

crea

CREACUBE

ICT smart education! We are creating a new paradigm for education.

cube



crea  cube



Company introduction



CREACUBE's characters - Cre, Gugu, Guri, Rea

CREACUBE, with corporate entities in the United States and Republic of Korea, is a company that develops and designs web and application systems and IOT products, and solutions for mathematics learning. CREACUBE was founded in 2017, and it acquired a number of patents, while obtaining good marketing results by participating in various global contests and exhibitions.

01 CREACUBE Brand Story

Now, we are on the verge of the age of the 4th industrial education revolution! Let me introduce the IoT Basic Mathematics teaching aid CREACUBE which will change our children's future.

Make children learn multiplication tables and the four fundamental operations naturally by letting them touch and play with numbers joyfully!



CREACUBE presents a new paradigm for education with ICT smart learning, at the forefront of creating a smart learning ecosystem of the education industry. If you are worried about study and learning deprivation due to contact-free classes during the pandemic, now you can give wings to your children's mathematical thinking ability and creativity with CREACUBE.

02 CREACUBE Educational philosophy



- 01 Multiple intelligence development utilizing multi senses**
 4th industrial education revolution, CREACUBE
- 02 Self-directed learning by using Metaverse/game learning**
 CREACUBE eliminating borders between studying and playing
- 03 Developing mathematical cognition by using the cube association method**
 CREACUBE ICT smart education!
 We are creating a new paradigm for education.
- 04 Accomplishing super gap through differentiated philosophy and technology of the contact-free era**
 Upheaval of the global education market,
 CREACUBE has got wings!



03 Product Introduction

CREACUBE is a timely and creative product depending on the learner's stage of growth based on a deep understanding of children's growth.



Product features

- 01 Multi intelligence**
- 02 IoT**
- 03 Motion detection**
- 04 Multilingual**
 Supports Korean, English, Chinese, Japanese+@ Provides
- 05 OTA(over the air)**
 Provides remote update
- 06 Multi-access**
 Possible for multiple students to take classes at the same time
- 07 Teacher's mode and Learning management function**
- 08 Data & AI**
 Provide customized contents
- 09 Steam Education**

Product configuration



Multiple-intelligence game learning system improving math skills

MULTIPLE INTELLIGENCE

Stimulates the brain's left hemisphere through seeing, listening and touching CREACUBE.



- Interacting with left hemisphere by seeing, listening, and touching
- Make more plentiful images by connecting math to other senses such as sense of hearing, touch, sight, etc.
- Multi-sensory images
- Make multiplication tables and the four fundamental operations vivid with the cube association method.



GAME LEARNING

Crea world eliminating borders between studying and playing



- CREACUBE's game learning system consists of a real game including elements for games that children like.
- Let's keep up with the universe ranking by collecting the sun, the moon and stars! Let's discover unknown galaxies!
- Game learning : Power of self-directed learning : Game learning conducted in the Metaverse!

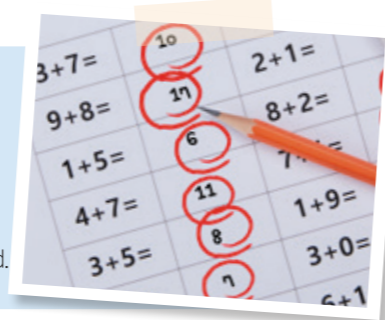


SCHOOL MATHEMATICS CURRICULUM

Strengthen basic mathematical ability with the contents related to school curriculums



- Strengthening basic math ability through curriculum alignment
- Metaverse: The school playground was designed as a virtual space.
- The appraisal standard according to the revised 2015 curriculum was linked.



Appraisal standard according to revised curriculums in 2015, elementary school first-second grades

Crea world	Number world	Number seesaw	Number ten	Number memory	Number song
Virtual playground	Wit game	Seesaw	Jungle gym	Memory game	Rubber band song
Curriculum alignment	Number and operations	Measurement operation	Data and possibility	Figure	Regularity

04 CREACUBE GUIDE

Anywhere! Anytime!

CREACUBE which users can play with and learn at anytime and anywhere regardless of places
Assured improvement of ability to conduct self-directed learning

At home



At school



Let your children have a habit of self-directed learning by having them see, listen and touch three-dimensional digital contents with CREACUBE IoT device optimized for math learning.



