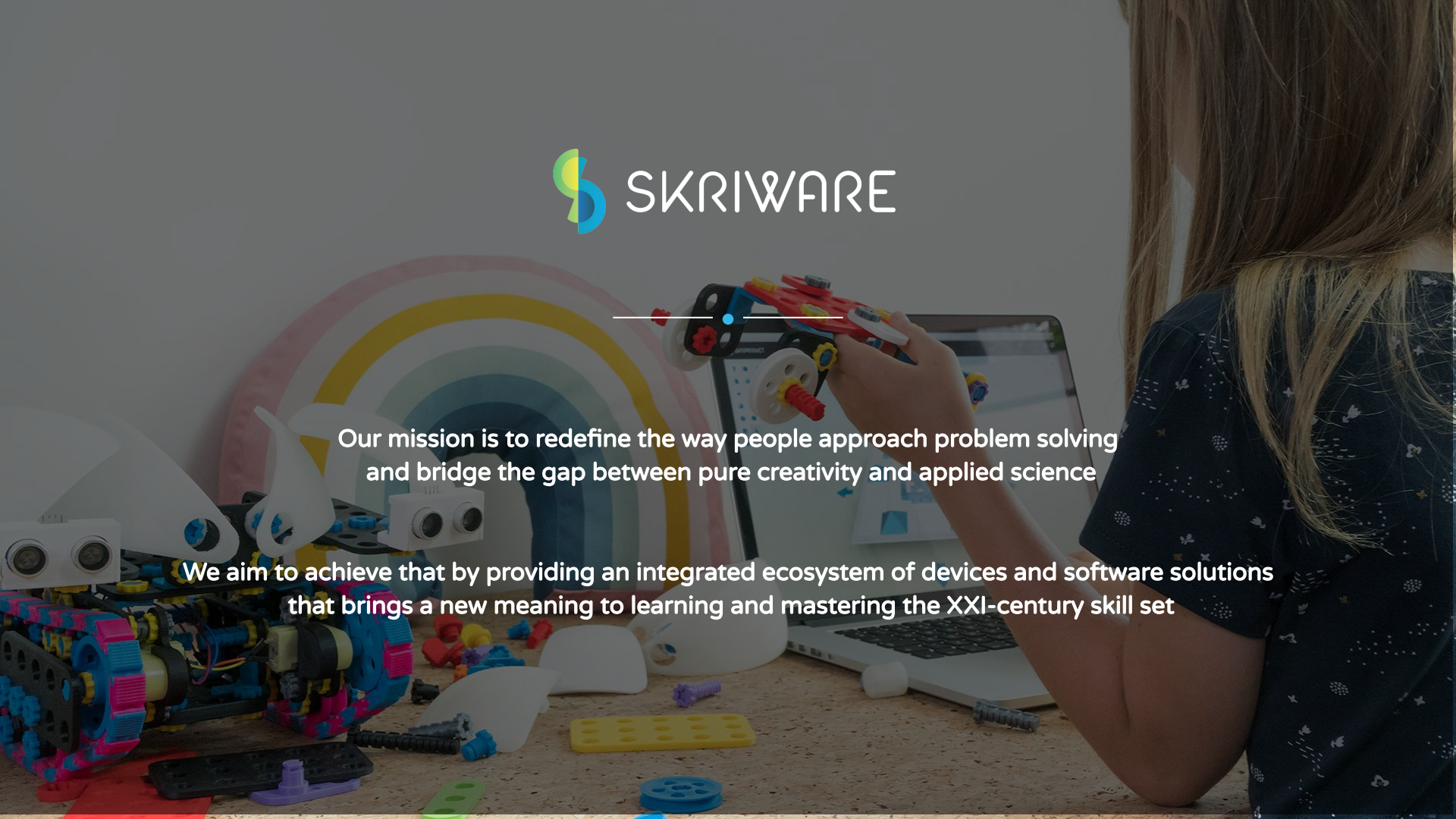

SKRIWARE
Our mission is to redefine the way people approach problem solving
and bridge the gap between pure creativity and applied science
We aim to achieve that by providing an integrated ecosystem of devices and software solutions
that brings a new meaning to learning and mastering the XXI-century skill set

XXI-century economy demands flexible skill set covering abstract thinking and applied science

There's large and growing demand for STEAM* skills ...

Barack Obama: "Investing in America's future means preparing students with STEAM skills."

Microsoft: "80% of jobs in the next decade will require STEAM skills."

US Department of Education: "STEAM jobs in the US will grow by 14% between 2010-2020 - much faster than the national avg of 5-8%."

...yet schools fail to catch up with it...

