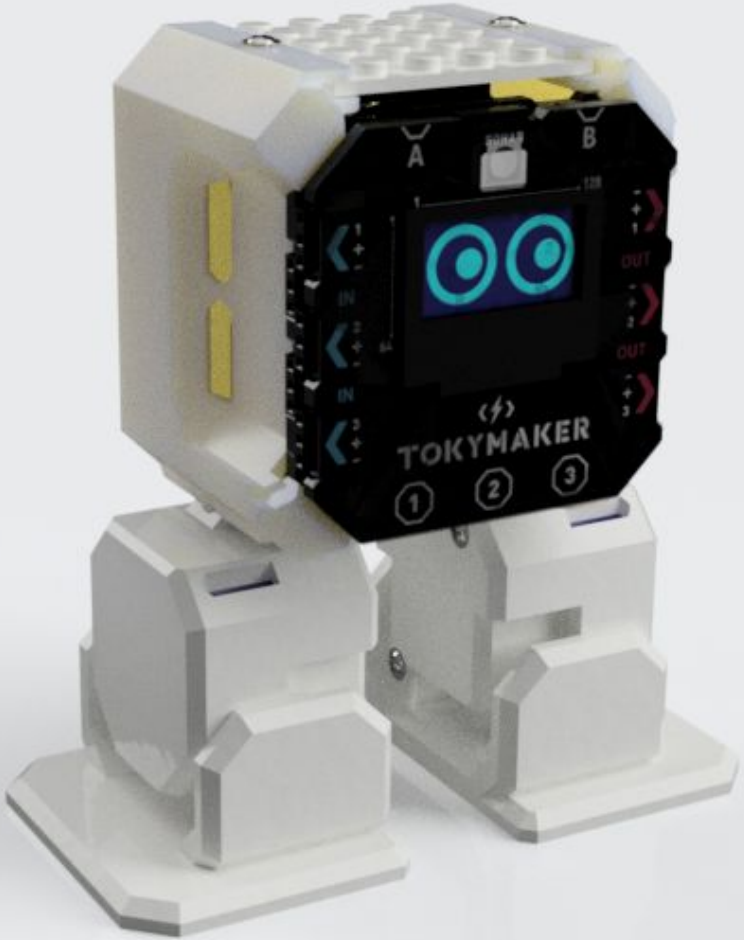


Robotics with Ottoky

Partner

Google for Education

Eduardo Alarcon Gallo

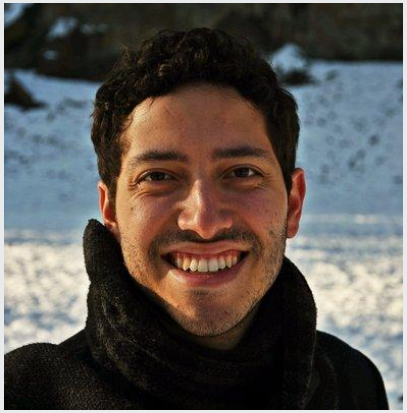
Stakeholder del primer Hackerspace in China

Founder TokyLabs

Eduardo Alarcón is the CEO of TokyLabs and creator of Tokymaker, an innovative prototyping tool that it's changing the way students and organizations approach technological innovation. Eduardo is also Maker, Stakeholder of XinChejian (First Hackerspace in China), TEDx Speaker and former Participant of NASA Space Elevator beam power challenge. He holds BS in Telecommunications, MS in Industrial Automation Eng. and six years of experience as researcher at UPC university in Spain, where he designed and implemented a multi-model power system for researching on Smart microgrids. He has seven publications in some of the top international scientific magazines to his name on topics ranging from static synchronous compensators to the NASA space elevator.

I will help you with

Being able to create your own projects mixing electronics, programming and new technologies such as IoT or Augmented Reality.



Camilo Parra Palacio

Product Design Engineer

Founder of Otto DIY

Designer and Engineer by profession, roboticist and passion for 3D printing. The desire to undertake and pursue his dreams led him to China in 2014, while he worked for a multinational toy manufacturer in Shanghai, in his spare time he spent it in Xinchejian (the first Hackerspace in China).

There he began to play, learn and experiment with DIY robots. In 2016 he created and published the popular Otto robot, in response to the lack of easy-to-build, accessible educational robots.

In 2019 he decided to move to the Czech Republic, to continue promoting technology education from Europe.

I will help you with

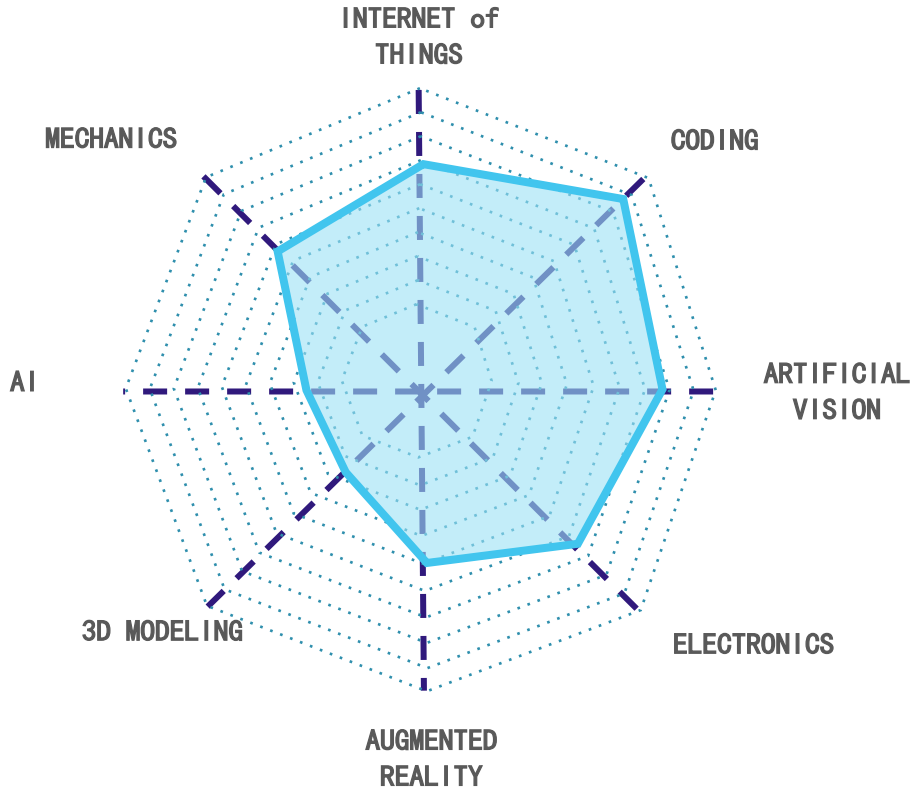
Design and make your own robots come true, with free or free CAD modeling, 3D printing and programming tools.

