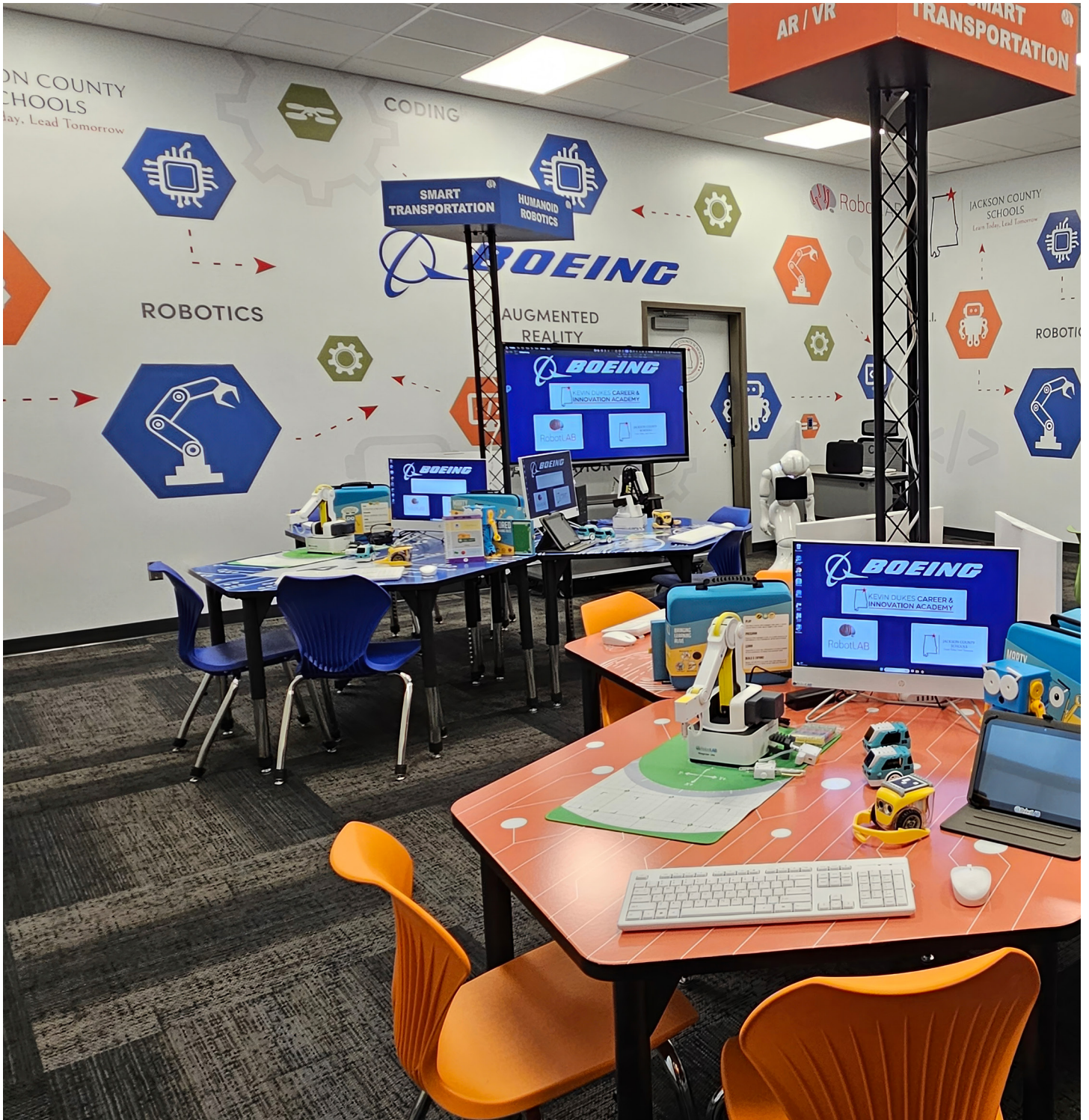
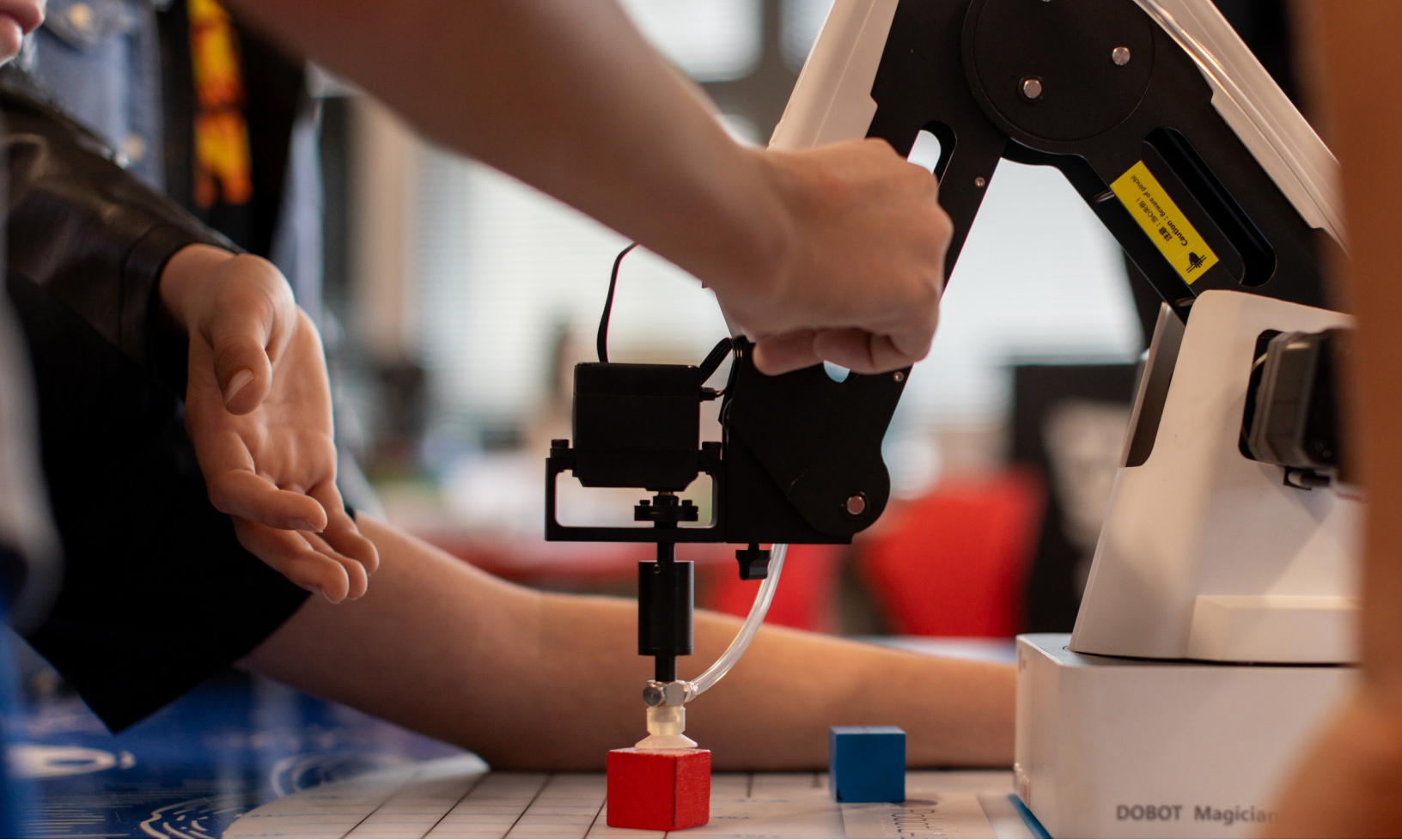


The Future Of Robotics In Education





RobotLAB is empowering the global EdTech revolution. We're not just keeping pace — we're setting the standard.