Sluggish changes in teachers' education practices

Outdated curricula and teaching methods not adjusted to today's reality

Growing popularity of extracurricular activities and private lessons

... creating many opportunities in commercial edtech services

Programming classes

Robotics courses

3D printing at schools

* STEAM - Science, Technology, Engineering, Arts, Math

There seems to be a significant gap between demand for skills posed by the economic development and the current quality of education in both form and content which is served to kids & teenagers all over the world.

SKRIWARE

Value Proposition

Make your own robot while learning the XXI-century skill set.

We are creating a home-suited ecosystem which is comprehensive, intuitive and affordable in order to lead the new STEAM revolution.

We have put in place a set of tools covering the full process of designing, building and programming a robot.

We have created an education platform with robots and 3D printers developing engineering, programming and designing skill set.

1st & 2nd gen 3D Printers & Skribots

3D Printing

Skribot Factory

Designing

3D Creator / Playground

Designing

Skriware Academy

STEAM education

Skribot App

Programming

Skriware education ecosystem is based on the process of designing, programming and building 3D printed robots (Skribots)

SKRIWARE

1st gen
3D Printer

Ideal for a first start with 3D printing.

Robust, steel & polycarbonate construction enhancing precision.

Small and price competitive with other high-quality producers.

SKRIWARE

2nd gen
3D Printer

Ideal for beginners as well as more advanced users interested in multi-material 3D printing.

Most effective construction in terms of building volume and size on the market.

A revolutionary UX at the centre of 7” multi -touch, full-colour touchscreen.

NEW RELEASE

SKRIMARKET

Online 3D Model Library and Marketplace

Skrimarket works as a cloud-based platform enabling users to store saved 3D models and trade them with others

It has two fundamental features:

- Personal library of 3D models, both uploaded and created by the user - everything in one place, available free of charge for registered users
- Online marketplace, where users can purchase and talented designers can sell their models for a profit, with Skriware earning commission on completed transactions

Skrimarket is planned to be not only the source of the e-commerce and e-service revenues, but also a place gathering community of creators creating dedicated content, thus creating more value for the potential Skriware customers.

