

Visualized Interesting New type Unplugged coding

AI VONU





# AIVONU ?

## 01

### Coding textbook for online courses

This simple teaching tool does not require cable connection and program installation. Its abundant content falls under 400 categories and is ideal for distance learning.



## 02

### Unplugged coding lessons

Our block coding lessons do not need a computer, so users can take off-line lessons anytime, anywhere.



## 03

### Kid-friendly animated characters

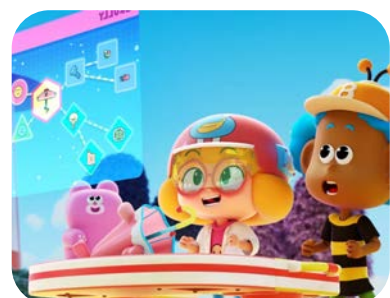
These engaging characters, such as Evely and her animal friends, will help in coding and pique a child's interest.



## 04

### Various fun content

Each piece of content, including image-matching games, gardening games, thief-catching games, musical color games, and balancing games, has an irresistible charm that encourages children's curiosity.





Off-line lessons enable users to enjoy coding anytime and anywhere, even without a computer. VINU is designed to motivate children and improve their creativity through a wide range of interesting content.



# Kid-friendly animated characters



Everly



Spring



Corner & Icon



Gummy bear

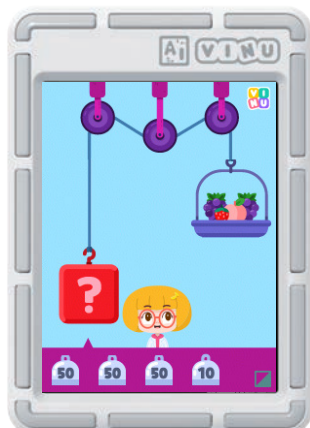


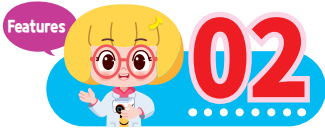
Snorkel



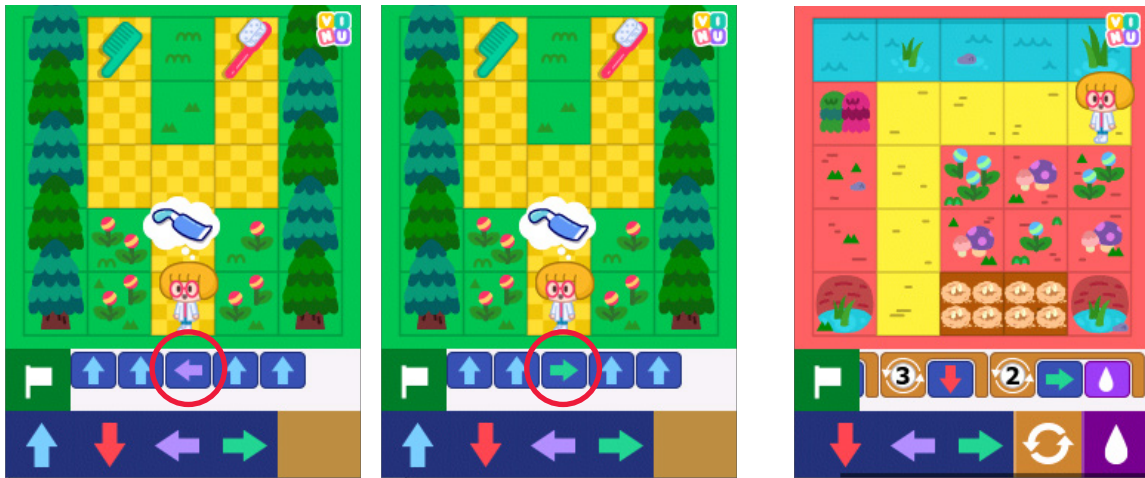
Ping

Charming characters, such as Everly and her animal friends, help pique a child's interest in coding.

