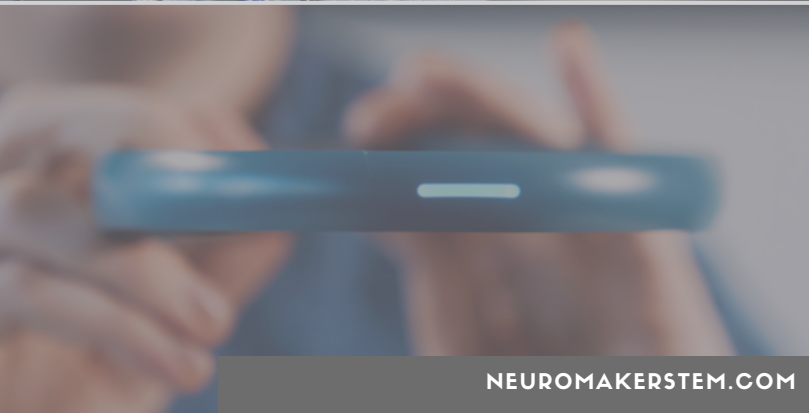


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Who We Are

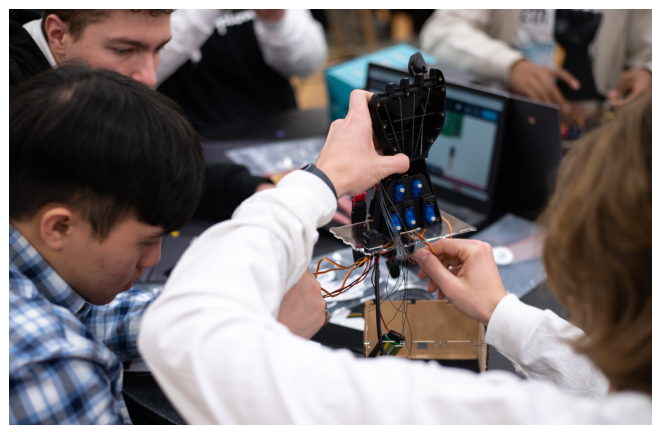
NeuroMaker works with schools, universities, and programs around the globe to provide students the opportunity to explore artificial intelligence, brain - computer interface technology, coding, biomedical engineering, neuroscience, engineering design, and many other practical and transferrable skills with industry-level technologies and minimal effort to implement.

NeuroMaker is the education arm of the three divisions underneath the BrainCo umbrella. BrainCo is a brain-computer interface (BCI) company that explores how the brain interacts with the world. BrainRobotics, our prosthetics sister division, aims to bring a cost-effective myoelectric prosthetic to the limb-different community. FocusCalm, our mental and workplace wellness division, has made leaps and bounds in workplace wellness and athletic performance through working with professional and Olympic sports professionals in our mental conditioning platform. With NeuroMaker, we've taken all of those experiences and brought the best of them to the classroom. We have global reach with our products and have now been implemented in hundreds of school districts across the United States.

We pride ourselves on

- crafting unique interdisciplinary experiences through open-ended and inquiry-based learning.
- placing students in the shoes of modern industry professionals looking to solve social dilemmas to build empathy, content knowledge, and 21st Century Skills all at the same time.
- implementing a variety of cutting-edge technologies, including artificial intelligence and brain-computer interface technology, that students interact with to better understand the world in which they live and their own brains.

Sales: joshua.varela@brainco.tech
 Support: support@neuromakerstem.com



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Student Experiences

In a recent NeuroMaker pilot program sponsored by PepsiCo R&D, **junior and senior students explored interdisciplinary subjects such as biomedical engineering, manufacturing, artificial intelligence, and more.** Students were asked to report on their experience, whether or not they saw themselves pursuing a career that related to the skills they developed, and how they perceived the importance of STEM in their career considerations post-high school.

