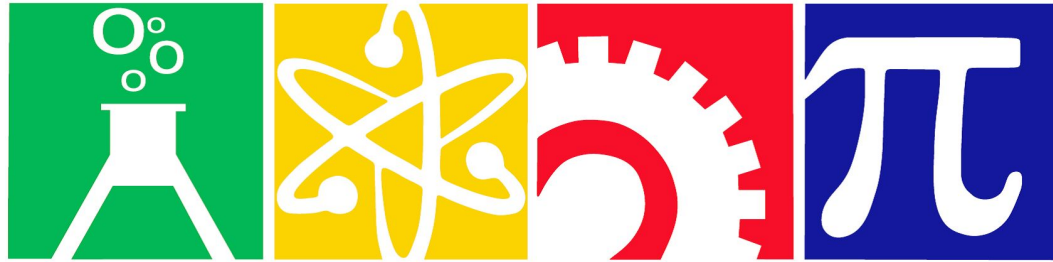


ModBlocks

Ardavan Amini, Richard Fam, Connie
Wang, and Bridget Zeiger

Unmet Need

- Limited options for teaching basic circuitry concepts
- Fun way of getting children **ages 4 to 8** interested STEM



STEM Science, Technology,
Engineering, Mathematics

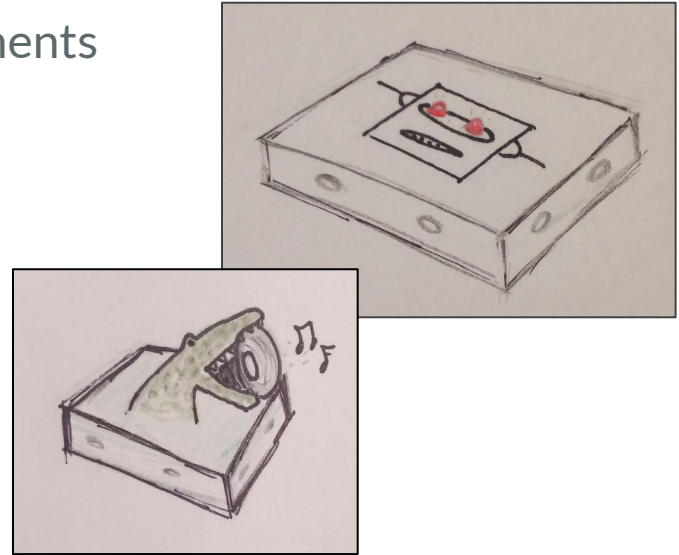
The Solution: ModBlocks

Modular electronic blocks that enable children to build basic circuits!

- **Easy to use:** magnetic, connectable
- **Informative:** clear materials show circuit elements
- **Captivating:** puzzles, themes
- **Intuitive:** understandable faces

Value Proposition:

- Teaching 4-8 year olds about electronics
 - Relate circuits to everyday applications
- Develops problem-solving skills
- Promotes creativity



What comes in the kit?

ModBlocks Starter Kit:

- **16** Modblocks
- Puzzle Book + Syllabus
- Carrying Case



Block List:

Power Sources

- Battery (9V)
- Hand Crank
- Solar Panel

Motors

- Servo-motor
- DC Motor
- Vibration Motor

Resistors

- Resistor
- Potentiometer
- Momentary Switch (Button)

Switches

- Toggle Switch
- Motion Sensor

Outputs

- RGB LED (x3)
- Fan
- Speaker

Syllabus

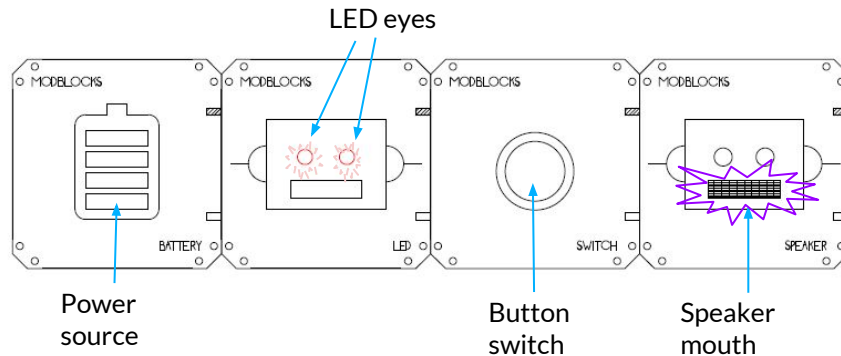
- Input vs. Output Relationships

- Input: Button, switch, hand crank, motion detector
- Output: LED, speaker, fan

- Circuits in Series vs. Parallel

- LED brightness
- Speaker loudness
- Fan speed

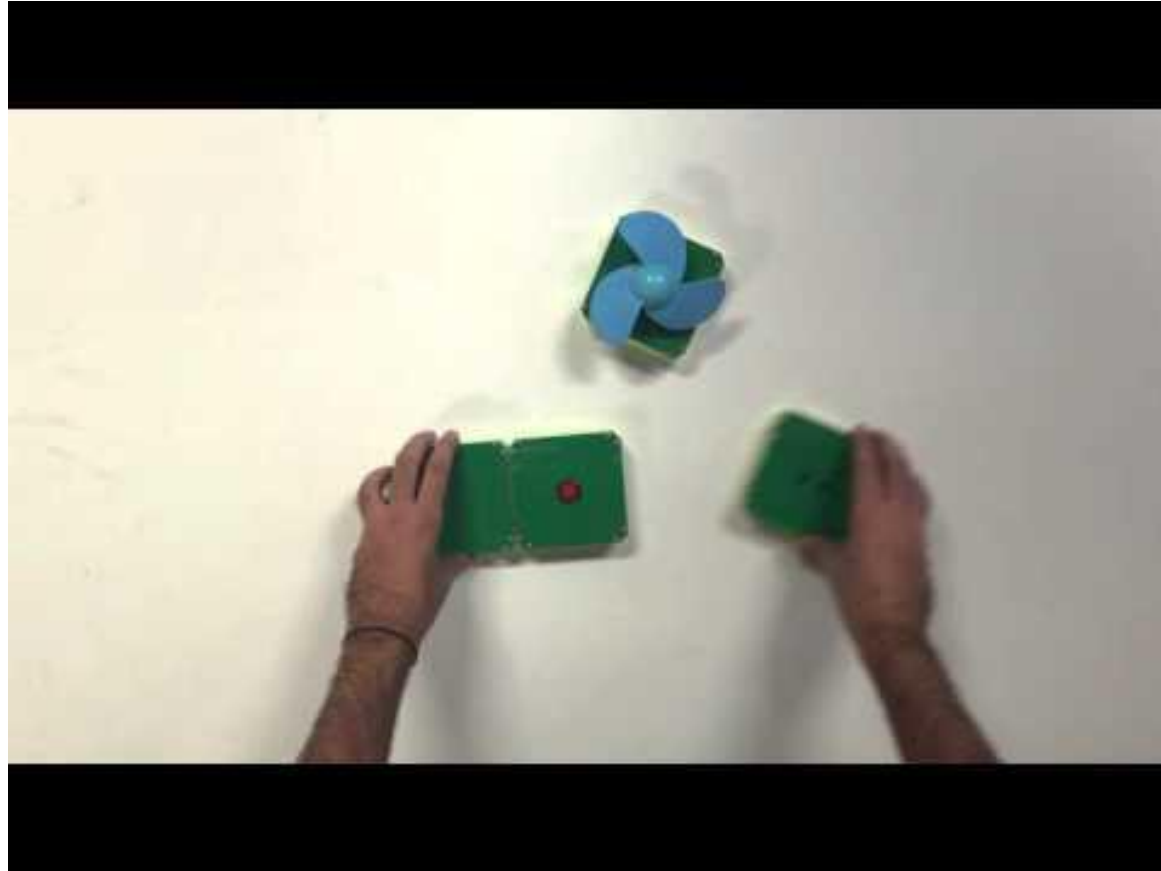
The Complete Guide to ModBlocks



Challenge:

1. Turn on ROBOT (light up **LED** eyes)
2. Have ROBOT talk (power **speaker**)

DEMO

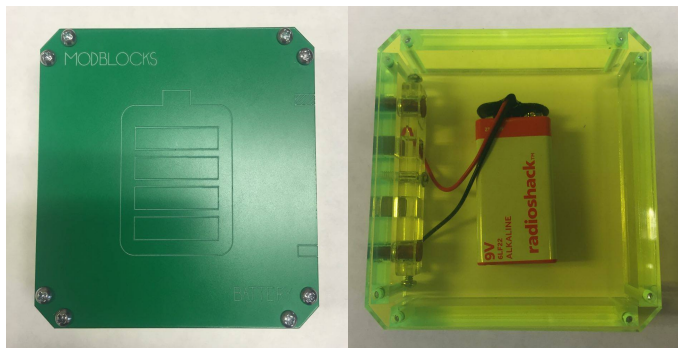


The Competition

			
<p>ModBlocks Base Kit (16 pieces)</p>	<p>LittleBits Base Kit (10 pieces)</p>	<p>Snap Circuits Jr. (30 pieces)</p>	<p>Kid K'Nex (81 pieces)</p>
<p>Circuitry</p>	<p>Circuitry</p>	<p>Circuitry</p>	<p>Mechanical</p>
<p>~\$99</p>	<p>\$99</p>	<p>\$35</p>	<p>\$25</p>
<p>Ages 4+</p>	<p>Ages 8+</p>	<p>Ages 8+</p>	<p>Ages 4+</p>

What sets us apart?

ModBlocks (ages 4-8)



(front)

(back)

- Basic, understandable faces
- Enclosed circuit components
 - clear encasing shows wiring connections
- Multiple-direction connections

littleBits (ages 8+)



- Pieces require manual connection
- Small, complex parts
 - Small text
 - Tiny switches
- One-way connection

Customer Discovery

Interview Responses:

Parents:

- Shop for toys that enrich children's learning
- “[We] choose products our kids will truly enjoy and and be excited about!”

Teachers:

- “High school students lack a basic understanding of circuits”

Child Development Research: (ages 4-8)

- Asking questions *What? Why? and How?*
- Developing fine-motor skills (read, write, and build)



Sources:

Maclyn Eick: High School Engineering Instructor
Alexis Nesper: Middle School CORE Instructor, Parent
<http://childdevelopmentinfo.com>

Target Market

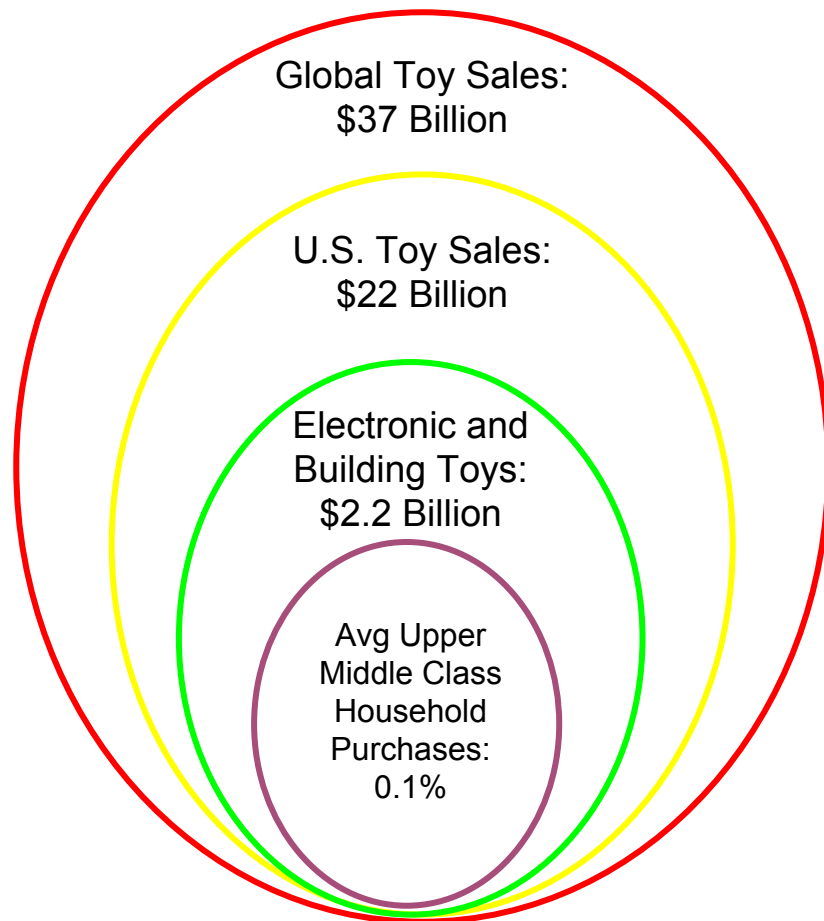
Average household

- 24m children ages 4-8 in the U.S.
 - ~4m family households
- Upper middle class (\$80,000+ per year)

After school care, daycares, tutoring centers

- 770,000+ daycare and after school centers
- \$3b revenue

Waiting rooms (doctor, dentist offices)



Intellectual Property

Possible Patents:

- Design patent entailing the physical appearance and design of ModBlocks

Competitive Advantage:

- Electronic toy designed for a specific age range (4-8)
 - Larger blocks
 - Safe encasing
- Intuitive design
 - Magnets
 - Understandable faces



The Business Model Canvas

Designed for:

ModBlocks

Designed by:

On: dd/mm/yyyy

Iteration #

Key Partners Education Industry	Key Activities Research Design Manufacture Test	Value Propositions Exposes young children to basic circuitry Problem-solving skills development	Customer Relationships Hardware distribution Tablet application distribution Direct relationship through Social Media	Customer Segments Average Household Day care/after school care
	Key Resources Manufacturing Facilities Suppliers Lawyers Programmers	 Promotes creativity Competitive pricing	Channels Amazon Adafruit Brick & Mortar	 Waiting Rooms (doctors offices)
Cost Structure Bulk material cost estimate: \$15 Assembly cost: \$16 Estimated MSRP: \$99			Revenue Streams ModBlock Starter Kit ModBlock Expansion Kits	

Production Costs

For 1 starter kit consisting of 16 Modblocks

Direct Materials:

Item	1000 Unit Estimate
Rechargeable 9V Battery (x2 w/ charger)	\$3.00
LEDs (x3)	\$0.12
Servo-motor	\$2.00
DC motor	\$1.00
Potentiometer	\$0.11
Piezo Speaker	\$0.20
Solar Panel	\$0.50
Motion Sensor	\$0.20
Hand Crank	\$1.00
Momentary (Button) Switch	\$0.01
Resistor	\$0.01
Fan	\$0.20
Vibration Motor	\$0.50
Toggle Switch	\$0.20
Acrylic Housing	\$2.50
Wiring	\$0.10
Packaging	\$3.00
Total (per unit cost)	\$14.65

Direct Labor:

Job	Wage	Hours	Total
Assembly	\$8/hr	2 hrs	\$16.00

Overhead Costs:

Expense	1000 Unit Estimate
Packaging	\$0.15
Shipping (materials)	\$1.00
Total (per unit cost)	\$1.15

Total costs: \$31.80

Estimated MSRP: \$99

High Risk Technical Areas

- Cost (materials)
- Safety
 - Secure electrical connection
 - Proper block connections
- Aesthetics
 - Functionality vs. intuition

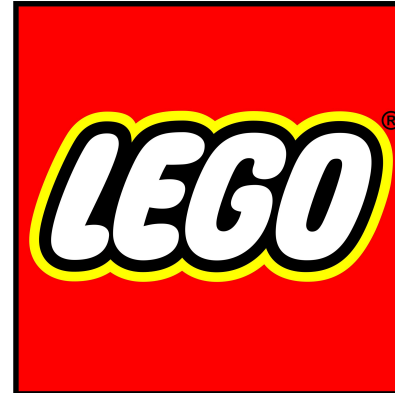
Risk Reduction Tests

- Prototyping different solutions (materials, designs)
 - Aluminum vs. copper leads
 - Magnet configuration
- Testing children interactions



High Risk Marketing Challenges

- Competing with established toy manufacturers
 - Known for safety, reliability, quality
 - Holding the child's attention
- Hardware vs. Software in “edutainment” industry
 - Tablet application



The Future

Timeline:

- **December 1st - January 31st:** Finalize puzzle book design and starter kit theme
- **December 23rd:** Proof of Concept application
- **January 1st - 31st:** Tablet application development
- **February 1st - April 30th:** Researching manufacturing options
- **May 1st - 31st:** Finalize and file design patent

Seeking:

- Potential investors
- Mentor(s)
- Additional teammates



Team Attributes

Continuation Plans:

Interested in continuing the project outside of the classroom

Recruitment Plans:

Open to adding more members to the team

Team Strengths:

- Motivated
- Proactive
- Organized
- Creative
- Technically-minded



Special Thanks to:

Dr. Delson

Sina Kouchaki

Questions?

