



# TARKUSTECH INNOVATIONS

intro deck 2019

ABOUT

TARKUS  
i n n o v a t i o n

# DEMANDS IN VIETNAM MARKET

1. The global trends of STEAM & AIOT programming education in ES & MS.
2. In Vietnam, the increasing trends on IT offshore outsourcing from 2005, such as Intel and Oracle: it also indicates more and more demands on programmers.
3. The salary of Coding human resource is higher than others, usually starting from 648 USD/Mon ,
  - Salary range on factory workers is around 175 USD/Mon ,
  - Salary range on new office employees is 300~500 USD/Mon ,
  - Salary range on senior office employees is 600~700 USD/Mon ◦

# ● Brand starting from STEAM Concept

STEAM fields are science, technology, engineering, art and mathematics, Support broadening the study of engineering within each of the other subjects, and beginning engineering at younger grades, even elementary school.

Tarkus means from wisdom in Estonian. Estonia, the first world country to promote STEAM education into their ES & MS School system Sep. 2012, In the next year, they implemented STEAM and coding programs and curricula to a part of compulsory education.

The establishment of Tarkus is also a meaning of our anticipation to cultivate the teaching scope of Estonia.

It will be a major shift to a new standards of education.

The more detail about curriculum on official website:  
[https://tarkustech.com/en\\_us/](https://tarkustech.com/en_us/)



# Partners



## Academic institutes

### **National Chiao Tung University**

- Center for Academia and Industry Collaboration

### **National Tsing Hua (Nanda Campus)**

- Department of Education and Learning Technology

### **National Taiwan University of Science and Technology**

- Department of Design

### **St. John' s University**

- Department of Industrial Engineering and Management

## TW Channel and Associations

- MakerPro & Project Plus

- Association of Chinese-straits Culture & Education Chain

- Dr. kids Creativity Education Ltd.

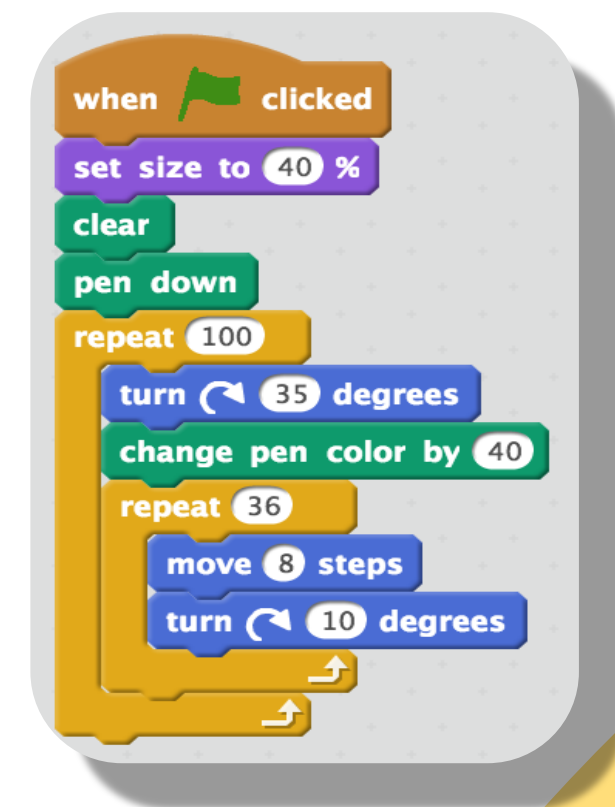
## HK Channel and Associations

- Pi innovation

- HKEDA

- HKIEACA

# ● Problem in ES & MS Educational Market



Blockly VP

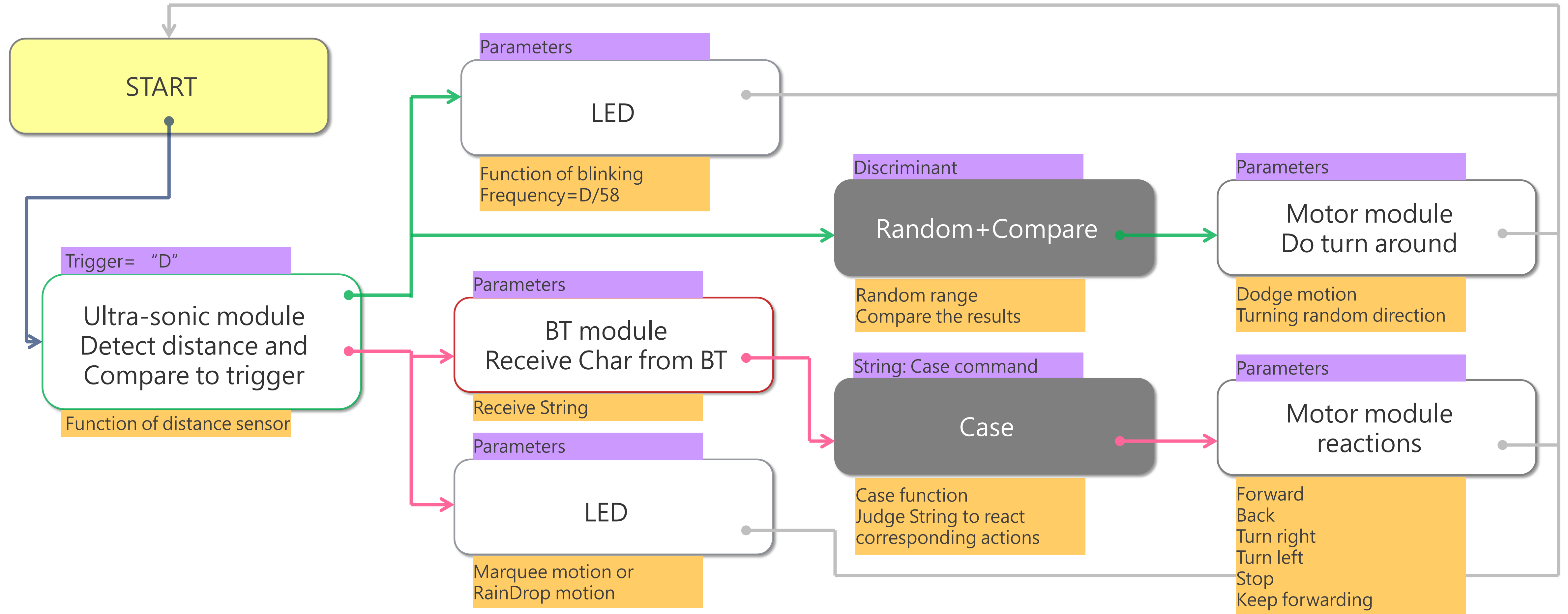
● Programming

```
LED_control
const int led[] = {3,9,10,11};
int varNums;
int ledNums;
const int brightness[16][4]=
  {{250, 0, 0, 0},
   {100,250, 0, 0},
   { 50,100,250, 0},
   { 5, 50,100,250},
   { 0, 5, 50,100},
   { 0, 0, 5, 50},
   { 0, 0, 0, 5},
   { 0, 0, 0, 0},
   { 0, 0, 0,250},
   { 0, 0,250,100},
```

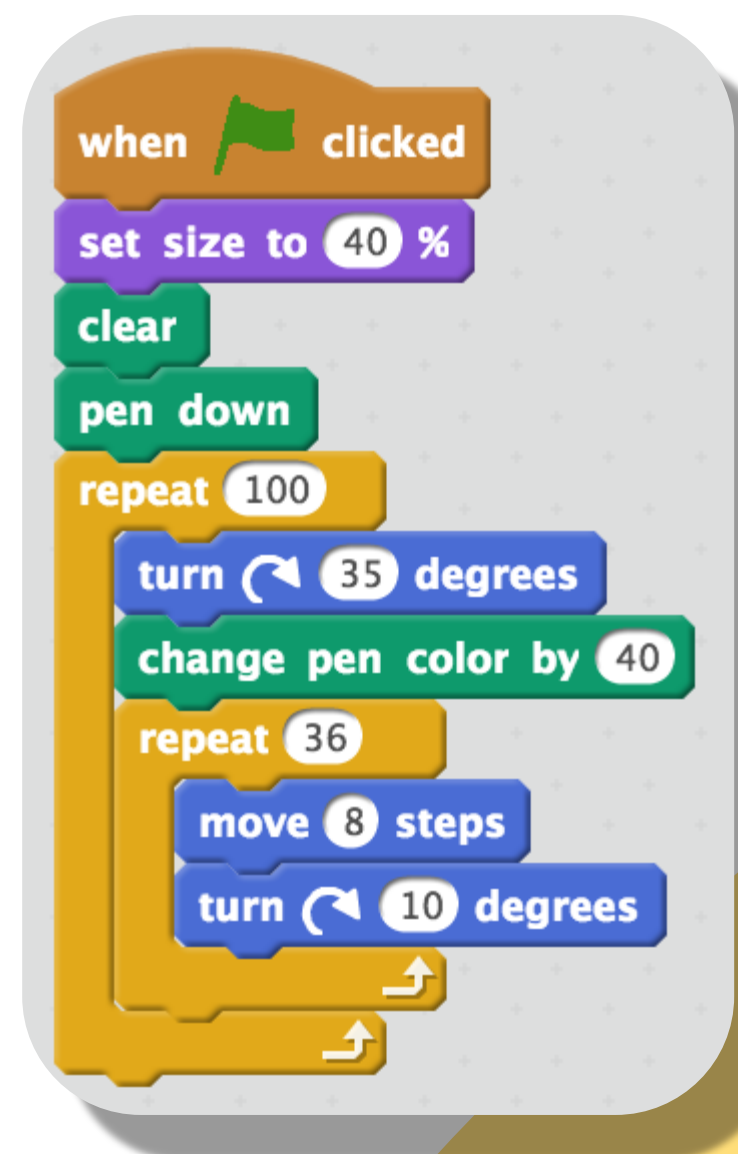
A learning gap between step of Blockly & Programming:  
While students need more...

- to learn complex commands & syntax logic
- to understand advanced concept of function applications

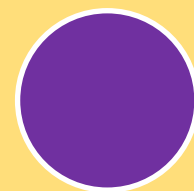
# Flow Logic: intuitive



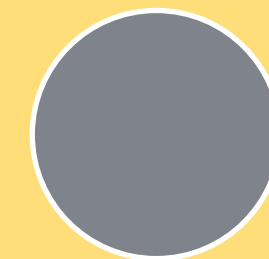
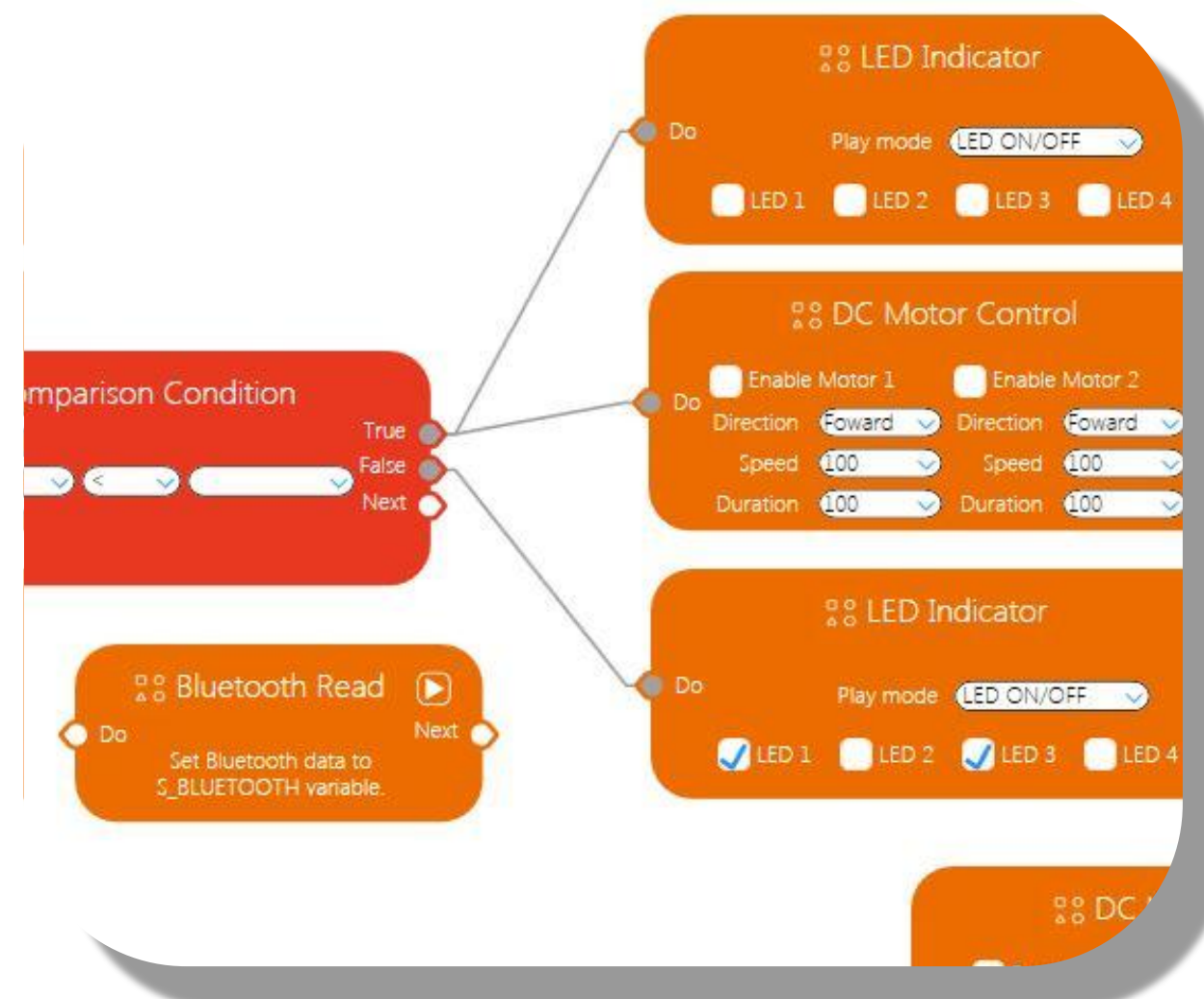
# ● The code-learning map position of Flow Chart



