

#### **CONTACT INFORMATION**

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#### **FINANCIAL INFORMATION**

Company Stage: Pre-product Capital Seeking: \$500,000 for 15%

# **USE OF FUNDS**

40% Product Development40% New Hires20% Marketing/Sales & Material

#### **TEAM**

- CEO & Co-Founder: <u>A. Chris</u>
   <u>Eslami</u> has 20 years of sales and marketing experience at technology companies
- VP & Co-Founder: <u>Alan Jackson</u>, Co-founder of Voxon Photonics. Innovating technology for over 4 decades

#### **ADVISORS**

- <u>Sudarshan Narayan</u>, founder of Amplifi, expertise include strategy, enterprise sales, branding & marketing, product positioning & fundraising
- Alex Games, He designed the Gamestar Mechanic video game that teaches K12 students how to develop their own video games.

# MORPHBOTS®

# **EXECUTIVE SUMMARY**

#### **PITCH**

Making robotics literacy the standard in K12 education.

# **PROBLEM**

The future of US students is despairing because they will not qualify for high-paying STEM jobs. Most schools do not have a robotics education program because the equipment, travelling, and competition fees are out of their budget.

# **SOLUTION**

Make robotics education-the gateway to STEM learning-competitive, cool, and collaborative. The Breadboard Game engages students with robotics fast because it is gamified. Any school can do it because it's compatible on any device including a Chromebook.

### **MARKET**

Our SOM for educational based video games is \$615M in the Northeast region of the US targeting school districts, superintendents, curriculum directors, the school board, and technology directors.

#### **COMPETITORS**

The competition is Minecraft, Gamestar Mechanics, Vex Robotics, Modular Robotics, and The Construct.

#### **COMPETITIVE ADVANTAGE**

Students can learn robotics on a Chromebook since over 60% of US schools own them; can compete in robotics remotely without huge upfront cost because school/students can rent hardware; offer robotics for visual and kinesthetic learners.

#### **BUSINESS MODEL**

The Breadboard Game is a subscription with seats at \$.99/month; the 2d robot lab is a booking site model at \$5/hour; selling our robotic starter kits to school districts