Teaming up with educators and top-tier institutions, we're at the forefront of reshaping education worldwide. Offering a curated selection of cutting-edge educational technology programs, we're your ultimate destination for all things EdTech, delivering innovation directly to your classroom.

We provide unparalleled access to the latest and most advanced education technology, ensuring quality implementation and onboarding services.

We also revolutionized the integration of EdTech into classrooms by covering lesson plans for every subject, age group, and technological preference.

With us, your educational journey is not just streamlined; it's future-proofed.

Elad Inbar, CEO and Founder of
RobotLAB Inc.

Meet the Team

The RobotLAB team is a group of engineers, educators, and solution specialists dedicated to bringing robotics and AI into real-world environments. We combine deep technical expertise with hands-on implementation experience to help organizations deploy automation with confidence, clarity, and measurable impact. From initial discovery and solution design to full-scale deployment and long-term support, our team ensures every system is practical, scalable, and built for real operational success.

Founded in 2007, RobotLAB is headquartered in Texas with additional locations across the United States and Colombia. Over the past decade, we have become a trusted leader in robotics integration, serving more than 32,000 customers worldwide. Our portfolio spans a diverse range of industries, including Hospitality, Banking, Retail, Education, Healthcare, Corporate environments, and Government and Public Administration.

What sets RobotLAB apart is our end-to-end approach. We don't simply provide robots — we deliver complete automation ecosystems. Our services include strategic consulting, site evaluation, system customization, integration with existing infrastructure, professional deployment, staff training, and ongoing technical support and repair. By aligning cutting-edge robotics technology with real business objectives, we help organizations improve efficiency, elevate customer experiences, reduce operational costs, and future-proof their operations.

At our core, we are driven by one mission: to make advanced robotics accessible, reliable, and transformative across every industry we serve.



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Why do we exist?

At RobotLAB, we empower students worldwide with innovative tools that transform learning and create lasting impact.

How is RobotLAB exceptional?

Our alliance with leading educators and top-tier institutions positions us at the forefront of the global EdTech renaissance. With a diverse portfolio of AI-integrated EdTech programs, RobotLAB is more than just a brand; we're the epicenter of educational innovation. To date, our influence spans tens of thousands of schools, elevating the experiences of countless educators and enriching the academic journey of millions of students.

What can you expect from RobotLAB?

For institutions, educators, and students, RobotLAB crafts a seamless educational experience. Whether you're a researcher eager to usher your domain into a futuristic age or an educator aspiring to infuse AI concepts into undergrad courses, we've got you covered. Whether you're a teacher looking to bring STEAM and AI concepts to life in your classroom or a school leader aiming to future-proof your curriculum, we're here to support you. With ready-to-use lesson plans, hands-on tools, and expert guidance, integrating cutting-edge technology into K-12 education has never been easier or more effective.



The AI Lab



The AI LAB by RobotLAB is the next generation of STEAM Learning Centers.

It converts generic STEAM concepts to real-life experiences, putting artificial intelligence at the center of learning.

Developed by students, the AI controls smart cars and drones, automates production lines, and enables human-robot interactions where robots make autonomous decisions without a human operator being millions of miles away.

The AI LAB is designed to enable students to rotate between the AI Stations, exposing them to multiple disciplines and various scenarios where artificial intelligence would be used in our daily lives

This gives the students an unparalleled and rich experience to ensure they are ready for their careers, college, and life in the 2030s.

It includes all instructional materials, computer hardware, software, and equipment necessary to accommodate a class size of your choice. It is a complete system of integrated materials, furnishings, and curricula that provides a platform for investigating AI / STEAM principles and practices through an integrated series of real-life context-based technological learning experiences using robots.

AI Lab Stations



Humanoid Robotics Station

Hands-on humanoid robotics exploring perception, sensors, movement, and problem-solving skills.



Smart Transportation Station

Teaches students how to program autonomous vehicles and aerial robots, to sense, plan, and navigate obstacles.



Industry 4.0 Station

Smart manufacturing simulation covering pick-and-place, sorting, inspection, and vision-guided automation workflows.



Intro to AR/VR Station

Students explore AR and VR using sensors and coding to complete interactive missions.



Intro to Coding Station

Beginner coding with programmable robots teaching sequencing, loops, debugging, and computational thinking.



Smart Farming Station

Classroom-scale indoor farming using sensors and automation to monitor plant growth and sustainability.

Humanoid Station

NAO V6 ROBOT



NAO is an interactive humanoid robot that brings learning to life in the classroom. With its ability to walk, talk, see, and listen, NAO helps students explore coding, robotics, and artificial intelligence in an engaging, hands-on way. Its friendly appearance and natural movements make it easy for students of all ages to connect with technology while developing critical thinking, teamwork, and problem-solving skills.

Programming Languages:

- Block-Based
- Python
- JavaScript
- C++
- ROS

Specifications:

- Dimensions: H 22.8 x W 10.8 x D 12.2
- Weight: 12 lbs
- Connectivity: Ethernet, Wi-Fi, Bluetooth
- Battery Life: 90 Minutes

1. Robotics and Automation:

Introduce students to the foundational concepts of humanoid robots, coding, and STEAM principles through interactive, hands-on learning experiences.

2. Storytelling:

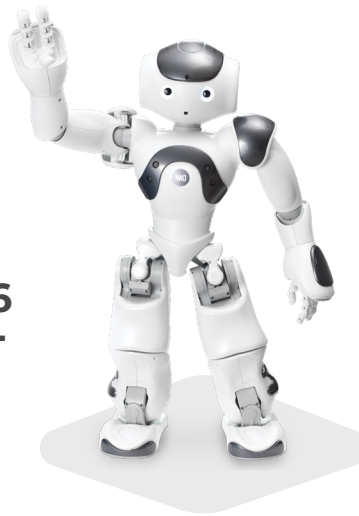
Students create stories or poems and bring them to life using NAO robot as the presenter. Students will practice programming and ELA (English Language Arts) concepts.