05 CREACUBE MANUAL

1. CREACUBE motion-sensing IoT device interacting with the brain's left hemisphere by seeing, listening and touching



2. Application of motion-sensing function

The CREACUBE IoT device incorporates innovative technology interacting by detecting up/down/left/right motions. In addition, it supports multiple languages and remote update function through OTA (Over The Air). (Korean-English-Chinese-Japanese plus more languages sequential change)

3. Configuration of main function buttons

NO	Configuration	Starting
1	Power	When pressing the button more than 2 seconds, power ON/OFF function operates
2	Addition	When pressing the button more than 2 seconds, it goes into addition mode.
3	Level of difficulty	When pressing the button more than 2 seconds, it goes into level of difficulty mode. (level of difficulty 1-9 stages)
4	Multiplication	When pressing the button more than 2 seconds, it goes into multiplication mode.
5	Multiplication tables	When pressing the button more than 2 seconds, it goes into multiplication tables mode.
6	Division	When pressing the button more than 2 seconds, it goes into division mode.
7	Sound	When pressing the button more than 2 seconds, the volume of the sound is changed.
8	Subtraction	When pressing the button more than 2 seconds, it goes into subtraction mode.
9	Sleep	When pressing the button more than 2 seconds, it goes into sleep mode.



IoT mode accessed by pressing no. 3 on the yellow side for more than 5 seconds, changes to IoT mode and cube mode in rotation.

Language selection when pressing no. 6 on the yellow side for more than 5 seconds, its language is changed.

Application of reset button when pressing no. 27 on the yellow side for more than 9 seconds, it is reset.

06 Education suggestion

1. CREACUBE-schooling & Home-schooling

Multiple intelligence, game learning, curriculum alignment

CREACUBE is game learning conducted in a virtual playground, which provides Plug & Unplugged activities by using ICT convergence contents and devices. CREACUBE's schooling contents, pursuing active and self-directed play-learning, help users understand the four fundamental operations quickly and easily, and take the lead in the school curriculum by encouraging active participation in learning.

Moreover, it includes contents related to elementary school curriculum such as figure, measurement, regularity, data and possibility, etc.



2. Enjoy MATH with a cube in your hand!

Game learning what do children do in a self-directed way?

Age	Class hour by course	Duration	Learning Process
Pre school	40 minutes	40 weeks	With number world and number seesaw, start the preparation for elementary school that breaks through the boundaries between studying and playing.
1st grade			By using number seesaw and number ten, users can completely master the basic operations such as addition and subtraction.
2nd grade			Users can fulfill mastery learning of multiplication tables by listening to the multiplication tables song and prepare to study division by learning multiplication.
3rd grade			Users can increase accurate operation skills by studying four fundamental operations and multiplication tables in connection with the cube and contents.

Curriculum alignment Multiple intelligence game learning system improving math skills

	Number world	Number seesaw	Number ten	Number memory	Number cross	Addition	Subtraction	Multiplication	Division	Entire course
Pre school	6 periods	6 periods	6 periods	1 period	1 period	10 periods	10 periods			40 periods
1st grade	2 periods	7 periods	7 periods	2 periods	2 periods	10 periods	10 periods			40 periods
2nd grade		2 periods	2 periods	4 periods	6 periods	10 periods	6 periods	10 periods		40 periods
3rd grade				4 periods	4 periods	6 periods	6 periods	10 periods	10 periods	40 periods

CREACUBE Multiple intelligence game learning system increasing math grades



Number world Master numbers with buttons on the cube.
Number seesaw Move the cube right and left.
Number cross Move the cube up/down/left/right.
Number ten Practice dividing and collecting with numbers on the cube.
Number memory Memorize with cube association method.



Details of awards



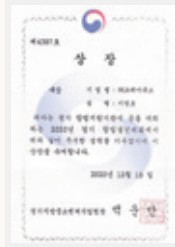
Grand prize in Edtech Excellent Company contest
Minister of Education award



Grand prize (1st class) from Consulting Commercialization contest
Minister of SMEs and Startups award



Patent technology award (Knowledge video)



Grand prize (1st class) from Gyeonggi Startup contest
Gyeonggi Regional SMEs and Startups award



Seoul Award
Seoul Business Agency



Silver prize from 2018 Regional Industry Excellent Innovation Idea Commercialization Contest
Gyeonggido Business & Science Accelerator



Details of patents



Patent No. 10-1876275
Cube for learning multiplication tables



Patent No. 10-2084008
Cube for learning four fundamental arithmetic operations



Patent No. 10-2142534
Arithmetic learning apparatus



Certification of designation for an innovative product
Korean Intellectual Property Office

Details of certifications



Korean KC Toys Safety Certification
Korean KC Certification of Broadcasting and Communication Equipment



KOTITI Certification of Non-hazardous Materials



The United States CPSC certification



United States FCC certification



Europe CE certification

✓ Details of compensation may be changed depending on the insurance plan.

NH Property & Casualty Insurance

Signed up **100 million won** product liability insurance

Details of compensation may be changed depending on the insurance plan.



705-3, Gangnam-ro 9, Yongin-si, Gyeonggi-do, Republic of Korea
After-sales service +82-70-4042-9979 E-MAIL cs@creacube.co.kr
www.creacube.co.kr

