	266	QBS	367	Wanna One
67	Billionaire	167	History	267	R.ef	368	WANNA.B
68	BLACK6IX	168 169	HI秀賢 Homme	268	Rainbow Rainbow RLAYY	369 370	Weki Meki Wings
69	BLACKPINK	170	Honey Popcorn	269 270	Rainbow BLAXX RAINZ	370	WINNER
70	BLADY	171	HONEYST	270	RaNia	372	Wonder Girls
71	BLANC7	172	HOTSHOT	272	Red Velvet	373	XTen
72 73	BLAST BLK	173	I.B.I (解散)	273	Rion Five	374	Ye-A
74	Block B	174	I.O.I(解散)	274	ROK KISS	375	Z:ON
75	Bloomy	175 176	iKON IM	275	ROMEO Poo'ra	376 377	Zan Zan ZE:A
76	Bob Girls	177	IMFACT	276	Roo'ra Rosemary	378	Zest
77	BONUSbaby	178	IN2IT	278	S#arp	379	ZPZG
78	BOYFRIEND	179	INFINITE	279	S.E.S.	380	一級秘密
79 80	Brave Girls Brown Eyed Girls	180	INFINITE F	280	S.I.S	381	七學年一班
81	BTL BTL	181	INFINITE H	281	S.M.THE BALLAD	382	大國男兒
82	BTOB	182 183	INX IZ	282 283	S2 Secret	383	公園少女 天上智喜 The Grace
83	BULLDOK(解散)	184	JACE	283	Secret SeeYa	385	大工旨書 THE Grace
84	Busker Busker	185	JBJ(解散)	285	Seven O'Clock	386	少女時代
85	Busters C.I.V.A	186	Jevice	286	Seventeen	387	少女時代-太蒂徐
86 87	C-CLOWN	187	Jewelry	287	SF9	388	少年共和國
88	Chakra	188	Jinusean II Project	288	SG Wannabe	389	水晶男孩
89	Chaness	189 190	JJ Project JJCC	289 290	SHASHA SHINee	390 391	本月少女 本月少女1/3
90	Chocolat	190	JQT	290	SHINEE	391	本月少女1/3 宇宙Meki
91	CLC	192	JTL	291	SISTAR19	393	宇宙少女
92	Cleo	193	JYJ	293	Skarf	394	男女共學
93	Click-B	194	K.A.R.D	294	SM☆SH	395	防彈少年團
94 95	CNBLUE CocoSori	195	Kara	295	Smile.G	396	東方神起
96	COCOSOFI CODE-V	196 197	KHAN	296	Snuper	397	徐太志和孩子們
97	Cool	197	Kiss&Cry K-MUCH	297 298	SONAMOO SoReal	398 399	神話高耀太
98	Crayon Pop	198	KNK	298	SPECTRUM	400	一 一 一 一 一 一 一 一 一 一 一 一 一 一 一 一 一 一 一
99	C-REAL	200	Laboum	300	SPEED	401	脸红的思春期
100	CROSS GENE				- ==	402	超新星
						403	樂童音樂家
						404	橙子焦糖

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