Skills

Ottoky program is oriented towards a **high-tech and high-level skillset gain**.

Through real life challenges and rapid prototyping, students can have exposure to **cutting-Edge disciplines that will shape the future**.

Projects and hand-on experiments will be framed under the UN Goals for sustainable development.



TOKY LABS

TOKYMAKER

Tokymaker is just like a microcomputer.

It is composed of CPU (central processing unit) similar to your brain and memory, inputs (like your eyes, your nose, your tongue, and your ears) and outputs (like your hands, your legs, your mouth, etc).

TOKYMAKER

TokyMaker is a great tool for people of all ages and all levels to learn about programming and make ambitious projects.

Users has generated amazing projects such as smart farm, smart house, and arcade games with TokyMaker.

PLUG AND PLAY

IOT

GRAPHICAL PROGRAMMING

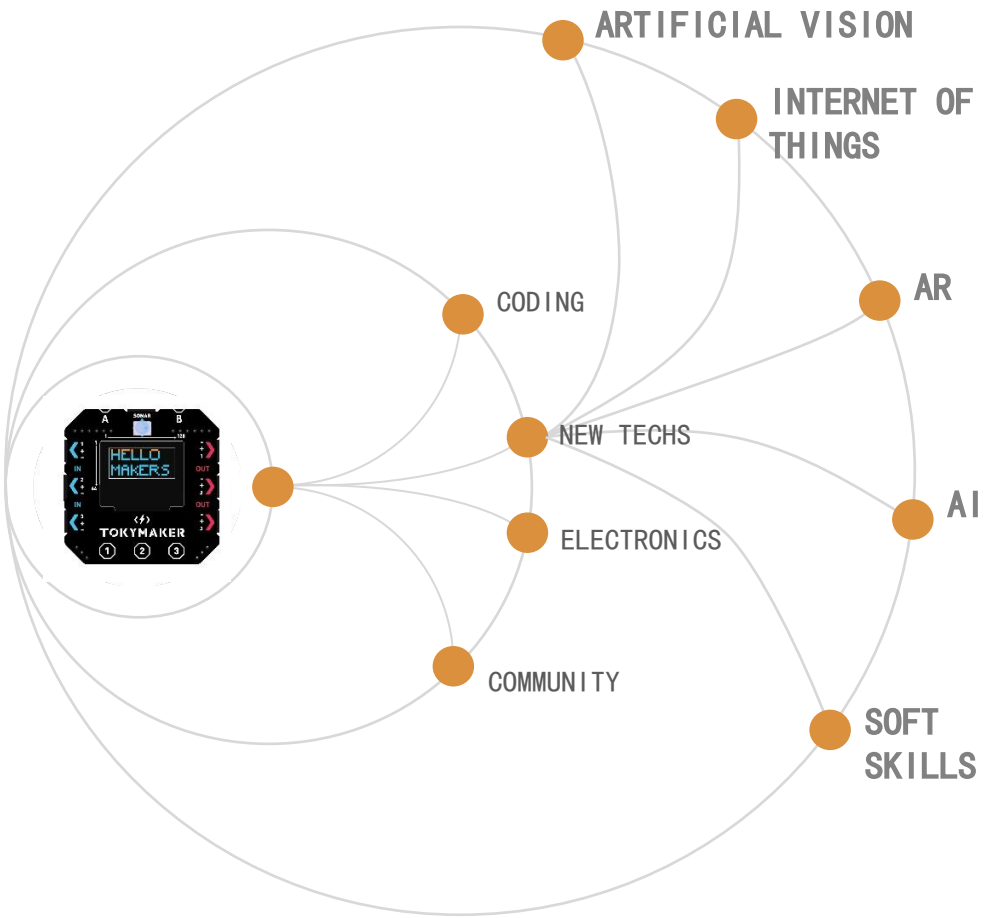
COMPUTER VISION

AUGMENTED REALITY

ARTIFICIAL INTELLIGENCE

TOKY LABS

TOKY
LABS
+
Google
for Education

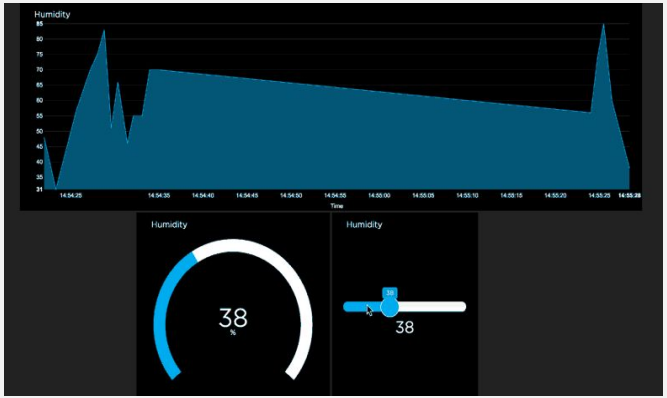


INTERNET OF THINGS

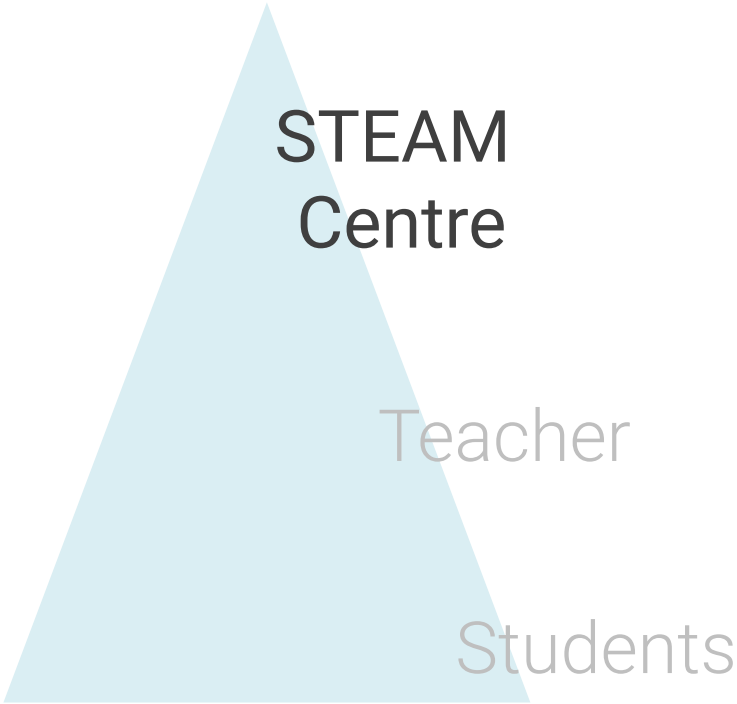
is the fourth largest industry in the world!

MARKET GROWTH IN 2018:

73%

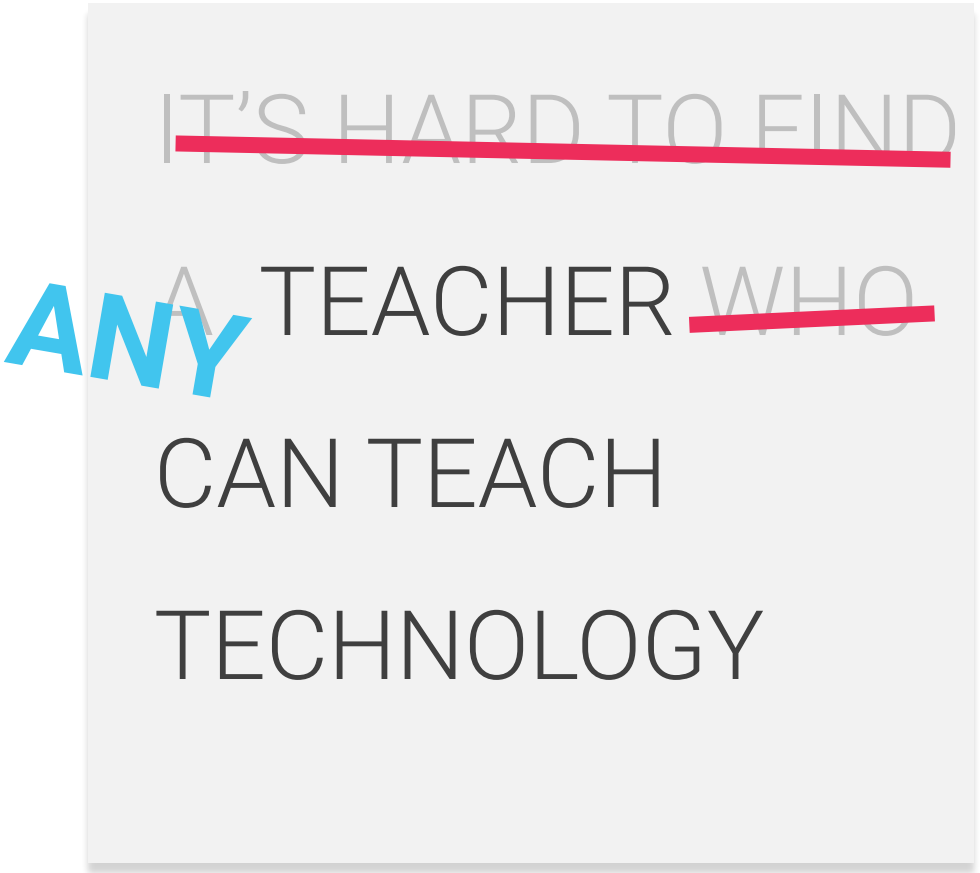


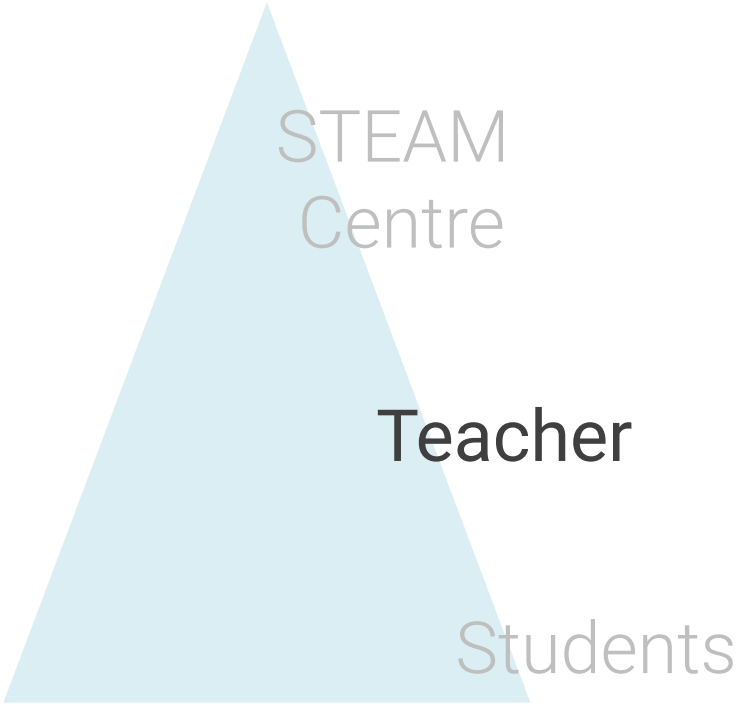
TOKY LABS



IT'S HARD TO FIND A TEACHER WHO CAN TEACH TECHNOLOGY

Teacher-Ready ™