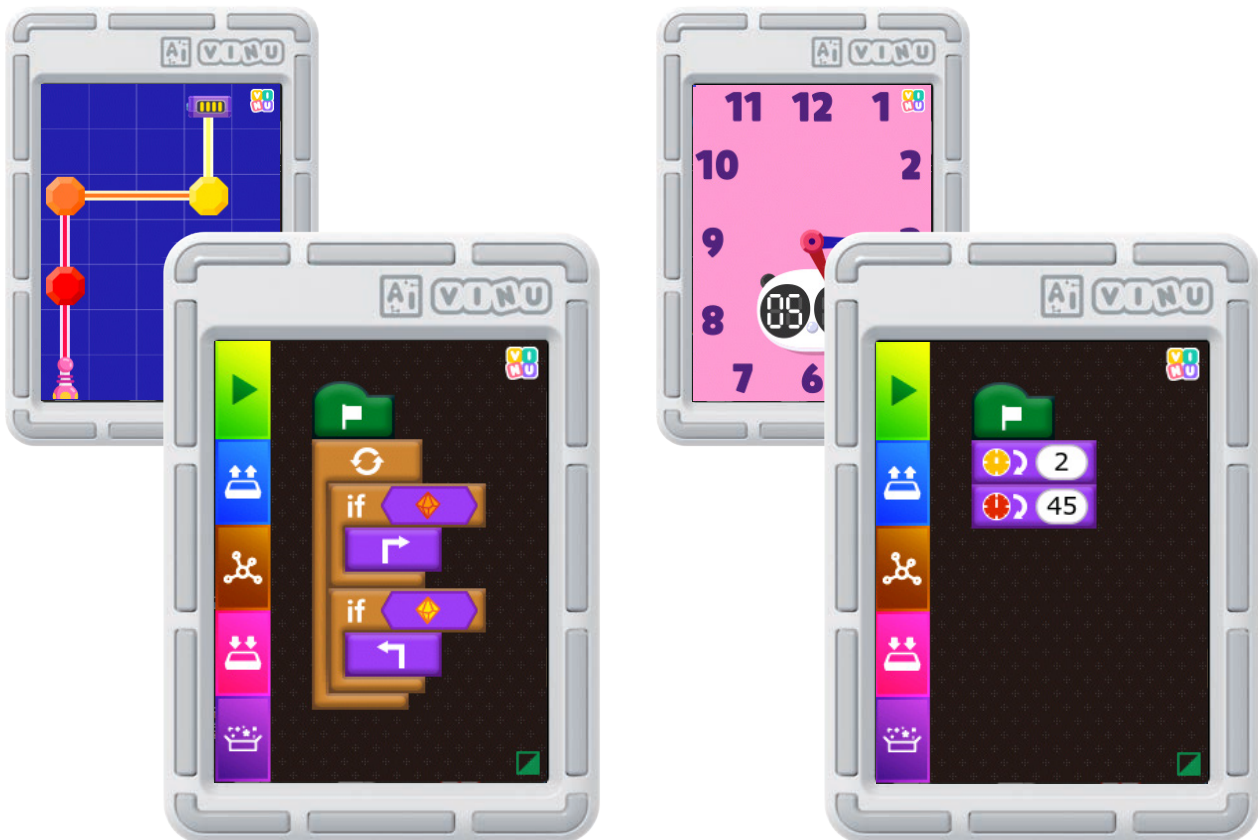




## Visualized coding process (fixing and deleting bugs and inserting code)



┌ This new type of **unplugged** block coding allows each user to start coding and get immediate results. It teaches them how to fix and delete bugs as well as insert new code. └



**01** VINU makes it easy to understand the concept of coordinates by comparing them with the floors and balconys of an apartment building.

VINU BASIC\_CHAP.05

< Catch the Thief Mission >

< Alphabet Creator >

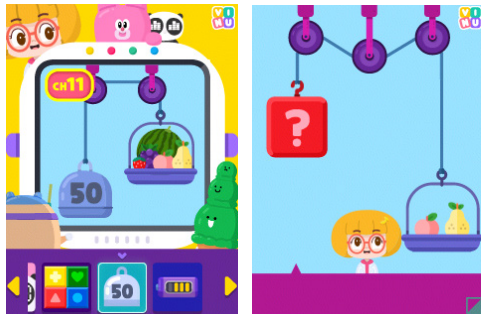
floor balcony	Y X
1 floor 3 balcony	1, 3
2 floor 6 balcony	2, 6
4 floor 2 balcony	4, 2

floor balcony

Catch the thief by turning on the lights of the house being robbed!

Turn the apartment lights on and off to make the letter "R!"

