

UBTECH EDUCATION

UGOT

UGOT Education Solution

Provides every student with learning opportunities to explore
Artificial Intelligence and Robotics in depth



Comprehensive UGOT Education Solution



Multi-mimetic Robots

- Versatile Builds
- High-Performance Computing
- Open Source System



Curriculum System

- Regular Courses
- Club Courses
- Competition Courses



Comprehensive Services

- Consultation Service
- Training Services
- Teaching Support
- Academic Research Support



Multi-mimetic Robots

Versatile Builds | High-Performance Computing | Open Source System

Embodying the characteristics of true AI and robotics



Fast Assembly for 7 Unique Robots

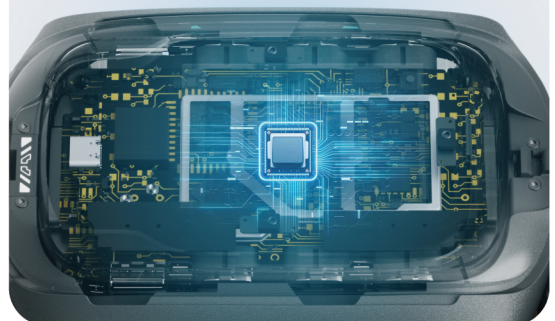
Modular Design \ Innovative Dial Lock \
Two-minute Reconfiguration \ Imagination Inspired



High-performance Computing Pushes the Boundaries of AI Education

4-core CPU with dedicated NPU and GPU,
10 trillion computations per second.

- Multi-algorithm Parallel Processing
- Advanced Algorithm Models
- Offline Model Training
- Diverse Teaching Scenarios



Open Ecosystem Creating Infinite Possibilities

Supports third-party open-source hardware such as Micro Bit, Arduino, Raspberry Pi, and compatible DIY components, and provides an open Python SDK.



Extensive Collection of AI Algorithms and AI Applications

Intelligent speech, machine vision, motion control empower AI-enabled education.

Speech

6+

VAD

ASR

TTS

NLP

360°Far-Field Speech Recognition

...

Vision

17+

QR Code Recognition

Facial Recognition

OCR

License Plate Recognition

Facial Feature Recognition

Gesture Recognition

Color Recognition

Posture Recognition

Custom Model Training

Motion Control

7+

Self-balancing Car Algorithm

Odometry Algorithm

Robotic Arm Motion Algorithm

Quadruped Locomotion Control Algorithm

Wheeled-leg Locomotion Control Algorithm

...

Long Battery Life Sufficient for AI Study

2600mAh battery capacity supports 2 hours of AI instruction.



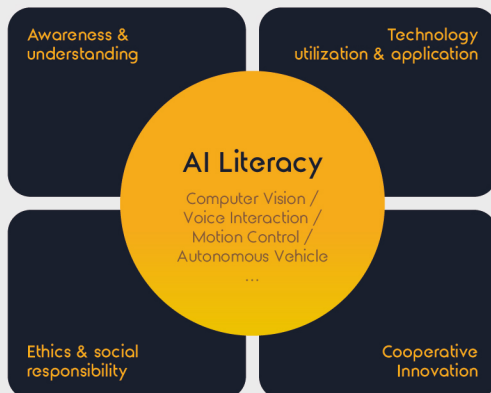
UCOT

Curriculum System

The Curriculum is designed to focus on international guideline standards such as CSTA, AI4K12 and also the UBTECH Artificial Intelligence Knowledge Mapping.

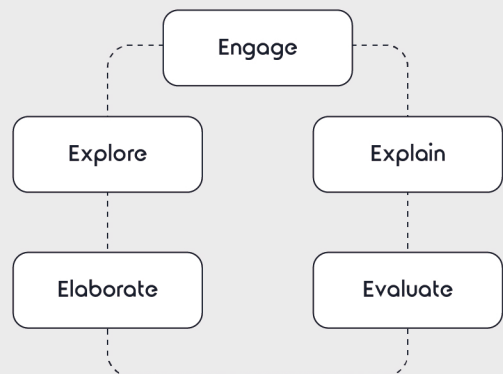
| | | |
|------------------------------|--|--|
| Curriculum Name | AI City Guardian Kit | AI Space Exploration Kit |
| Class Hour | 30 Class Hours | 30 Class Hours |
| Recommended Grades | Primary School/Grade 5~ Grade 6 | Middle School/Grade 7~Grade 8 |
| Programming Level | CSTA 2 | CSTA 2 |
| AI Capabilities | Principles of Artificial Intelligence Technology Machine Learning | Artificial Intelligence Languages Artificial Intelligence Technology Applications |
| Learning Tools | uCode (graphical programming) | uPython |
| | AI City Guardian Kit+ Props Kit+ Venue Map Kit | AI Space Exploration Kit+ Props Kit + Venue Map Kit |
| Interdisciplinary speciality | Maths, Science, Physics, IT | |
| Main lines of the course | Intelligent Control and Decision Making | Artificial Intelligence and Algorithms |
| | From simple machinery to artificially intelligent robots | |