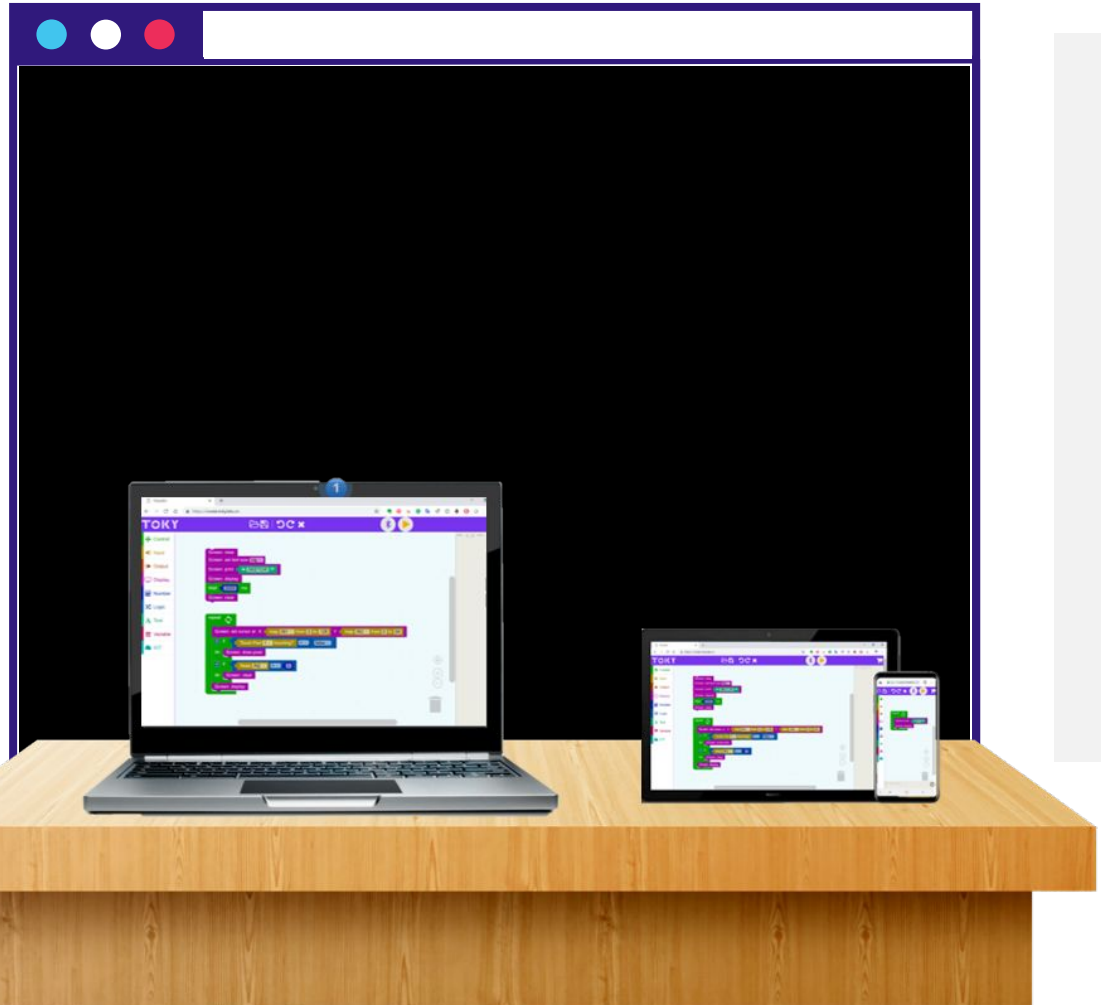


IT’S NOT EASY TO TEACH COOL STUFF. HARDWARE NEVER WORKS

Plug&Play + Drag&Drop

IT'S ~~NOT~~ EASY TO TEACH COOL STUFF.

