



## Coding at School

- **KidBright 2016** Microcontroller ESP8266 and for instructions to be sent through a smartphone app
- **KidBright v.1.3** Microcontroller ESP32 and a computer program to send instructions
- **KidBright v.1.5** added compatibility with analog sensors and servo motors to the board



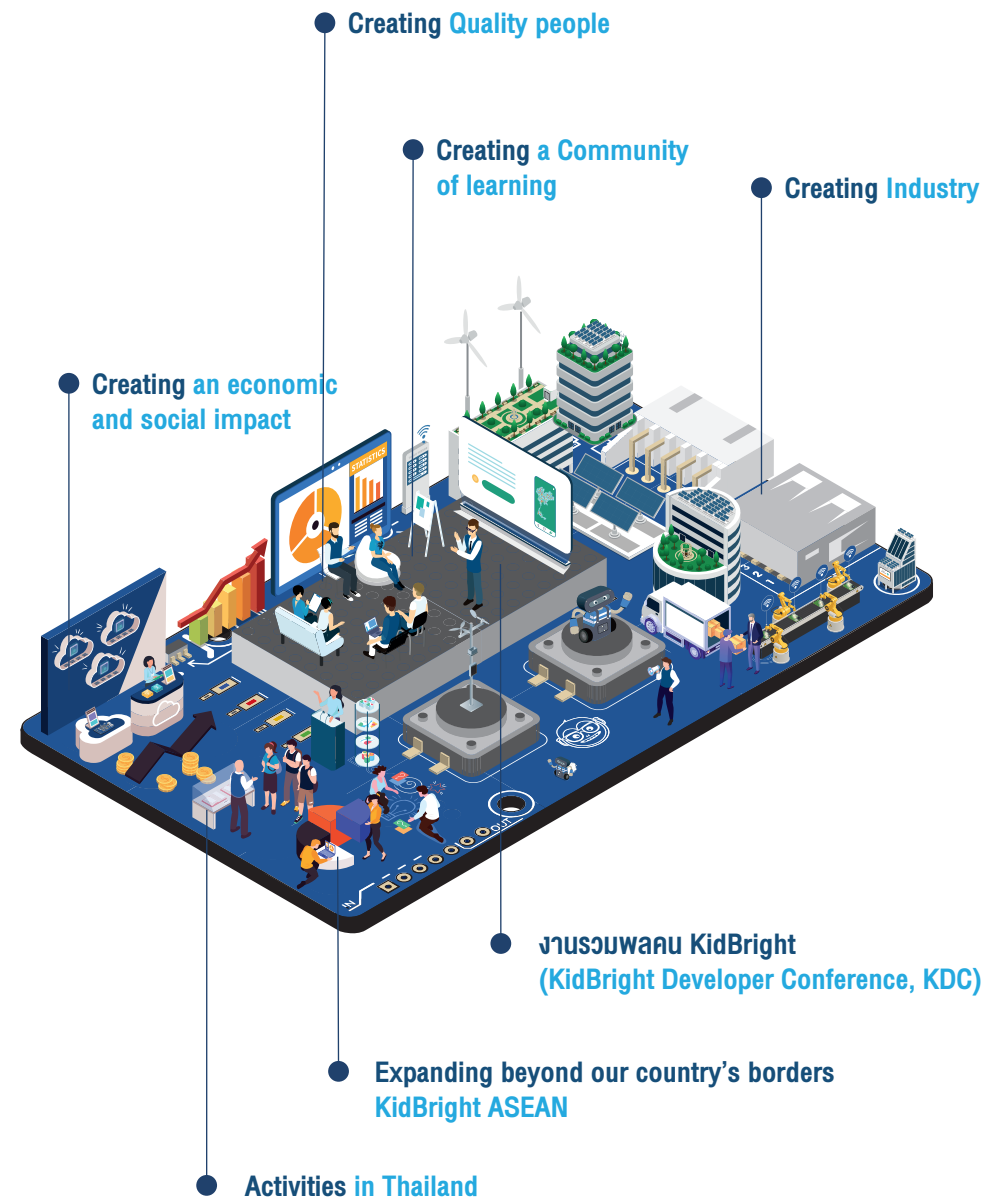
## Data Science at School

- **UtuNoi station** a miniature weather station designed to work in conjunction with KidBright, giving it access to various external sensors measuring: relative humidity, temperature as well as wind speed and direction.
- **UtuNoi WATCH** a web application for accessing weather information collected by UtuNoi stations, available for computers and smartphones.
- **UtuNoi PLAYGROUND** a web application that enhances the learning of data science, utilizing weather data collected from UtuNoi stations across the country.



