TINKERZ SPACE

EXPLORE • CREATE • INNOVATE

FUTURE TECH & INNOVATION MAKER SPACE

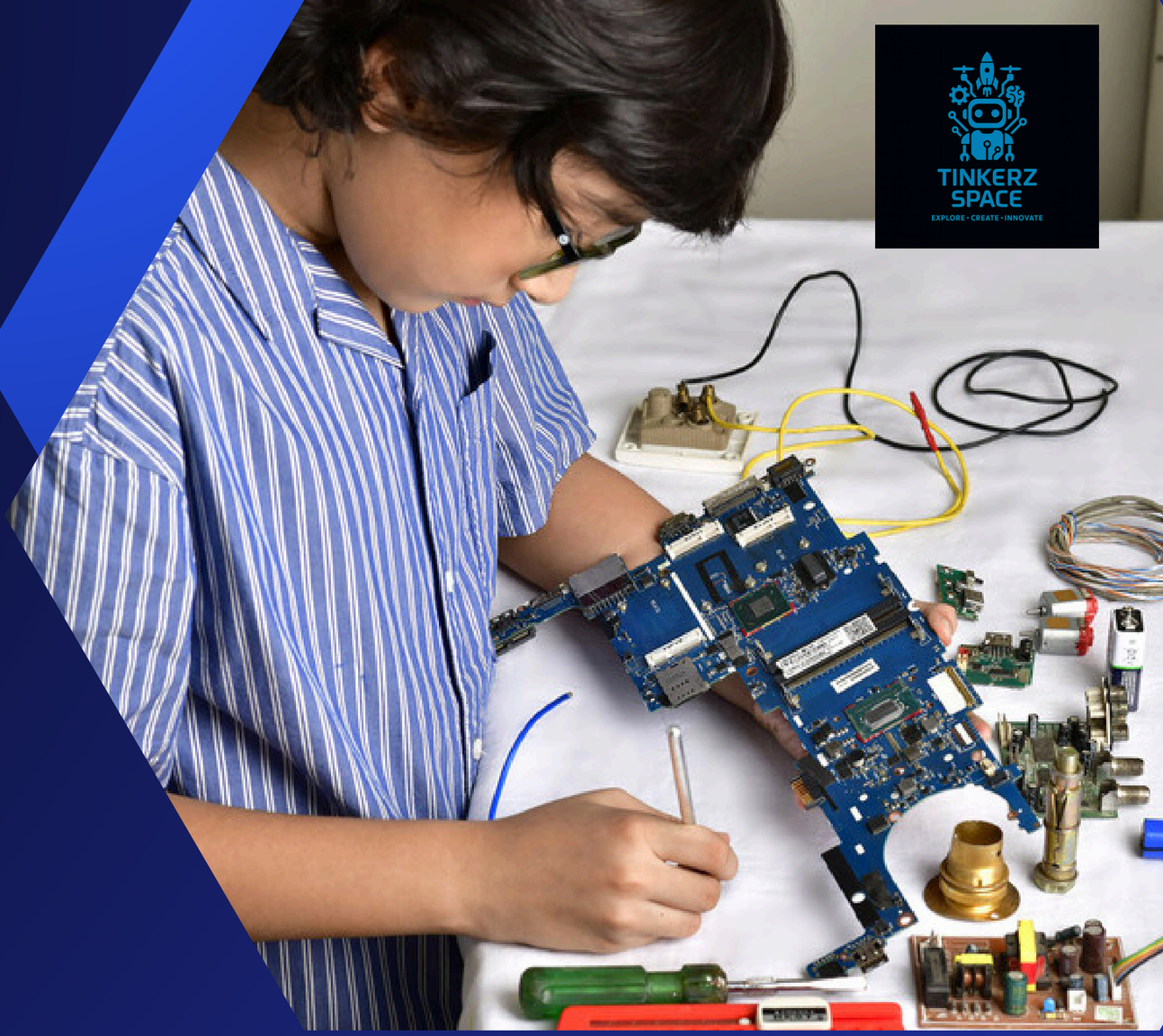
PROJECT PLAN

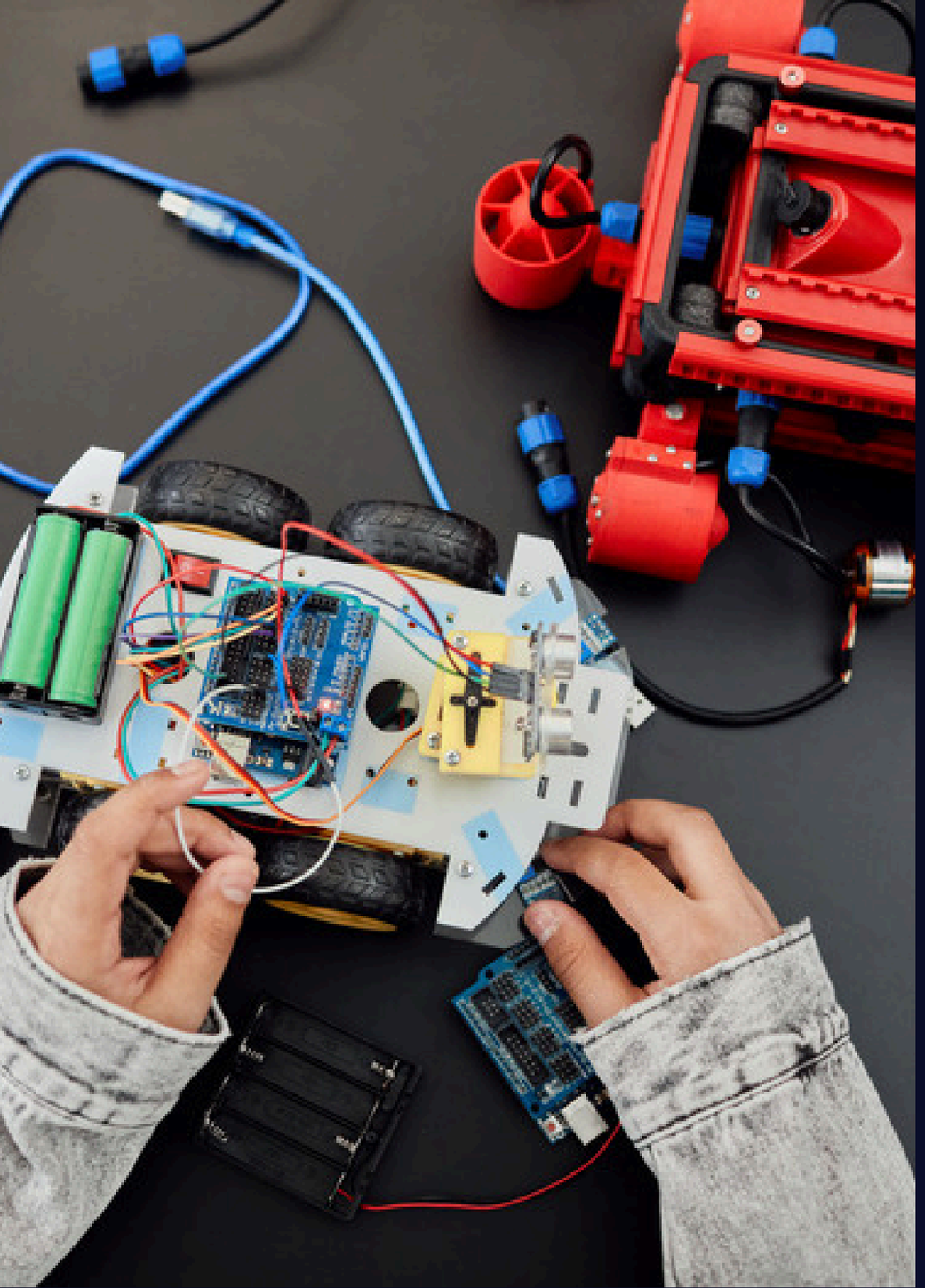
VISION

To build a vibrant, dynamic space where young minds, students from Grade 1 to 12 (ages 6–18), Undergraduates, Innovators & Hobbyists explore, invent, and innovate through real-world applications of Robotics, AI, Drone Tech, and Space Tech, guided by strong mentorship, project-based learning.

To nurture a thriving community of tinkerers, builders, and problem solvers who grow into confident creators and future tech entrepreneurs.

Tinkerz Space is where the next generation of Elon Musks, Steve Jobs, Jensen Huangs and Bill Gates will begin their journey.





PROBLEM

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What’s Broken in Current Education?

- Over-focus on rote learning & theory
- Minimal exposure to hands-on application
- STEM taught in silos, not as an ecosystem
- Students lack:
  - Research mindset
  - Innovation skills
  - Real-world problem-solving ability

India needs creators, not just exam scorers

OBJECTIVE

EMPOWER YOUNG INNOVATORS

Equip students with 21st-century skills: design thinking, coding, prototyping, critical thinking, and teamwork

PROMOTE HANDS-ON, PROJECT-BASED LEARNING

Make learning engaging and practical by enabling students to build real-world solutions

CREATE A MAKER SPACE ECOSYSTEM

Offer a space where students access tools, resources, and mentorship to build DIY projects.

FOSTER A COMMUNITY OF BUILDERS & CODERS

Build a vibrant innovation ecosystem that encourages collaboration, knowledge sharing, and creative freedom.

ENCOURAGE PARTICIPATION IN GLOBAL COMPETITIONS

Mentor and train students to represent in Olympiads, hackathons

BUILD ENTREPRENEURIAL CONFIDENCE

Enable students to develop their own prototypes, pitch ideas, and experience startup culture early on.

WHO WE ARE

A cutting-edge Maker Space where students learn by doing. Here the Ideas move from Ideation to Real world applications.