**02** Addition and subtraction using weighing scales



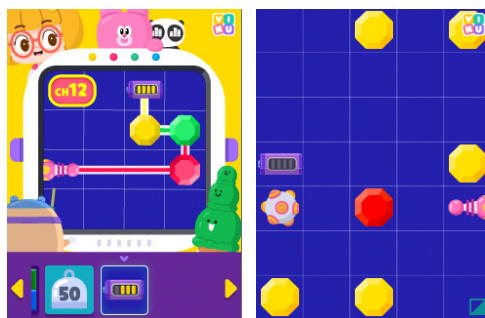
Addition and subtraction using weighing scales that measure the heaviness of fruits

**03** Learning to read an analog clock



Learning how to read a clock by moving its hour and minute hands through coding

**04** Learning the directions "left" and "right"

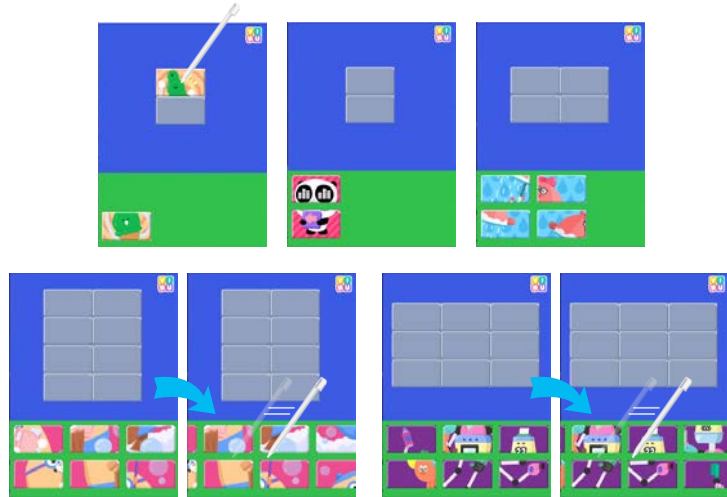


Learning a person's left and right by adjusting the laser that changes direction when passing through a jewel

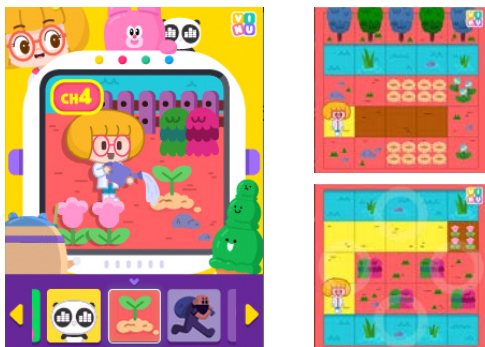


## Enjoyable educational content

**01** The image-matching game teaches children how to use the touch pen.

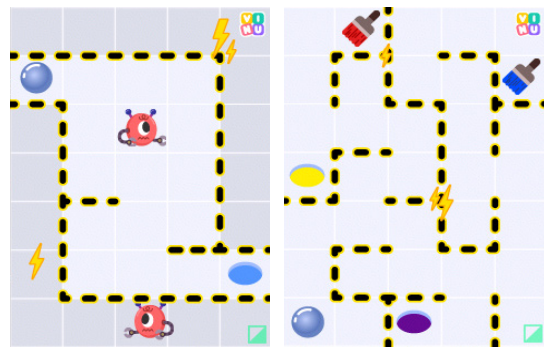


**02** Do some gardening using block coding.



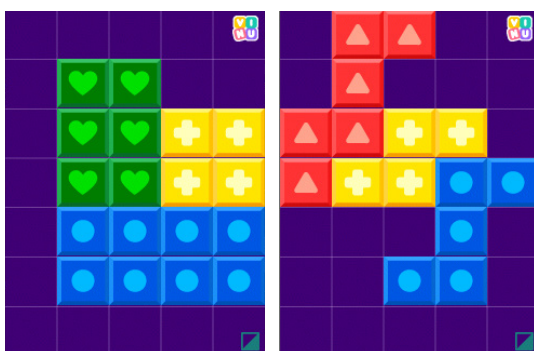
Get familiar with block coding by accomplishing fun activities like planting seeds and watering plants.

**03** Navigate the maze using an acceleration sensor.



Solve the maze using an acceleration sensor that also makes use of color combinations to accomplish the mission.

**04** Remove colored blocks in order.



Remove blocks in order before removing them based on LED light position and color.

**05** Control LEDs using LED blocks.



Play with various blocks to control the blinking LED's colors.