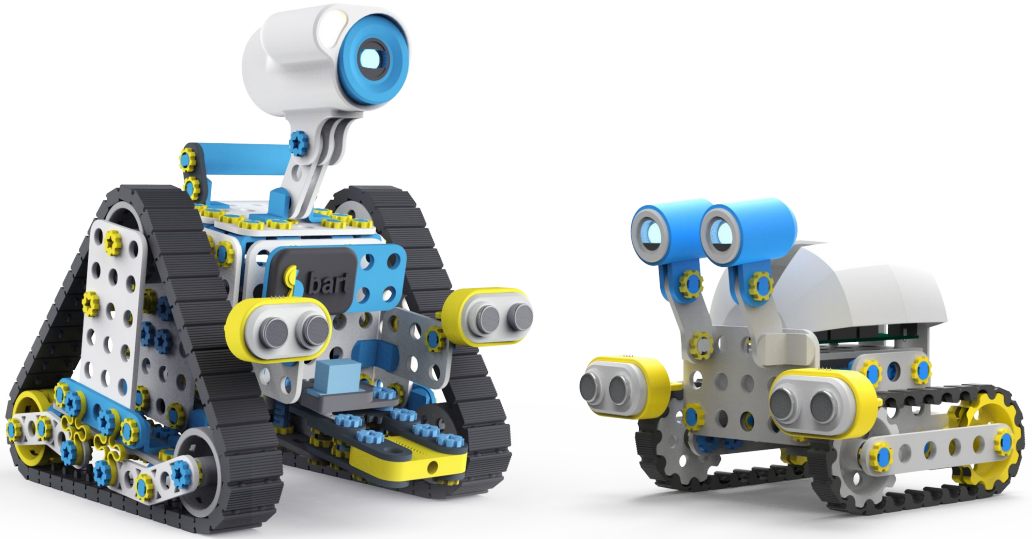
SKRIWARE

Skribots

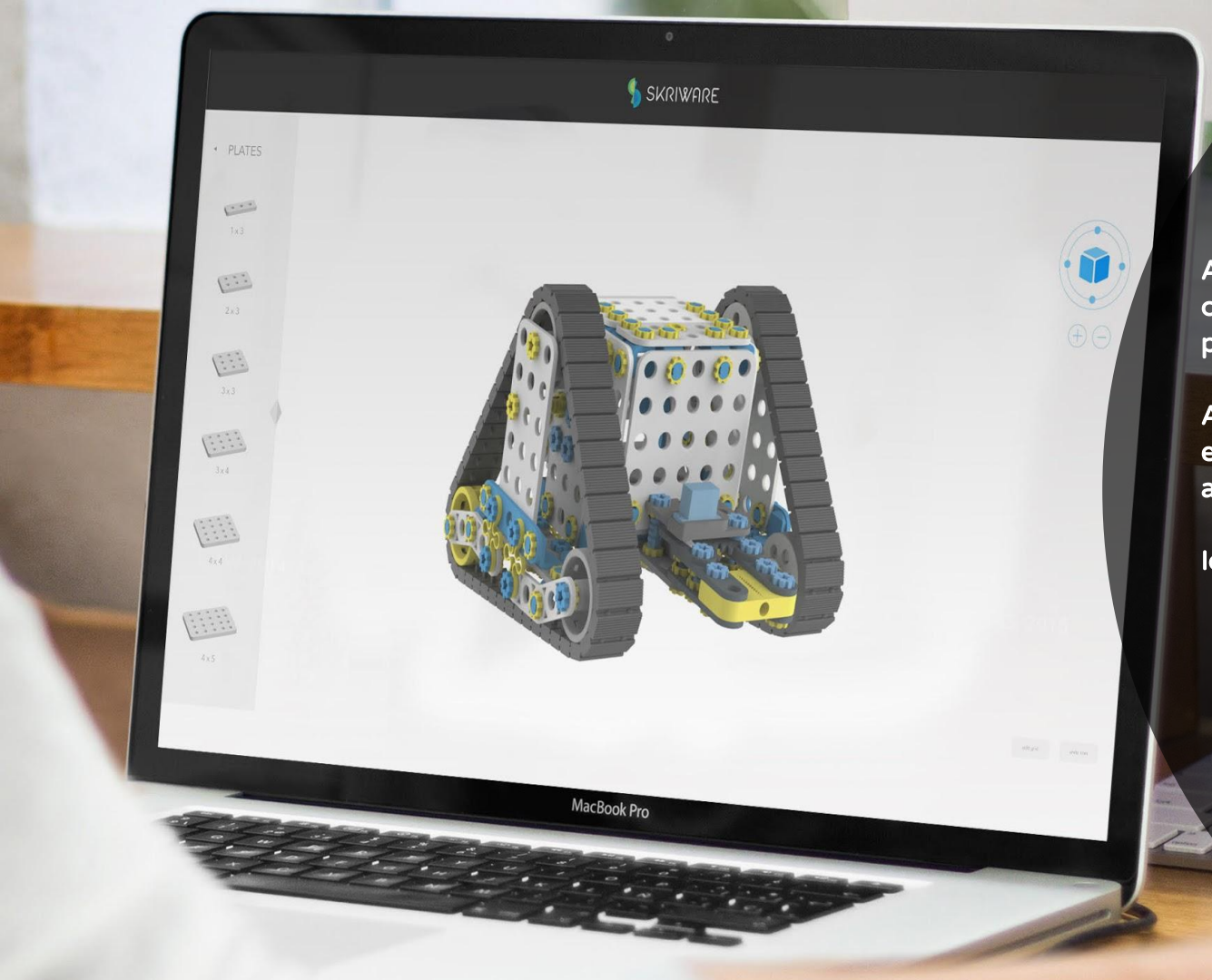
3D printed robot models
(set of bricks + electronics kit + manuals)

Arduino-based electronic set, enabling coding via graphic drag&drop mobile app interface (Skribot App) or via Arduino IDE console for programming in C.

Competitive advantage of this system is its scalability and flexibility in terms of robot functionality, which depends on the set of electronic components, 3D-printed parts and coded operations.



Skribots can be upgraded with extra electronic components and new 3D-printed elements, providing new functionality, which is being developed along with the skill of a user