HARDWARE NEVER **JUST** WORKS



SOFTWARE

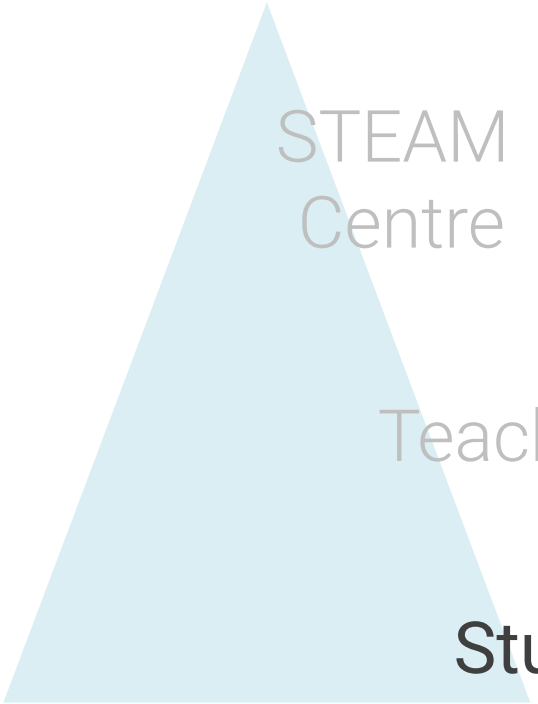
- **Online coding platform. No software needed.**
- Wireless upload. No USB needed.
- Visual programming and **beginner friendly.**
- Expansive capability (console feedback, Gamepad, IoT)

TOKY LABS

HARDWARE

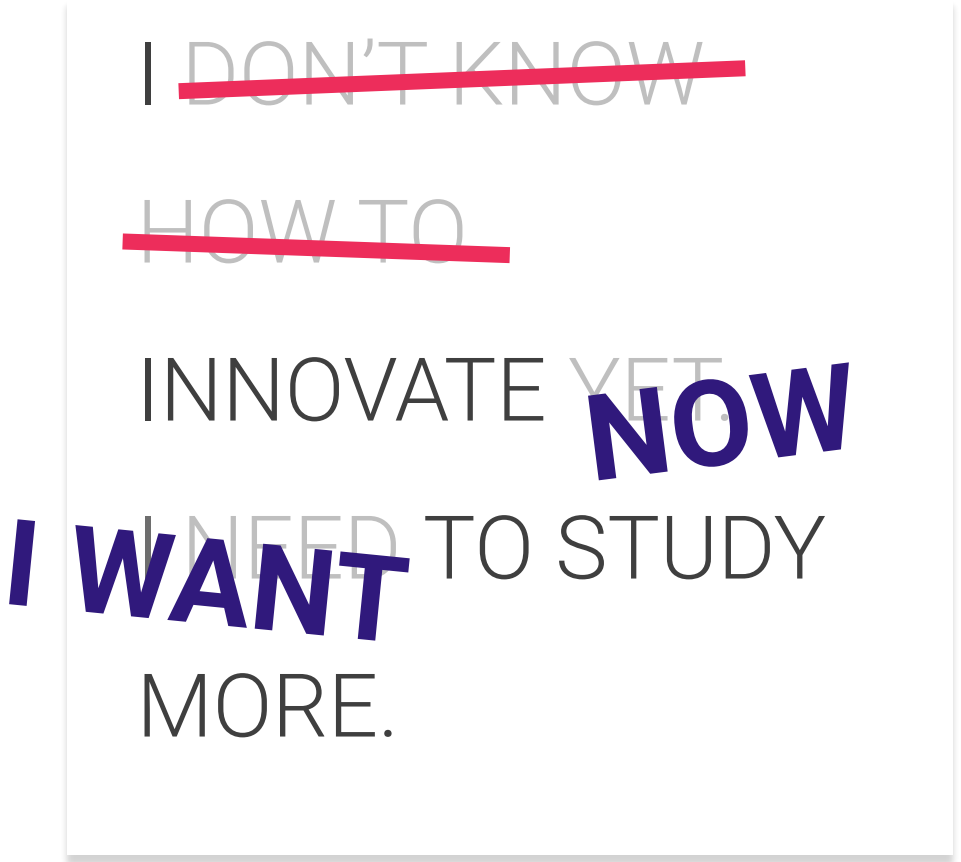
Plug and Play Electronics. **compatible** with Arduino sensors.
No need extension boards. No cables, no hassle!

TOKY LABS



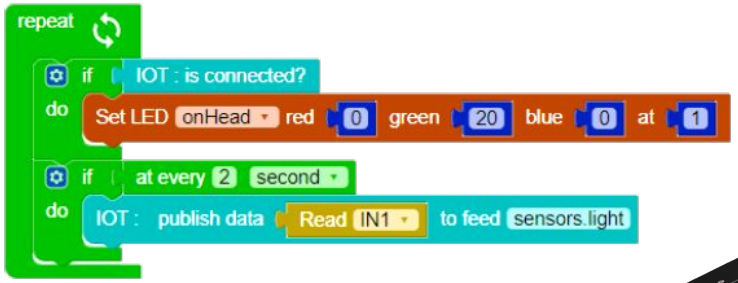
I DON’T KNOW HOW TO INNOVATE YET.
I NEED TO STUDY MORE.

Creative Tech



Creative Technologies: Internet of Things

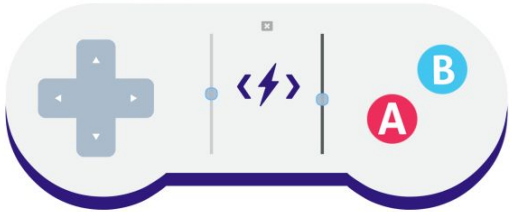
A set of creative and intuitive technologies that let you focus on the objective of the Project: the student's development.