## AI at School

**KidBright AI** an Artificial Intelligence development platform that utilizes block-based coding to teaching AI concepts



## Creating Quality people

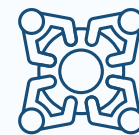
- Provided training in coding and artificial intelligence to trainers and teachers in various regions, of more than **6,500 people** from more than **3,200 schools** across the country to date.
- Leading to the teaching of code and concepts of artificial intelligence in schools for over **300,000 students** from upper elementary to high school through KidBright and KidBright AI.
- More than **40,000 individuals**, including high school and college students have learned to code through the KidBright Simulator.



**Over 346,500 people**

## Creating a Community of learning

- Makers from all across the country including: the Phuket Maker Club, the Chiang Mai Maker Club, the Khon Kaen Maker Club and Meung Luang Maker Club) contributed massively to the dissemination of KidBright to more than **1,000 teachers**
- These group of teachers has since then spread this knowledge to more than **5,000 others**
- Creation of over **30 Community-led Plugins**, KB-IDE (Block based coding) and CorgiDude (Artificial Intelligence Board compatible with KidBright)



**Over 6,000 people**

## Creating Industry

- Built an industry for manufacturing boards: KidBright v.1.3 and KidBright v.1.5 in Thailand, with these boards being sold by **2 companies**: Innovative Experiment Co., Ltd. (INEX) and Gravitech Thai (Thailand) Co., Ltd.
- This led to the production of KidBright expansion boards for sale by **3 companies**, namely GoGo Board Company, Innovative Experiment Co., Ltd. (INEX) and Gravitech Thai (Thailand) Co., Ltd.
- Introduced New S-Curve to the Thai Industry through the KidBright Platform: Coding @School, Data Science @School, AI @School