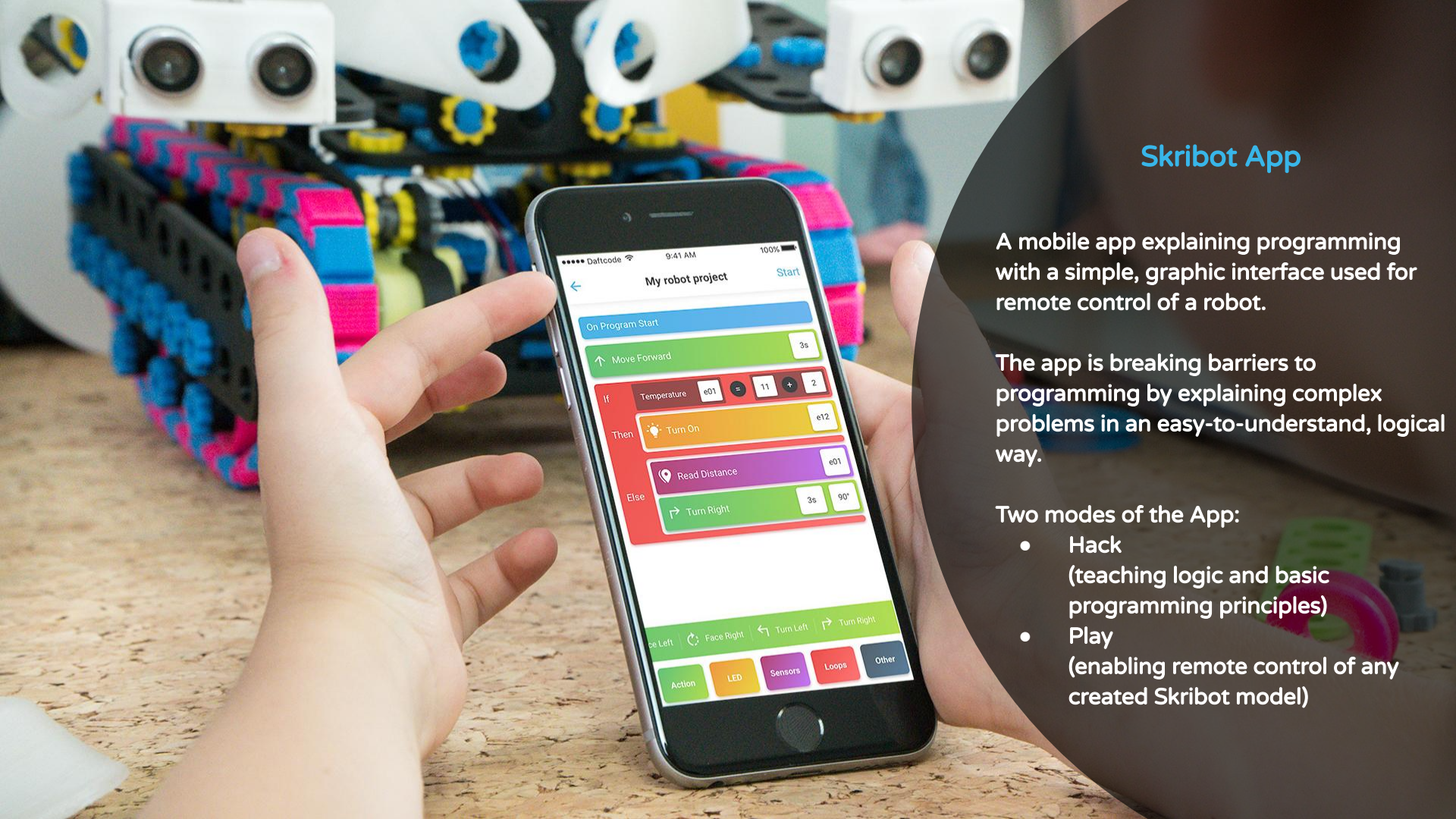
Skribot Creator

An online tool for prototyping 3D-printed constructions (eg. robots, drones) and for placement of electronic parts.

A smart tool linking design with engineering and electronics in a visually attractive form.

Ideal for home and school use to teach:

- spatial visualization ability
- basic modular electronics
- creative design
- planning and execution



Skribot App

A mobile app explaining programming with a simple, graphic interface used for remote control of a robot.

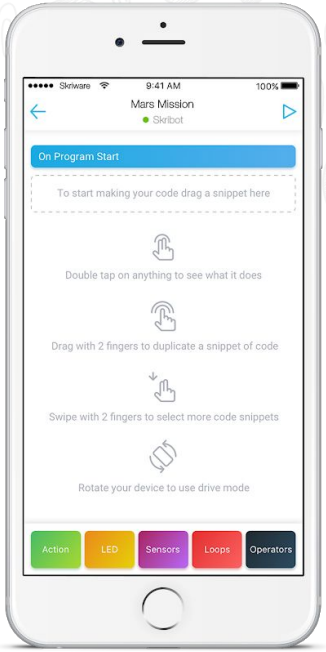
The app is breaking barriers to programming by explaining complex problems in an easy-to-understand, logical way.