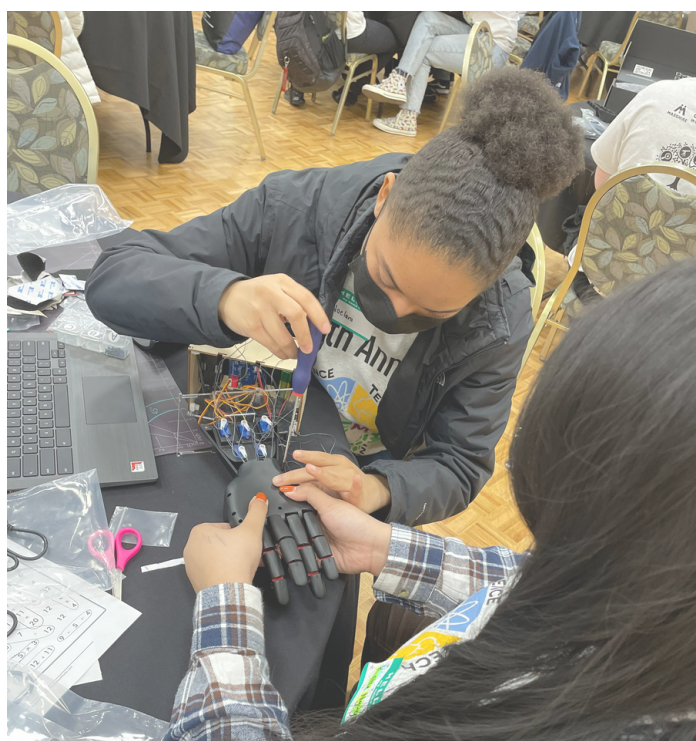


All students who participated in the exit survey identified that STEM mattered strongly or somewhat strongly in a career they were considering post-high school.



100%

of students rated their experience **at or above average with NeuroMaker hardware and curriculum.**



75%

of students said they **saw themselves pursuing a career with STEM skills related to NeuroMaker activities.**

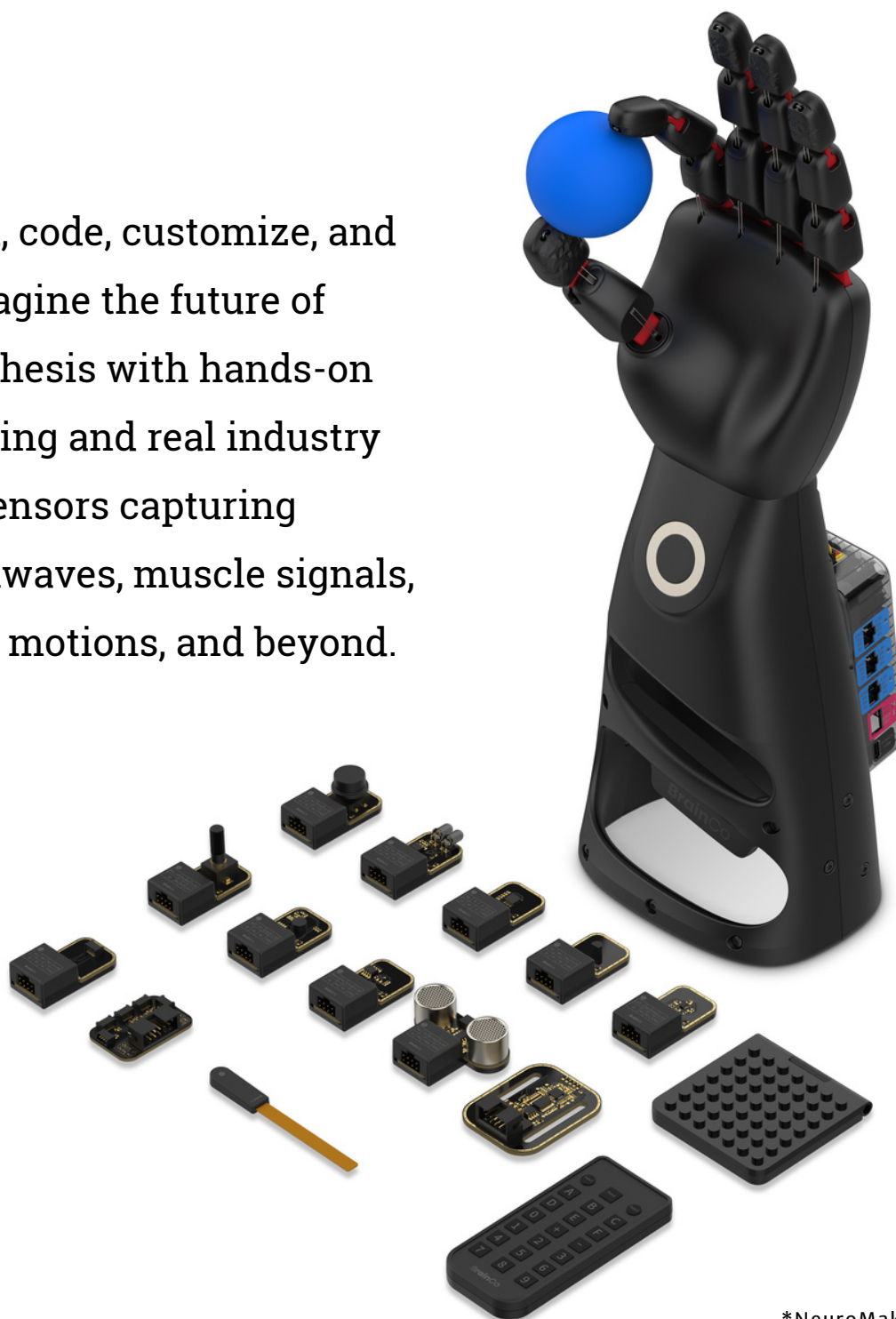
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NeuroMaker Hand 2.0