UBTECH Artificial Intelligence Knowledge Mapping



5E Model

The curriculum design integrates the concepts of large units and PBL projects and adopts the "5E" model to provide scientific guidelines for teaching and learning practices.



AI City Guardian Kit

2 Decks

4 Models

60 Pieces

- Multi-mimetic robot
- For primary school students
- Supporting learning aids
- Includes 3D dynamic drawings and visual programming



Forms

Engineer Vehicle



Mecanum Wheel Car



Self-balancing Car



Transforming Car



Core Components



1 Main Controller



1 TOF Module



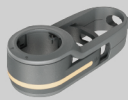
1 Camera Module



4 Servos



4 Gear Motors



6 Bionic Connectors



4 McNumm Wheels



4 Rubber Wheels

Props Kit

- EVA terrain module, cubes, balls, cards, etc.
- Tasks include crossing obstacles, handling objects, image recognition, face recognition, pose recognition, colour recognition, etc.



Bluetooth Controller

- Learning props
- Remote control



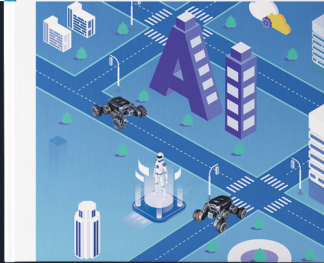
Map Kit

- Learning props
- Used for the task of patrolling the line



Length:2m Wide:0.6m

AI City Guardian



Recommended for
Primary School/Grade5-6

15 topics

30 class hours

Curriculum Description

Based on the problems that may be encountered in real life, the course constructs virtual story situations, guides the students to use AI technologies such as intelligent voice and machine vision to realize the various functions of UGOT to help the city to solve a variety of emergency problems and to cultivate students' problem-solving ability and social responsibility.

AI Skills and Competency Literacy



Human-Computer Interaction



Intelligent Speech



Machine Vision



Information Consciousness



Computational Thinking



Digital Learning and Innovation

Programming Tool - uCode

UGOT access to uCode graphical programming software and support for multi-programme burning and calling.



Graphical Programming

AI Hardware Open Platform

The graphics programming language can be shown as Python

Upload Mode for Advanced Programming

Curriculum Content

Session 1

Ruin Rescue (8 Class Hours)

In this session, students will understand the mechanism, function, and characteristics of the transformation vehicle, learn sound source localisation, speech recognition, speech synthesis, multi-computer communication, and other knowledge to achieve the application of UGOT in city rescue scenarios.

Session 3

Ecological Protection (6 Class Hours)

In this session, students will learn to narrow the search range through colour recognition and tracking, locate hazardous chemicals through image recognition, and finally control car body posture through a gyroscope to safely recycle hazardous chemicals.

Activity Session

Community Rescue (2 Class Hours)

In this session, students are tasked with unleashing their imagination and crafting new crisis scenarios for the city while utilising appropriate UGOT forms and artificial intelligence technology to solve these crises.

Session 2

Searching for People in A Crowd (8 Class Hours)

Upon completion of the learning of this session, students will learn motion control, face recognition, number plate tracking, and patrol algorithms of the Mecanum-wheel vehicle form of UGOT and, through programming, implement the application of quickly searching for and rescuing lost people.

Session 4

Mission Accomplished (6 Class Hours)

Upon completion of the learning of this unit, students will acquire knowledge of recognising AprilTag codes, traffic signs, and traffic officers' gestures using UGOT. They will also develop skills in using robotic arms to grasp objects accurately, allowing them to complete handling tasks quickly.