3. Human-Robot Interaction:

In an “Emotion Recognition Workshop”, students program NAO to recognize and react to human emotions, blending tech skills with emotional intelligence

Integrating the NAO robot into a CTE program gives K-12 students hands-on experience with real-world technology. It strengthens problem-solving skills, fosters collaboration, and helps prepare students for future careers in robotics, automation, and other high-demand STEAM fields.

**NAO V6
ROBOT**



Accessories

NAO CHARGER



**NAO ROBOT
TRANSPORT
CASE**



**NAO
BATTERY**



Humanoid Station

NAO AI Edition



Explore the future of hands-on learning with NAO, a versatile humanoid robot, now enhanced with ChatGPT integration. Designed to elevate CTE programs, NAO comes equipped with 4 directional microphones, 7 touch sensors, sonars, and 25 degrees of freedom, offering interactive, programmable experiences across a wide range of subjects. This cutting-edge technology prepares students for a future where robotics, AI, and natural language processing are integral to everyday life.

Programming Languages:

- Block-Based
- Python
- JavaScript
- C++
- ROS
- Content Management System

Specifications:

- Dimensions: H 22.8 x W 10.8 x D 12.2
- Weight: 12 lb
- Connectivity: Ethernet, Wi-Fi, Bluetooth
- Battery Life: 90 Minutes

1. Presentation:

This skill allows NAO to give a presentation (informative or promotional content), combining speech, motion, and custom content on a tablet, a computer or a large TV display.

2. Conversations:

Allow your guests to interact with NAO in a natural conversation, not with keywords! Let AI figure out the intent behind the spoken words.

3. Remote Control:

Use the software to trigger a script, an action, or move the robot without any need for coding.

4. Artificial Intelligence:

NAO will help students understand AI concepts by recognizing objects that are pre-trained and have students track data.

**NAO Robot
AI Midnight
Purple**



**NAO Robot
AI Bronze**



Accessories



NAO Charger



**NAO Robot
Transport
Case**



**NAO
Battery**

Humanoid Station

Pepper AI Edition



Pepper is a humanoid robot designed to naturally engage with people through conversation and movement while displaying content on its interactive tablet. Pepper is an extraordinary tool in K-12 education because of its ability to turn abstract concepts into interactive learning experiences.

Programming Languages:

- Block-Based
- Python
- JavaScript
- C++
- ROS
- Content Management System

Specifications:

- Dimensions: H 47.6 x W 18.8 x D 16.7
- Weight: 64 lbs
- Connectivity: Ethernet, Wi-Fi, Bluetooth
- Battery Life: 90 Minutes

1. Dynamic Conversations:

No more scripted dialogues! Pepper generates responses on the spot, adapting to every interaction for a truly lifelike experience.

2. Limitless Knowledge:

With access to a vast knowledge base, Pepper delivers accurate, insightful answers across a wide-range of topics, ensuring every conversation is valuable.

3. Cloud-Based AI Processing:

Keeps Pepper's responses fresh, relevant, and aligned with your custom content.

4. School Safe:

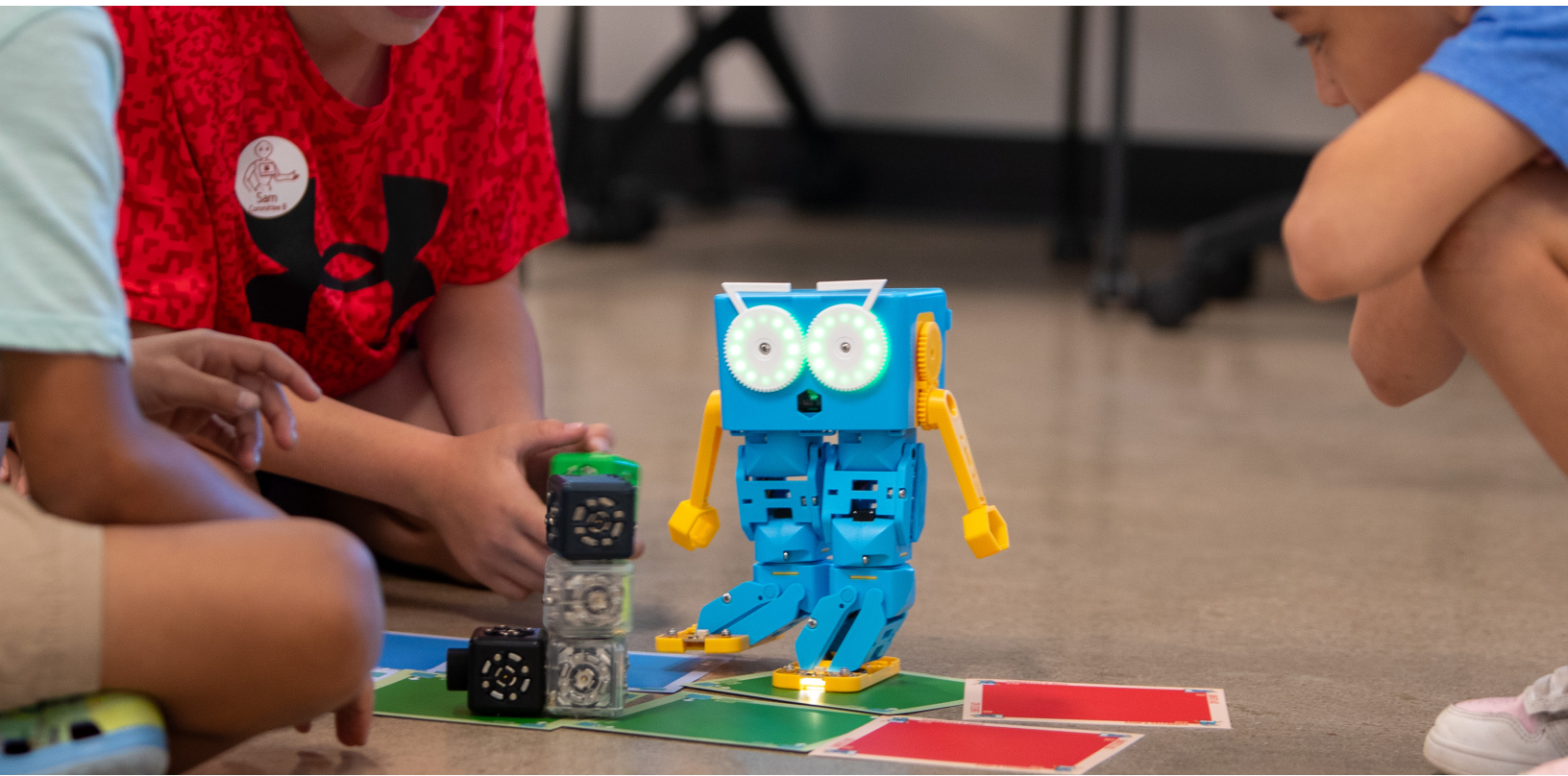
We set the LLM to understand its environment and provide school safe responses.