IDEATION

DESIGN

PROTOTYPING

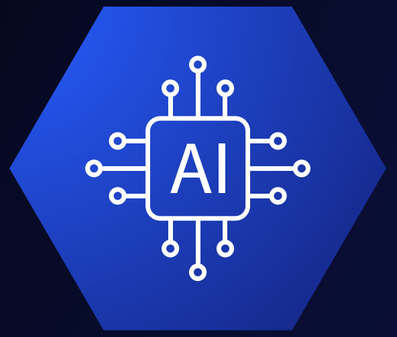
PATENT FILING

REAL WORLD PROJECTS

TECHNOLOGY DOMAINS COVERED

ROBOTICS

Mechanical systems, sensors, automation, embedded systems, cobots, LeRobots, TurtleBots



PHYSICAL AI

Human-robot interaction, gesture-controlled systems, AI-integrated hardware

DRONE TECHNOLOGY

Design, assemble, fly, program drones (quadcopter, FPV, etc.)

SPACE TECHNOLOGY

Satellite simulation, basic astrophysics, trajectory models, rover design

CAD & PRTOTOYPING

3D modeling, 3D printing, laser cutting, rapid prototyping

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FACILITIES INCLUDED

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01 Robotics Bay with Cobots, TurtleBots, Toolkits, Sensors, and Build Stations

02 Drone Assembly & Flight Zone

03 CAD/3D Printing Workstation

04 Code Hub & AI Learning Center

05 Modular Classrooms and Demo Zones

06 Project Showcase Gallery and Pitch Zone

07 Creative Café & Brainstorming Lounge

WHAT STUDENTS WILL LEARN

01 Robotics

02 Drone Technology

03 Space Technology

04 Python Programming

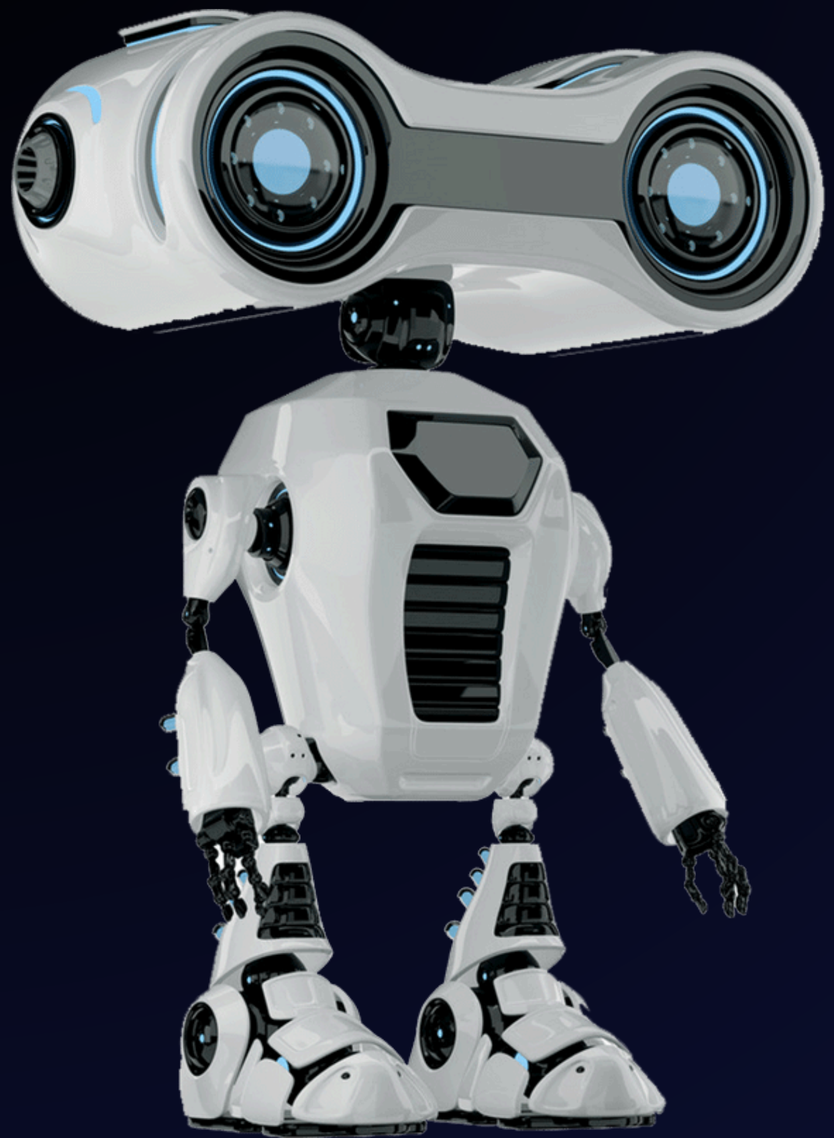
05 Artificial Intelligence

06 3D Printing and CAD

07 Sensors, IOT & Electronics

08 Research, Innovation & Project Building

WHY NOW



- NEP 2020 mandates:
  - Experiential & project-based learning
  - Coding, AI, Robotics at early stages
- Rising demand for:
  - STEM education
  - Maker spaces
  - Skill-based after-school programs
- Parents actively seeking future-ready learning

Thank You

For Your Attention

If you have any questions feel free to reach out.

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