INTERACTIVE REAL-TIME EDU
LIMS PLATFORM &

CODING, STEAM & AI EDU
GENiBOT

Class Learning

Global Remote Learning

LIMS

GeniRobot

# LIMS platform (Remote Coding Education On the Cloud)

The first service of its kind, GeniRobot's proprietary LIMS platform is a cloud-based interactive coding education solution. It enables two-way communication for educators and students to utilize GENIBOT together in one-on-one or group classes, both in person and remotely.

Instructors can control each student's GENIBOT in real time, no matter where the student is located in the world. Students can also learn by themselves and teachers will be provided with full activity reports, helping make individualized instruction possible for every student.
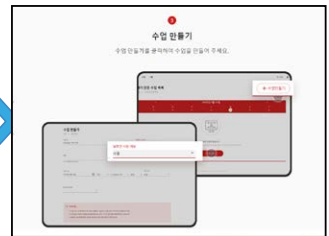
Remote Interactive Learning on the Cloud

- Web-based Learning without installation.
- A real-time Interactive learning classroom.
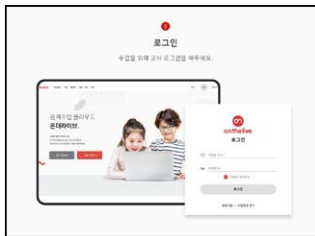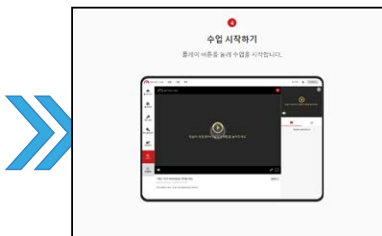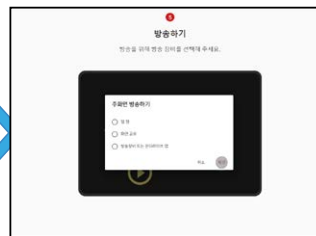

1. To log in

2. Register Attendance & Create Groups

3. Create Class

4. Start Class

5. Broadcasting

About LIMS

- Using the latest Web standard technology based on WebRTC.

Supports all operating systems such as Windows, Android, iOS

Supports various screen configurations and production, up to 5 USB video devices.

Available on almost any device, including existing desktops, laptops.

Play VOD / YouTube

Easy interaction classes in conjunction with Web 2.0 collaboration tools such as Google Docs, Microsoft One-Note, Padlet, etc.
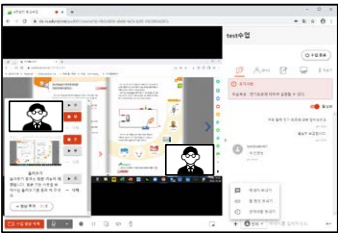
Lower network traffic & latency!!
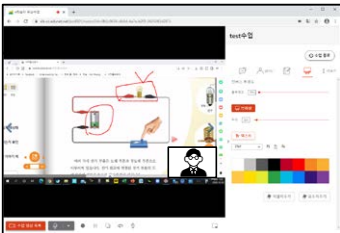
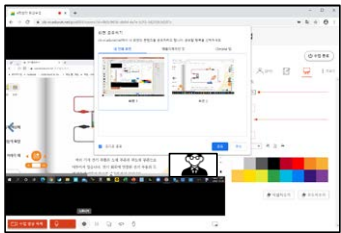Allows up to 49 students to communicate.

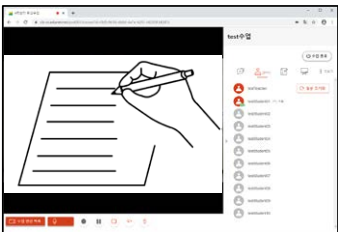Allows voice question.