**PEPPER Robot
+ ChatGPT**

Humanoid Station

Marty Robot



Marty is a bipedal, humanoid robot designed for classroom use and is the perfect way to introduce students to robotics and programming through fun, hands-on learning. With expressive movements and an approachable design, Marty helps simplify complex STEAM concepts and supports learning from early ages to advanced levels.

COG is the gateway to physical computing. With interactive inputs and outputs, students can instantly see their code come to life.

Programming Languages:

- Screen Free
- Scratch Jr
- Scratch
- Python
- JavaScript
- C++

Specifications:

- Dimensions: H 24cm
- Weight: 650 Grams
- Connectivity: Wi-Fi, Bluetooth, USB
- Battery Life: 3 Hours

1. Problem Solving Skills:

Students learn how to break down tasks, test solutions, and debug their code when Marty doesn't behave as expected.

2. Computational Thinking:

By programming Marty with block-based or text-based coding, students develop their sequencing, logic, pattern recognition, and algorithmic thinking.

3. Creativity and Design:

Marty encourages students to build original movements, dances, or interactions, helping them explore creative expression through robotics.

4. Ready-to-Teach Resources:

Comes complete with standards-aligned lessons, teacher guides, and student activities. Educators get everything they need to start teaching robotics confidently, right out of the box.

MARTY ROBOT PACK



COG

COG is the gateway to physical computing. With interactive inputs and outputs, students can instantly see their code come to life.



Industry 4.0

DOBOT



A range of classroom-ready robot arms that supports learners from beginner motion programming to advanced automation projects. Students build skills used in modern factories and warehouses: positioning, pick-and-place, sorting, inspection, and safe operation alongside people through hands-on, real-world workflows.

Programming Languages:

- Block-Based
- Python
- C++

Specifications:

- Dimensions: 6.22 in × 6.22
- Weight: 7.5 lbs
- Connectivity: USB, Wi-Fi, Bluetooth
- Number of Axis: 4
- Payload: 500g
- Max. Reach: 320 mm
- Repeatability: ± 0.2 mm

1. Robotics programming and control:

Robotic arms teach students programming and control concepts. Hands-on experience allows students to execute various automation tasks and see real-time results of their code.

**MAGICIAN
EDU
EDITION**



DOBOT LITE



2. Science and Mathematics Connections:

Bring abstract concepts to life by letting students manipulate industrial-grade technology in the classroom. Students collect and analyze data, understand measurement and precision, and apply problem-solving skills.

MG400



**MAGICIAN
E6**



Accessories

**CONVEYOR
BELT**



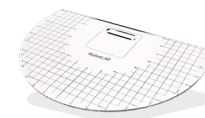
**SLIDING
RAIL**



VISION KIT

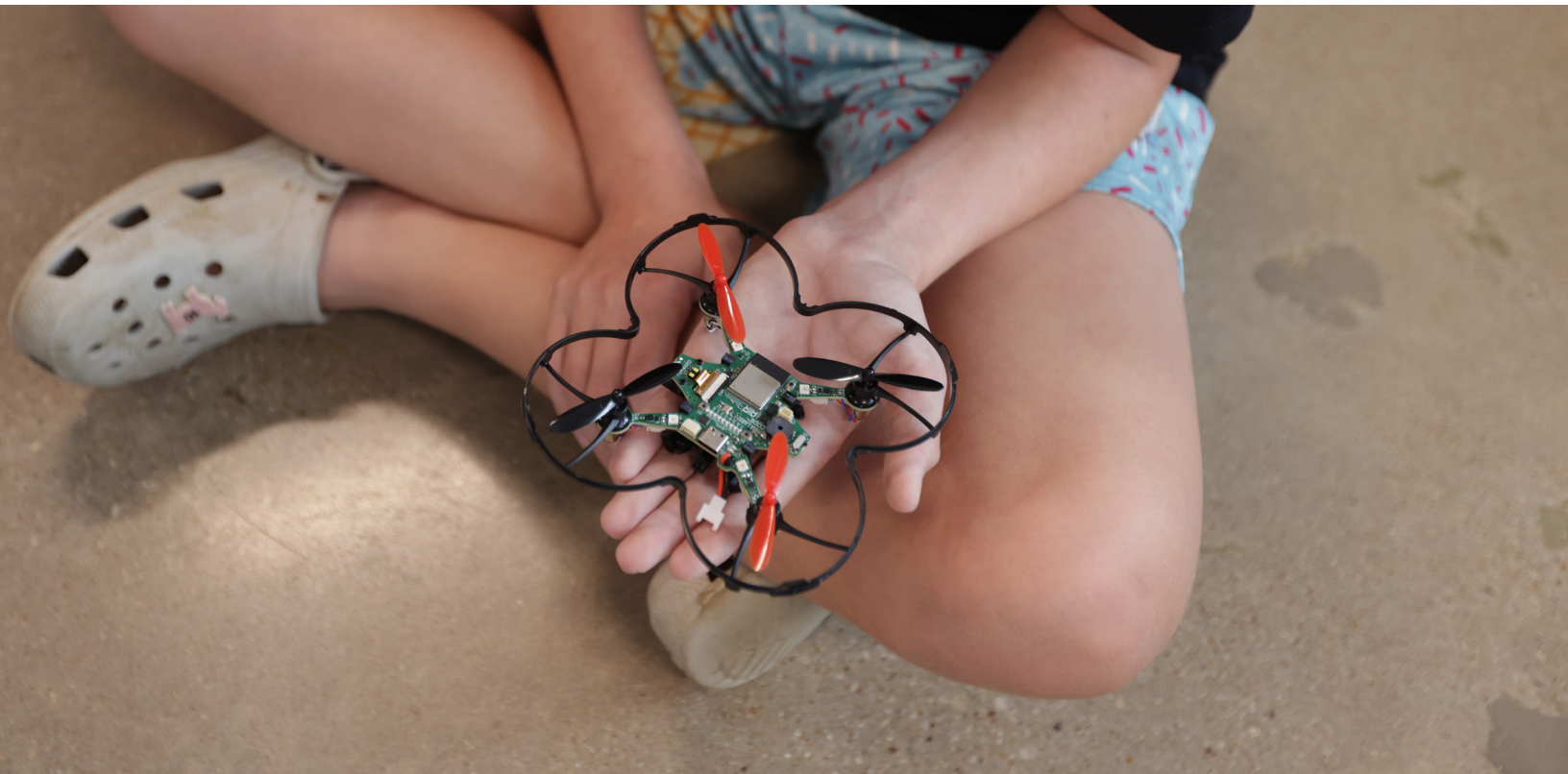


**COORDINATE
BOARD**



Smart Transportation

CodeAIR



CodeAIR is an autonomous flying robotics platform that lets students run Python and machine learning directly on the drone. Students can start by writing their first lines of code to control CodeAIR's LEDs, then progress to building vision-based behaviors using the onboard camera and AI accelerator.