Real-World Problem Solving

Build, code, customize, and reimagine the future of prosthesis with hands-on learning and real industry BioSensors capturing brainwaves, muscle signals, hand motions, and beyond.



*NeuroMaker Hand 2.0 with optional NeuroMaker BioSensor Kit shown.



NeuroMaker Equipment & Programs

Our programs are designed to foster both technical acumen and deep sense of social responsibility. Created by our actual prosthetic hand and knee engineers, these industry-derived education products and project-based curriculums immerse students in the real-world challenges faced by amputees and engage them in reimagining solutions. With their transferrable skills, students will foster a more inclusive and compassionate world.

NeuroMaker Hand 2.0

500 USD

- A buildable, programmable, customizable and reusable prosthetic hand kit originated from a real-industry prosthesis.
- Control of finger movements and plug-and-play sensor integration with no coding needed.
- Program the Hand and its BioSensors using block-based coding or Arduino C, all in browser.



NeuroMaker BioSensor Kit

400 USD

AI-powered BioSensors from real prosthetic hands, now accessible for students to build, code, and learn. These plug-and-play sensors easily integrate with the NeuroMaker Hand, enabling the measurement of **EMG (muscle signals)**, **tracking hand motion**, and **detecting colors, temperature, magnetic field, and more.**

You can use up to six sensors simultaneously, programming them directly in your browser for a variety of tasks. They are also compatible with most other microcontrollers.

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NeuroMaker BCI

500 USD



NeuroMaker BCI is the most accessible Brain-Computer Interface hardware for education. It only needs Chrome browser on a laptop or Chromebook, and no login required. The hardware is designed for minimal maintenance.



What is NeuroMaker BCI?

NeuroMaker BCI combines a comfortable cutting-edge, AI-powered EEG headband with activities and games that introduce students to neuroscience, machine learning, signal processing, as well as the ethical implications and impact of brain-computer interface. It can also be integrated with most microcontrollers for coding.



What does the BCI Curriculum/ Activity Look Like?