LIMS: Various class features- Educator

Messages, weblink
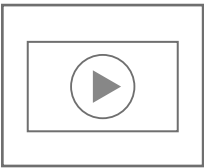Announcements

Screen board function

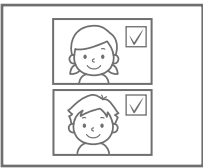Class Recording function

Screen Rotation

End of class and
view class Information

● ● ●
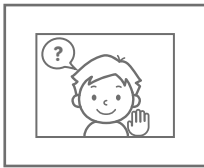More Functions

LIMS: Various class features- Students

Watch the lesson

Check the
Participation

Chatting with
messages

Ask questions
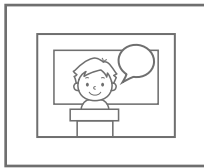
Presenting
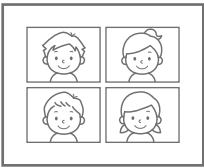
Tour
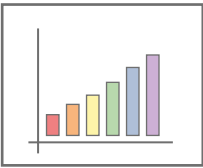
Take a Survey
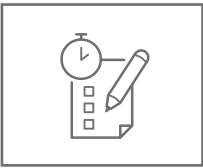
Take a Quiz

Sharing
Documents
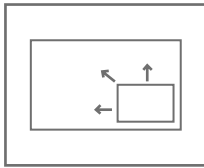
Adjust Sub-screen

+ More Activities.

Genie or a Robot?
This is 'GENIBOT'!

GENIBOT is an educational coding robot for young learners of all ages and levels — from four years old to late teens. GENIBOT makes it fun to learn STEAM skills, coding and AI, allowing kids to do many things:

6cm

6cm

6cm
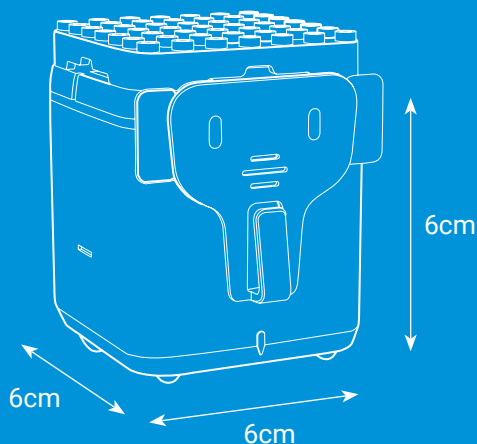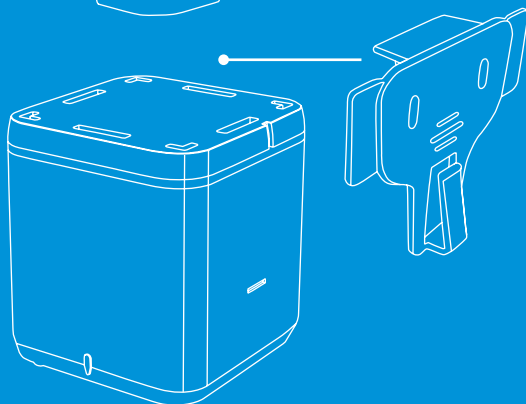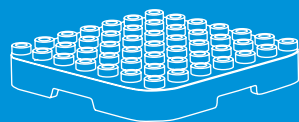
Learn basic coding with physical cards instead of computers — completely analog!

Learn the basics of digital coding with the fun GENIBOT app for Android and iOS.

Graduate to block coding and basic AI with Scratch 3.0

Learn AI programming with Python.

Connect to a network via Bluetooth 5.0 to learn together with peers.

Customize their GENIBOT with LEGO.

Attach accessories such as arms, a sensor holder or a pen holder.

Enjoy interactive education with their teachers with the LIMS learning platform.

Interface with other GeniRobot products such as the upcoming GENICAM.

Interact with GENIBOT in English plus one more local language.

Why GeniRobot?

Over the past 20 years, coding education has become commonplace in schools around the world and is now heralded as one of the most important skills for young generations to learn. Educational robots are growing in popularity as a way to get kids interested in coding, and now command over 27% of a $2.5 billion global EduTech market.