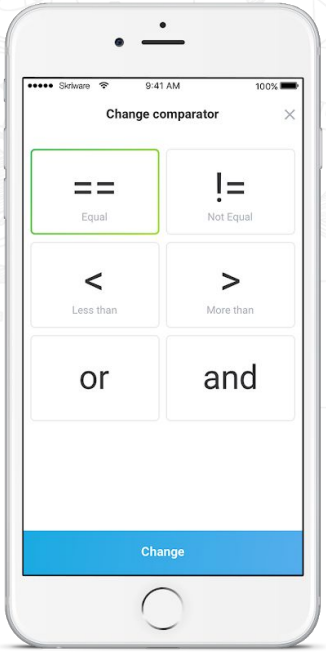
Two modes of the App:

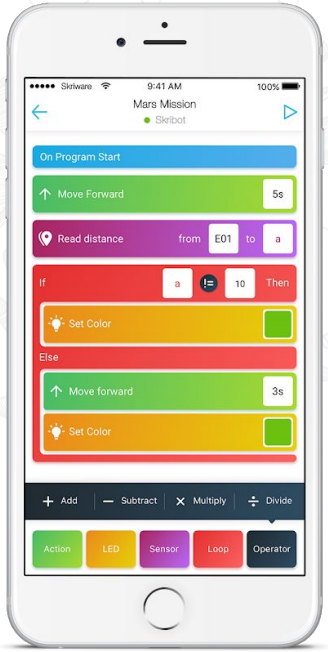
- Hack
  (teaching logic and basic programming principles)
- Play
  (enabling remote control of any created Skribot model)

Hack mode:
code your
Skribot functions

Play mode:
control your
Skribot remotely







Skriware Academy

Online knowledge base developing STEAM skill set across numerous disciplines like design, coding, engineering.

A collection of video tutorials and online courses served in a entertaining way with gamification context.

Space Exploration narrative for the user with the first scenario “Destination: Mars”.

8 missions created around building a Skribot and programming new functions to accomplish conmissions.

Skriware Academy is regularly updated with new education content (3D models, lessons) coming from Skriware and our partners.

SKRIWARE
DESTINATION:
MARS
This course contains 15 one-hour long lessons which provide:
- Learning the principles of programming
- Analytical thinking
- Arduino experience
- Manual skills development
- Experimenting with robots
- A thorough education in the STEAM field

Join STEAM Team on the space journey learning awesome skills while upgrading your Skirbot to face new challenges.

Jack Kowalsky

Science Officer
lvl. 3

MISSION 8: Crane

MISSION 7: Echolocation

MISSION 6: Line follower

MISSION 4: Research stations

MISSION 3: Surface of the Mars

MISSION 2: 3,2,1 Start!

MISSION 1: Space station

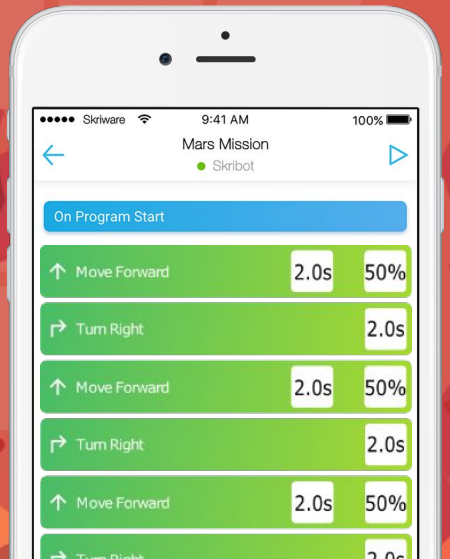
Weather:

Temperature: -60oC
Wind: 20m/s
Dust density:

Goal of the task:
Students learn that in programming we have to compromise to find the most effective ways.
Students learn the concepts of optimization and accuracy.

START

FINISH



We keep securing various education partnerships in STEAM curriculum creation

Ministry of Education and Sports in Argentina	Ministerio de Educación y Deportes Presidencia de la Nación	Education content testing and hardware purchase	Pilot implementation in 10 schools in Argentina
Dartmouth University	DARTMOUTH VOX CLAMANTIS IN DESERTO 1769	STEAM materials creation & testing for the follow-up rollout	3 lessons and proof of concept created with the Dartmouth faculty
CoderDojo	CODERDOJO	Prospecting of teachers creating education content	Reach across 63 countries, ongoing implementations
Perspektywy Foundation	Perspektywy	Media reach and testing of robots for teaching purposes	Workshops across 25 cities during summer for 1000 kids
Kids Code Fun	kids code fun	Creating a robotic challenge, workshop scenarios, lesson plans	Leveraging 5+ years of experience in teaching kids

Our Achievements:

Top 50 innovative global startups (Kairos K50)

Shortlisted for the EY startup advisory program

CESAwards Polish Winner (Best IoT Startup)

Crowdfunded Skirware 1st gen 3D printer

Ivy League content (cooperation with Dartmouth College)

For more information please contact our team

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