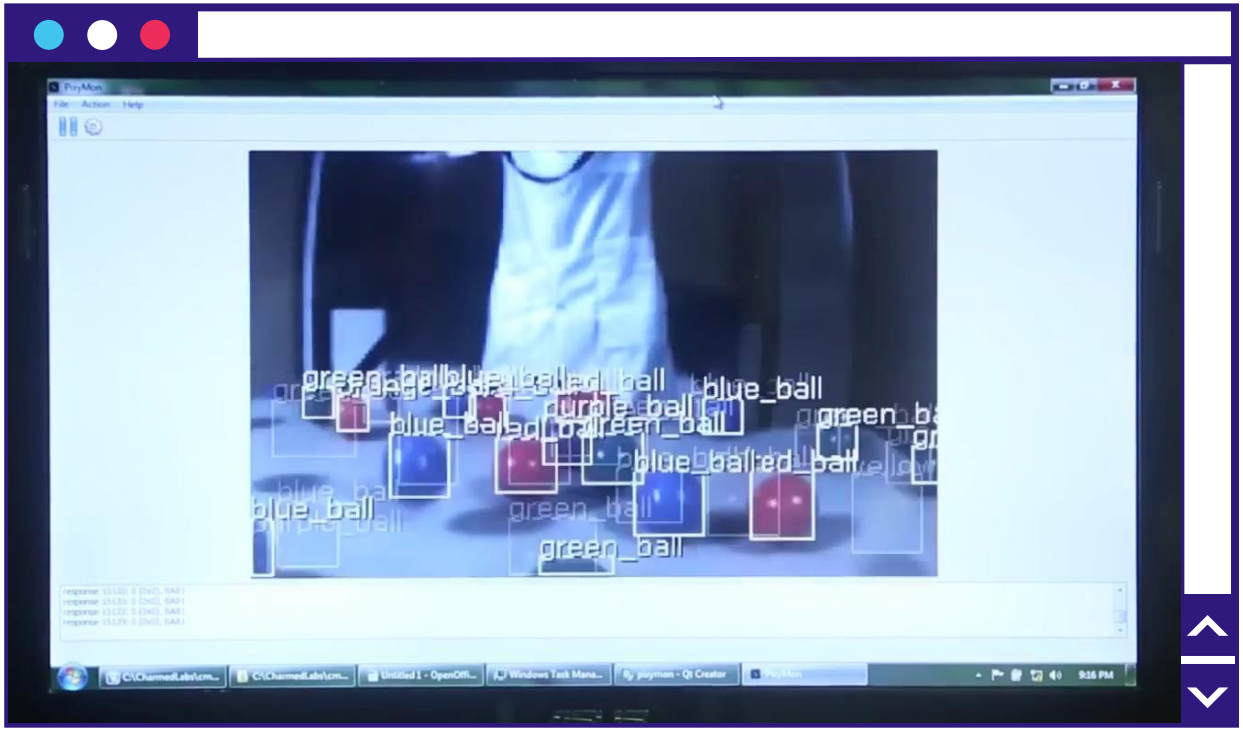


TOKY LABS

Creative Technologies: Artificial Vision

A set of creative and intuitive technologies that let you focus on the objective of the Project: the student's development.

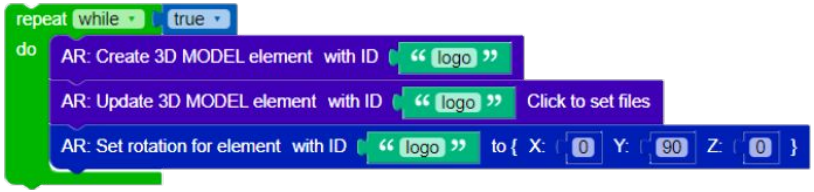




TOKY LABS

Creative Technologies: Augmented Reality

A set of creative and intuitive technologies that let you focus on the objective of the Project: the student's development.



TOKY LABS

SHOWCASE

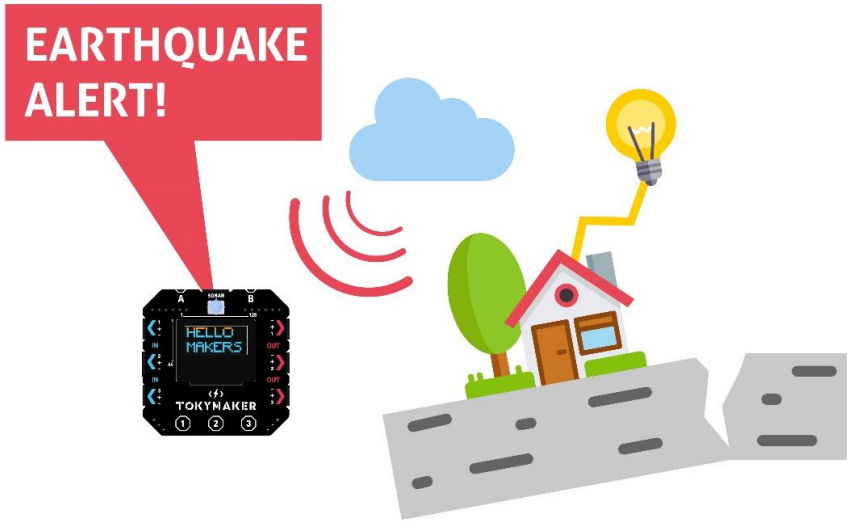
During a Workshops, we suffered a terrible Earthquake

As a result to the experience, students made an **Earthquake detector**.

SHOWCASE

Connected to the **Government broadcasting alert signal** in real time.