Despite this, teachers can't use existing coding robots for true interactive education experiences. GeniRobot's cloud-based LIMS solution is the first coding education platform to solve online communication problems, making remote guided learning possible.
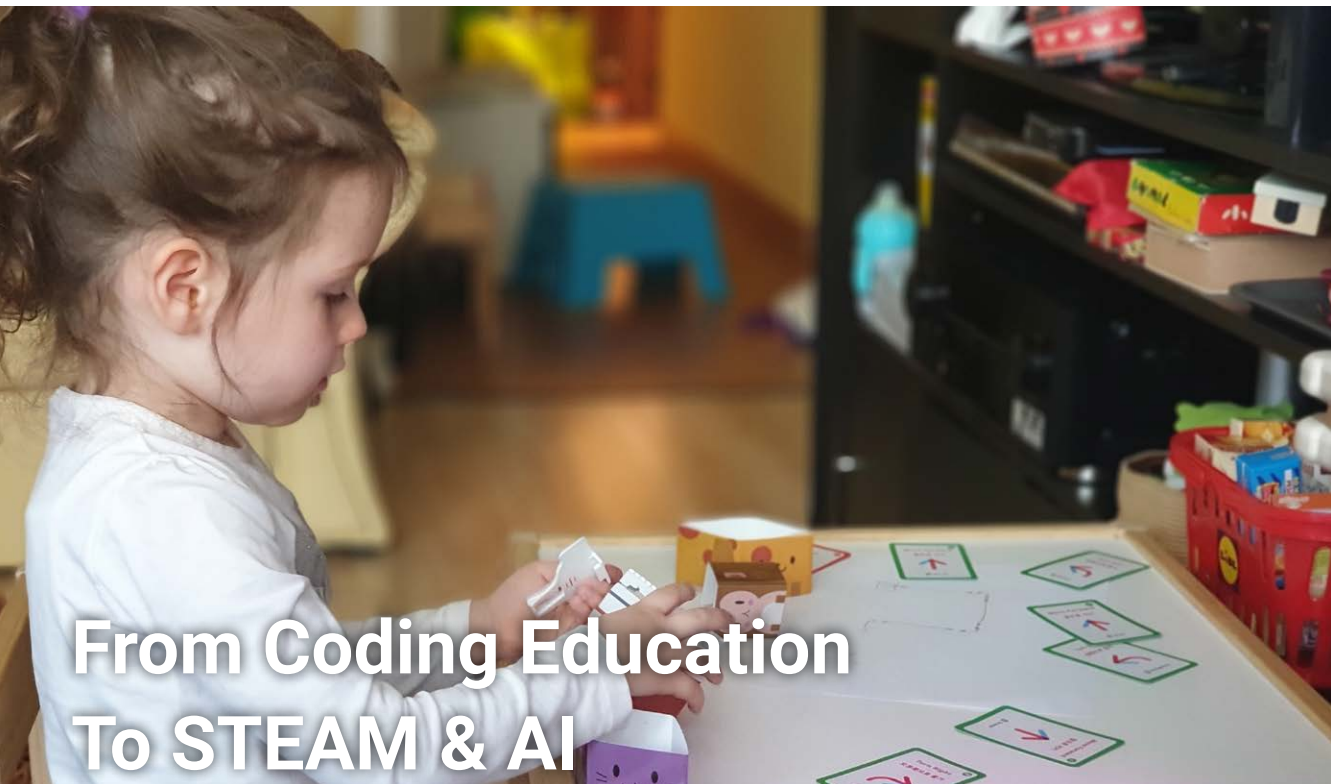
From Coding Education To STEAM & AI

Developed by educational experts from the KAIST Global Institute for Talented Education, GENIBOT encourages the ongoing exploration of all STEAM fields. GENIBOT is the only All-IN-ONE coding robot that can be used at home for self-study and also flawlessly integrated into programming classes at multiple grade levels.

ALL-IN-ONE GENIBOT

GENIBOT is more versatile than any other coding robot on the market:

Multilingual: supports English, plus one language from ANY local region

OID Coding Cards Unplugged Activity

Compatible with various devices (Android/iOS devices, computers)

STEAM

Star-Network Bluetooth LE 5.0 & Interactive Communication

Beacon solution G-Learning

Support Scratch 3.0, Entry & Python

Various Sensors (Digital & Analogue) compatible

Compatible with every kid's favorite toy — LEGO!

4 steps of GENIBOT

Discover a solution learning coding at home and school
GENIBOT provides 4 steps from basic to advanced
All in One functions will help both of young learners and entry coders.

01
Unplugged

- Algorithm Card
- Math Card
- Event Card
- Number Card
- Music Card
- Angle Card
- Drawing Card

02
Apps

- Controller
- Line Tracing
- Drawing
- Card Coding
- Math Coding
- Music Coding
- Button Coding
- Adjust Distance
- Bluetooth Naming

03
Programming

Microbit

Scratch 3.0

Python

Entry

04
Maker
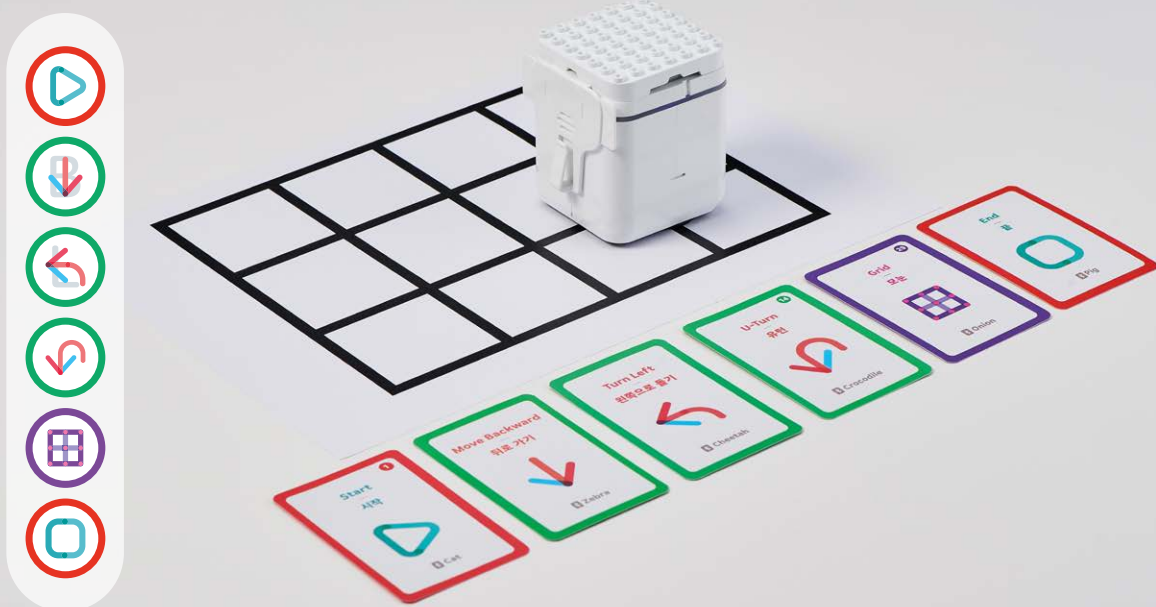
Unplugged

Unplugged is a revolutionary learning system that uses physical cards instead of computers to develop computational thinking in young learners.

GENIBOT can be programmed to perform various actions by placing it on top of any combination of 47 different cards. Possible actions include:

- Move
- Rotate
- Follow a line
- Move on a grid
- Perform calculations
- Play musical notes
- Connect to Bluetooth
- Program new functions
  ...and more!

It is possible to build complex programs with Unplugged cards. Make GENIBOT perform an entire song and dance while changing colors. GENIBOT can even interact with physical puzzle boards and stickers. It's true analog learning for the digital age.

01 LEARN TO CODE

GENIBOT Apps

It's also possible to control GENIBOT via Bluetooth with an app for iOS and Android. The app includes all of the same functions as the Unplugged cards, and also has a remote control to move GENIBOT in real time or program directions visually.