- Visualize brainwaves, focus level, relaxation and learn fundamentals of neuroscience.
- Record, process and analyze EEG data.
- Play games controlled by brainwave.
- Connect and control the NeuroMaker Hand using brainwave.
- Control anything with it- integrate BCI into other microcontrollers and coding platforms!
- With NeuroRacing, control the race car using BCI.

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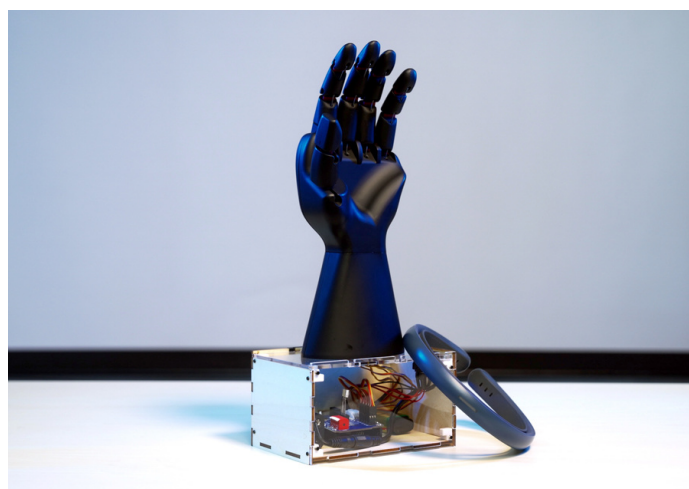
NeuroMaker Equipment & Programs

Our programs are designed to foster both technical acumen and deep sense of social responsibility. Created by our actual prosthetic hand and knee engineers, these industry-derived education products and project-based curriculums immerse students in the real-world challenges faced by amputees and engage them in reimagining solutions. With their transferrable skills, students will foster a more inclusive and compassionate world.

NeuroMaker Hand- Maker Edition

350 USD

Our Legacy Edition, a versatile open-source prototype reflecting our initial prosthetic design. Gain complete access to CAD files, source codes, and adaptable microcontrollers for unparalleled customization and recreation. **Fully compatible with 100% of our curriculums, PD resources, and newest hardwares.**



NeuroMaker Repair Kit

75 USD

The NeuroMaker Repair Kit is stocked with additional consumables and spare parts frequently used or missing. This kit is thoughtfully curated to prolong the utility of your NeuroMaker Hand, saving you both time and expenses involved in separate purchases. Each kit is designed to support 3 to 4 Hands.



The Curriculum

Included for free!

Unlike other STEM products, all of NeuroMaker's Curriculum is included with purchase. That's **100+ hours** of interdisciplinary content spanning Biomedical Engineering, Programming, Brain-Computer Interface Technology, and more! **Scan here to view a comprehensive lesson plan and all embedded resources!**



Comprehensive Lesson Plans

Our Comprehensive Lesson Plans are exhaustive lesson maps that include resources and teaching scaffolds designed to support all educators from interns to seasoned veteran STEM instructors.



One Page Lesson Plans

Our One Page Lesson Plans serve as helpful outlines of the critical features of the lesson while still delivering all of the foundational components that educators need to feel supported.



Assessment Menus

Deviating from the traditional exit ticket or evaluation, our Assessment Menus provide students with choice around how they can best demonstrate what they've learned. Students can choose to write, speak aloud, draw, and more!



Background Documents

Educator Background Documents remove a step of the preparation process for educators - time intensive research! We have articles that precede NeuroMaker lessons to ensure educators feel confident and prepared.



Student Lab Notes

Our lesson plans are anchored around student experience - as can be seen in our Student Lab Notes. Students use Lab Notes to brainstorm, design, and project plan independently and in groups to ensure they retain and incorporate knowledge.



Presentation Decks

To scaffold class discussion and help solidify NeuroMaker routines, Presentation Decks are chock full of information, discussion prompts, and project directions, that both help educators teach and students learn in a variety of modalities.



Supplemental Materials

NeuroMaker's ever growing library of supplemental materials include vivid infographics, informational articles, and fast-fact sheets to guide your students through the beginning stages of research projects and spark passion across all facets of STEM!



Professional Development

e-learning Suite, Core, Live Support, Online Docs & FAQ

We believe in providing options to best meet each school's unique needs. To best achieve that end, we offer hundreds of hours of content on the e-learning platform, live support with our product engineer, easily accessible product documentations and FQA pages curated from years of educator feedback. Our goal is to provide PD that is easy, flexible, efficient, and engaging from beginning to end.



NeuroMaker e-learning Suite

3,000 USD/SEAT

NeuroMaker e-learning Suite is our comprehensive library of asynchronous course work. It covers a variety of topics including, but not limited to, product onboarding, cognitive development of the brain, and introduction to artificial intelligence. Receive a printable certificate of completion for each course mastered and share with your network to identify yourself as a NeuroMaker subject expert!



NeuroMaker e-learning Core

500 USD/SEAT

NeuroMaker e-learning Core is our compact, asynchronous offering and covers all of the essential product onboarding materials for those looking to get started on a budget. This valuable alternative to the e-learning Suite empowers educators with comprehensive guidance on hardware utilization, coding functions, and how to access and make the most of all available content and activities.



NeuroMaker Live Technical Support

FREE

Implementing new programs can often be a challenging task. In instances where a support query cannot be effectively resolved through support email, we prioritize a more personalized approach by arranging video or voice conferences, during which our dedicated team of developers and engineers directly engage to offer comprehensive assistance.



Online Docs, FAQ and Embedded Resources

FREE

In our curriculum portal, you'll find extensive product documentation, encompassing detailed instructions, informative videos, SDK, demo codes, and sample projects. Additionally, our FAQ section, enriched with years of feedback from educators, addresses the most common questions encountered during use.



NeuroRacing

FROM 5,000 USD

Unlock your brain's potential and control the speed of a car with your brain! NeuroRacing is the perfect addition to any STEM Makerspace room. NeuroMaker BCI's EEG headband **measures students' ability to focus** to determine the speed of their car going around the slot car track. Setting up is easy- you only need a Windows laptop and a TV/monitor.



Why NeuroRacing?

With NeuroRacing, students can not only custom build their track but also learn techniques to better focus in a fun and engaging way. NeuroRacing is an excellent way for the students to learn and compete during their time in the STEM Makerspace room to see who can increase (and maintain!) their focus and win the race.



What's included?

- 2 or 4 BCI Headbands
- NeuroRacing Control Box, Lap Counter and Accessories
- NeuroRacing Software
- A complete set of Carrera® Digital 132 2-lane or 4-lane track
- Wireless Router
- Instructions and Training Materials



Bundles and Pricing

Work with our product professionals or place an order online at neuromakerstem.com



9K Start and Save Bundle



Ideal for around 15 students. We recommend 2:1 ratio for Hand and BCI

Product	List Price	Quantity	Total Price
NeuroMaker HAND 2.0	\$500	8	\$4,000
NeuroMaker BioSensor Kit	\$400	4	\$1,600
NeuroMaker BCI	\$500	8	\$4,000
NeuroMaker Repair Kit	\$75	3	\$225
NeuroMaker e-learning Suite (Lifetime Access)	\$3,000	1	\$3,000
Curriculum and Student Activities	Included	100+ hours	Included

If not tax exempt, sales tax will be calculated upon confirmation of your invoice. Shipping is not included.