AI Space Exploration Kit

3 Decks

5 Models

80 Pieces

- Multi-mimetic robot
- For middle school students
- Supporting learning aids
- Includes 3D dynamic drawings and python programming



Forms

Wheeled & Legged Robot



Quadruped Robot



Spider Robot



Self-balancing Car



Transforming Car



Core Components



1 Main Controller



1 TOF Module



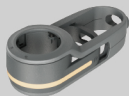
1 Camera Module



8 Servos



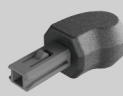
4 Gear Motors



10 Bionic Connectors



4 Rubber Wheels



4 Arc Feet



4 Point Feet

Props Kit

- EVA terrain module, cubes, balls, cards, etc.
- Tasks include crossing obstacles, handling objects, image recognition, face recognition, pose recognition, colour recognition, etc.



Bluetooth Controller

- Learning props
- Remote control



AI Space Exploration



Recommended for
Middle School/Grade7-8

14 topics

30 class hours

Curriculum Description

With interstellar exploration as the background, the course integrates science and technology into science fiction story contexts, constructing virtual scenarios such as flight plans, lunar exploration, cave exploration, and Mars base. Through these topics, the course guides students to use intelligent speech, machine vision and other artificial intelligence technologies to realize the functions of UGOT and help scientists to solve various urgent problems encountered in the process of interstellar exploration, and cultivate students' problem-solving ability and sense of social responsibility.

AI Skills and Competency Literacy



Human-Computer Interaction



Intelligent Speech



Machine Vision



Machine Learning



21st Century Skills



Digital Learning and Innovation

Programming Tool - uPython

UGOT access to uPython which enables more open programming, opens up new possibilities for our programming teaching to implement AI recognition, motion control, and other such interesting features.



Python Programming

Supports Software-hardware Interaction

Code Library Visualization Management

Code Autocompletion Function

Curriculum Content

Session 1

Flying Plan (6 Class Hours)

In this session, students will learn the fundamental operating methods of UGOT and basic Python programming knowledge. They will use Python programming to carry out basic operations and pre-launch status checks for UGOT.

Session 3

Cave Mystery (6 Class Hours)

In this unit, students will understand the structure, function, characteristics, and control methods of quadruped spiders, learn the basic knowledge of image acquisition and image recognition, implement the corresponding functions through programming, and complete the exploration task.

Activity Session

Smooth Return (4 Class Hours)

In the activity session, students will synthesise the knowledge and skills they learned this year to solve problems.

Session 2

Lunar Exploration (6 Class Hours)

In this module, students will understand the structure, function, characteristics, and control methods of lunar rovers and wheeled robots, experiment with Python coding to implement the corresponding functions, and complete the exploration task.

Session 4

Mars Base (8 Class Hours)

In this unit, students will understand the structure, functions, characteristics, and control methods of quadruped robots and learn the application of artificial intelligence knowledge such as face recognition, speech recognition, and object tracking.

Comprehensive Services

Builds a multi-scenario AI education RaaS based on AI and robot technology

Founded in 2012, UBTECH Technology is a leading global enterprise in AI and humanoid robots.

UBTECH Artificial Intelligence Education solution is based on the company's self-developed full-stack technology for humanoid robots. With the technical advantages of AI and robots, UBTECH has continuously empowered AI education to provide quality courses and comprehensive AI education ecosystems.

Innovation Talents Training



Industrial Application Talents Training



General AI & Scientific Literacy Improvement



RaaS

Robot as a Service

Service System

| | |
|------------------------------------|--------------------------------|
| Consultation Service | Training Services |
| Teaching Support | Academic Research Support |
| Industrial Training | Career Guidance |
| Event Service | Achievement Exhibition Service |
| Assessment Service & Certification | Professional Construction |
| Job Skills Certification | ... |

Products and Content System

AI Hardware System



Assembled Robot



Multi-mimetic Robot



Humanoid Robot

Software System

uCode

uPython

Crealand

Content System



Platform Support System

Technology Platform

AI Education Platform

OMO Operation Management Platform

Ecological Resources

Society / Association

Experts and Scholars

Research Institutions

Enterprise Partnership



UBTECH EDUCATION

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