Blockly VP



Flow & Logic

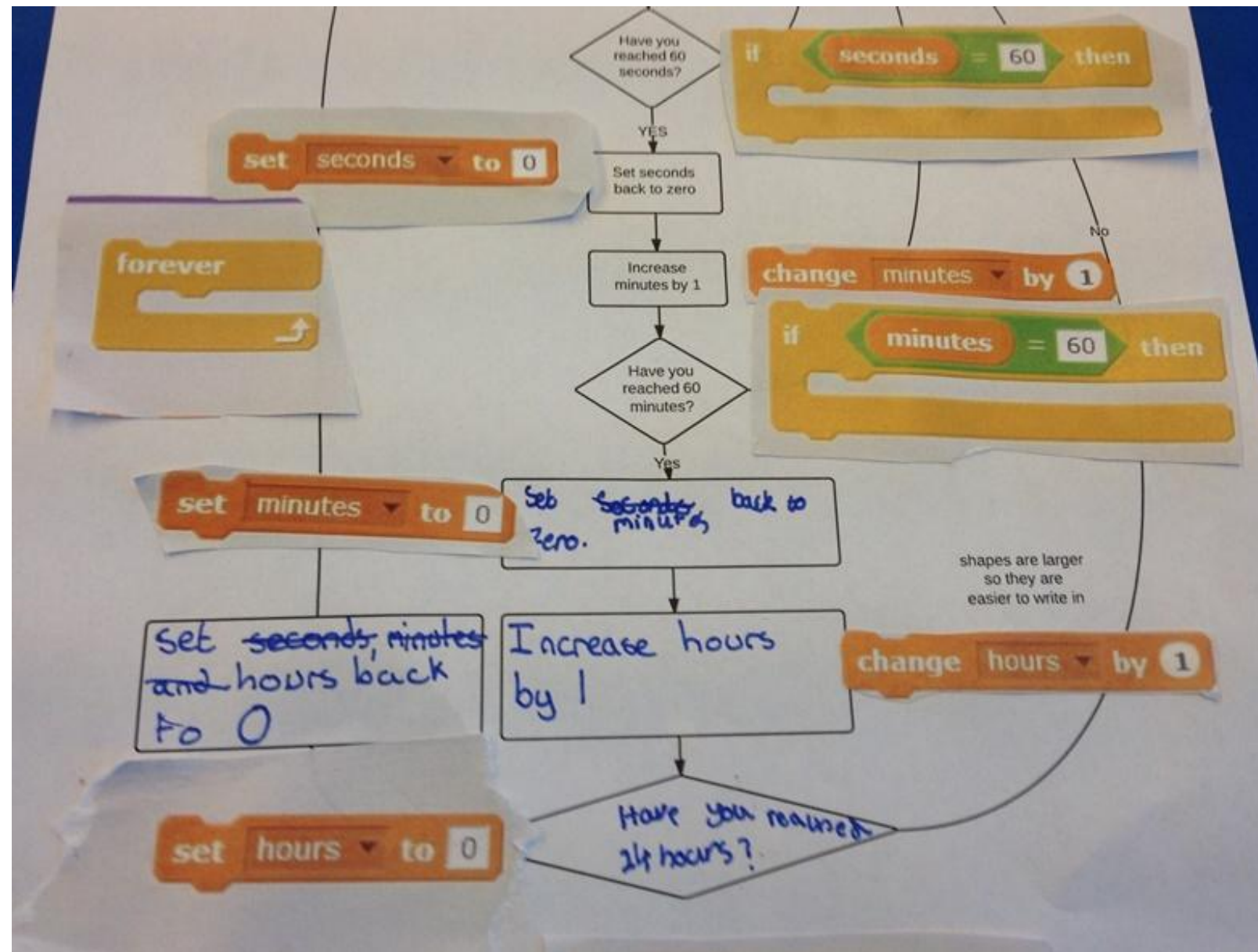


Programming

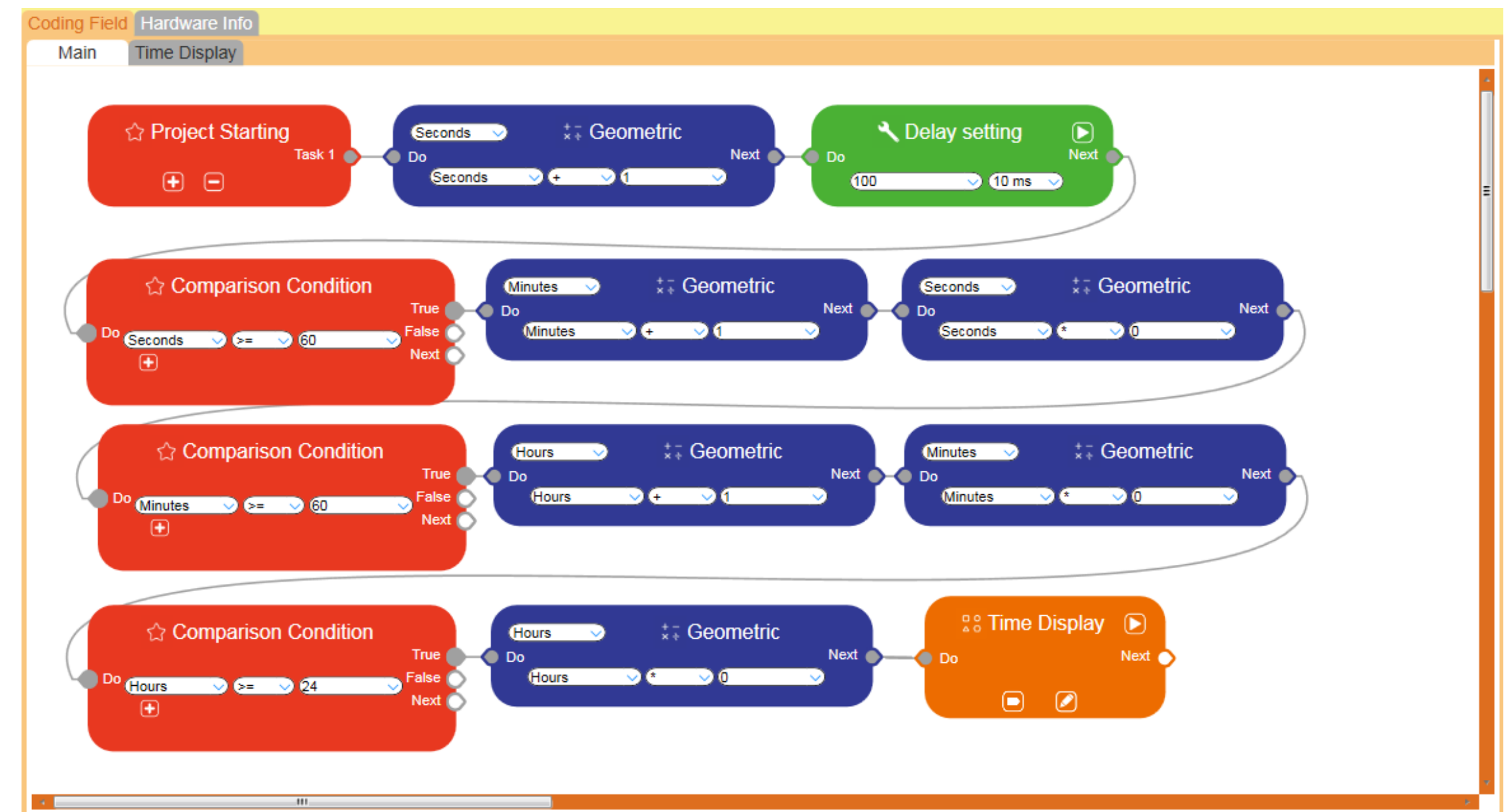
```
LED_control
const int led[] = {3,9,10,11};
int varNums;
int ledNums;
const int brightness[16][4]=
  {{250, 0, 0, 0},
   {100,250, 0, 0},
   { 50,100,250, 0},
   { 5, 50,100,250},
   { 0, 5, 50,100},
   { 0, 0, 5, 50},
   { 0, 0, 0, 5},
   { 0, 0, 0, 0},
   { 0, 0, 0,250},
   { 0, 0,250,100},
```



# ● Comparison of Blockly & Flow interface



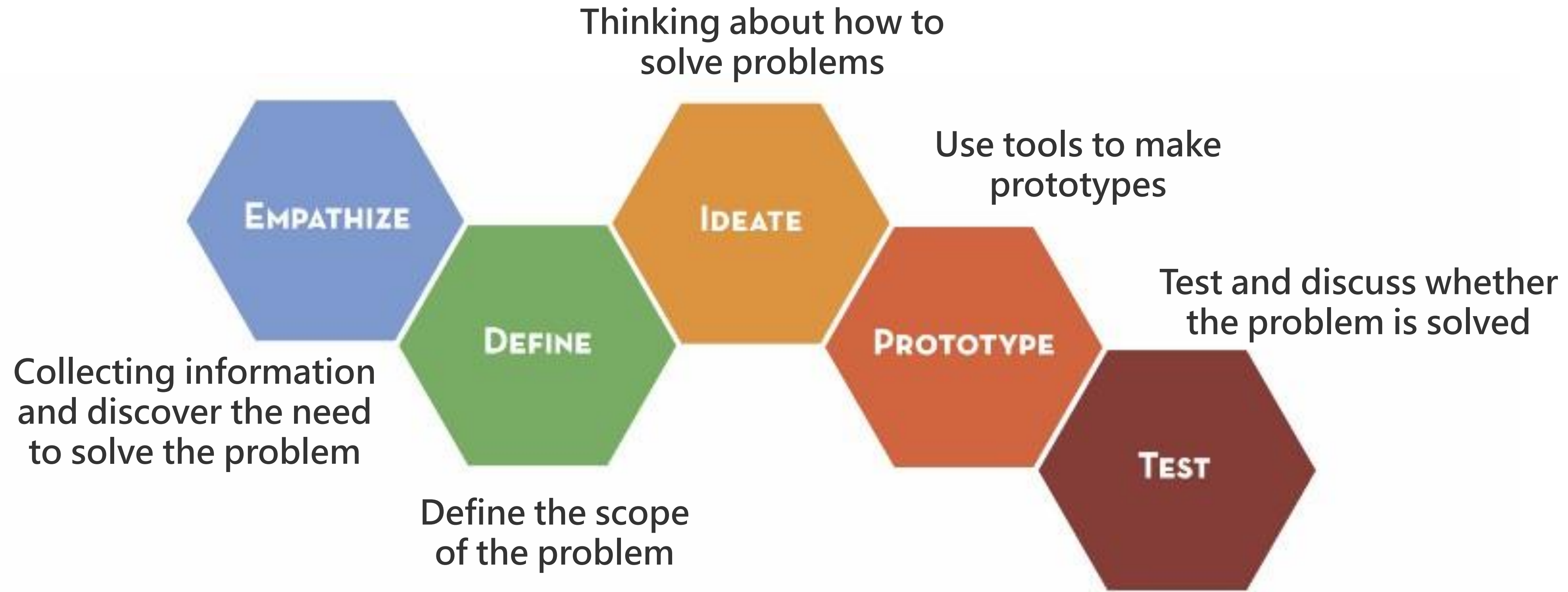
<http://code-it.co.uk/scratch/clock/clockoverview>



# ● Coding education stage comparison

Type	Blockly VP	Flow-Based VP (FBP)	Coding Directly
Difficulty	Starter	Middle	Advanced
Education Tool	microBit mBot All Scratch based	TarkusVP (TW) SAMLab (US) Neuron (CN) LegoEV3	Arduino Python
Strength	Learning the basic coding structure according to the original coding	Learning the coding logic concepts according to the methodology of flow	Learning the code directly that usually applied in HS stage
Weakness	Teachers must have a programming background More complicated Project cannot be used	<b>SAM Lab &amp; Neuron:</b> Have different methodologies to describe the problem solving <b>Lego EV3:</b> too many icons and graphic to understand the logic	Need the fundamental basis of the coding. Teachers

