[문서에서 멋진 인용문을 가져 오거나 핵심 포인트를 강조하는 공간으로 사용해 보세요. 이 텍스트 상자는 문서 어느 곳에도 끌어다 놓을 수 있습니다.]



Education Platform

You can make anything you imagine, and play with them

SMART INTERACTIVE BLOCK







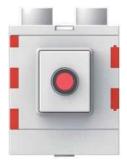






















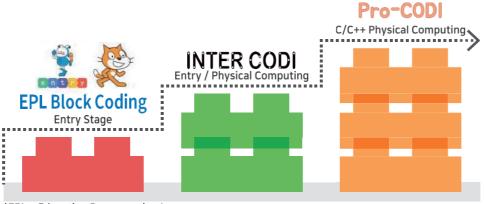




CREAMO Education Platform

STEAM, Maker, and S/W Programming & Physical Computing Education are available on CREAMO Education Platform compatible with LEGO Duplo Bricks.





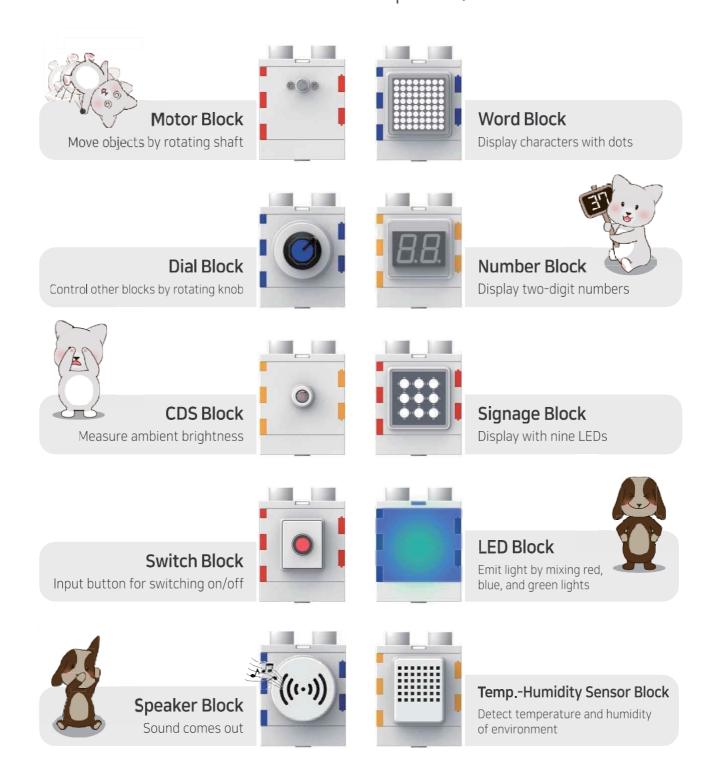
*EPL: Education Programming Language





Smart Interactive Block

Smart Interactive Block includes a total 10 blocks having different functions from each other. Various I/O(Input/Output) devices and sensors are built in blocks having the same dimensions as the conventional block products.



Creamo Create Board: This is a dedicated board that allows you to charge your Smartblock with a regular Lego block.



Standard Kit

Smart Interactive Blocks x 10

- Motor x 2
- LED x 3
- Dial x 1
- Switch x 1
- Word x 1
- Speaker x 1
- Number x 1
- Block Charger
- USB Cable (5pin)
- Wheels x 2





Smart Interactive Blocks x 6

- Motor x 2
- LED x 1
- Dial x 1
- Switch x 1
- Speaker x 1
- Block Charger
- USB Cable (5pin)
- Wheels x 2



My RC Car Kit

Smart Interactive Blocks x 5

- Motor x 2
- LED x 1
- Dial x 2
- Multi USB Cable
- Wheels x 2
- Bricks x 15pcs

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ADDI Block Activity

ADDI Creation Activity



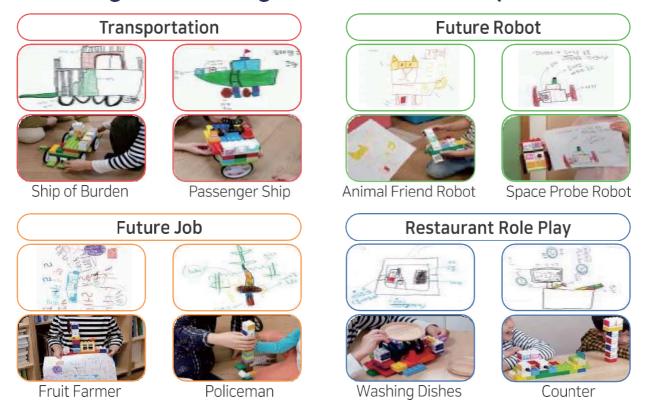
A future smart toy which children can <u>imagine</u> and <u>design</u> their own <u>creation</u> that can moves, makes sound, and emits light.

ADDI Block is a bridge that transforms kids' idea into real world.



Just Brick ADDI Block Smart Toy

Kids are genius of imagination and creativity.



INTERCODI Package

The INTERCODI is a product for educating software and coding, allowing blocks to be controlled through Arduino or Raspberry Pi with contents coded using a PC or a tablet. The coding can be performed with sketch for Arduino coding and Python for Raspberry Pi coding as well as scratch and entry. The INTERCODI can be used for from elementary school students to adults as an educational tool for improving logical thinking ability and creativity.



Smart Interactive Blocks x 18



Basic Kit

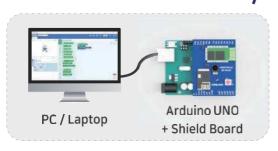
Smart Interactive Blocks x 12



Edu Kit

Smart Interactive Blocks x 7

INTERCODI Block Activity







Controllable Movement

Textbooks and Program Example









Beginner

Intermediate

Advanced

Smart Interactive Block can be coded with <u>App Inventor</u>, <u>Entry</u>, <u>Scratch</u>, and <u>Arduino</u>.









App Inventor

Entry

Scratch

Arduino

Education Activity

CREAMO Inc. has been executing STEAM education using Smart Interactive Block for children by sustainedly attending various festivals and events since 2017.

Pictures from Education Activities



2019 National Children's



2017 Children's Day



2019 Coding class at Muhak Midle School



2017 Animation Museum



2018 Hongik University Coding club



2017 Chuncheon Toy Festival



Smart Interactive Block Art Work



CREAMO Inc. is a corporation founded based on technology fund from Korea Institute of Science and Technology (KIST) to commercialize smart toy blocks developed at the KIST in the form of government support projects over the years, developing, producing, and selling information communication technology (ICT)-based smart toy blocks.

The smart block of CREAMO Inc. is a novel coding platform that can implement education of software and physical coding, making a smart toy fully compatible with the conventional commercial block products.

CREAMO Inc.'s future plan is to expand the scope of developing technology from product development for medical application and rehabilitation, Internet of things (IoT), artificial intelligence (AI) toy, and robot to merging with virtual reality (VR), augmented reality (AR), and mixed reality (MR) technologies.

CREAMO Inc.

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FCC Caution:

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Any Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- -Reorient or relocate the receiving antenna.
- -Increase the separation between the equipment and receiver.
- -Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- -Consult the dealer or an experienced radio/TV technician for help.

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment.