

"The Morphbots Cause is Robotics Literacy All Students Deserve"



MORPHBOTS®

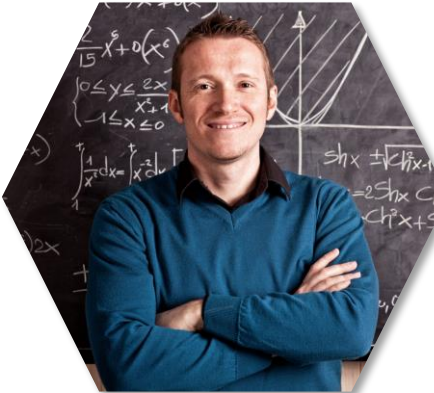
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But...there's a PROBLEM



For schools and students :

- ☐ The cost of traveling to competitions and buying a \$1,000 robot kit limits robotics to “well off” schools & students.
- ☐ The perception robotics is only for the “smart” kids

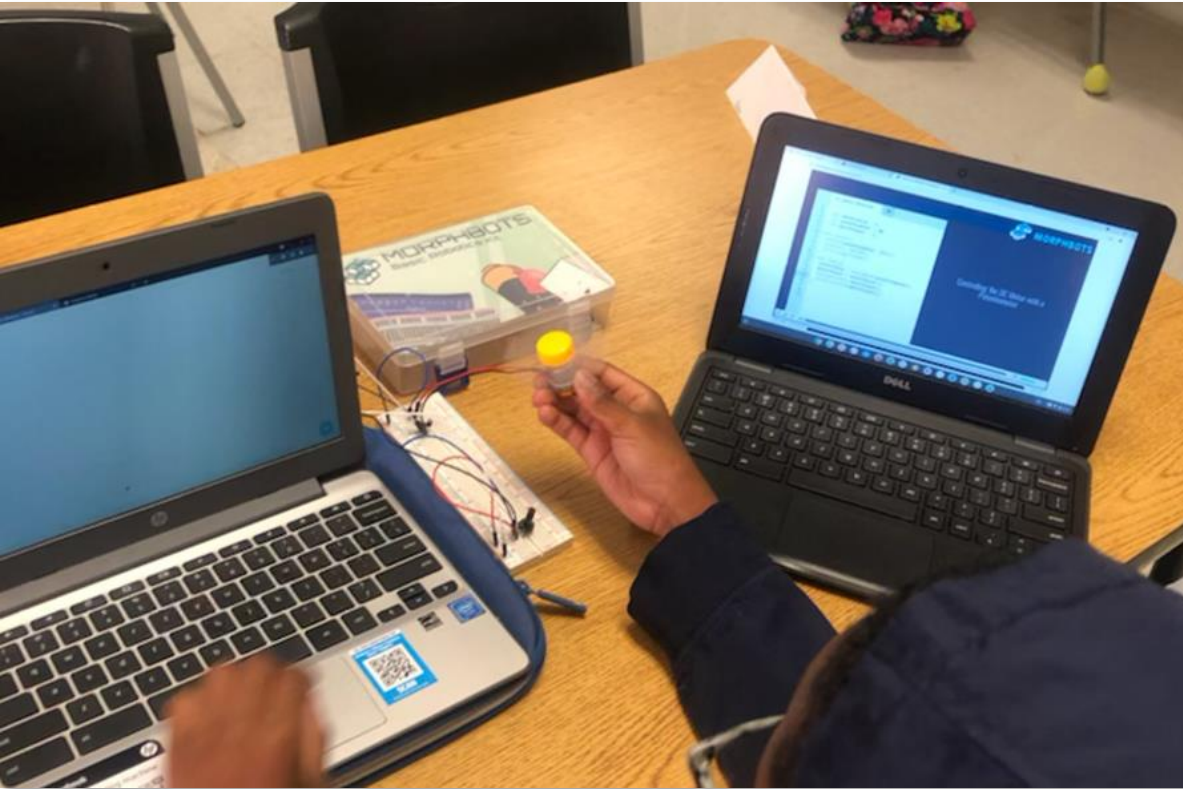


For teachers :

- ☐ Robotics is intimidating (perception)
- ☐ Lack of learning opportunities and or time-constraints

OUR SOLUTION - MORPHBOTS®

Make robotics literacy a universal standard by making it easy to begin



For schools/teachers

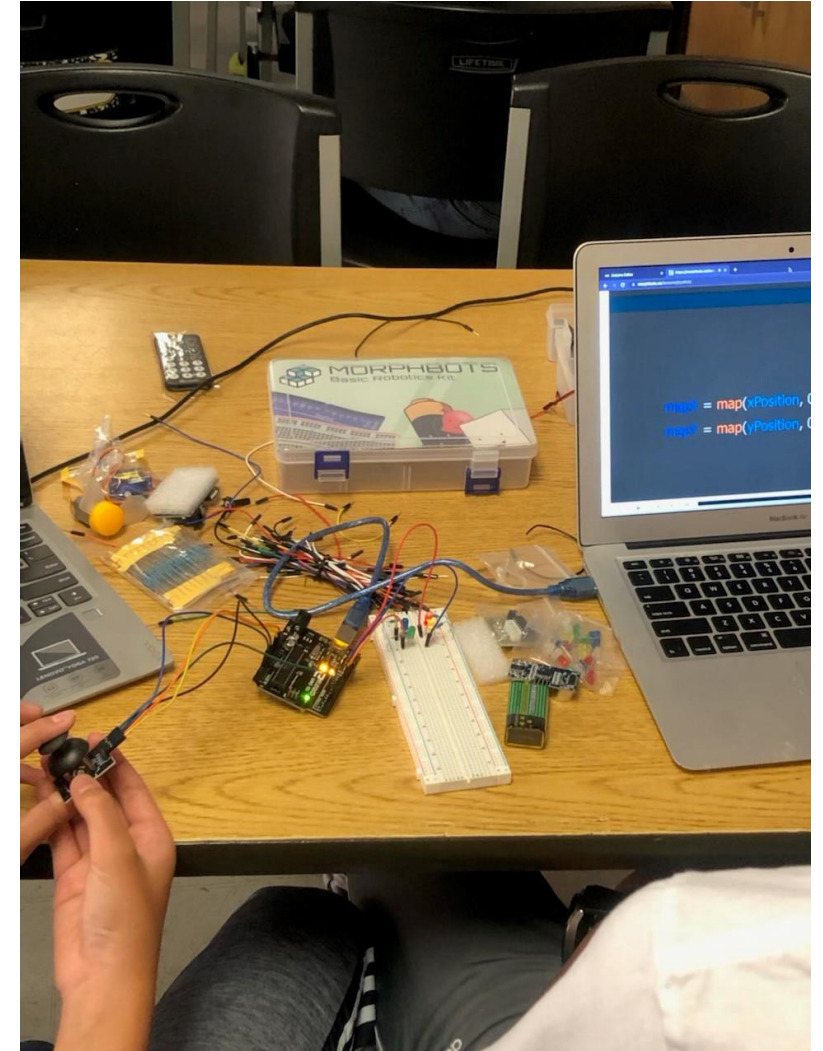
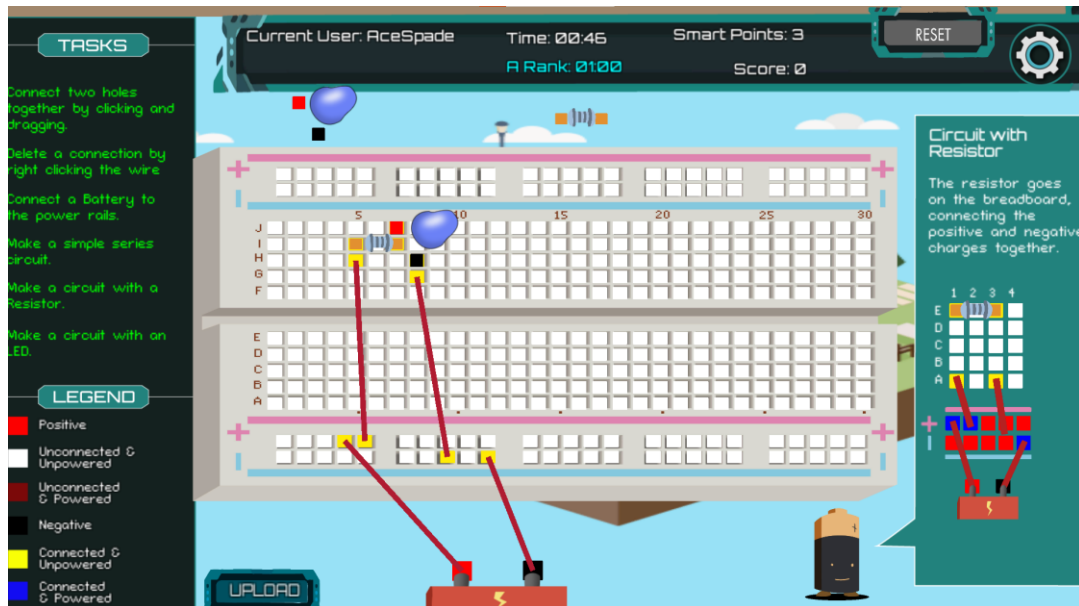
- ☐ Plug and Play requires no expertise from teacher!
- ☐ Automated system so schools have buy-in!
- ☐ Customized robotic kit with online course.
- ☐ Aligned to STEM Curriculum standards.

For students

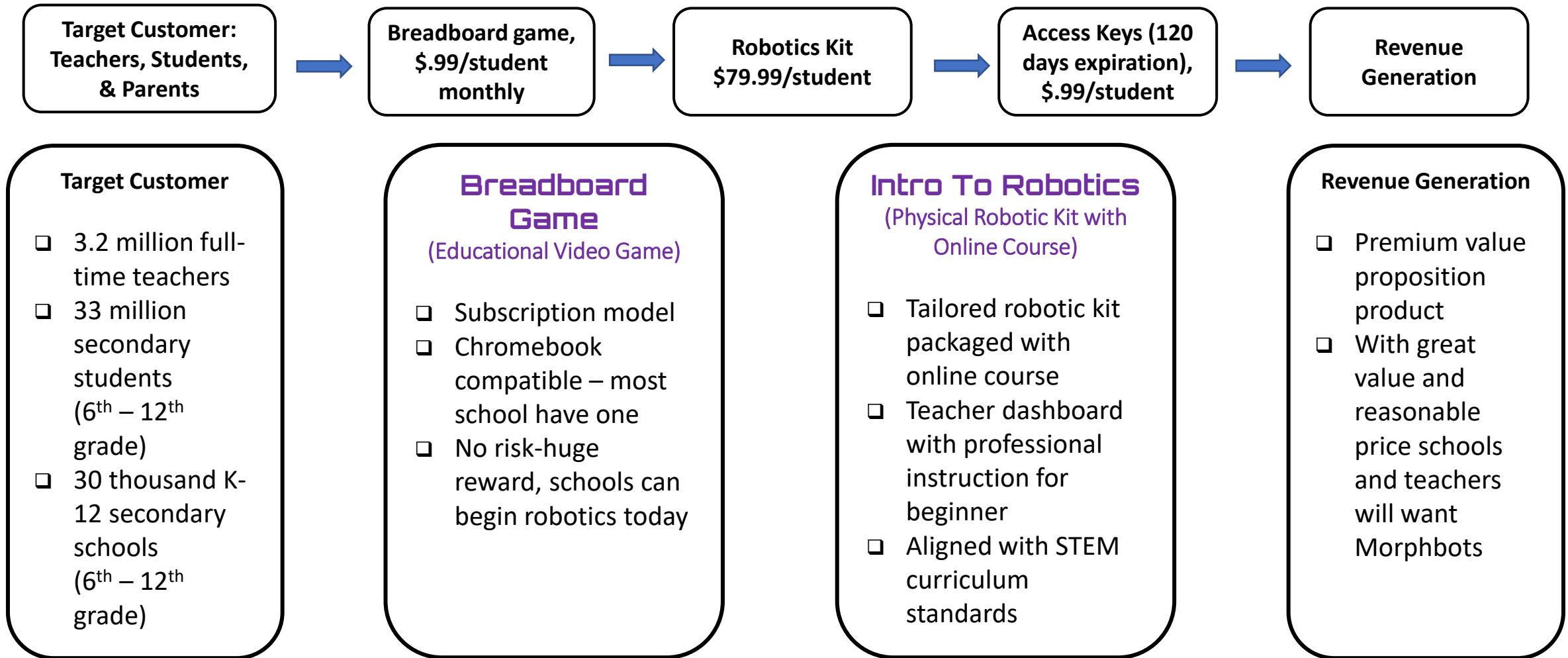
- ☐ Makes robotics fun because it is gamified!
- ☐ Leaderboard among students – competition breeds success!
- ☐ Students are motivated to be the best roboticists!

PRODUCT

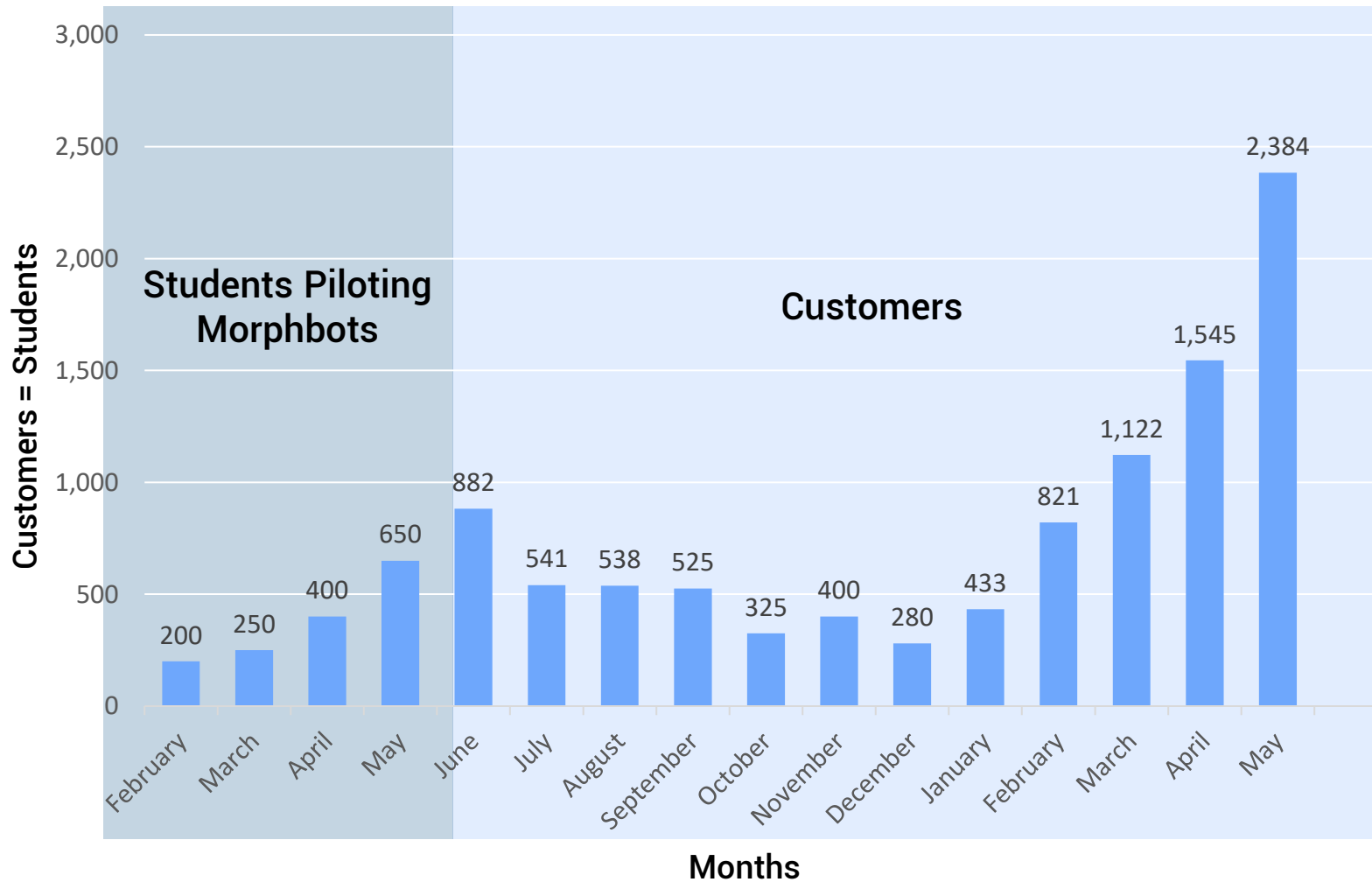
Morphbots offers a virtual robotics kit in a gamified setting. Students progress to a physical kit where they apply the same principles, they learned in the Breadboard Game.



BUSINESS MODEL

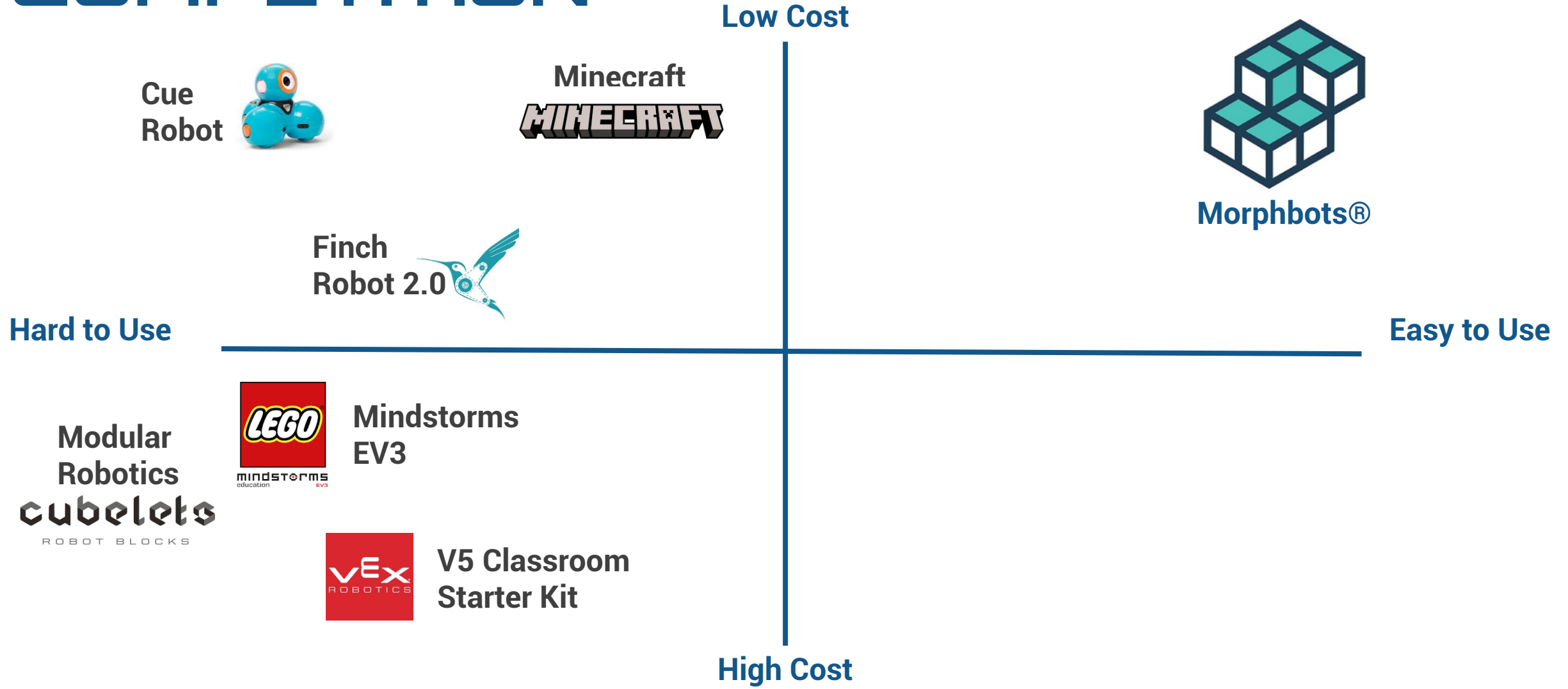


TRACTION



- ❑ Sold 80 robotic kits in February 2022
- ❑ Over 250 students doing online course now
- ❑ Robotic kit with online course is \$79.99
- ❑ Schools purchasing cycle is between the months May – July
- ❑ Robotic sales pickup for students doing summer programs