Creates sounds and litghts to warn the population in presence of such event

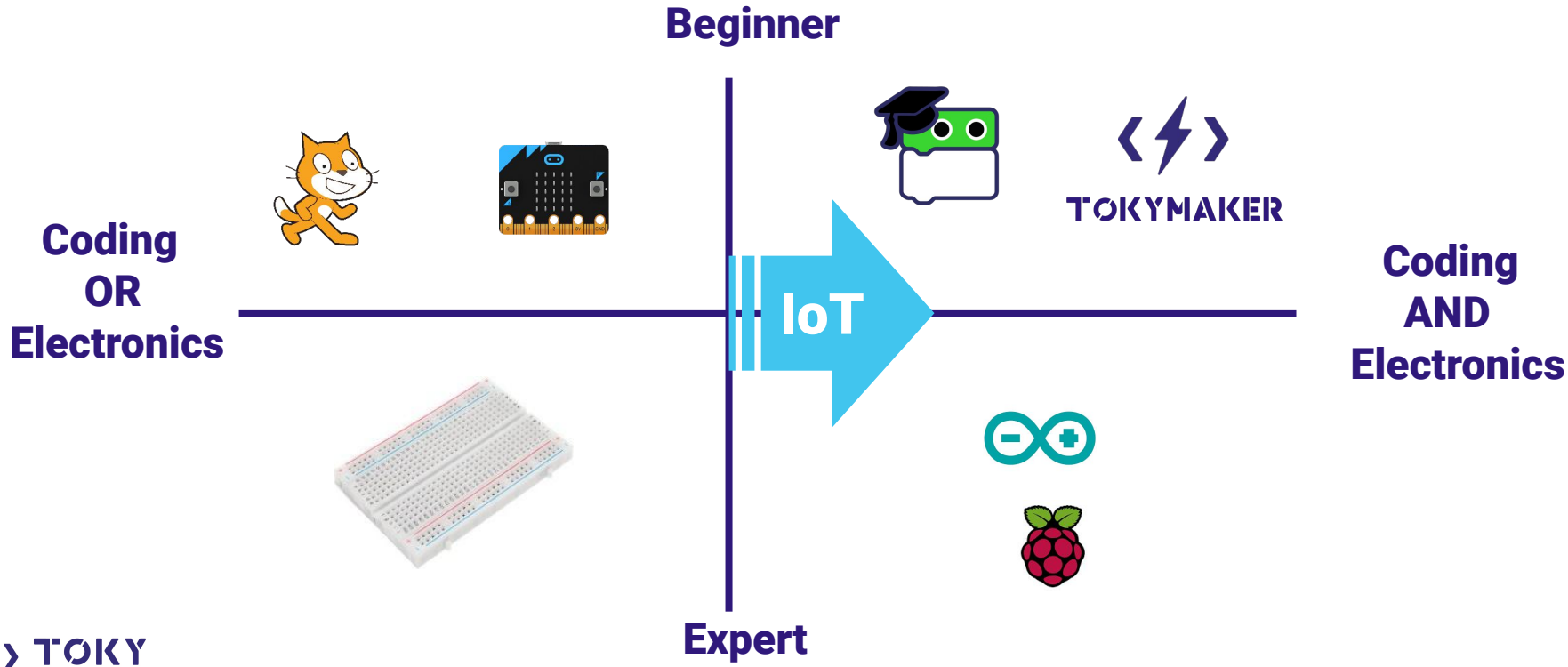


SHOWCASE

Furthermore, turns of the light at home to **prevent from fire!**

Why use Ottoky?

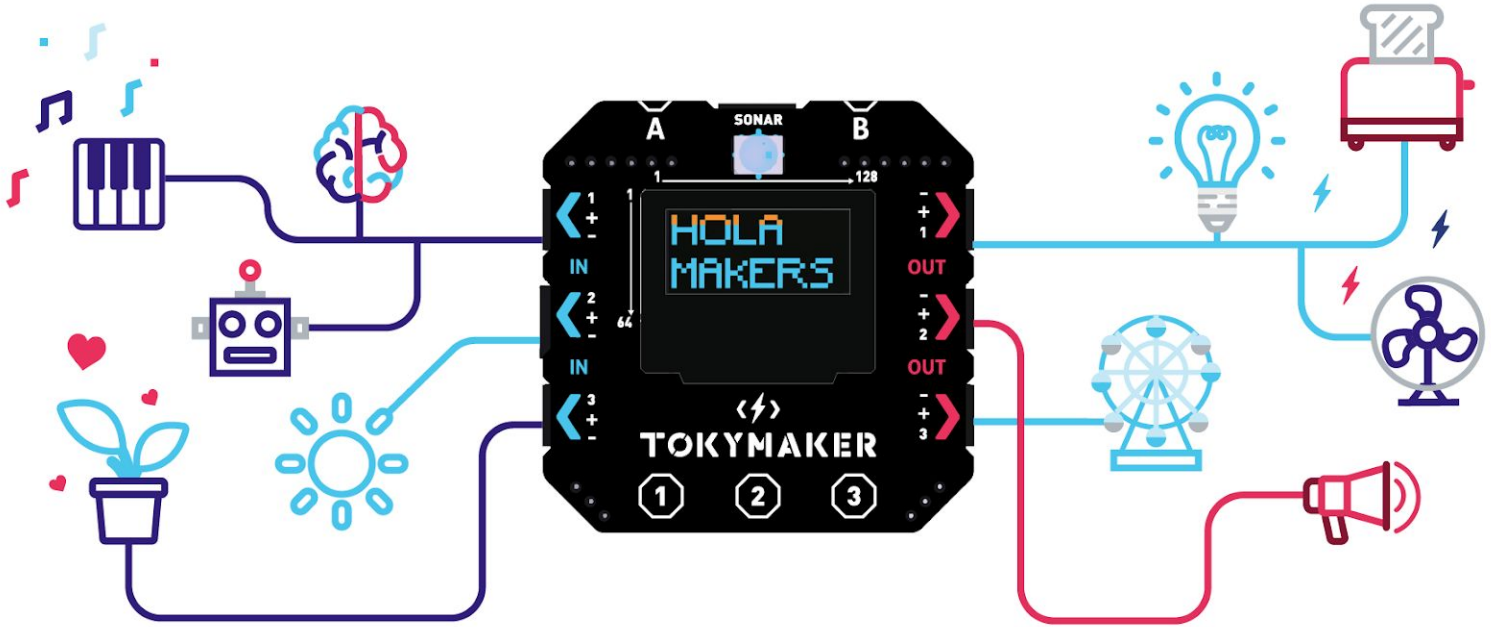
Tokymaker is the only option in the education market that enables IoT and new technologies for beginners.



TOKY LABS

WILL STUDENTS KEEP THE HARDWARE?

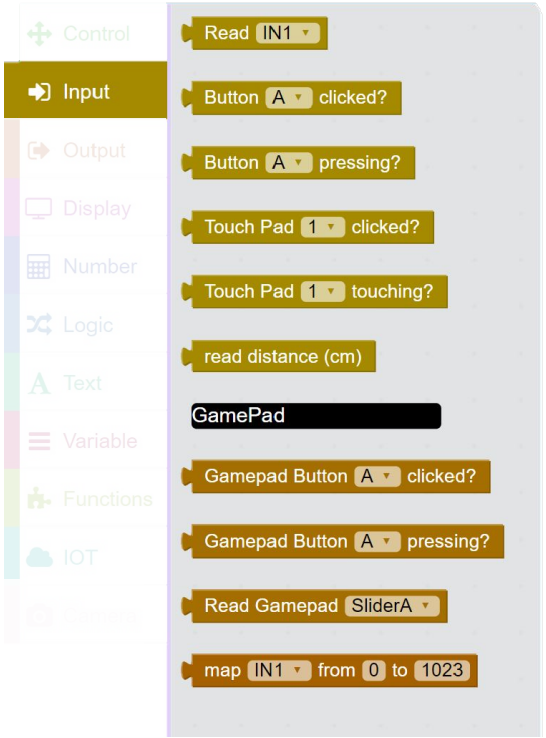
YES! All the material will be given away to the student.
Each one of the students will have one full kit.

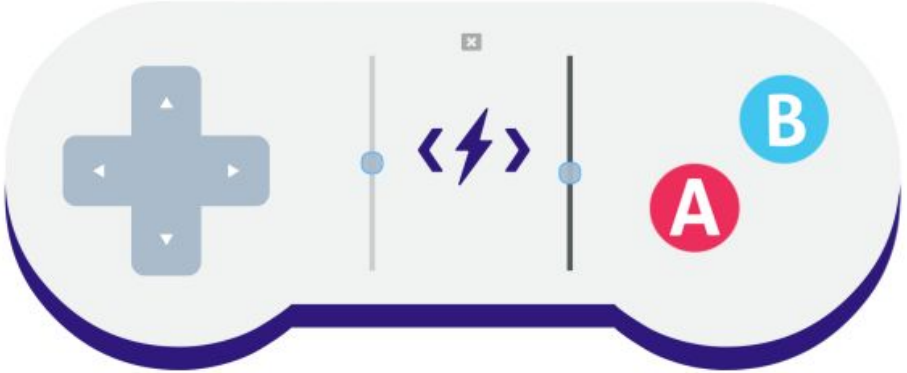


TOKY LABS

GAME PAD

CONTROL YOUR PROJECTS REMOTELY IN REAL TIME





AUGMENTED REALITY

Thanks to our patented learning system, students will be able to do their first Augmented Reality programs from scratch.

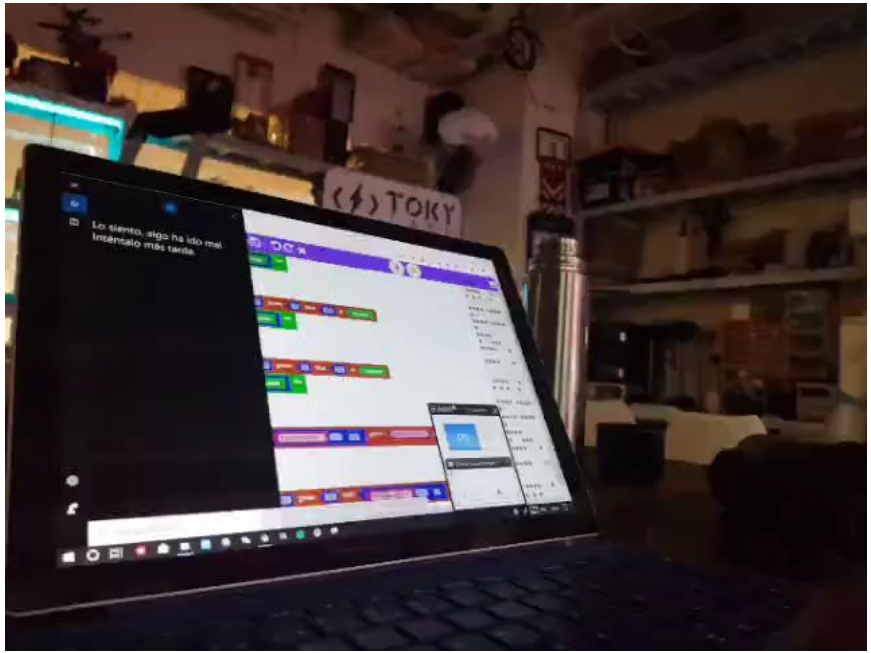
ARTIFICIAL INTELLIGENCE ASSISTANCE

Students will be able to incorporate AI engines in their own projects.

Hi. I'm Cortana.
Ask me a question!

Google Assistant

alexa



ARTIFICIAL VISION

Students will make projects with the fastest object recognition camera for robotics in the market. (camera is not property of students)

Let's Start!

Next Chapter

TOKY LABS