

P R E - S E E D • 2 0 2 6

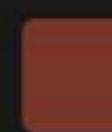
# Technologic

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Modular consumer electronics.

Built to last. Built to scale. Built for what comes next.





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The ability to perform in-situ repair of electronics at the component level can **dramatically reduce mission risk** and increase crew independence.

NASA – COMPONENT-LEVEL ELECTRONIC ASSEMBLY REPAIR (CLEAR) PROJECT

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What if the technology NASA needs for Mars is exactly what Earth needs right now?

THE PROBLEM

62 million tonnes of e-waste a year.  
We recycle less than a quarter of it.

**\$62B**

in recoverable materials  
lost annually  
\$19B copper · \$15B gold ·  
\$16B iron

**22%**

formally recycled  
Declining to 20% by 2030

**1 in 3**

replaced devices still  
work  
Discarded while functional

**87%**

drop in component  
lifecycles  
From 30 years to under 4

E-waste is growing 5x faster than recycling infrastructure. 1.55 million trucks of it would circle the equator bumper-to-bumper.

Source: UN Global E-waste Monitor 2024

# Modular hardware keeps failing. The engineering was never the problem.

- **Project Ara** 2013–16 Modules 50–100% more expensive. 25% size/weight penalty. Cancelled.
- **Phonebloks** 2013 Viral concept, zero product. Inspired Ara, then vanished.
- **LG G5** 2016 Two modules shipped. Abandoned after one generation.
- **Moto Z** 2016–18 14 Moto Mods launched. Ecosystem died quietly.

Every single attempt lived inside a company whose revenue depended on you replacing the whole device. The incentive structure killed the product before engineering ever could.

THE SOLUTION

# Technologic



A modular electronics platform where the business model and the product aren't fighting each other. One standardized interconnect across device categories.

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● **Swappable**

Upgrade or replace individual components. Not the whole device.

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■ **Repairable**

Fix what's broken. A dead battery doesn't kill a device.

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▲ **Upgradeable**

New processor in two years? Swap the module. Keep everything else.

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◆ **Open**

Published specs. Third-party modules. Community-designed expansions.



WHY THIS MATTERS BEYOND EARTH



## On Mars, you can't ship a replacement. Modularity is survival not just a feature.

26 months

between Mars launch windows

6–9 months

transit time, each way

\$200K/kg

to deliver payload to Mars surface

41%

of small satellites fail or partially fail



The ISS has operated for 25+ years through modular Orbital Replacement Units. But NASA's own CLEAR project found ORU-level replacement is 1,000x less efficient than component-level repair. For Mars, you need modularity at every layer.

**Our thesis:** What's essential for space is transformative for Earth.





# Four forces. All converging.

01

## Regulation

EU Right to Repair mandatory July 2026. Six US states passed laws. Oregon banned parts pairing entirely.

02

## Consumer demand

80% willing to pay ~10% premium for sustainability. Gen Z chooses sustainable over brand names 75% of the time.

03

## Technical feasibility

USB4 and Thunderbolt 5 solved the bandwidth problem that killed Project Ara. EU USB-C mandate standardizes charging across all devices by April 2026.

04

## Market proof

Framework raised \$45M, shipped 100K+ laptops. Fairphone: €87M raised, €54M revenue. Back Market: \$5.7B valuation.

F I R S T P R O D U C T



# The Player

A modular digital audio player. Retro form factor, modern architecture. The beachhead that proves the interconnect works across components.

## DAC

Swappable audio chipset

## Storage

Expandable local media

## Amp

Headphone amplifier

## Wireless

Bluetooth · WiFi

## Battery

Hot-swappable power

## Display

Upgradeable screen

**\$800–\$3,700**

Premium DAP price points (Astell&Kern)

**\$107M**

Portable DAP market

## M A R K E T

# The categories with zero modular options.

### CONSUMER ELECTRONICS

**\$1.2T**

annually, 5.5–7.8% CAGR

### KITCHEN APPLIANCES

**\$242B**

smart kitchen: 12.4% CAGR

### CLIMATE TECH INVESTMENT

**\$40.5B**

2025, +8% YoY

### UNADDRESSED CATEGORIES

- Home appliances No modular options
- Wearables & fitness No modular options
- Smart home devices No modular options
- Consumer audio No modular options
- Kitchen electronics No modular options

Sustainable products grow 2.7x faster than conventional. 17% market share, capturing 32% of growth.

R O A D M A P

# From one device to an ecosystem.



01 · 2026

## The Player

Working prototype

Crowdfunding campaign

First 1,000 units shipped



02 · 2027

## Expand

Second device category

Module marketplace

Third-party developer SDK



03 · 2028

## Platform

Smart home integration

Kitchen electronics

Module licensing program



04 · 2029+

## Scale

Enterprise / space contracts

Open standard consortium  
Global manufacturing

Each phase shares the same interconnect standard. Every module sold in Phase 1 works in Phase 4.

B U S I N E S S   M O D E L

# Compounding revenue, not replacement cycles.



LTV multiplier: A customer upgrading modules for 10 years is worth far more than a single device sale.

HaaS premium: Hardware-as-a-Service earns 59% higher median revenue multiples.

L A N D S C A P E

# The goal is not to compete with Framework but to expand the map.

M O D U L A R I T Y

●  
Framework  
\$45M · Laptops

●  
**Technologic**  
Multi-category platform

●  
Fairphone  
€87M · Phones

●  
Apple

C A T E G O R Y B R E A D T H

W H Y I N C U M B E N T S W O N' T B U I L D T H I S

- Device upgrade cycles drive repeat purchases
- Proprietary parts sold through authorized channels only
- Ecosystem lock-in creates switching costs
- iFixit-Samsung partnership ended 2024 — no interest in repair at scale

F O U N D E R

# Suhit Agarwal

24 · Software & Design Engineer · Applied & Computational Mathematics @ USC

## Founding Product Engineer

**Curio**

AI hardware startup. ESP32-based interactive toys. Shipped production firmware and mobile app (app was a solo endeavor).

## KEY HIRES NEEDED

Hardware engineering lead

Industrial designer

Firmware engineer

## First Employee

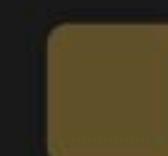
**Trufflepig**

Spreadsheet startup. Built the product from zero as first hire.

## VR Development

**Independent**

Immersive education prototypes. Designed a VR-based school replacing lectures with lived experience.





# Pre-Seed

## USE OF FUNDS

Hardware engineering	40%
Tooling & first production run	25%
Design & prototyping	20%
Operations & community	15%

## MILESTONES UNLOCKED

- Production-ready Player prototype
- Validated interconnect architecture
- 5,000-unit initial production run
- Module ecosystem foundation
- Crowdfunding campaign launch
- Path to seed round



THE VISION

When humanity becomes a  
spacefaring civilization, modularity  
won't be a nice-to-have.

It will be how everything is built.

We're starting now.



# Technologic

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*Modular electronics for Earth and beyond.*

