

Enginobot

E49.1 / E50.1 / E51.1

Basic Edition

Advanced Edition

Professional Edition

USER MANUAL

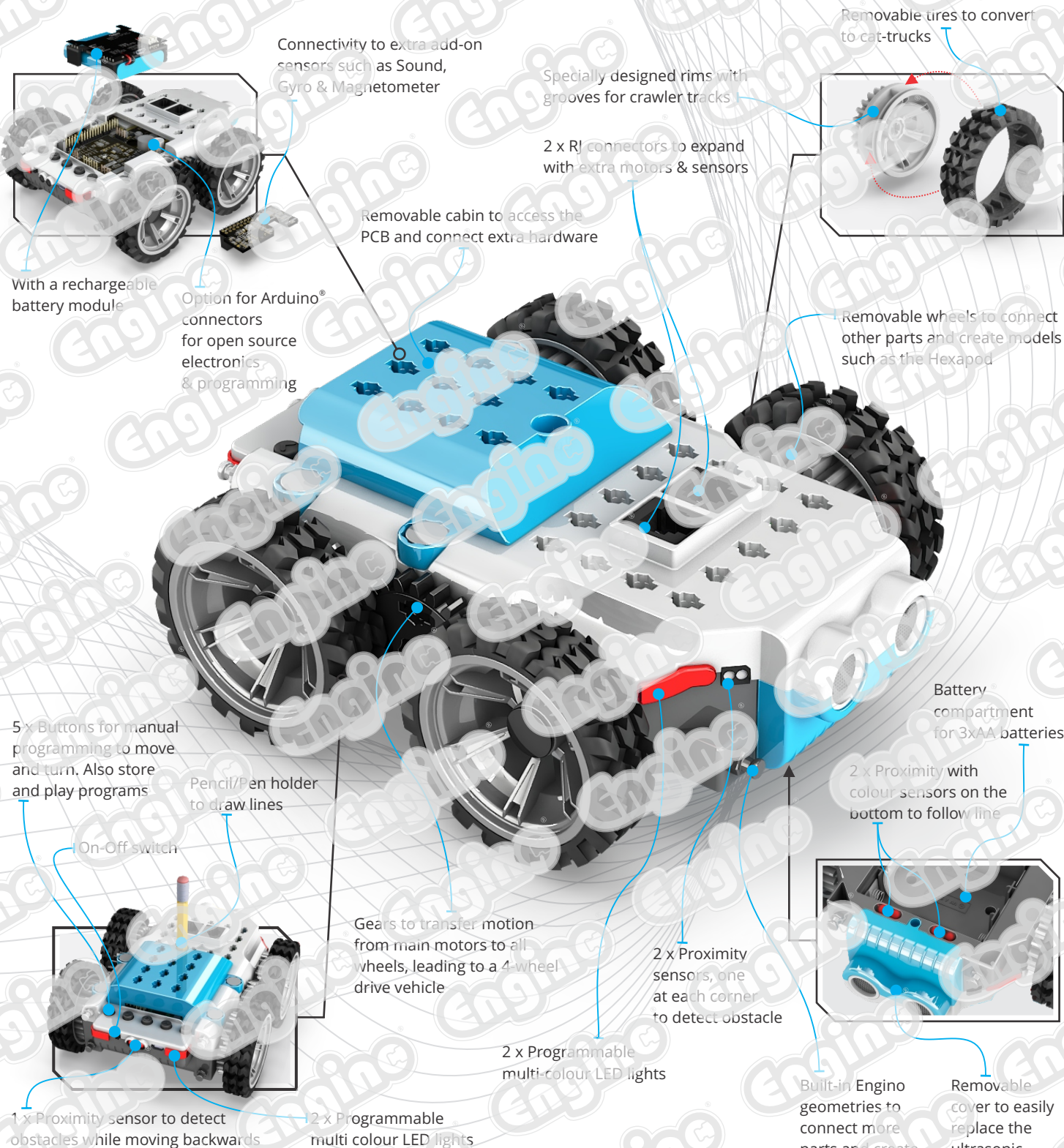


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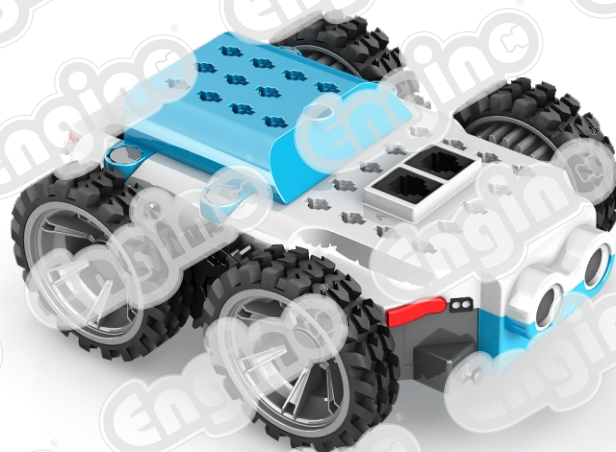
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User Manual

MEET THE GINOBOT™

GINOBOT™ is a highly programmable robot ready to be used straight out of the box. Developed by a combination of engineers and academics, GINOBOT™ is a neat tool for teaching STEM disciplines, computational thinking and digital literacy with fun and hands-on experience activities.

GINOBOT™ is the robot that helps you explore divergent projects in a broad range of levels. It has literally unlimited expansion potential since it allows the attachment of add-on 3rd party electronics and hardware like a Raspberry Pi, Arduino, and micro:bit. Besides its internal sensors and its expandability with 3rd party electronics, the body of GINOBOT™ is also compatible with the Engino building system to construct larger and more sophisticated robots.

From Plug-&-Play robot...

The innovation of GINOBOT™ lies within its core design. It is expandable and adaptable to a very broad range of features to match the classroom needs of different ages. Plug-&-play robots are commonly used in pre-school and early primary classrooms in order to teach algorithmic and computational thinking. GINOBOT™ is an ideal plug-&-play robot since it allows manual programming and wireless control that allows teaching the fundamental steps of programming.



... To high-end coding and electronics

The upgrade potential of GINOBOT™ is essentially unlimited due to its compatibility with microcontrollers such as Arduino, Raspberry Pi and micro:bit. Teaching real programming languages such as C/C++ and Python can easily be adopted in a classroom, while maintaining fun, entertainment and motivation to the students. The advantage of working in open projects becomes materialized with a single holistic solution which can encompass the needs of different electronics and applications.



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