Programming Languages:

- Python

Specifications:

- Dimensions 5.12 × 5.12 × 1.38 inches
- Weight: 0.1 lbs
- Connectivity: USB

1. On-Device Execution:

Students load and run Python code directly on the drone's onboard processor, enabling quick iteration without needing to stream commands from a laptop. Lessons focus on real computation happening on the robot itself.

3. Sensor-Driven Autonomy:

Integrated sensors (IMU, optical flow, range data, and camera) let students create autonomous navigation and reactive behaviors that rely on actual sensor feedback — perfect for measurement, debugging, and performance assessment.

2. Onboard Vision + AI:

An onboard camera and AI-capable computing let students experiment with vision-based behaviors, like object and pattern recognition, turning abstract machine learning concepts into flight-ready code.

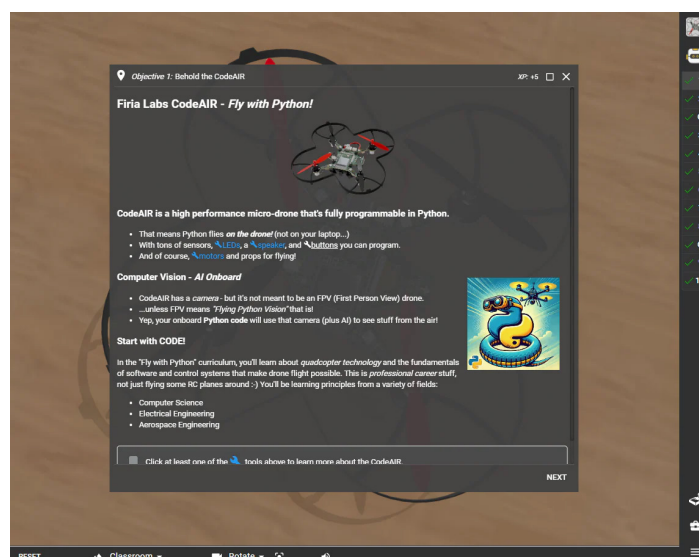
4. Expandable Hardware:

CodeAIR includes a QWIIC expansion port that allows students to connect additional sensors or components as they grow beyond the core missions.

CODEAIR KIT



CODESPACE DEVELOPMENT ENVIRONMENT



Smart Transportation

CodeBot



CodeBot is a powerful classroom robotics platform designed to teach real-world Python programming through hands-on exploration. Students write code that runs directly on the robot, connecting abstract concepts to physical outcomes as they control movement, read sensors, and create autonomous behaviors. With a rugged design, rich sensor suite, and a browser-based coding interface, CodeBot supports guided instruction, project-based learning, and open-ended robotics challenges that scale from beginner to advanced.

Programming Languages:

- Python

Specifications:

- Dimensions 5.5x6x2.5in
- Weight: 0.5 lbs
- Connectivity: USB, GPIO

1. Sensor-Rich Platform:

CodeBot includes line sensors, proximity sensors, accelerometer, encoders, and more! Giving students real-time data they can use to create behaviors like line following, object avoidance, or reactive motion.

2. Built-In Debugging Tools:

LEDs, an onboard speaker, and step-based code execution allow students to visualize what their code is doing at every stage, which helps teachers manage troubleshooting and reinforces computational thinking.

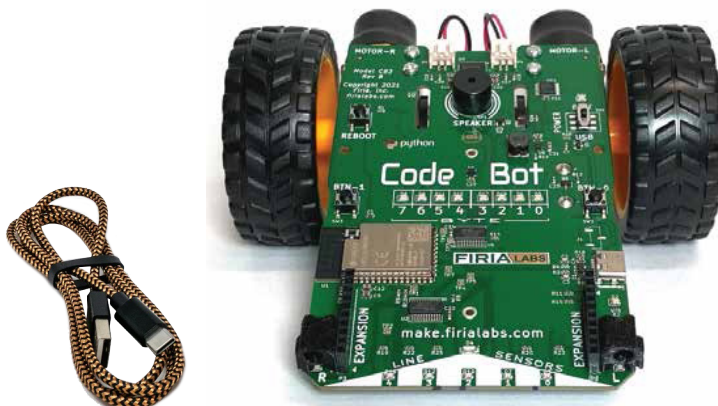
3. Precision Motion Control:

High-resolution wheel encoders and motor control allow students to build robots that move predictably and repeatably, perfect for navigation challenges, maze-solving, or project-based competitions.

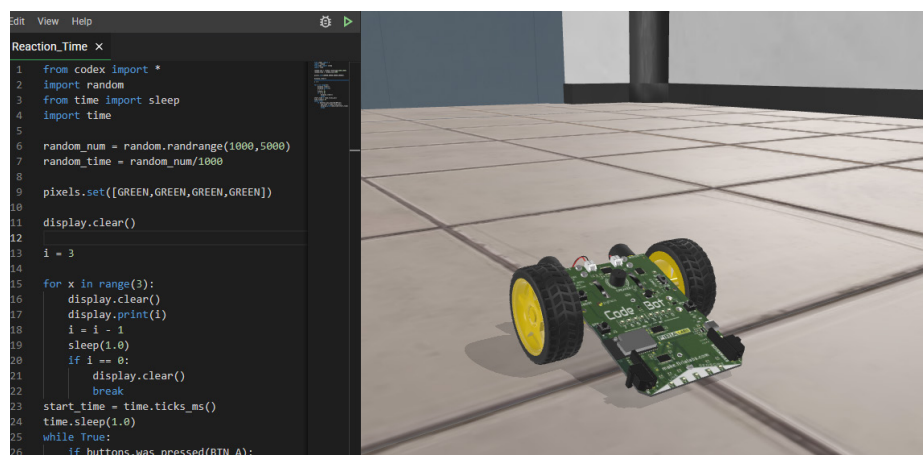
4. Expandable and Customizable:

With GPIO headers and accessory ports, CodeBot is ready for students to take their learning further by integrating additional hardware and creating custom robotic builds and experiments.

CODEBOT



CODESPACE DEVELOPMENT ENVIRONMENT



Smart Transportation

Codrone EDU



The CoDrone EDU was designed to teach programming with step-by-step tutorials to get you coding in no time. Learn how to program your own custom flight patterns or even battle other CoDrones. It is light, safe for classroom use, sleek, and flies like a charm.