Subtotal	\$12,825
Discount	\$3,825
Grand Total	\$9,000



Pricing and Required Equipment

Product Type	Product Name	List Price	Required Equipment	Recommended Equipment
Hardware and Software	NeuroMaker HAND 2.0	\$500	None	Chromebook/ Laptop with Chrome Browser
	NeuroMaker BioSensor Kit	\$400	None	
	NeuroMaker BCI Headband	\$500	Chromebook/ Laptop with Chrome Browser	
	NeuroMaker HAND- Maker Edition	\$350	None	
	NeuroMaker Repair Kit	\$75	NeuroMaker Hand	
Professional Development	NeuroMaker e-learning Suite	\$3,000/ Seat	Laptop	
	NeuroMaker e-learning Core	\$500/ Seat		
Makerspace Setup	NeuroRacing- 2 lane	\$5,000	Windows Laptop, Monitor/TV	
	NeuroRacing- 4 lane	\$7,000		



References

Middle School

Los Angeles Unified School District, CA

Integrated **HAND** and **BCI** as part of **Makerspace and Coding & Robotics Core Class**

- **Kate Dehbashi** - STEAM Magnet Coordinator
 - kate.dehbashi@lausd.net
 - 818-313-7463

Worcester Public Schools, MA

Integrated **HAND** and **BCI** as part of **STEM Enrichment Program**

- **Christine Lloyd** - Science and Engineering Director K-8
 - lloydc@worcesterschools.net
 - 508-799-3470

St. Vrain Valley School District, CO

Integrated **BCI** as part of **Neuroscience Program**

- **Anna Mills** - Innovation Coordinator & Teacher
 - mills_anna@svvds.org
 - 303-702-8020
- **Cyrus Weinberger** - Principal
 - weinberger_cyrus@svvds.org
 - 303-702-8020

High School

Boston Public Schools, MA

Integrated **HAND** and **BCI** as part of **STEM Program**

- **Elizabeth Milewski** - Executive Director of STEM
 - ekenney2@bostonpublicschools.org
 - 857-302-9002

Elyria City Schools, OH

Integrated **HAND** and **BCI** as part of **STEM Program**

- **Kathy Koep** - Director of Professional Development, Science, and STEAM
 - koepkathy@elyriaschools.org
 - 440-284-8222

Colorado Springs District 1, CO

Integrated **HAND** as part of **CTE Program**

- **Duane Roberson** - CTE Director
 - duane.roberson@d11.org
 - 709-328-2041

STEMWorks Hawaii, HI

Integrated **HAND** and **BCI** as an **afterschool Enrichment Program for the State of Hawaii**

- **Katie Taladay** - Director of Education and Workforce Development
 - katie@medb.org
 - 808-429-5745

STEM Program

Core Curriculum Supplement

CTE Program

Afterschool Enrichment

“NeuroMaker has done more than just engage the students.

It has helped the high school kids from the robotics club bond with the upper elementary students through building the NeuroMaker HAND prototype. This does more than build relationships; it allows the older students the opportunity to teach and lead.”

-Tom Barnhart
Sydney Public Schools

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Next Steps

NeuroMaker is committed to our current and future partners and values feedback from the educators and students that inspire what we do every day:

“It’s [NeuroMaker Curriculum and Hardware] **all hands on**. That’s what I love about it. It’s hands on. **Students are able to see the results of their work** in the project. So it’s not just theory. They read about it, they’ve learned the scientific facts, and then they do the project and then they **see the results of what they learn.**”

-Kate Dehbashi

Hale Charter Academy Educator and NeuroMaker Partner since Fall 2021



1 Explore the Remarkable Projects Created by Students

This packet is all yours! We've included the most fundamental things we think you might need to get a sense of who we are and why NeuroMaker is right for you.

More information is available at neuromakerstem.com, where you'll find product details, images and videos, and **amazing projects submitted by our students.**



2 Connect with Us Today!

ALL SALES INQUIRIES:

Joshua Varela

Vice President of Sales and Operations
joshua.varela@brainco.tech

Technical or any other questions:

Product/ Sales Support

support@neuromakerstem.com

Get an instant quote:

Official Website

neuromakerstem.com

Buy directly online or upload your purchase order:

Online Store

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