

Booth No. 1A10



## Robogram Co., Ltd.

Year Established	2020	Type of Business	Edutech
Website	www.robogram.org	Main Export Countries	Singapore, Vietnam, Thailand
SNS	linkedin.com/in/chang-kyung-sung-614196195		
Main Customer	Domestic Customers		International Customers
	Elementar School, Middle School, High School, Private Coding Academy		
The Person In Charge	Name	Department	Position
	Sung Changkyung	Business	CEO
	Phone	Mobile	E-mail
	+82-33-818-4871	+82-10-9980-4871	info@robogram.org

### Company Description

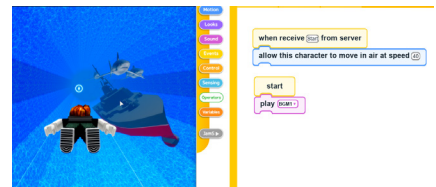
Robogram Co., Ltd. is an Edutech company that develops fun and efficient educational content. Creative algorithms are created, not born. The imagination to solve a problem most effectively with minimal cost and effort is. It is to grow naturally in the process of learning fun. Robograms think of make fun coding.

### Product

#### JEMS

##### Function and Usage :

1. Block coding app JEMS for 3D game production based on Roblox.
2. If the main code is made into more than 1000 functional blocks and the user arranges the blocks according to the algorithm, it works exactly as the developer developed it in the game programming language.
3. Basic 48 hours so that children over the age of 10 can learn coding algorithms in a fun way while making Roblox 3D games. In-depth 48-hour curriculum is organized

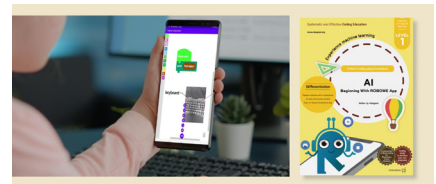


##### Marketing and Selling Points :

1. If you learn how to use blocks, you can create simple action games to complex role-playing games, and you can generate profits by developing novel idea games for 300 million users per month
2. It consists of a total of three curriculums that elementary, middle, and high school coding education institutes can use as a program for coding education offline, and educational programs that can create stories on various topics such as history, science, geography, and mathematics are continuously being developed in the metaverse world

#### Robome

**Function and Usage :** It is a coding education content for machine learning experience education using mobile and PC, and was developed to be easy for anyone to learn and use. It consists of various curriculums to download pre-processed image data from a Robogram server, create a learning model with a model generator, and use it to experience machine learning classes that predict recognition rates. It is equipped with Robomi in the Learning Management System so that machine learning can be learned in a fun way without a teacher



**Marketing and Selling Points :** Developed as a block coding app to make machine learning easy using image data on both mobile and PC, it can be used for artificial intelligence coding education for students over the age of 10, and a curriculum composed of various interesting topics and a learning management system can be used to learn on their own without a teacher. It can be used in elementary, middle, and high schools that want basic artificial intelligence coding classes or coding education institutes