

ENTERTAIN INSPIRE EDUCATE

## Home-Grown African Talent Future Tech Entrepreneurs

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We use robotics technology to create products that

## **Entertain, Inspire and Educate**





**Founded:** 2013

Headcount: 59

Headquarters: Bristol, UK

Funding: \$10M

## \$10+ Million Raised from World-Class Investors



MekaMon: An entertainment and education platform at the intersection of

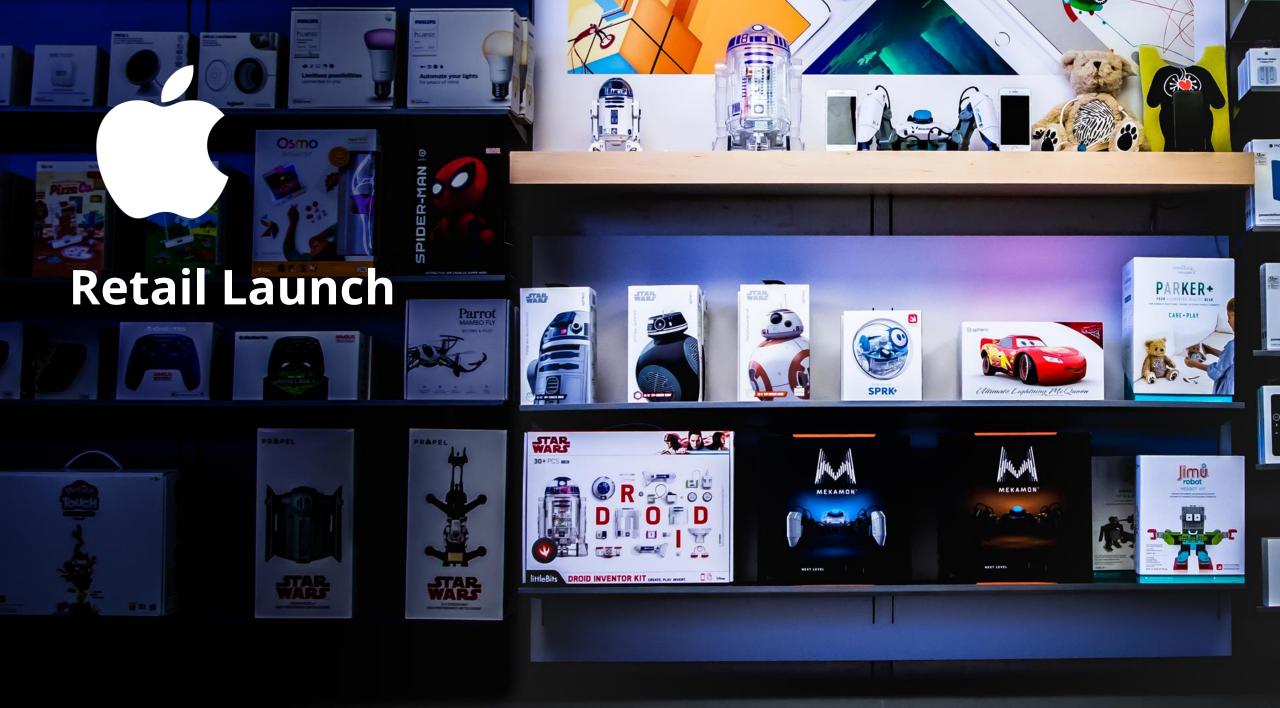
## **Robotics, Gaming and Augmented Reality**



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## DEMO

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## **Additional Distribution**

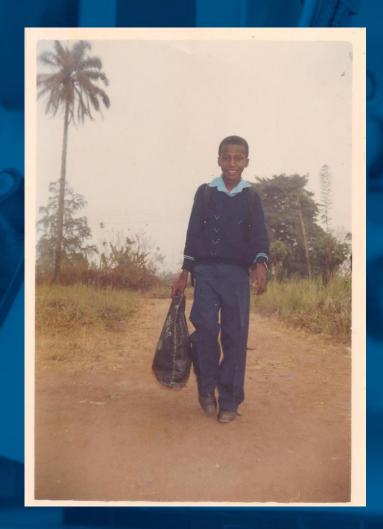


## **My Journey**

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## Made in Nigeria









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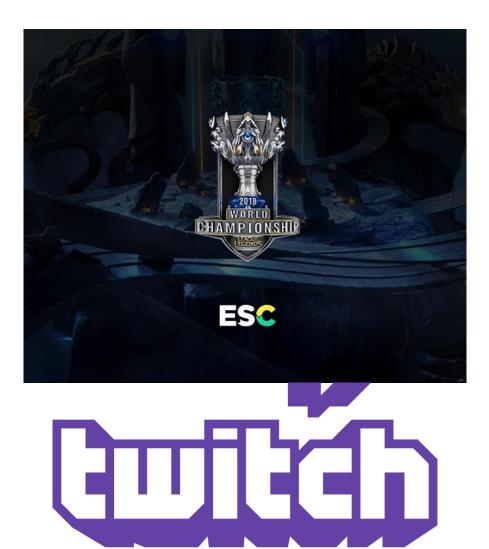
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## Gaming as part of Education and a Career?





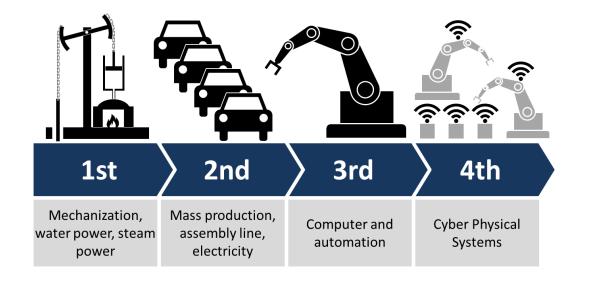
**Reach Robotics** 

## **Robots in school as part of STEM Education**



- Creative Thinking
- Engagement
- Preparedness
- Perseverance
- Teamwork
  - Fun

## **The Future?**



## **2.5 BILLION**

1 in 4 people on Earth will be African by 2050.....1B will be young people.

# The youths of Africa need tools today, to tackle the challenges of tomorrow.



1) My interests in STEM started in Nigeria.

2) Play can sometimes be the catalyst. Capture their imaginations first.

> 3) Without opportunity.....brilliance, academic achievements and hard work amount to nothing.



A pilot programme in 2019 with countries that are ready to start introducing Robotics and Augmented Reality into their STEM education initiatives.

Together, we can empower the Engineers, Creatives, Entrepreneurs and Leaders of tomorrow.



Technology will bring our wildest imaginations to life, and through innovation in robotics, the future is within reach.

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