

Playtime just got smarter



'Coding'

COQUIN

Many countries including USA, Finland, UK, and Israel are already teaching software development in the middle school curriculum.

Coding Education is essential!

Coding education helps improve:

Logic

Problem Solving Skills

Creativity

Self Sufficiency

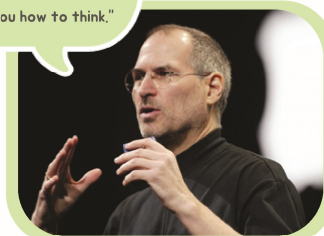
Cognitive Skills

Mark Zuckerberg (Facebook CEO)



"In fifteen years we'll be teaching
Programming just like reading and writing."

"Everybody in this country should
learn how to program a computer...
because it teaches you how to think."



Steve Jobs (Apple)

Barack Obama (President of USA)



"Don't just buy a new video game, make one.
Don't just play on your phone, program it."

Tranform into any Character

Kamibot is a small, programmable robot that kids can endlessly customize by writing their own code, and by adding creative papercraft skins.

Kami (紙) is the Japanese word for paper. It is at the root of the word origami (折り紙), literally folding paper. In this spirit, we are constantly expanding the collection of papercraft skins available to print out from our website, to endlessly personalise and customise Kamibot. These include characters we have created, characters we have licensed, and blank templates that you can use to create one-of-a-kind papercraft skins.

Magnets are attached to the papercraft skins to hold them in place. A servo motor on top allows Kamibot to independently rotate the top section of skins, such as the turret on our tank skin or the head on our Count Dracula skin.



kamibot Features & Benefits



Freely swap characters

Kamibot can be any character you want, Just build the character you like and swap out characters on a single robot.



Download Characters

We provide free character papercrafts on our webpage. You can even download blank templates that you can color in yourself.



Easy customization

The magnets inside the paper parts and accessories allow the user to mix and match characters as they please





Code via PC/Mobile Device

Kamibot can be programmed with Kamiblock, which is a block-based drag and drop programming language used to give Kamibot commands to move and respond to it's surroundings.



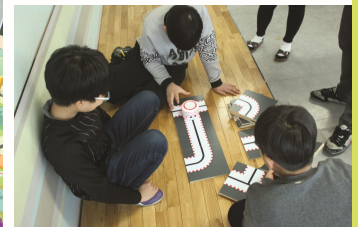
Educational Content

We provide a coding manual and materials showing how to play with Kamibot on our webpage for free.



Smartphone App Control

Using the Kamibot Control App, you can control Kamibots various motors and sensors.

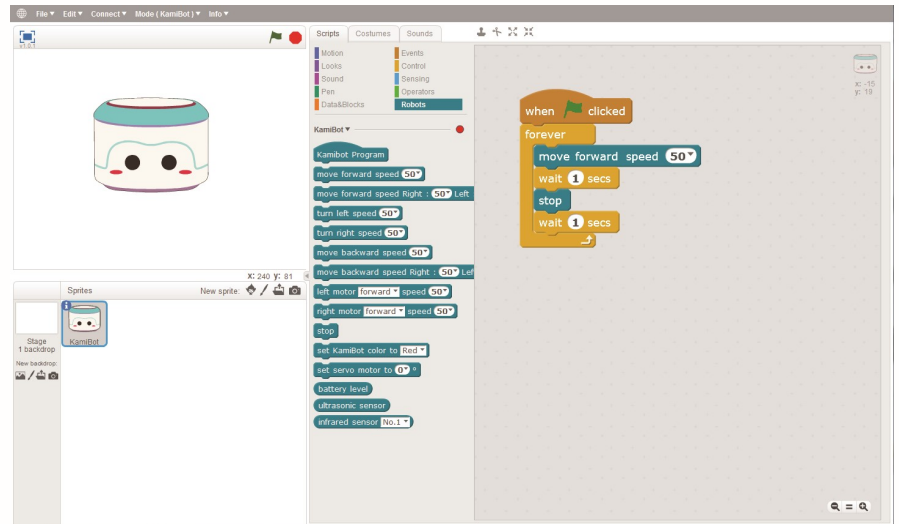
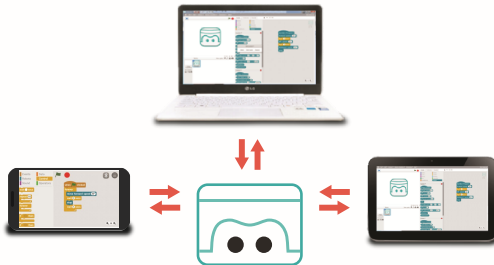


Coding with kamibot



Kamiblock

Kamiblock is a drag and drop block-based coding program that is easy for anyone to learn. Kamibot can be programmed from your PC, smartphone, or tablet. Kamibots immediate response to coding sparks childrens interest in programming. Kamiblock can be downloaded from our website, Google playstore, and the App Store.