Programming Languages:

- Block-Based
- Python

Specifications:

- Dimensions: 5.45 x 5.45 x 1.38 in
- Weight: 54.8g / 1.93 oz
- Connectivity: USB-A to Micro USB
- Time/Charge: 7-8 Minute Flight Time, 60 mins charge time

Smart Transportation

Zumi



A self-driving car learning kit that helps tie the physical to the virtual world. Students can see, test, and improve in real time. Learners collect sensor data, train the car to recognize its surroundings, and program behaviors like lane following, stopping, and navigating a route. Every run gives immediate feedback, so students iterate like real engineers by debugging, tuning, and measuring improvements as performance gets better.

Programming Languages:

- Block-Based
- Python

Specifications:

- Dimensions: 3.74 x 2.56 x 2.83 in
- Weight: 150 grams
- Connectivity: Wi-Fi
- Battery Life: 40 Minutes

1. AI Concepts:

Students learn how AI and machine learning work by using computer vision to detect objects, navigate, drive with sensors, code LEDs and sound, and train a data model.

2. Robotics Fundamentals:

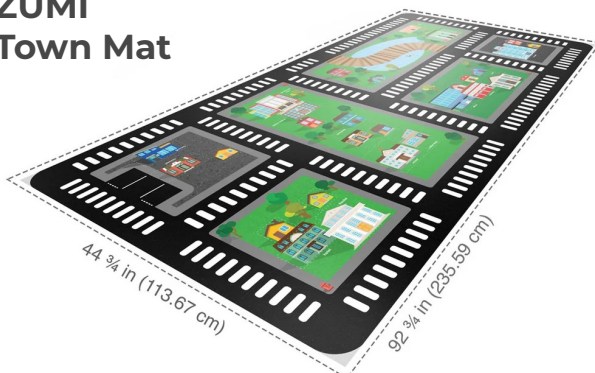
Introduces how robots perceive and interact with the world using motors, sensors (IMU, camera, gyroscope, accelerometer), feedback loops, calibration and tuning.

ZUMI Classroom Pack

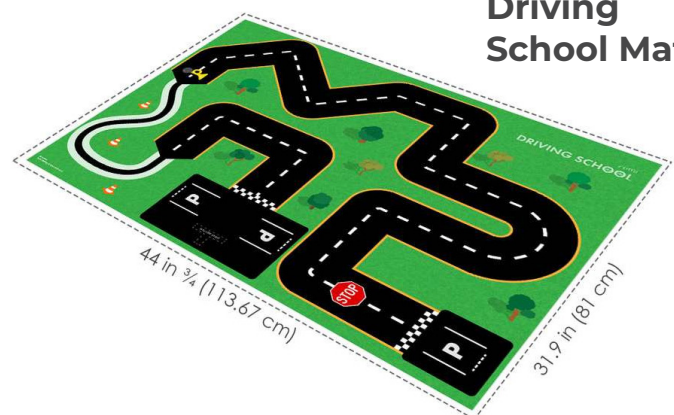


Accessories

ZUMI Town Mat



Driving School Mat



AR/VR

iSandbox



iSandBOX is an interactive augmented reality sandbox that brings physical play and digital learning together in one immersive experience. Students shape real sand and watch dynamic, educational visuals like water flow, volcanoes, landscapes, and ecosystems project in real time onto the surface, making core concepts in geography, earth science, and environmental systems tangible and engaging.

Specifications:

- Dimensions: 60.2 x 45.3 x 103.5 in
- Weight: 250 lbs
- Connectivity: Wi-Fi

1. Augmented Reality Interaction:

iSandBOX uses a depth sensor and projector to transform a physical sandbox surface into a dynamic augmented reality environment that responds in real time to changes students make in the sand.

3. Hands-On Play and Learning:

Students learn by doing as they build landscapes and watch projections update instantly, helping them explore cause and effect, spatial reasoning, and environmental systems through collaborative exploration.

2. Educational Modes:

Visualize natural phenomena, such as topographic maps, rivers, vegetation, and volcanic activity, making abstract earth science concepts easier to grasp through direct manipulation and observation.

4. Teacher Support Tools:

Teacher platforms simplify lesson planning and classroom management with pre-made educational materials aligned to science and other standards, boosting engagement and productivity.

iSANDBOX



Floorium



AR/VR

Kai's Clan



Kai's Clan is a collaborative STEAM robotics platform where students code physical robots and explore immersive worlds through AR/VR. It combines multiplayer coding, robotics, IoT sensor integration, and augmented/virtual reality challenges so classrooms can tackle real-world missions together, deepen problem-solving skills, and build teamwork along with core computing and data skills.

Programming Languages:

- Block-Based
- Python

Specifications:

- Dimensions: 6.5 x 5 x 3.5 in per unit
- Weight: 1 lb
- Connectivity: Wi-Fi, Bluetooth
- Battery Life: 4 Hours

1. Physical and Virtual Sync:

Students control real robots that move on mats while avatars mirror actions in shared AR/VR environments—creating a seamless physical-digital experience.

2. Interactive AR/VR Worlds:

Story-based adventure mats like Mars Discovery and Smart City transform coding lessons into immersive missions where students apply math, logic, and design thinking.

3. Built-in IoT Integration:

Robots connect to real-world sensors (light, sound, temperature, gas) to collect data and respond dynamically, introducing students to authentic Internet of Things applications.

4. Team-Based Collaboration:

Multiplayer functionality allows students to work together in real time, whether they're sharing code, planning missions, or solving challenges from different devices.

CLASSROOM PACK



AR/VR

KaiBot



KaiBot is a flexible hybrid robot platform that blends modular hardware with intuitive block-based and text coding, giving students a hands-on way to explore robotics, sensors, and automation. It supports real-world problem solving with extensions for robotics missions, interactive sensors, and open-ended design challenges that grow with student skill levels.

Programming Languages:

- Screen Free
- Block-Based
- Python

Specifications:

- Dimensions: 4.33 x 3.54 x 2.56 in
- Weight: 0.55 lbs
- Connectivity: Bluetooth
- Battery Life: 1 Hour

1. Hybrid Learning Experience:

KaiBot lets students code screen-free with the included Basic Coding Card Pack (33 cards), then level up to Blockly or Python in Kainundrum for game-style challenges

2. Classroom Ready Resources:

KaiBot comes with 33 coding cards and a robust ecosystem of ready-to-teach lesson resources (including 60+ STEAM-aligned lessons and getting-started guides) to support everything from first-time coding to deeper CS concepts.

Market Math Kit

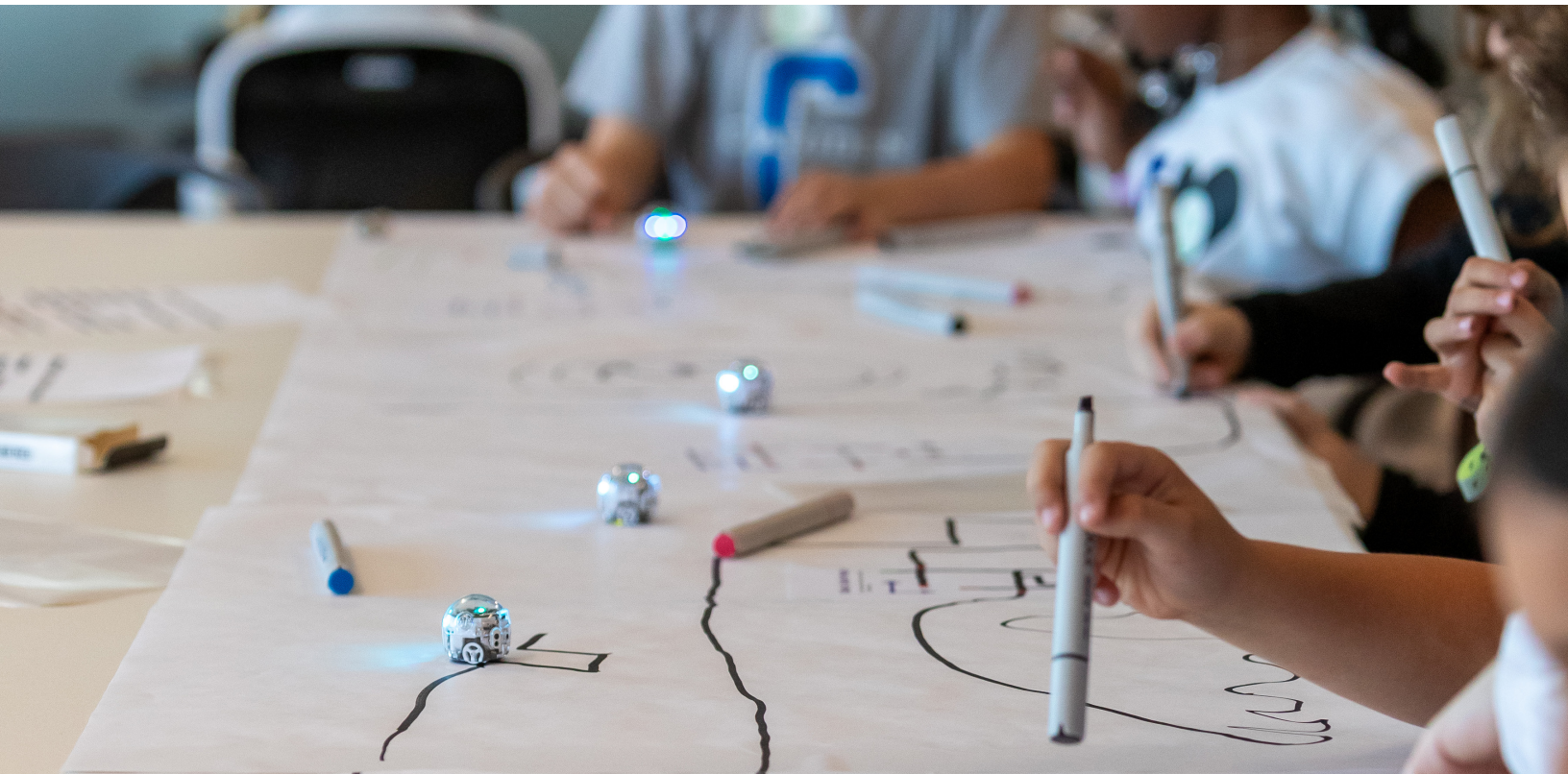


Literacy Kitchen Kit



Intro to Coding

Ozobot Evo



The Ozobot Evo is an educator-friendly coding robot that makes STEAM learning engaging from the very first lesson. Students learn foundational computer science skills by creating physical color code paths and by writing block-based programs, while teachers benefit from structured lessons that connect robotics to STEAM subjects.

Programming Languages:

- Screen Free
- Block-Based

Specifications:

- Dimensions: 1.25 x 1.12 in
- Weight: 28g
- Connectivity: Bluetooth
- Battery Life: 1 Hour

1. Dual Coding Modes:

Students can program Evo with simple color codes drawn with markers and paper for screen-free experiences, or use the Ozobot Blockly editor to build block-based programs that deepen computational thinking.

OzoBot EVO Classroom Kit x12



2. Sensor Interaction:

Evo includes optical sensors that detect lines and color codes, and proximity sensors that allow it to respond to surfaces and objects, making student programs interactive and responsive.

Classroom Pack Classroom Kit x18



OzoGoes around a Sundial x8



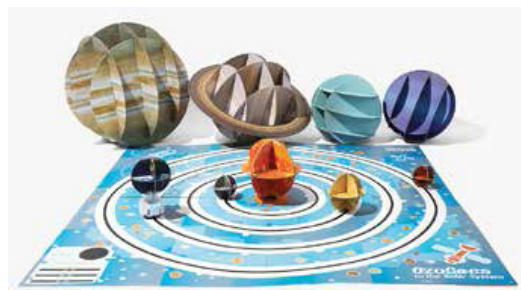
OzoGoes on a SeeSaw x8



OzoGoes to the Sun Earth and Moon x8



OzoGoes to the Solar System x8



Intro to Coding

Ozobot Ari



The Ozobot Ari is an interactive coding robot designed to engage K–12 students with hands-on STEAM and computer science learning. Ari combines a high-resolution touchscreen with built-in sensors so students can explore sequencing, data collection, and physics concepts while coding with visual tools and expanding to more advanced workflows over time.

Programming Languages:

- Screen Free
- Block-Based
- Python

Specifications:

- Dimensions: 1.25 x 1.12 in
- Weight: 28g
- Connectivity: Bluetooth
- Battery Life: 4 Hours

1. Sensor-Driven Learning:

Built-in motion sensors including accelerometer, gyroscope, and time-of-flight distance sensor give students real data to work with, making lessons on motion, acceleration, and spatial reasoning tangible and hands-on.

2. AI-Enhanced Capabilities:

Ari includes AI integration features that support adaptive and personalized learning experiences, allowing classrooms to explore emerging technology concepts alongside core coding and STEAM skills.

ARI Classroom Kit x12



ARI Classroom Kit x18



Intro to Coding

Cubelets



Cubelets are modular robot blocks that snap together magnetically to create countless robot constructions with no wiring or tools. Each block has an embedded function that contributes sensing, thinking, or action to a creation, making robot building accessible for young learners and flexible enough to grow with more advanced STEAM exploration. Cubelets support tactile exploration of core concepts like systems thinking, cause and effect, collaboration, and computational thinking with classroom-ready resources and educator support.

Programming Languages:

- Screen Free
- Block-Based
- Python

Specifications:

- Dimensions: 1.25 x 1.12 in
- Weight: 28g
- Connectivity: Bluetooth
- Battery Life: 4 Hours

1. Hands-On Computational Thinking:

Cubelets teach students the fundamentals of computational thinking by letting them build systems using sensors, logic, and outputs. Without needing screens or code, students learn cause-and-effect, sequencing, and system behavior through physical interaction.