With the GENIBOT app, you can:

- Control motion, speed and color
- Turn on/off line tracing mode
- Draw pictures with the pen attachment
- Code mathematical formulas
- Do Unplugged card coding
- Program GENIBOT to perform music
- Control GENIBOT's tilt

02 LEARN TO CODE

Programming

Once kids have mastered controlling GENIBOT with the app and Unplugged cards,
they can graduate directly to writing programs for GENIBOT on a computer.
Three options are available that open GENIBOT's possibilities:

micro:bit

An educational platform that allows young learners to easily learn the principles of programming.

SCRATCH

An introductory programming language that enables children ages 4 and older to create their own interactive stories and games.
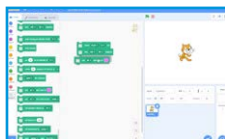

python

A full-featured object oriented programming language. Python can be used as the next step to make GENIBOT do almost anything — the imagination is the limit.
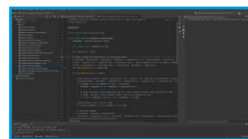
Bluetooth STAR NETWORK

GENIBOT supports the Bluetooth 5.0 standard for real-time communication and feedback in a star topology network. Up to 40 robots can be connected as a group, linking with other groups in a tree hierarchy structure, opening up new possibilities for group education.

Client GENIBOT
Network Group
Star GENIBOT

03 LEARN TO CODE
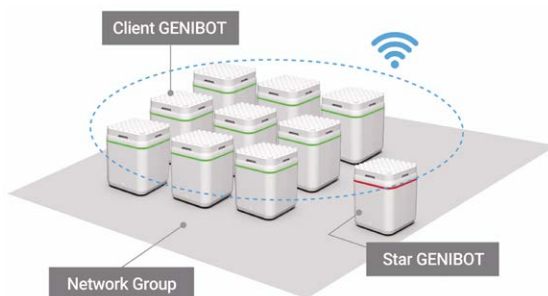
Maker Activity

GENIBOT inspires the imagination and innovation every step of the way, encouraging learners to design, build, invent and experiment with code.

A number of add-on accessories are available that allow kids to personalize their GENIBOT and completely change their learning experience:

- Pen holder: Make GENIBOT draw as it moves!
- Module holder: Turn your GENIBOT into an elephant!
- Arm: Teach GENIBOT to play soccer! Block holder: Snap LEGO on to
- GENIBOT to make a car, a giant robot, or anything else!

Mini 8x8 LED Matrix

Distance Sensor

Pressure Sensor

Tilt Sensor

Joystick Sensor
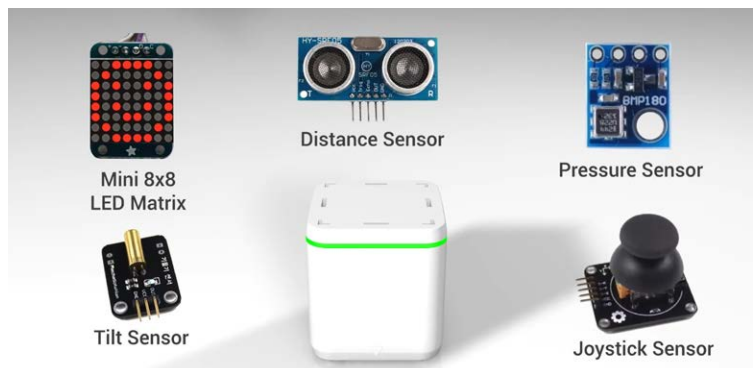
Using the included 5-pin connector, advanced learners can also interface GENIBOT with a wide range of external components to learn in a hands-on way how a robot perceives its environment. Connection possibilities include: Arduino sensors, joysticks, servo motors, ultrasound distance sensors and a micro:bit, among many other options. The sky's the limit!