Treasure Hunt

Program Kamibot to discover treasures on the gridded map.



Maze

Program Kamibot to find its way out of a maze.



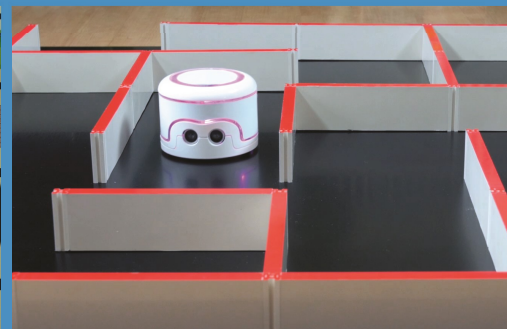
Fishing

Catch a miniature fish with Kamibot.



Cleaning Robot

Clean up after yourself with Kamibot.



Playing with kamibot



Character Creation

You can feel a sense of accomplishment by creating your own character. Characters for children and adults are separated by difficulty. We will continue to add to our library of character templates and provide them for free download on our website.





Football

You can have football matches against your friends with Kamibot.



Racing

Control Kamibot to go faster than your friends on a line course.



Obstacle Course

Control Kamibot to avoid obstacles.



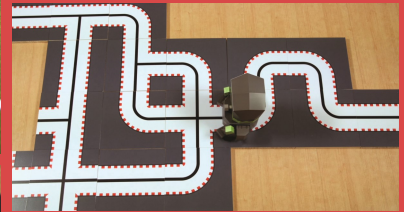
Pathfinding

Make a path for Kamibot so that it does not lose its way.



Bowling

Can you score a 300 with Kamibot bowling?



3.14 Co., Ltd.



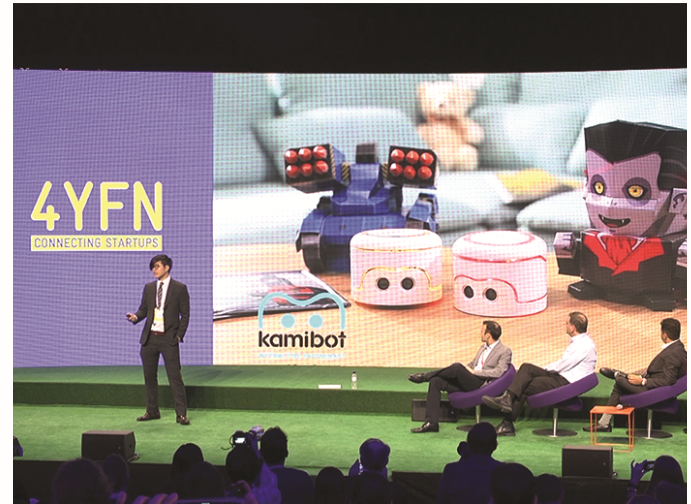
3.14 is an EdTech company that combines papercrafts and robots to create fun and healthy educational content for parents, teachers, and kids.

3.14 contributes to the improvement of children's creativity and reasoning through the world's first programmable paper robot .

3.14 reaches beyond South Korea to become a global toy company.

2016

- 01 Exhibition at 2016 CES
- 02 Published as one of TechAdvisor's Best Coding Games for Kids
- 03 Exhibition at 2016 MWC 4YFN
 - Selected as one of 2016 MWC 4YFN IOT Track Finalists
 - Raised 110% of Kickstarter Goal for Kamibot
- 07 Selected as a Daegu City Pre-Star Company



2015

- 03 Exhibition at 2015 MWC
Awarded 2nd Place for The Jang Young Shil Venture Forum Start-up Competition
- 04 Graduation from Smart Venture Institute(Selected for Follow-up Investment)
- 06 3.14 Co., Ltd. Incorporated
- 07 Participation in C-LAB 2nd batch at Daegu Innovation Center
- 10 Selected as K-GloBal Startup Engine Top 10 startups
- 12 Selected as one of K-Global Startup300
Certified as a Venture Company



2014

- 06 Company Founded
- 09 Patent Application for KamiKami Interactive Papertoy
- 11 Awarded 3rd Place for KIBO Technology Fund Start-up Tech Idea Competition
- 12 Development and release of KamiKami Interactive Papertoy

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DC motor



Ultrasonic Sensor



Infrared Sensor x5



Bluetooth 4.0



Program with Arduino, Scratch



Rechargeable Li-Po Battery



Servo Motor



Gyroscopic Sensor



RGB LED x4



NRF51822



Supports PC, Tablet, Smartphone



2 Hours of Battery Life