# ● Design Thinking Process



Category	Stage	Tool	Focus on	Application
Algorism ✓	IDEATE	Flow Chart	Problem solving, Logic	Strategy, communication, management
Coding tool	PROTOTYPE	Coding	Use and proficiency of tools	Engineering, realization

# VALUE PROPOSITION

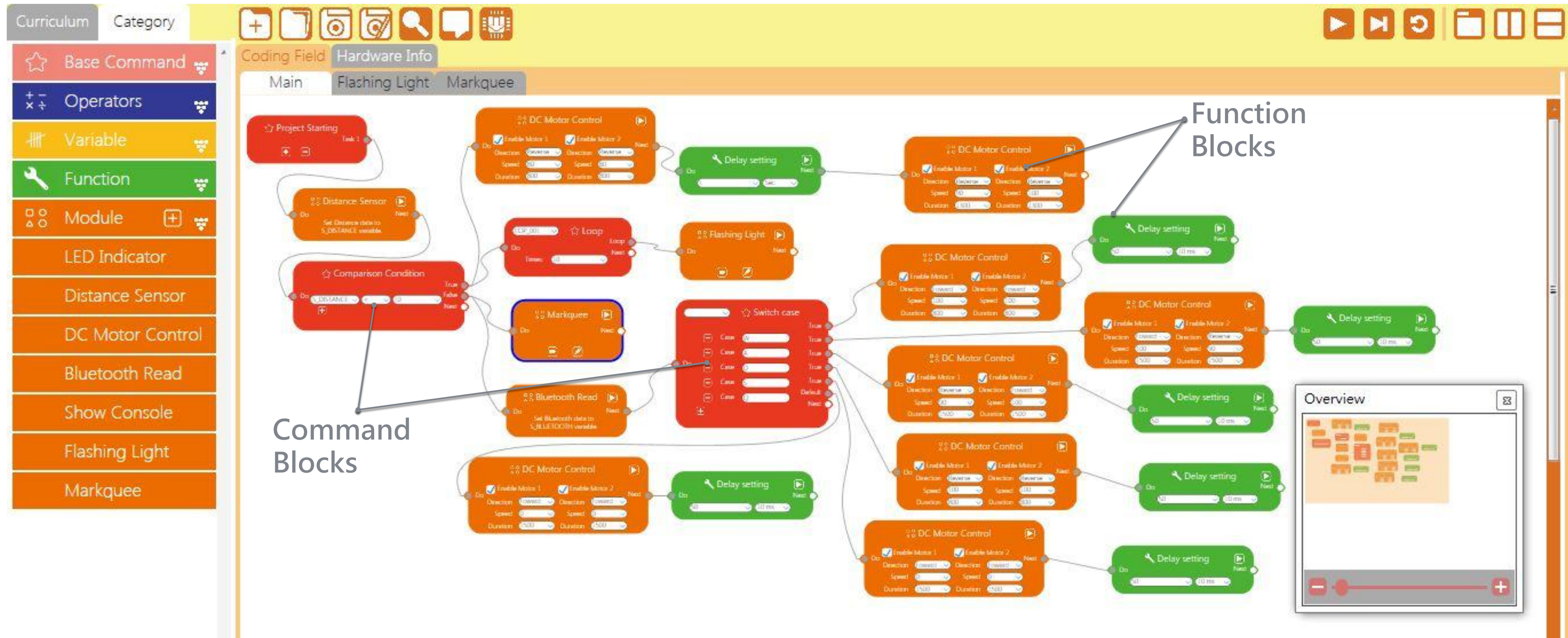
1. Curriculum Goal : Coding for A.I from beginner to be a programmer

# SALES KITS

1. Use the intuitive interface to learn the fundamental of programming
2. Learning map link to A.I. and IoT, it benefits on future career conducting
3. Curriculum topics connect to AIoT life applications and link to future life

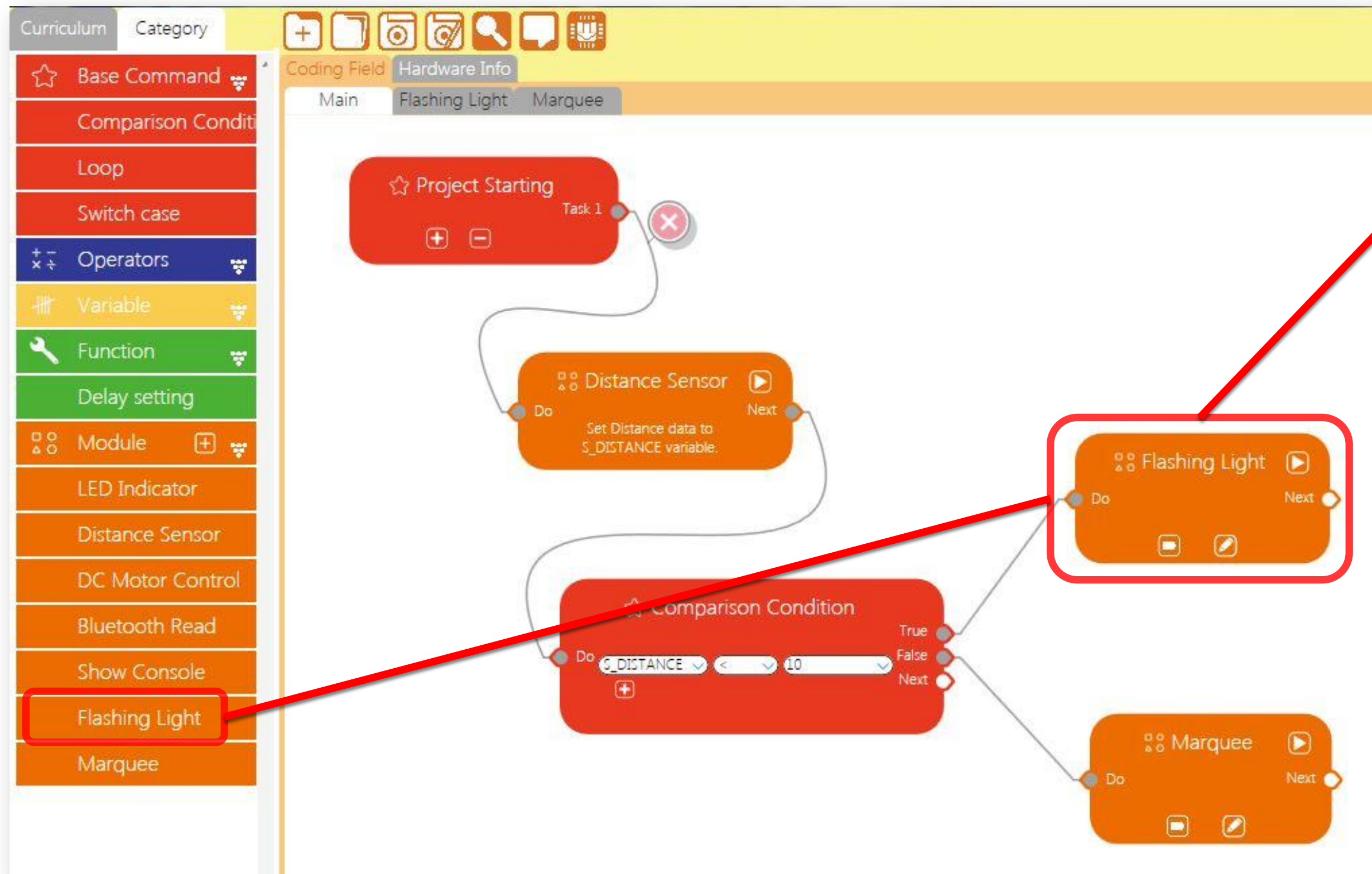
# Realize the FBP concept on TarkusVP software

Use Flow Chart to Start Coding

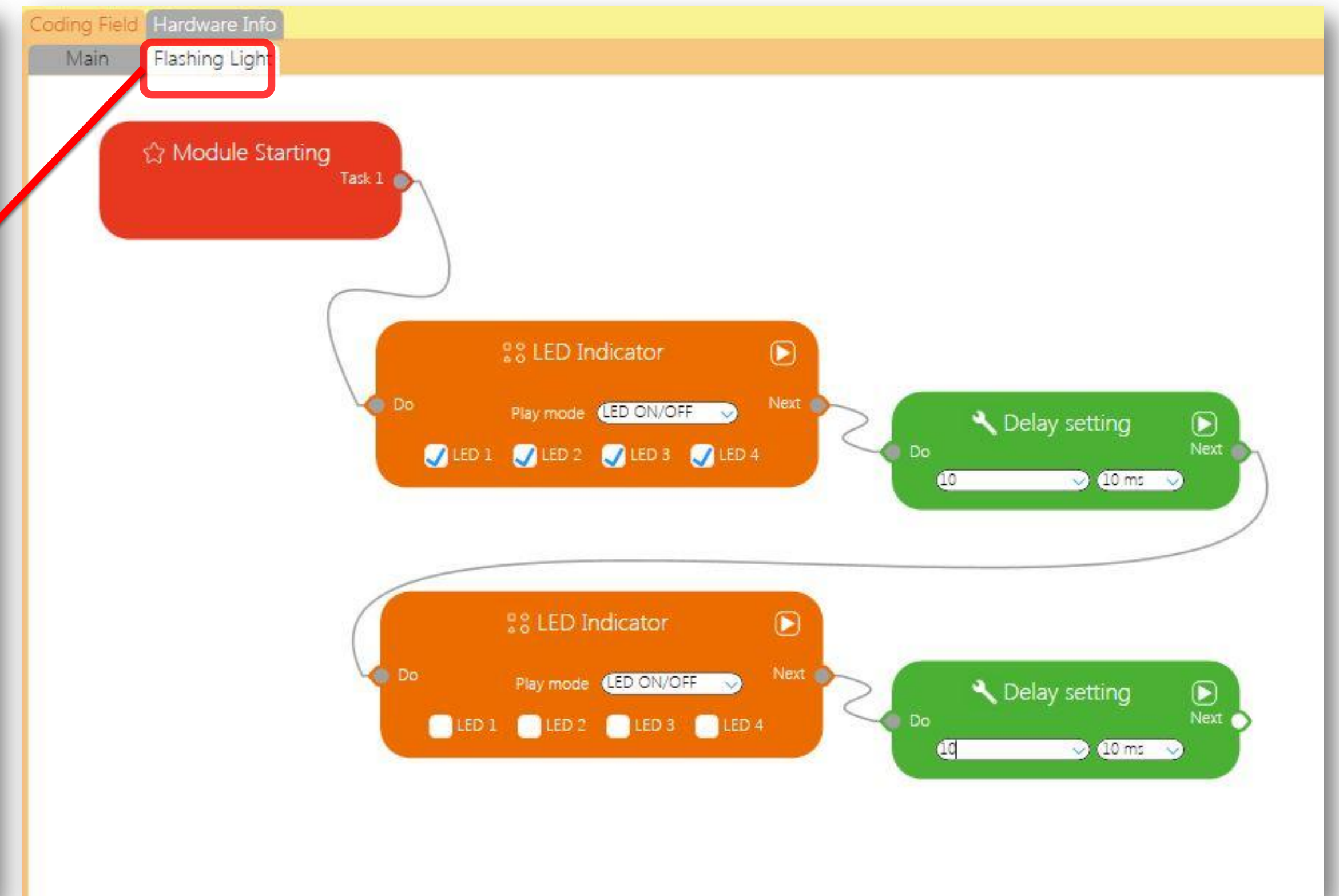


# Realize the FBP concept on TarkusVP software

Make your own block within Library Concept



Main Page



Costumed Block Page

# Realize the FBP concept on TarkusVP software

Show the code window for advanced learning

- After the logic learning, we could connect to advanced coding course, such as Arduino or C language.

The screenshot shows the TarkusVP software interface. On the left is a sidebar with various tool categories: 基礎指令 (Basic Instructions), 數學運算 (Mathematical Operations), 變數設定 (Variable Settings), 功能指令 (Function Instructions), and 元件模組 (Component Modules). The main workspace contains a logic flowchart starting with a '專案起始' (Project Start) block, followed by a '馬達控制模組' (Motor Control Module) block. A 'C Code Window' is open, displaying the following code:

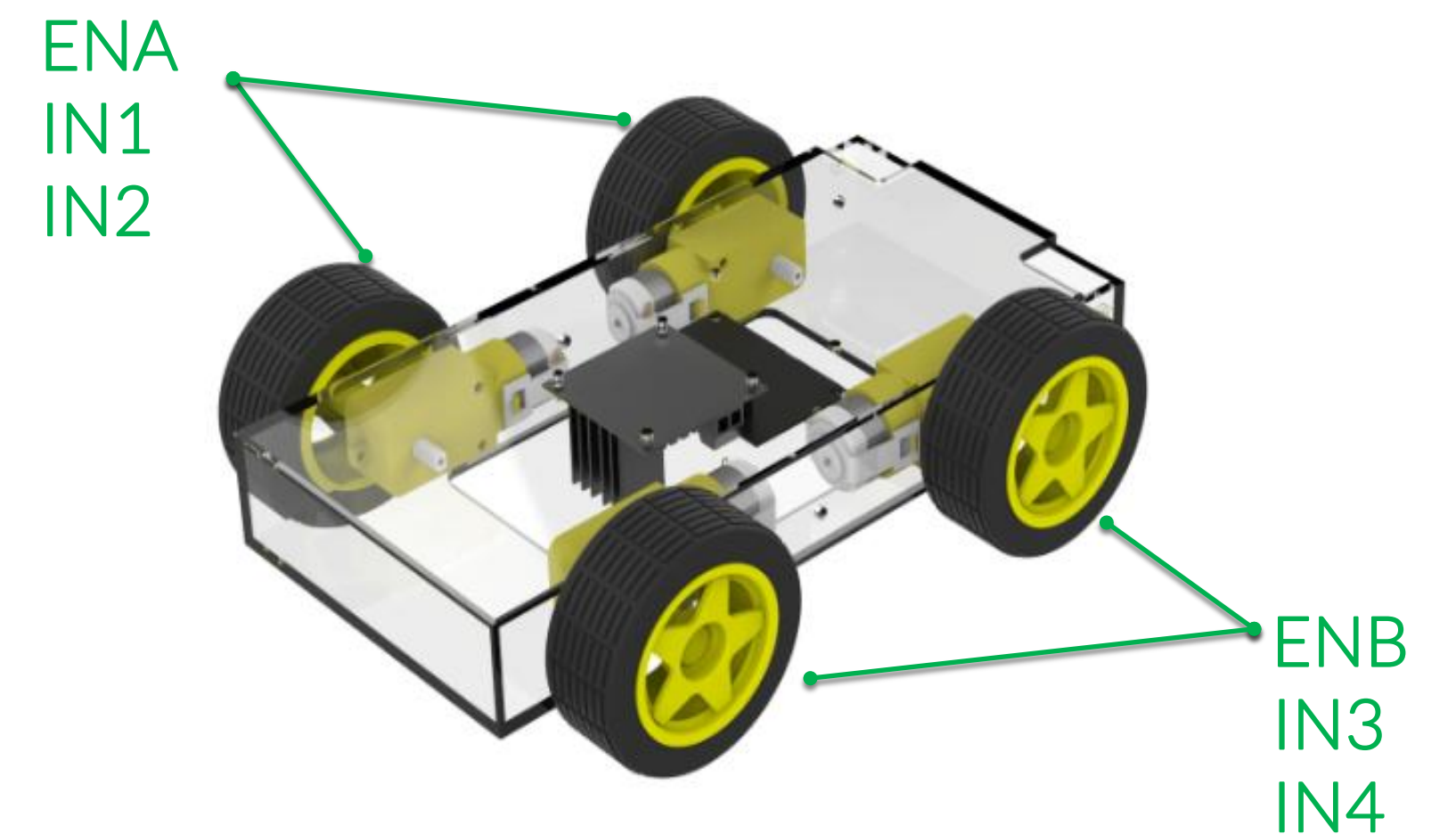
```
analogWrite(ENA, 100);  
digitalWrite(IN1, HIGH);  
digitalWrite(IN2, LOW);  
delay(800);  
  
analogWrite(ENB, 100);  
digitalWrite(IN3, HIGH);  
digitalWrite(IN4, LOW);  
delay(800);
```

The code uses color-coding: 'ENA' and 'ENB' are green, '100' is purple, 'HIGH' and 'LOW' are red, and '800' is orange. A red box highlights the 'Add Icon to Show Code Window' button in the top toolbar.

## Example for use of Hardware Info

When the box is selected, it will show the status of ENA and ENB

- The settings of direction show as **red word**
- The speed value will show as **purple word**
- The value of time duration will show as **orange word**





**TarkusVP**

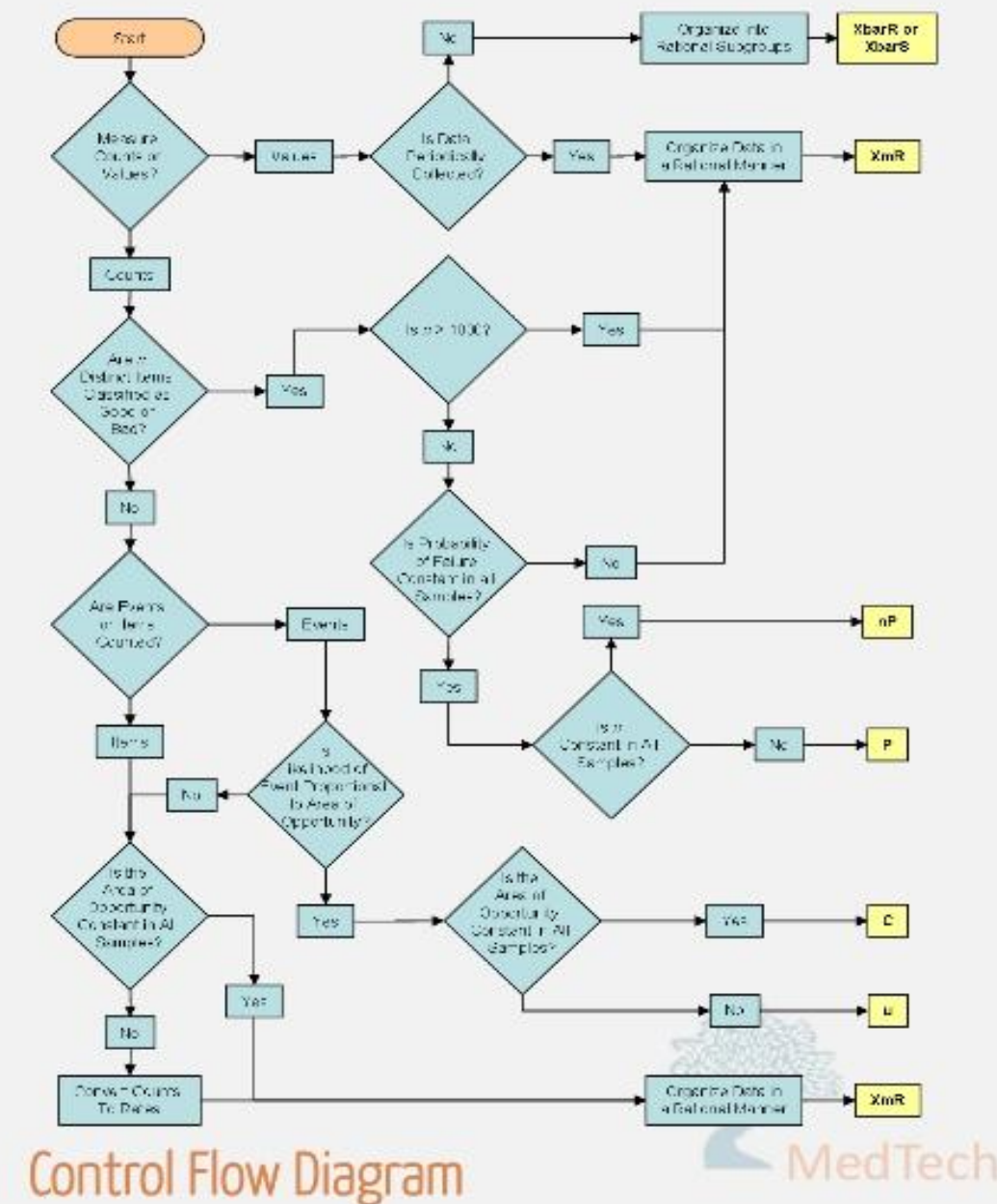
Connect to future



# Control Flow in Software design

## Interface Design Introduction to Software Design

- Describes how the software elements communicate with each other, with other systems and with human users
- Much of the necessary information required is provided by the data flow and control flow diagrams

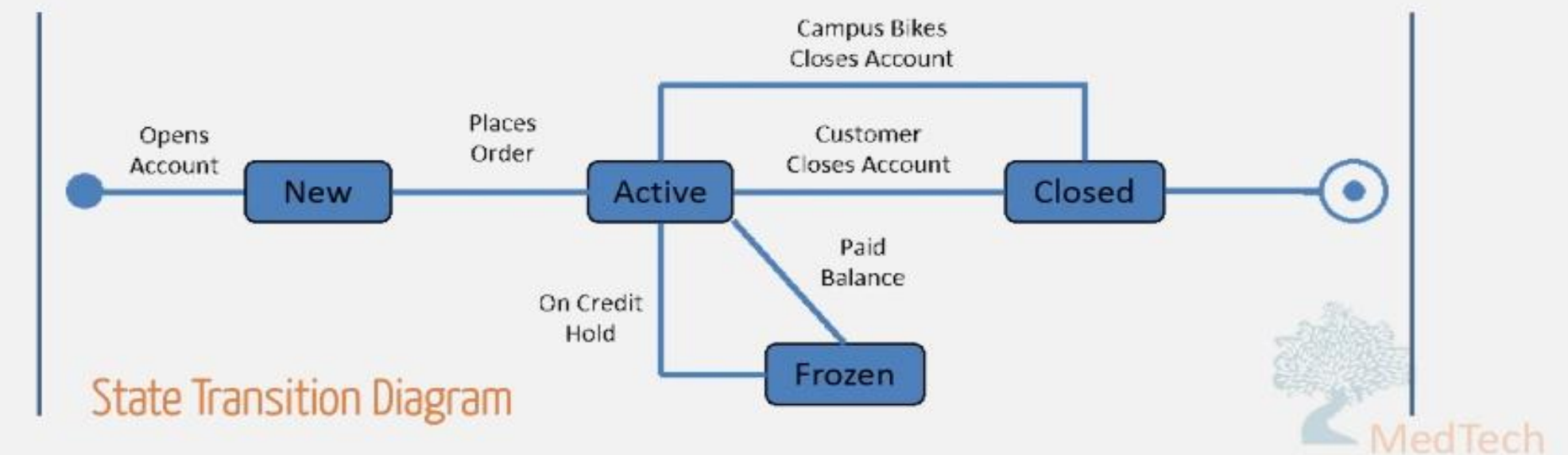


Slide 10

Dr. Lilia SFAXI  
www.liliasfaxi.wix.com/liliasfaxi

## Procedural/Component-level Design Introduction to Software Design

- Created by transforming the structural elements defined by the software architecture into procedural descriptions of software components
- Uses information obtained from :
  - Process specification (PSPEC)
    - Use cases, FlowCharts, Activity Diagrams...
  - Control specification (CSPEC)
    - State Transition Diagram (STD), Decision tables ...



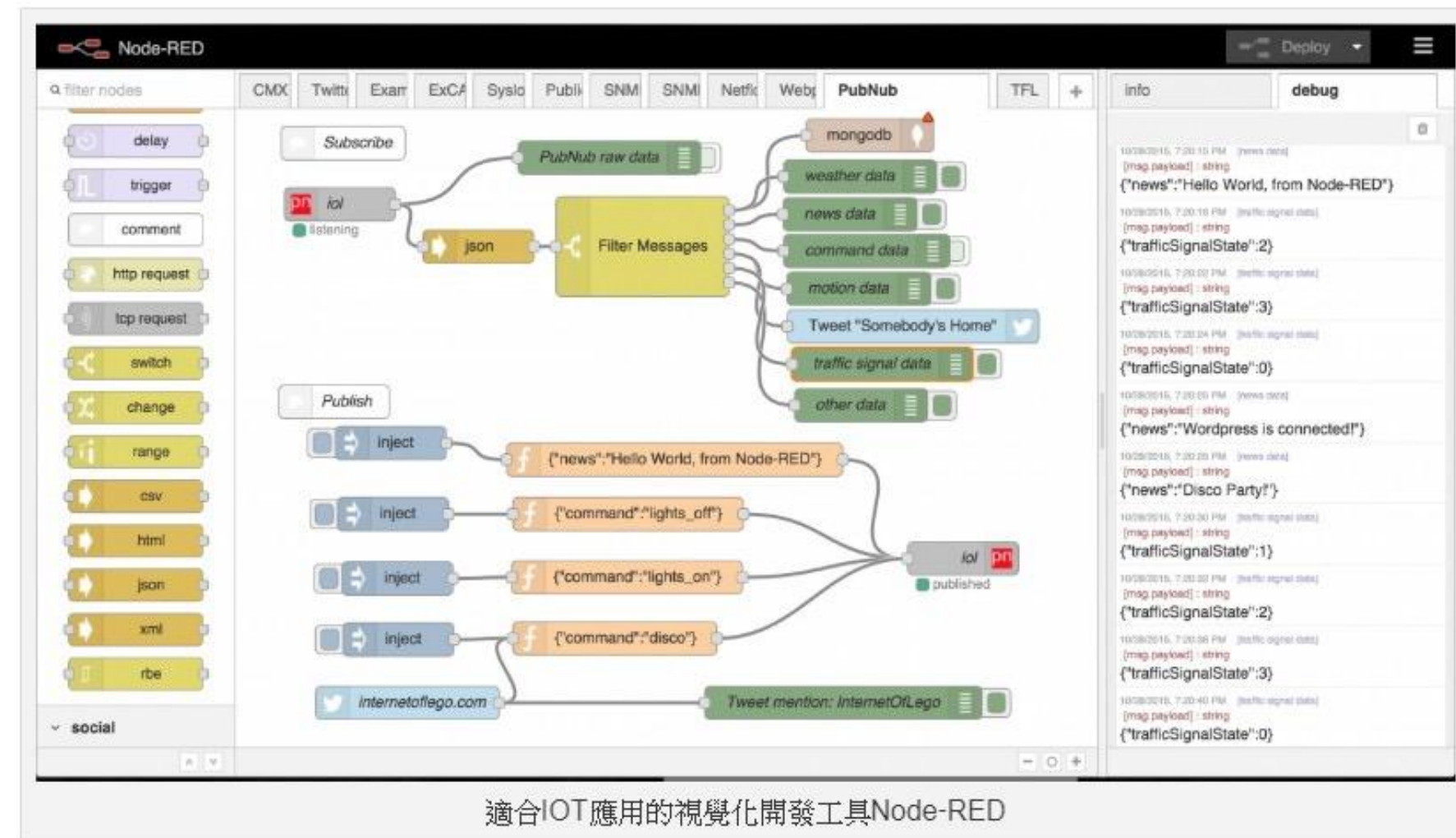
Slide 11

Dr. Lilia SFAXI  
www.liliasfaxi.wix.com/liliasfaxi

# ● Use the Control flow to describe the IOT

Flow chart concept is very common in professional software projects.

E.g:

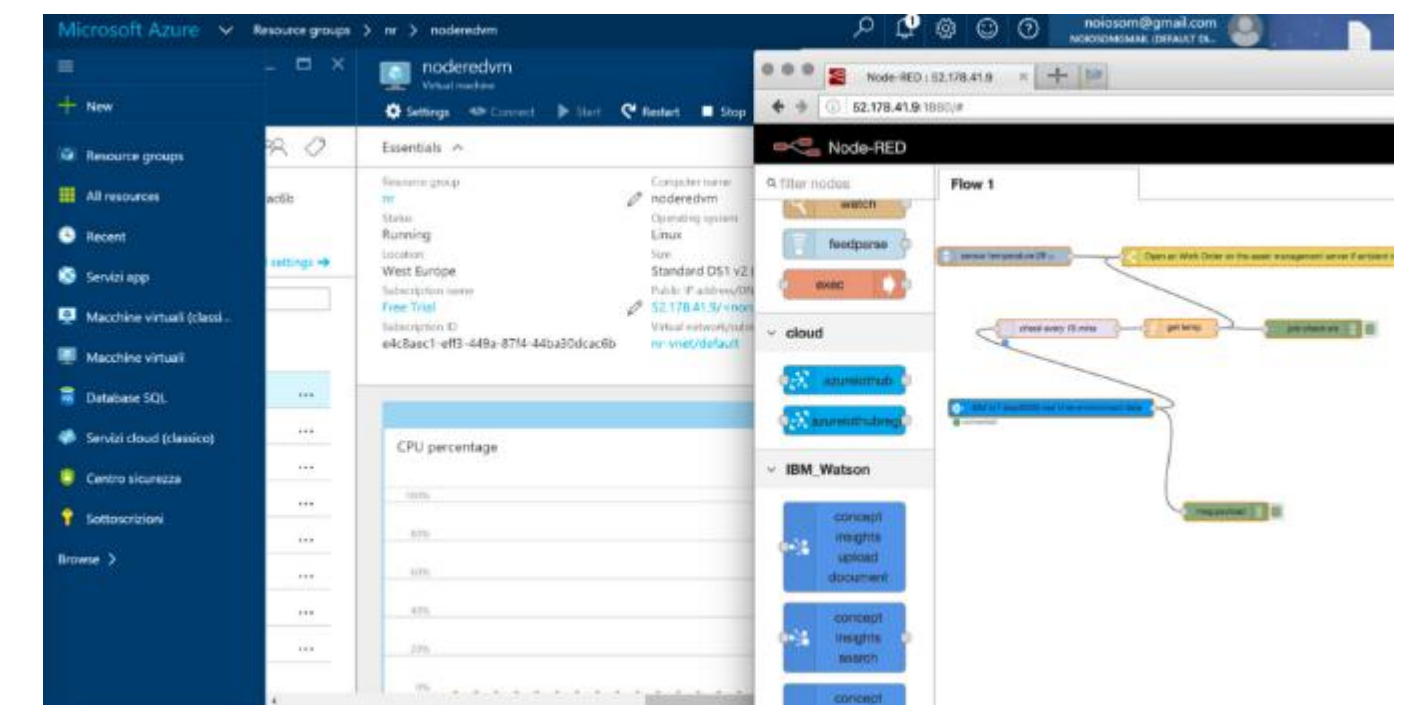


**Node-RED** is a programming tool for wiring together hardware devices, APIs and online services in new and interesting ways.

IBM BlueMix



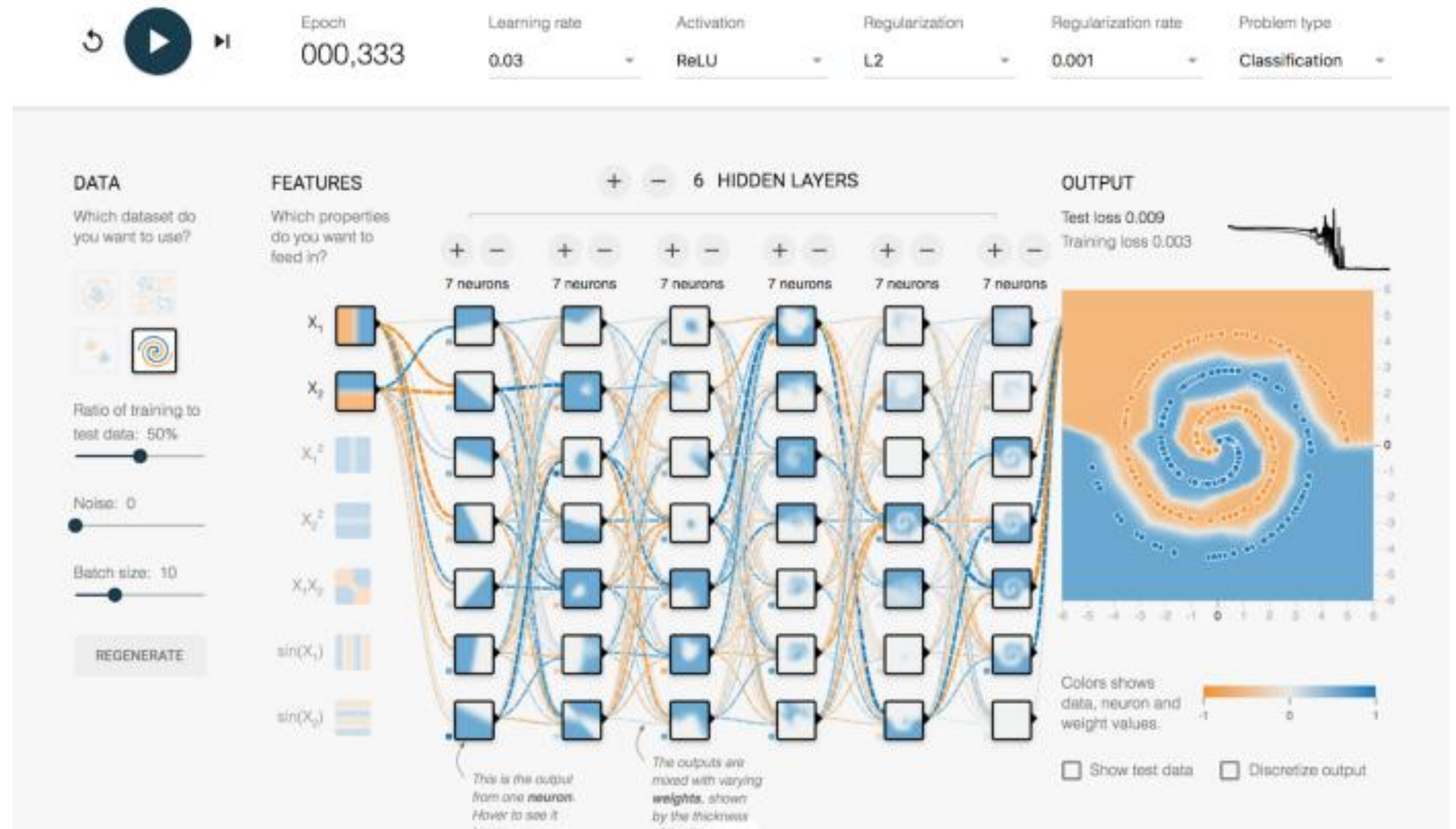
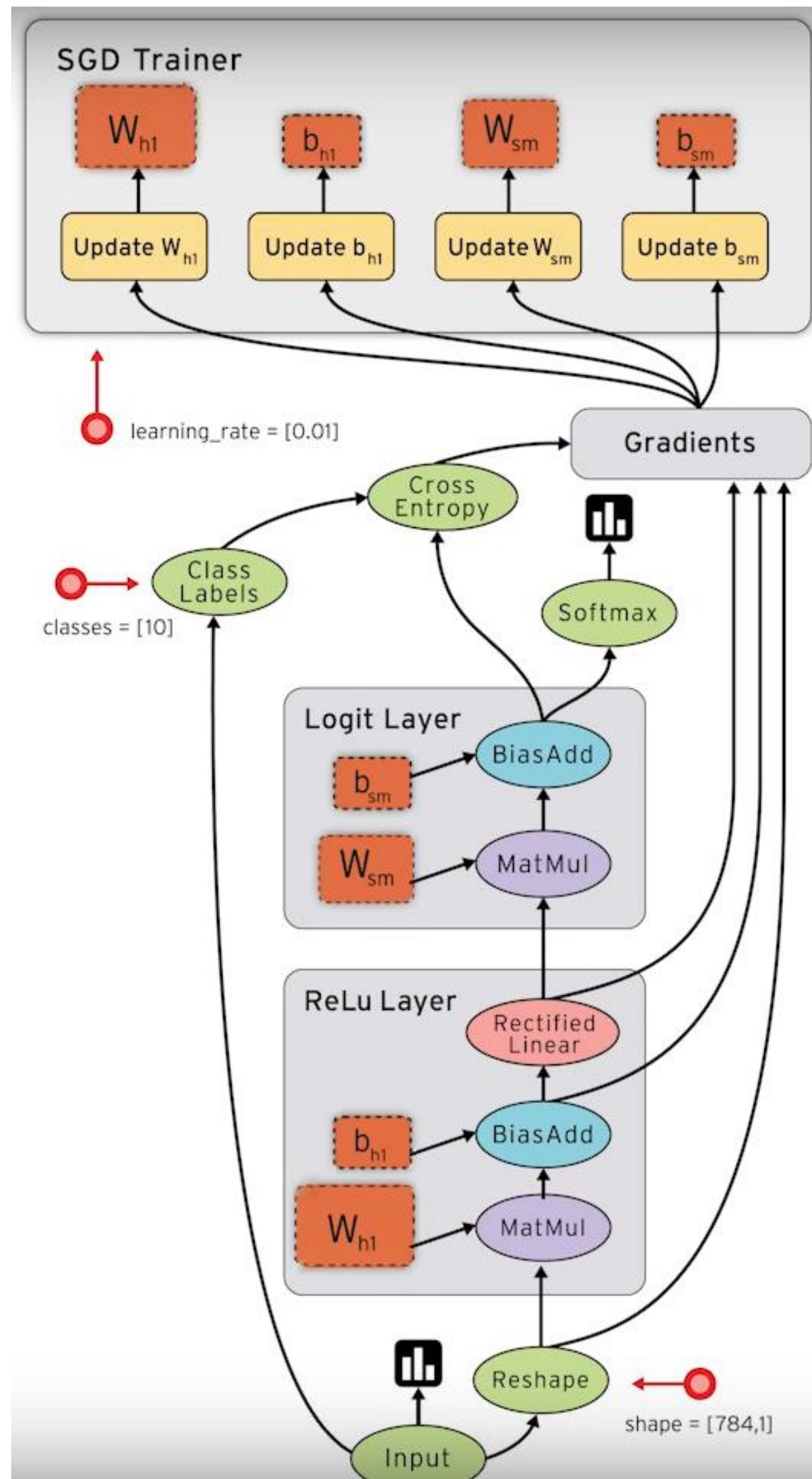
Advantech WISE-PaaS 2.0



Microsoft Azure



# • Dataflow/pipeline to describe the neuron network



- [Google Cloud Targets Machine Learning Developers](#)
- [Why First Hidden Layer Is Very Important In Building a Neural Network Model And Relation Between Vanishing Gradient And First Hidden Layer](#)



# TarkusVP

Physical Product:  
Teaching aids

# TarkusVP Users and Scenario

- Target Audience from K4 ~K9 (ES/MS school)



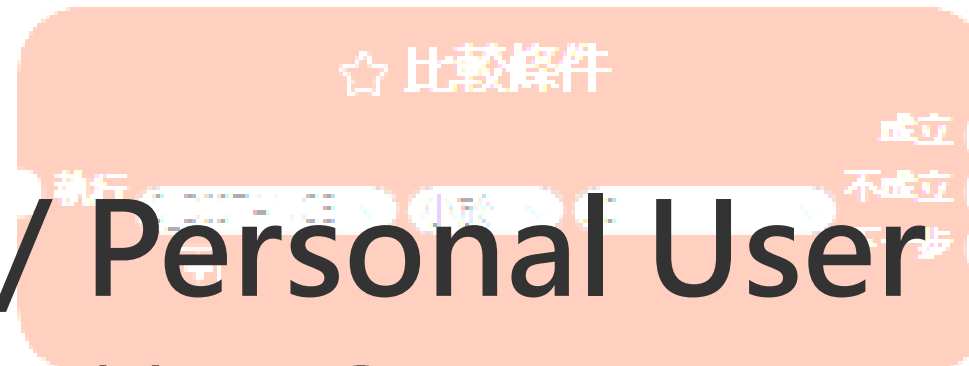
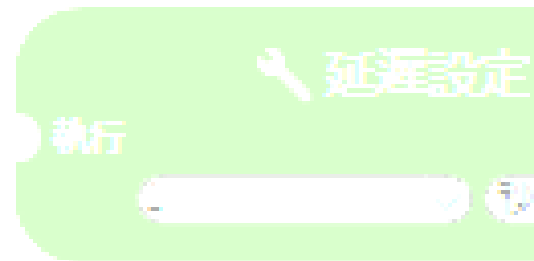
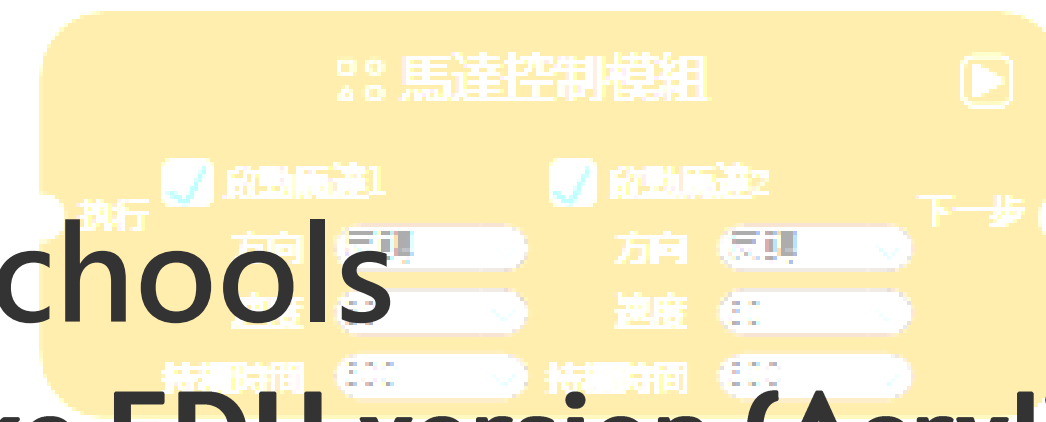
## Teachers @ Offline Tutor institute/Schools

- ✓ ES/MS curriculum : **BeeCar or MelaCake EDU version (Acrylic)**
- ✓ Summer Camp : **MelaCake EDU version (Acrylic)**
- ✓ Robotic Competitions : **MelaCake EDU version (Acrylic) with Arduino**
- ✓ Coding experience activities : **MelaCake EDU version (Acrylic)**

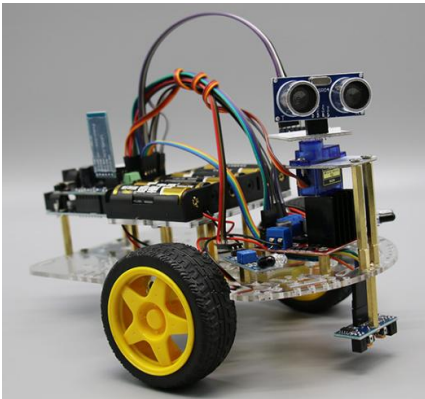








## Online Students / Personal User

- ✓ Coding starter : **MelaCake EDU version (Acrylic)**
- ✓ Games at Home with Coding concept : **MelaCake EDU version (Acrylic)**
- ✓ Costumed UI for robotic or IOT device & equipment operators
- ✓ Makers & Model re-design: **MelaCake EDU version (Acrylic)**

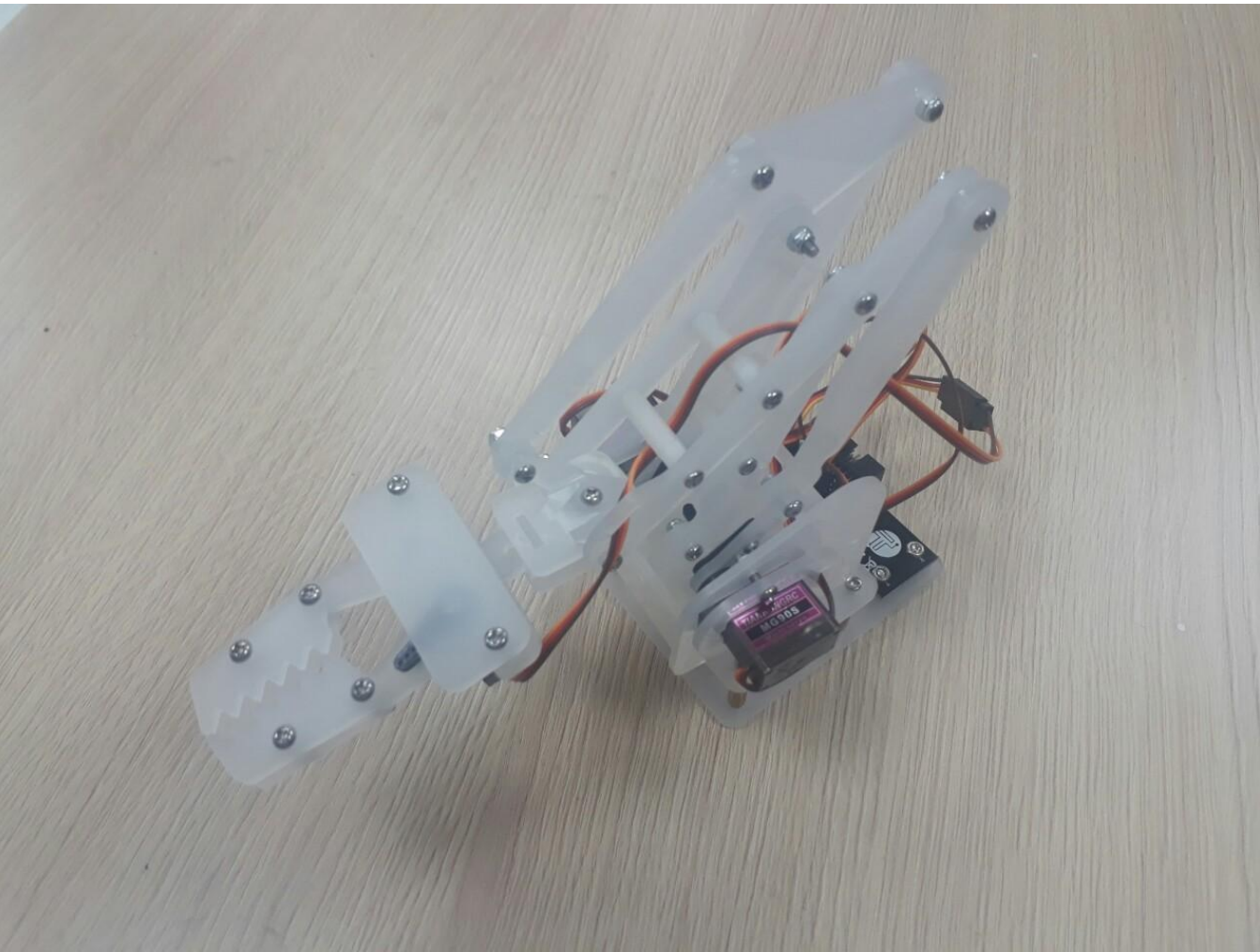
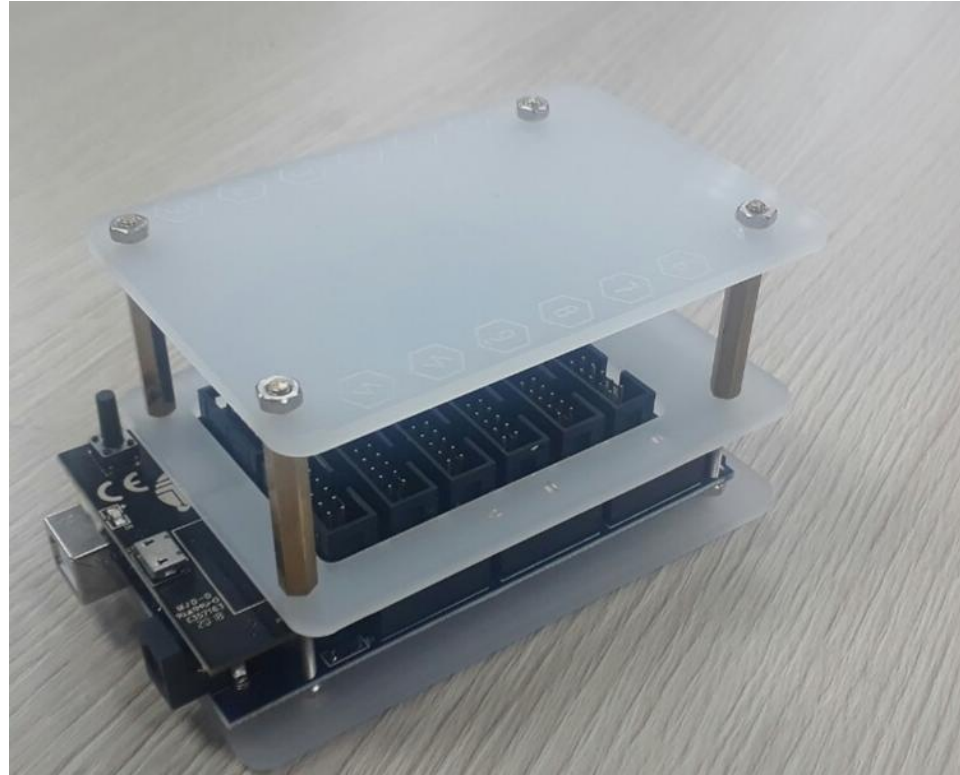
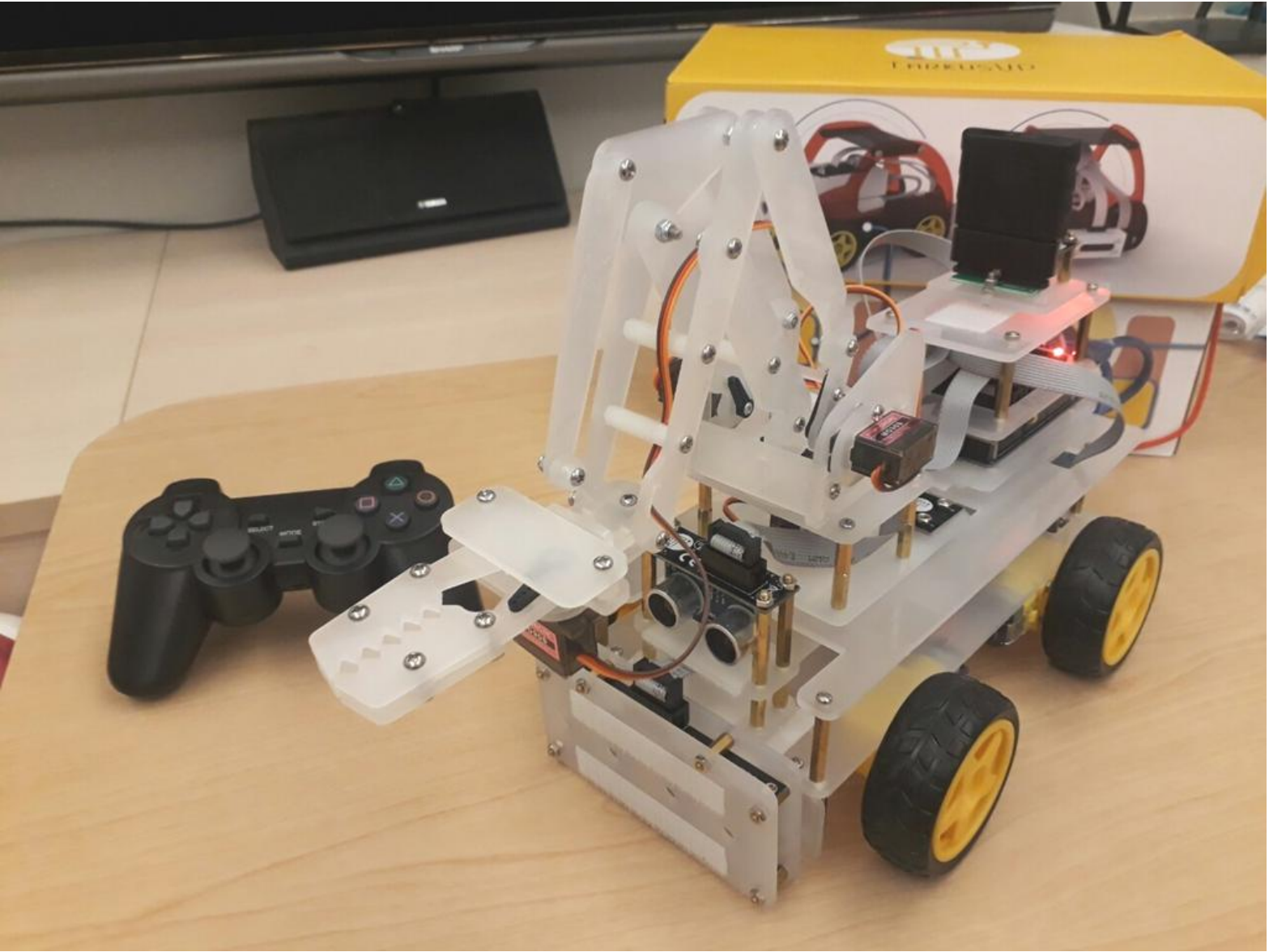
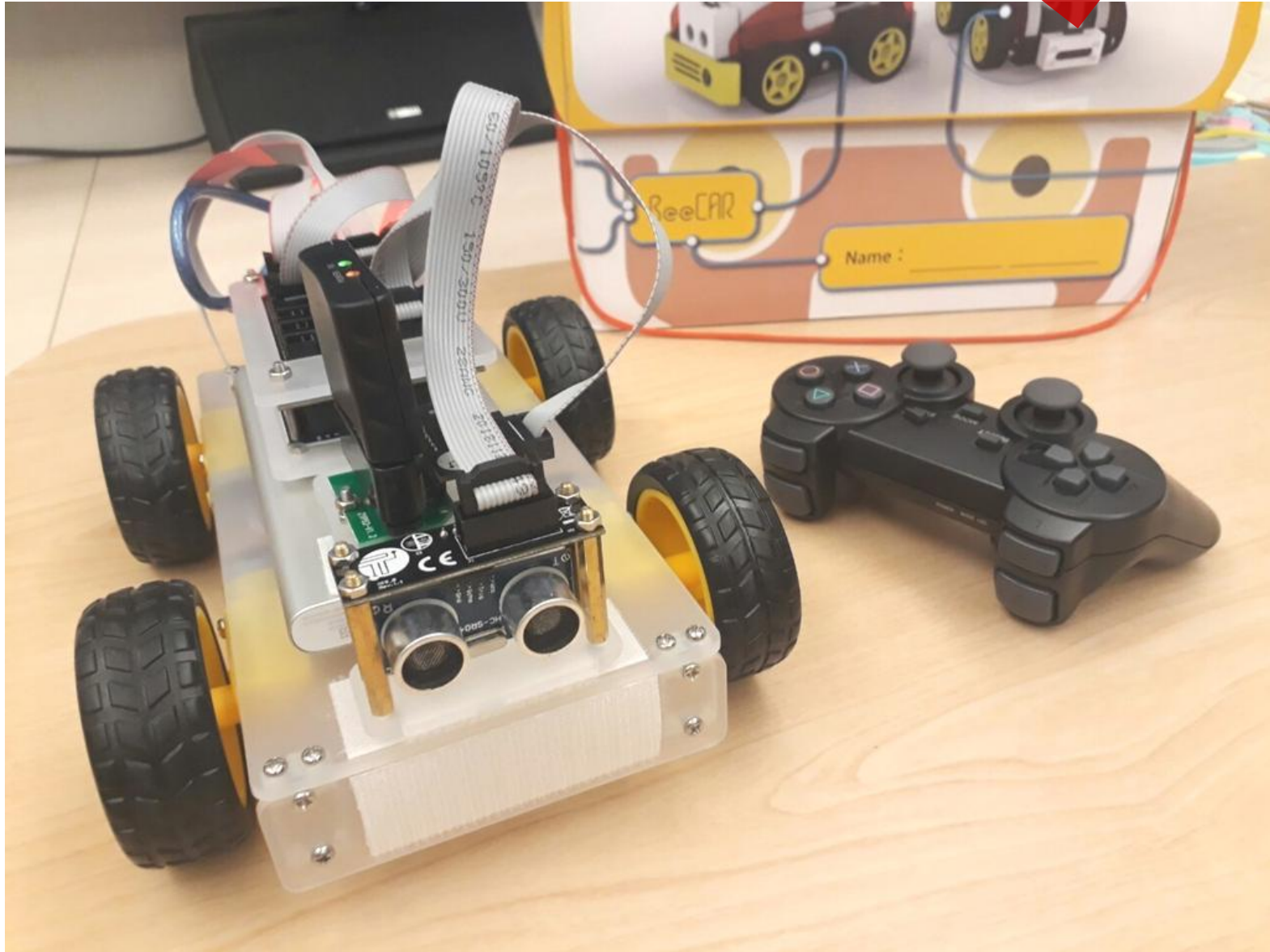


# Competitors Benchmark

	Electrical Component				Block & Module		
Brand	ZYDUINO	LOBOT	mBOT	Tarkus	Lego	Fishertechnik	Lego
Model	ZYDUINO Kits	QBOT	mBOT	BeeCar 01	Boost 17101	Robo TX Explorer	Mindstorms
							
Price	Low						High
Course	CD	On Website	On-line Reference Book	On-line course and Book	Instructions and learning from Web	Website	Instructions and learning from Web
SW	Arduino IDE	Revise from Scratch 2 CN version	mBOT based on Scratch2 UI	Tarkus VP	Boost App	Robo Pro	Mindstorms EV3
STR	<ul style="list-style-type: none"> <li>Lowest Price</li> <li>Open Source HW</li> <li>Arduino IDE</li> <li>Compatible SW</li> </ul>	<ul style="list-style-type: none"> <li>Lower Price</li> <li>Open Source HW</li> <li>Arduino IDE</li> <li>Compatible SW</li> </ul>	<ul style="list-style-type: none"> <li>Small and light</li> <li>Safety connect</li> <li>Arduino</li> <li>Compatible HW</li> </ul>	<ul style="list-style-type: none"> <li>Simple Modules</li> <li>Safety Connect</li> <li>Expendable</li> <li>FBP learning</li> </ul>	<ul style="list-style-type: none"> <li>TA 7~9</li> <li>Blocks design can assembly 5 different works</li> </ul>	<ul style="list-style-type: none"> <li>Blocks design</li> <li>Professional SW</li> <li>Flow Chart</li> </ul>	<ul style="list-style-type: none"> <li>TA 10+</li> <li>Blocks design can assembly 8 different works</li> </ul>
WEK	<ul style="list-style-type: none"> <li>Code UI</li> <li>Simple</li> <li>Less HW design</li> </ul>	<ul style="list-style-type: none"> <li>Modules all-in-one design</li> <li>Less variability</li> </ul>	<ul style="list-style-type: none"> <li>Blockly Visual Programming</li> </ul>	<ul style="list-style-type: none"> <li>Less mechanical concept</li> </ul>	<ul style="list-style-type: none"> <li>Too simple for 7~9 year-old</li> </ul>	<ul style="list-style-type: none"> <li>Many Complex parameters setting</li> </ul>	<ul style="list-style-type: none"> <li>Too many elements to use as a course</li> </ul>

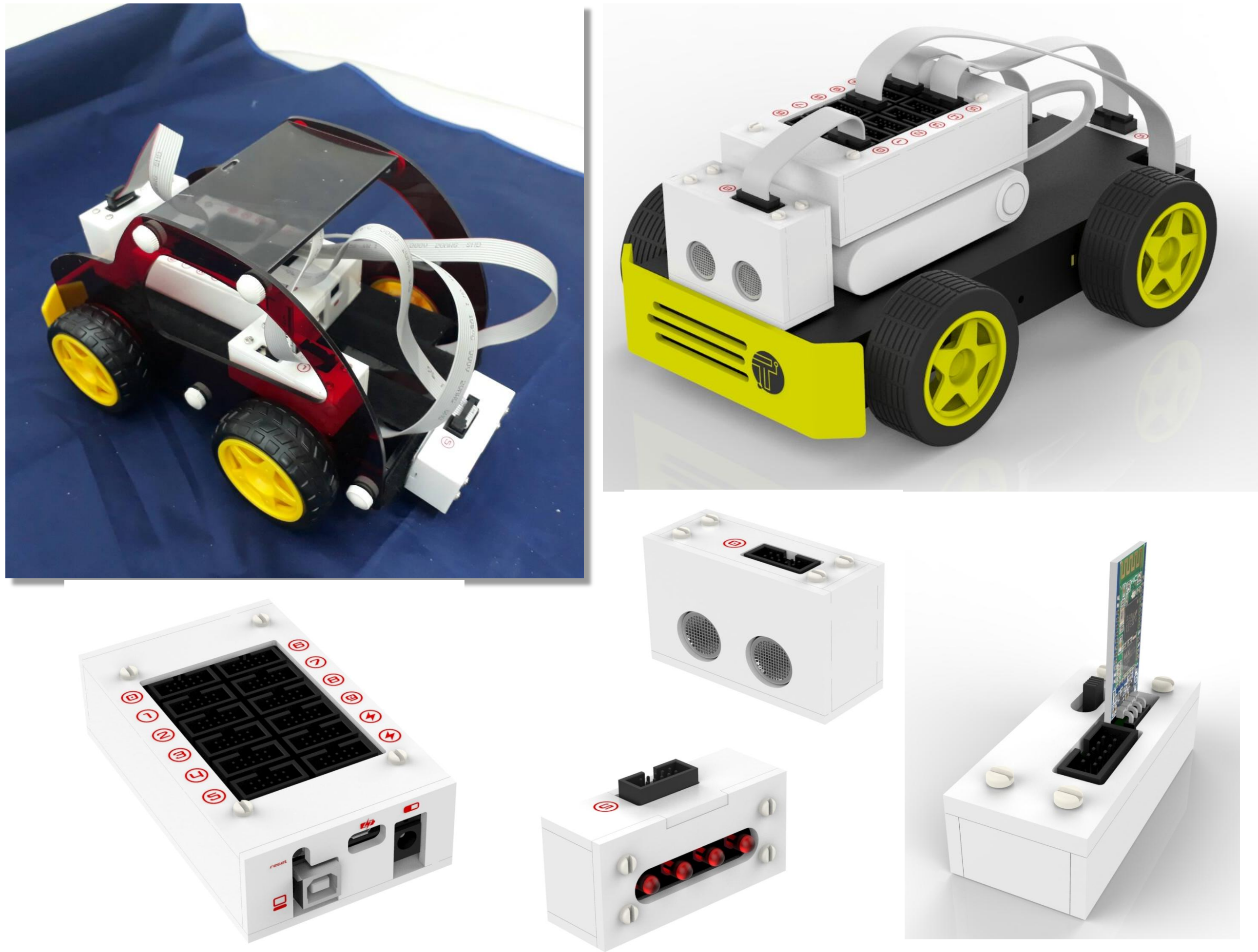
# Online course & activity: MelaCake EDU version

MelaCake / MelaCAR (DIY Kits)



# Offline education institute: BeeCar

BeeCar Basic Modules (Assembly already)



BeeCar Extension Modules (Assembly)