COMPETITION



GO-TO-MARKET

Value Proposition

- ☐ Schools can do robotics with their Chromebook
- ☐ Educators can teach robotics without experience
- ☐ Students will learn robotics without even knowing it

Customer Segment

- ☐ The average student who has thought about robotics but has not tried yet (Early Majority)

Channels

- ☐ Morphbots.co and school.morphbots.co websites
- ☐ Word of Mouth (schools using the product now!)
- ☐ Social Media: Twitter, Facebook, LinkedIn

Marketing Strategy

- ☐ Target the mainstream student and educator – the early majority
- ☐ Focus on CTE school that receive Perkins Funding

Piloting and selling to K12 schools now. Nurturing schools and educators as brand ambassadors of Morphbots as value proposition in product grows.



TEAM



As the CEO of Morphbots, Chris brings vast experience in sales and business development. His belief that an ethical education can solve most human challenges stems from his upbringing.



Alan is the CTO of Morphbots. In his last startup, Voxon, he created a 3-dimensional display that are sold around the world in educational settings.



Alex is the Playful Learning Science Advisor. He designed the Gamestar Mechanic video game that teaches K12 students how to develop their own video games.



Sudarshan is the Business Advisor of Morphbots. He brings experience with robotics with his own robotics company Coboticca.

ASK

OPPORTUNITY:

Pricing \$612K for 15% ownership and seeking an additional \$1M in 9-12 months.

\$612K
12-month Runway

\$5.1M
Post-Money Valuation

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Selling directly to US
school districts

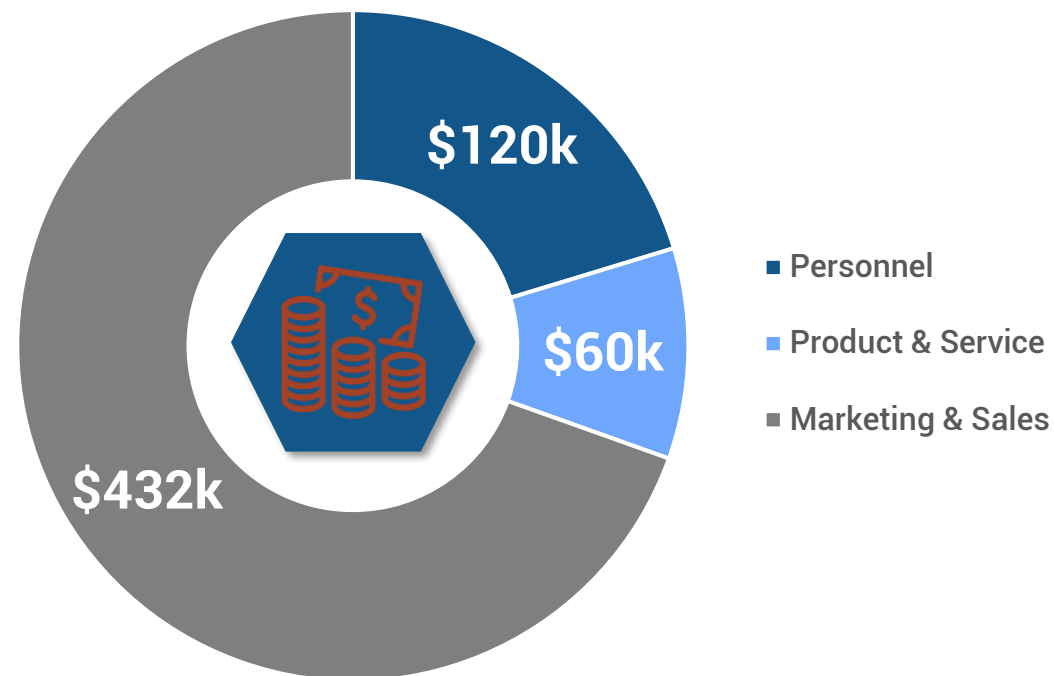
INVESTMENT

Post-Money SAFE

Equity \$612K = 225,000 Shares

15% fully diluted

USE OF FUNDS





THANK YOU!

CONTACT US

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