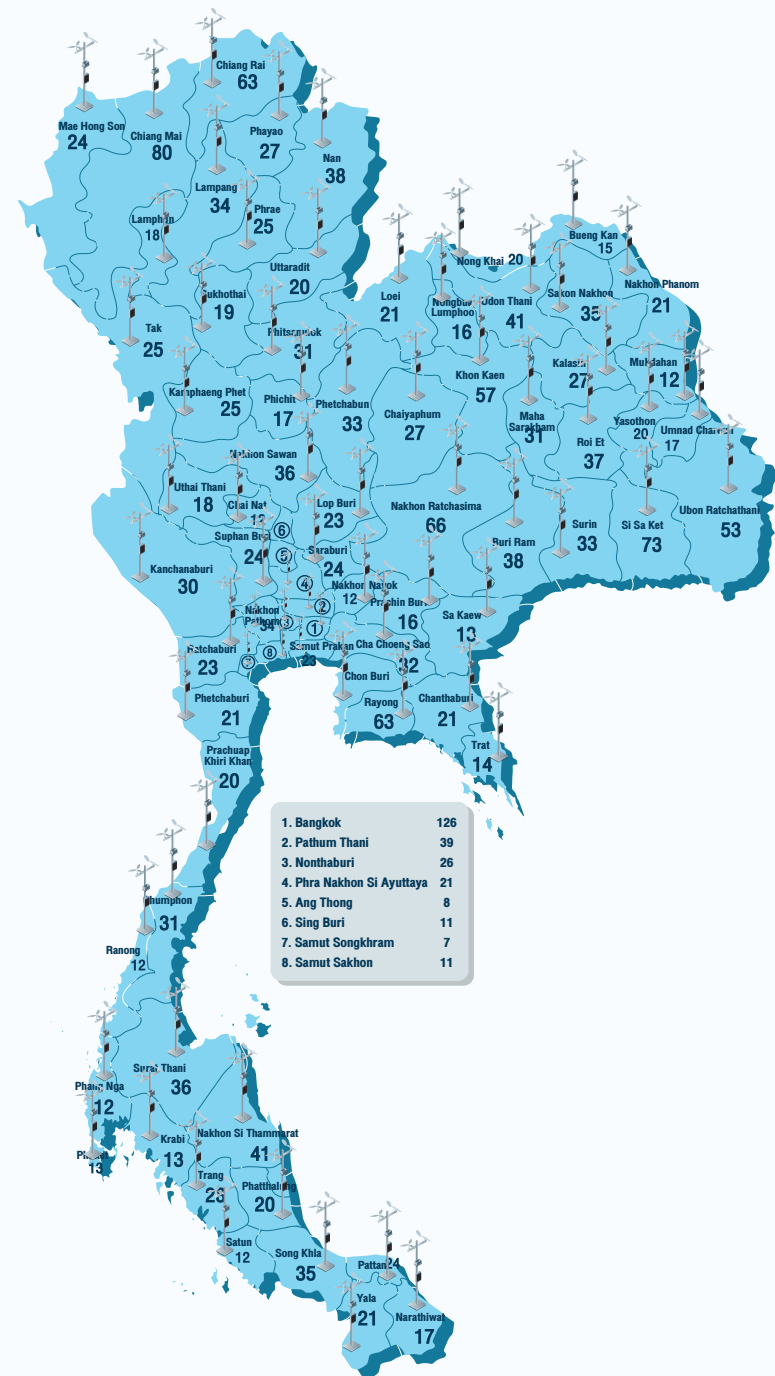
**For 3 companies**

## Creating an economic and social impact

Created in the economic impact of over **700 million baht** between years 2016 – 2021 through both the enhancement in critical thinking ability of youths and expansion in educational personnel's knowledge in new technologies. The result of this is a rise in the country's level of education and consequently, the stimulation of an innovative society and empowerment of the sci-toy industry.



**Over 700 Million baht**



## Activities in Thailand

- 2018 – 2021: Organized more than **10 competitions** and project contests as a platform for the demonstration of knowledge gained from the curriculum, conveyed through the form of projects or submissions by teachers and students who attended the various training and activities of KidBright.
- 2019 – 2020: Released **9 volumes** of instructional manuals for teachers and students, aimed towards students studying in p.4 – m.4.
- 2020: Provided the learning of code through KidBright boards to schools housing students with auditory disabilities as well as ones containing those with physical disabilities across the country.
- 2020: Installed, in 67 provinces, more than 200 UtuNoi stations that transmit data via the KidBright boards.
- 2021: Certified **2 curriculum** (UtuNoi and AI courses) with Teacher Professional Development Institute.

## งานรวมพลคน KidBright

### KidBright Developer Conference (KDC)

- 2018: Launched “**KidBright at School** to Maker Nation for Thailand 4.0” with 3,000 teachers and students participating.
- 2018 KidBright รวมพลคน 1st: Coding with KidBright Launches **Open Source KidBright IDE** with 300 participants
- 2019 KidBright งานรวมพลคน 2nd: “Empowered Coding with AI” launches **KidBright AI**
- 2021 KidBright งานรวมพลคน 3rd (Online): “Data Science with KidBright” launches **Open Source KidBright AI IDE** and **Open Data KidBright PLAYGROUND**, with 2,000 online participants

## Expanding beyond our country’s borders

### KidBright ASEAN

- 2019: Used KidBright board to teach at the Luang Prabang Orphanage in Phonhong ,Vientiane Capital, Lao People's Democratic Republic
- 2019: Organized training activities to use KidBright boards under the theme of “Fun Animation” for **25 teachers** from Cambodia at the National Science and Technology Fair 2019.
- 2020-2021: expand the reach of the KidBright board through a cooperation project with the ASEAN Innovation Community. With this, the KidBright board was used to teach students from Laos and Myanmar.
- 2020: translated the “Let’s Crack, Let’s Code with KidBright” manual as well as **6 instructional videos** into Burmese and Lao languages.
- 2021: Knowledge exchange activities and joint science projects between Thai and Lao students in the “KidBright รักษ์น้ำโขง ” program.

## Awards

- 2019: Received silver medal from “The 47th International Exhibition of Inventions Geneva” at Geneva, Swiss Confederation.
- 2019: Received the 3rd winner in the National Innovation Awards (ITE 2019) organized by the National Innovation Agency (NIA)
- 2020: Received good invention Award in the field of education from the National Research Council of Thailand in the "Inventor's Day 2020" event.
- 2020: Received royal award for Outstanding Technologist Group of the Year 2020 by Foundation for the Promotion of Science and Technology under the Royal Patronage of His Majesty the King.

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