04 LEARN TO CODE

Accessory pack with GENIBOT
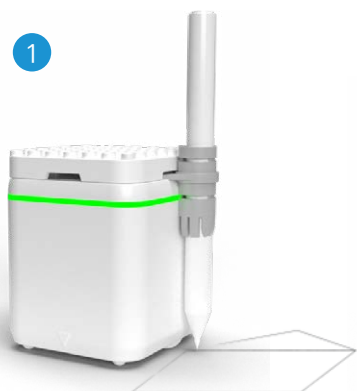
1 Drawing with pen holder

2 Playing ball with 2 arms

3 Buliding LEGO Bricks

※ This product is sold separately. The image you see may differ from the actual product.
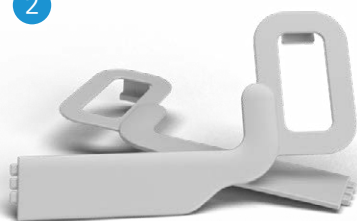(Pen, Soccer ball, LEGO bricks are not included)

Details

1

GENIBOT with pen holder will draw.
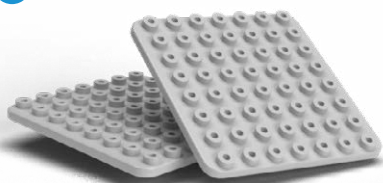Tap the Drawing Cards with triangle, square and circle.

If it can't draw on paper properly,
the height of the pen need to adjust it up & down

2

GENIBOT with 2 arms can play soccer.
Tap or drag and hold joystick controller on GENIBOT App.
You can select color to change LED color on GENIBOT.

3

GENIBOT with left and right plates are
fully compatible with LEGO.

Attach your favorite LEGO bricks.
Create anything you can imagine!

GENISTICK with GENIBOT

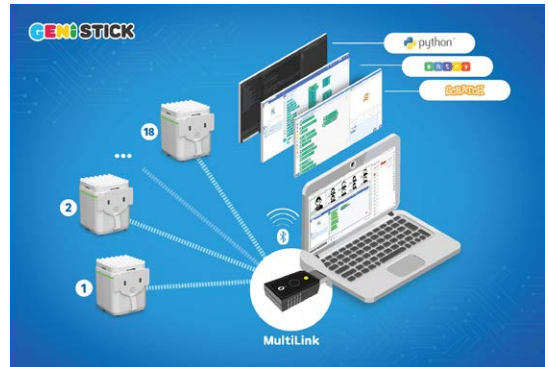GENISTICK is available with GENIBOT.

- ✓ SingleLink(1:1) & MultiLink(1:18)
- ✓ Supports EPL program (Scratch 3.0, Entry & Python)
- ✓ Supports Bluetooth 5.1

※ This product is sold separately.

SingleLink

MultiLink

GENICAM with GENIBOT

A full-featured wireless webcam with AI object detection, GENICAM can be combined with GENIBOT's movement capability to enable autonomous driving. It's the perfect tool for AI coding education.

- ✓ Teachable Machine and TensorFlow compatible
- ✓ Supports basic video filming and motion detection
- ✓ Wireless Wi-Fi & Bluetooth

※ This product is sold separately.

OUR GOAL IS TO BECOME A GLOBAL EDUTECH LEADER.

GENIBOT and the LIMS learning platform are just the start. GeniRobot is preparing to launch a number of related products soon and moving beyond coding education to develop an overarching solution that incorporates AI and Big Data.

GENIBOT TECHNICAL SPECIFICATIONS

- Bluetooth 5.0 Multiprotocol (30 m. range)

- OID sensor for unplugged card coding

  3-axis acceleration sensor for tilting codes

  Optical image sensor for detecting and decoding OID code

- 4 light sensors, 4 illuminating green LEDs and 4 color LEDs

- Built-in speaker

- 2 stepper motors

- Nand flash memory, 128 MiB

- External terminal port for Arduino AI/DI/DO and servo motor

- Rechargeable LiPo battery, 1000mAh

- OTA (Over the Air) firmware updates with new features

Tiny but Mighty!

www.genirobot.com