Features **05**

## Various function settings

► Initial settings to apply the five setting values of VINU



**01**

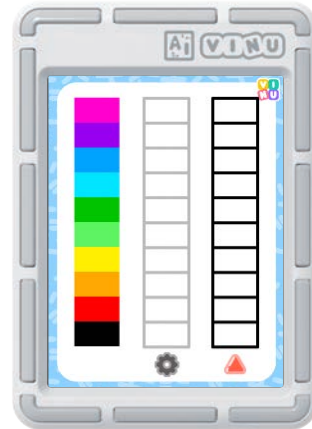
**Straight alignment**



A function that slightly corrects and straightens VINU's forward and backward, and left and right motions

**02**

**Color correction**



A function that corrects color outputs by enabling the color sensor

**03**

**Acceleration sensor correction**



A function that corrects sensor values to be more precise in measuring the acceleration sensor's tilt

**04**

**Sensor monitoring**



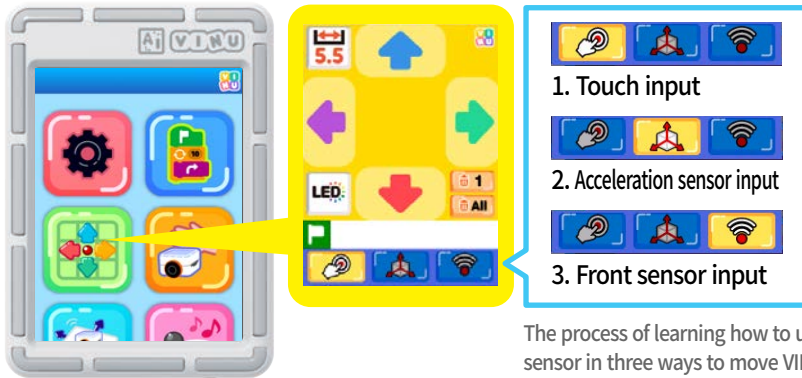
A function that checks whether the front infrared sensor, floor sensor, and sound sensor work properly



Features **06**

## Content that becomes more varied depending on the level

- ▶ Completing missions in three different ways (touch, acceleration, and front sensor)



The process of learning how to use the sensor in three ways to move VINU



- ▶ Using the color sensor to make music



The color sensor recognizes each color's tonic sol-fa, facilitating easy play with friendly melodies and helping create your own song according to the color configuration of each mission.

- ▶ Moving VINU by drawing a path on the touch screen



Solve a mission by drawing a path on the touch screen and driving VINU along the path in the mission area (240 pixels horizontally, 320 pixels vertically).



## Functions of each part

### VINU PAD



### VINU CAR

2.4" TFT LCD + Touch  
RGB LED 12ea



3-Axis Acceleration sensor

Li-PO Battery

MIC sensor

IR sensor 3ea

Stepping Motor 2ea



Line Follow sensor 5ea

Color sensor



### Chapter.13 Learning to do free coding



- ▶ Free coding uses five types of VINU blocks (output, control, input, grid, motor).
- ▶ Various codes, such as LED control, music output, grid operation, and line tracers, are included.

#### Output



- LED control
- LED effect control
- Waiting for LED effect control
- LED off
- Sound output
- Waiting for sound output
- Music output
- Waiting for music output
- Sound output
- Sound output off

#### Control



- Event
- Delay
- Repeating numbers
- Infinite repetition
- Break
- If sentence
- If-else sentence
- Waiting until ~
- Repeat until ~
- Stop all

#### Input



- Color sensor
- Line sensor
- Left distance sensor
- Center distance sensor
- Right distance sensor
- Mic sensor
- 4-way touch sensor
- 12-way touch sensor
- Tilt sensor

#### Grid

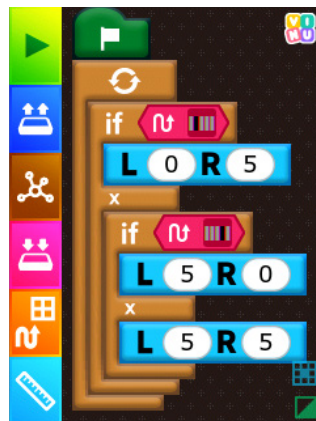


- Line grid forward
- Line grid turn left
- Line grid turn right
- grid forward
- grid backward
- grid turn left
- grid turn right
- grid interval

#### Motor



- cm forward
- cm backward
- mm forward
- mm backward
- Turn left
- Turn right
- Left speed
- Right speed
- Left / right speed
- STOP



▪ Line tracer

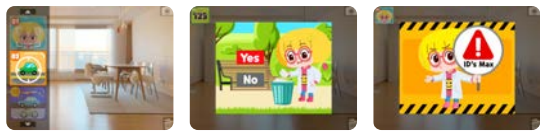


▪ Music output



Elevate the fun with upgraded VINU CAMERA.

**AI CAM VINU**



**VINU + AI Camera**

• Facial recognition	• Object tracking	• Object looking	• Number recognition	• Line tracking	• Color recognition	• Tag recognition

► The design is subject to change.

**VINU remote controller**



► The design is subject to change.

# VINU series

VINU PAD



VINU CAR



VINU CAM