2. Introductory Robotics Concepts:

Students explore core robotics concepts such as inputs, outputs, power flow, and feedback loops by snapping magnetic blocks together. This helps them understand how real robots are designed and how individual components work together as a system.

Motivated Maker Pack



Boundless Builders Pack



Clevers Construction Pack



Intrepid Inventors Mega Pack



Smart Farming

Flex Farm



Flex Farm is a fully contained indoor vertical hydroponic system that empowers classrooms and communities to grow fresh, nutritious produce year-round. Designed to maximize yield in minimal space, it combines efficient environmental control with easy operation so students can explore plant science, sustainability, and real-world food production.

Specifications:

- Dimensions: 69 x 60 x 39 in
- Weight: 115 lbs Empty / 325 lbs Full
- Plant Spaces: 288

1. High Yield Output:

Flex Farm can grow 25+ lb of produce every 28 days and support up to hundreds of plants annually in a compact footprint — ideal for classroom experiments and real harvest results.

3. STEAM Learning Tools:

Included tools and free access to the “Farmative” learning platform support student engagement with standards-aligned STEAM resources, growing guides, and a community of educators.

2. Efficient Hydroponic System:

With a fully self-contained water system, LED light tower, and submersible pump, Flex Farm creates controlled conditions that feed plants without soil, using resources efficiently and consistently.

4. Low Maintenance Operation:

Once assembled, the system generally requires only a few hours of weekly care (planting, nutrient checks, harvesting), making it practical for classroom use and regular student involvement.

Flex Farm

Special Education

Virtual Reality



VR Expeditions 2.0 from RobotLAB is a virtual reality educational platform designed to bring engaging, high-quality virtual field trips into the classroom as a comprehensive alternative to Google Expeditions, which was discontinued. Built in partnership with Encyclopedia Britannica and developed specifically for educators, the system allows teachers to guide students through over one thousand curated 360° VR experiences that span subjects like science, history, geography, and culture—all without leaving school.

1. 360 Degree Tours:

Extensive library of 1,000+ curated VR expeditions aligned to K–12 standards.

2. Teacher-Led Expeditions:

Teacher control interface for guided learning and discussion.

3. Infographic Content:

Integration with Encyclopedia Britannica resources.

4. Teacher-Friendly:

Offline access and classroom management tools for seamless instruction.

VIRTUAL REALITY CLASSROOM STANDARD PACK

- 10 Students
- 20 Students
- 30 Students



VIRTUAL REALITY CLASSROOM ADVANCED PACK

- 10 Students
- 20 Students
- 30 Students



VIRTUAL REALITY PREMIUM DUAL CONTROLLER

- 10 Students
- 20 Students
- 30 Students



360 VR CAMERA

- Content Creation



Special Education

Mobii



Mobii is an interactive projection system that turns tables, floors, beds, and other surfaces into a dynamic, motion-activated activity space. At the touch of a button, it creates engaging visual and sensory environments with hundreds of built-in activities designed to stimulate participation, interaction, and enjoyment for users of all ages and abilities.

Features:

- No Wi-Fi Needed
- Perpetual Software License

Specifications:

- Dimensions: 22.83 in × 20.87 in × 25.59 in
- Weight: 61.7 lbs
- Projection Size: Up to 8.5 × 5.25 ft

1. Interactive Projection:

Mobii creates a vivid motion-activated surface by projecting images and activities onto any flat horizontal surface, inviting users to interact visually and physically with digital content wherever the unit is placed.

2. Height Adjustable Design:

The system adjusts easily between different heights so it can be used on tables, floors, beds, or other flat surfaces, making it versatile for different spaces and user needs.

3. Pre-Loaded Activity Suite:

Mobii comes with a large collection of built-in activities and games designed to stimulate engagement, promote interaction, and support sensory exploration across a wide range of users and environments.

4. Portable and Mobile:

The unit glides effortlessly between rooms and locations, allowing easy repositioning and setup without complex installation, so educators can bring interactive experiences wherever they are needed.

Mobii



Special Education

NAO Autism Pack



The NAO Autism Pack from RobotLAB is a set of ready-to-use lessons, activities, and tools designed to help students on the autism spectrum learn social, communication, and emotional skills by interacting with the NAO humanoid robot. Paired with MOVIA software and accessories, teachers are enabled to facilitate therapy sessions with students. The robot is a tool that is non-judgmental, predictable and calming. Because the robot speaks clearly, moves gently, and never reacts with frustration or unexpected emotions, students often feel safer and more willing to participate.

Specifications:

- Dimensions: H 22.8 x W 10.8 x D 12.2
- Weight: 12 lbs
- Connectivity: Ethernet, Wi-Fi, Bluetooth
- Battery Life: 90 Minutes

1. Teaching Tools:

Integrated software allows educators to plan, run, and monitor NAO-led lessons through structured modules that support consistent instruction and progress tracking.

3. Lesson Library:

A library of over 350 preprogrammed lessons and games gives educators ready-to-use activities that reduce preparation time and support repetition.

2. ABA-Aligned Curriculum:

The included ABA-based curriculum provides structured activities focused on social and learning readiness skills while allowing instruction to be adapted to individual student needs.

4. Multi-Sensory Engagement:

NAO uses predictable movement, voice, and interaction to create structured, multi-sensory experiences that encourage participation and help reduce student anxiety.

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VR Autism Pack



RobotLAB partners with Floreo to implement VR for Autism and special needs. It is a collection of virtual-reality lessons and experiences designed to help students on the autism spectrum learn social, emotional, and everyday life skills in a safe, controlled environment. The platform allows students to practice real-world situations without the stress, noise, or unpredictability that normally makes those situations overwhelming. In VR, you can control the environment completely: the volume, the number of people, the pace, the level of challenge, and even the sensory load.

Specifications:

- Compatible with iPhone + Google Cardboard + Browser
- Quest* 2/3/Pro + Browser
- PICO G3, Neo3/Neo3 Pro/Pro Eye and PICO 4E / PICO 4 Ultra + Browser

1. Safe Skill Practice:

Uses immersive VR to let students practice social, safety, and life skills in a low-risk environment that's difficult to recreate in real life, helping build confidence before applying skills outside of VR.

3. Guided Learning:

Enables educators, therapists, or caregivers to monitor and guide students in real time through a paired tablet, allowing immediate feedback and personalized support.

2. Social Skill Development:

Provides structured VR lessons that target social communication skills like initiating interactions, recognizing gestures, and holding simple conversations, with studies showing improved social outcomes for autistic learners.

4. Research-Based Curriculum:

Offers a growing library of research-based VR lessons focused on social, behavioral, and adaptive life skills, designed to be engaging and aligned with evidence-based therapeutic practices.

VIRTUAL REALITY PREMIUM DUAL CONTROLLER

- 10 Students
- 20 Students
- 30 Students





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