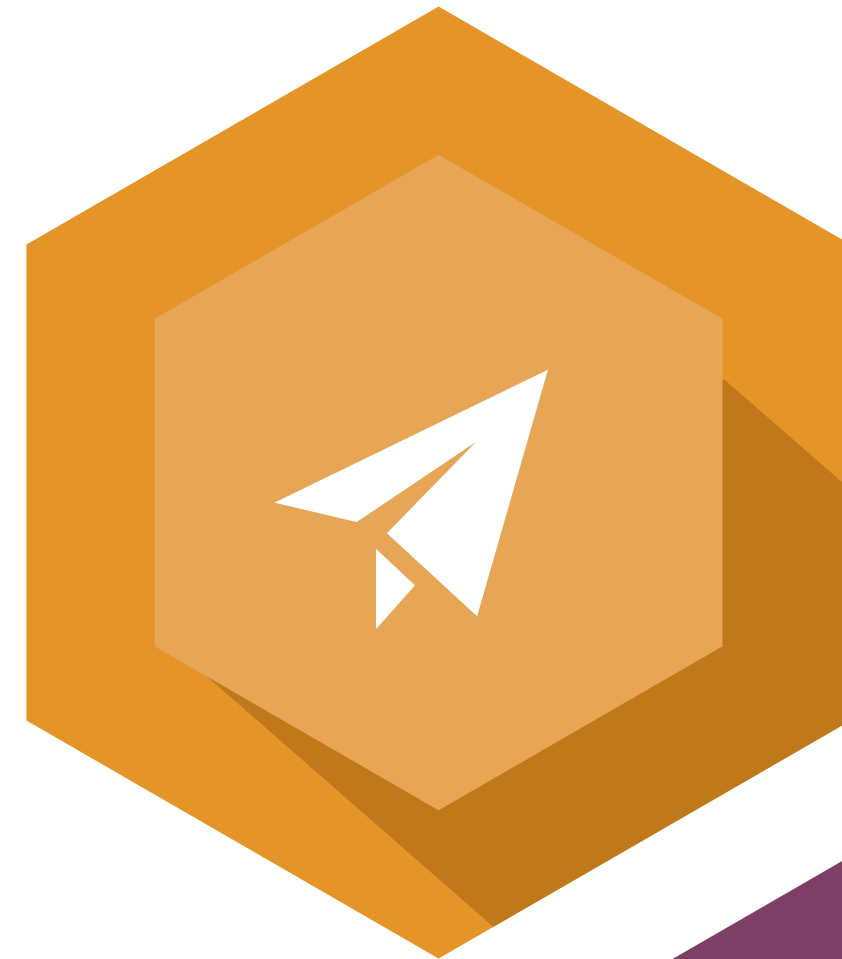




# Product Summary

- Competitive strength

Intuitive Interface to  
understand logics



Simple and Easy  
tutoring solution



Verified Command  
on Cloud Server



Expansibility  
Modules



# COMPETITIVE ADVANTAGES

1. Integrations of software and hardware will raise the entry barrier.
2. Encryption mechanism on server and hardware benefits to members control.
3. Generate from the birthplace of IT talent – Taiwan, with the full R&D energy and curriculum cowork with top academic institutes: NCTU, NTHU, NTUST.

A woman and a young girl are looking at a laptop screen in a classroom setting. The woman is pointing at the screen, and the girl is looking at it with interest. The background shows a wall with colorful polka dots and a framed poster with green text.

# Curriculum Introduction



## Motors: BeeCar

### Basic Features

- LED motions operation
- Distance sensor application
- BT control
- 2WD Motor control



## Sound: Piano

### Basic Features

- Change of sound operation
- Click frequency control
- Multi : Drum/Bass
- Connect to DAW App features



## Lights: Magic Box

### Basic Features

- Mix color operations
- Candle light simulation
- Color sensor applications
- Timer and clock simulation



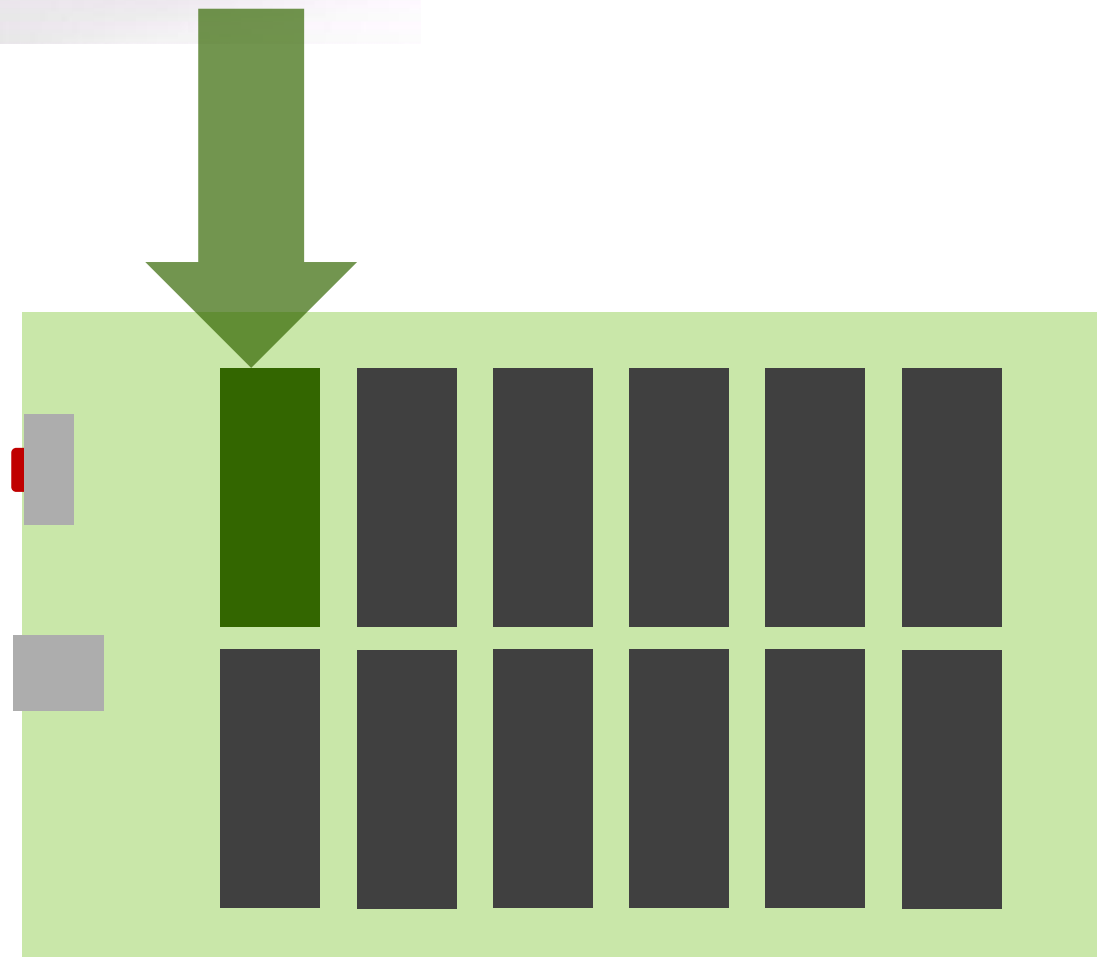
## Sensors: Little Farm

### Basic Features

- Farming operations
- Plant growing light
- Sensor monitoring interface:
  - ✓ Air humidity/PH value /Day light
- Environment condition triggers

# Example: Technology & Engineering

- HW module



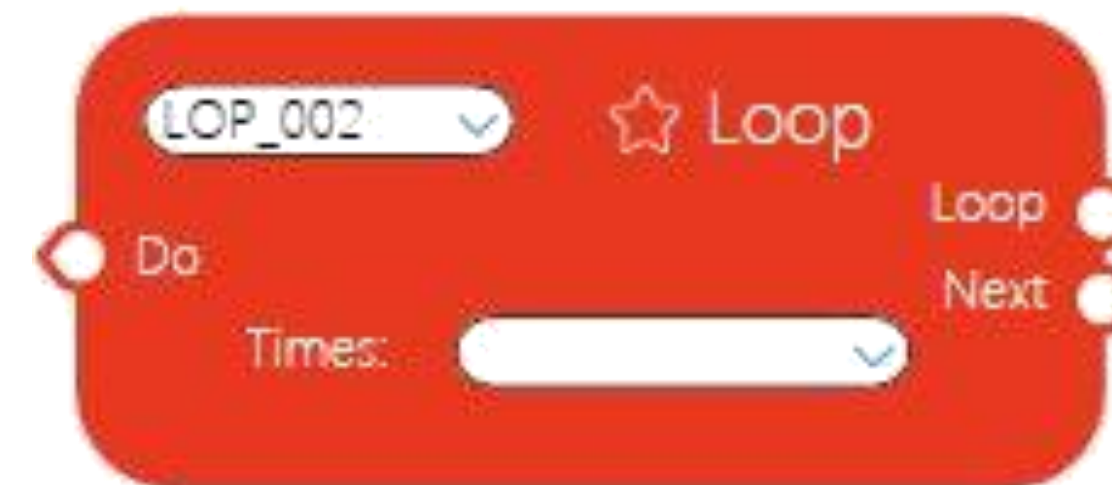
- SW Concept



## LED Indicator module

Function: 4 LED will change in various playing mode as below

1. On/Off : Turn On/Off LED1~ LED4
  2. Dimmer : Turn on LED with brightness 0~100 settings
  3. Slide to Slide : LED with raindrop mode left-and-right-forward
- Next : Usually connect to delay command to set a period of time



## Loop

Function : Set the times of repetitive actions

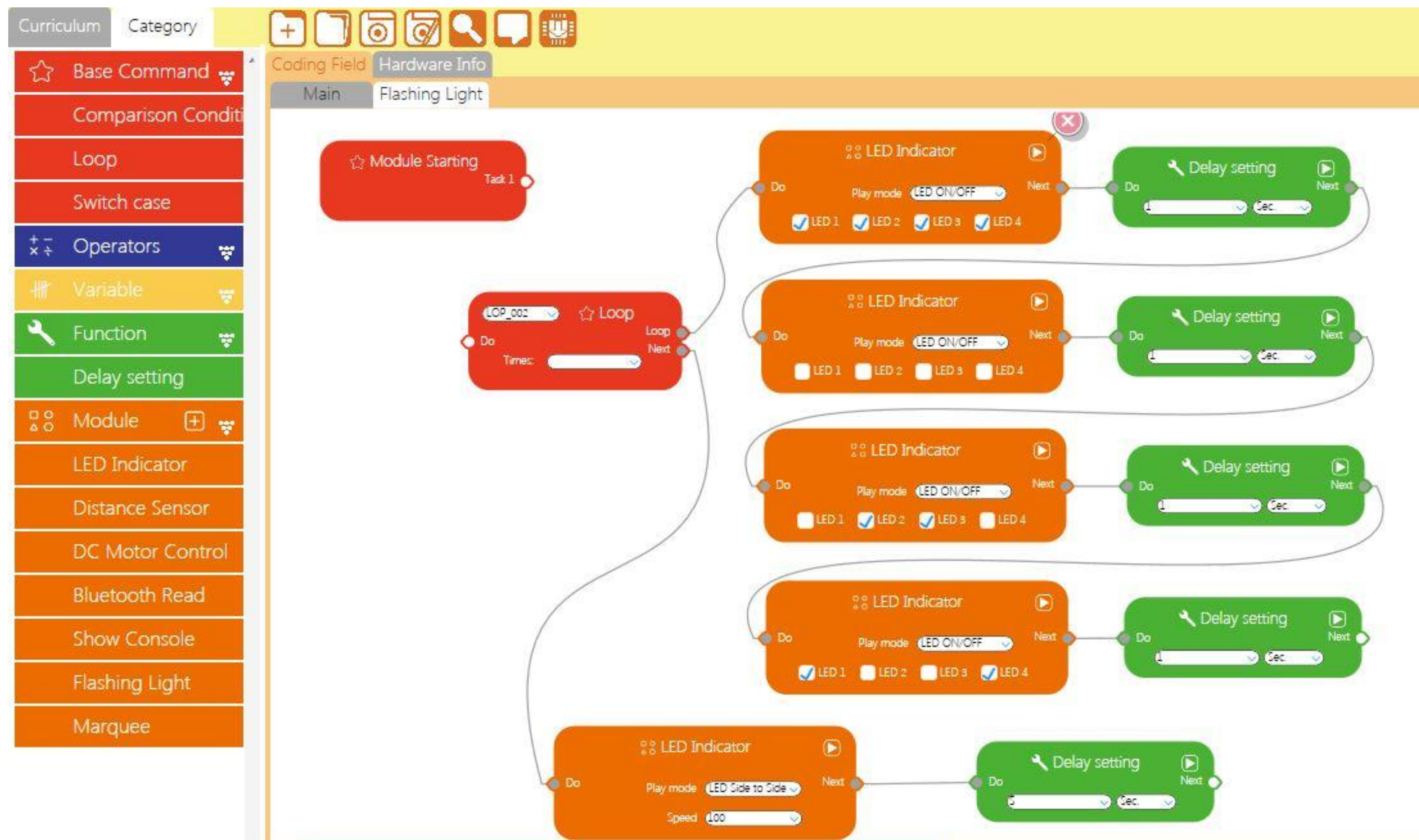
Hints : All the loop will have a specific variable

Next : Actions after repeat times of Loop running out

# Example: Design phase

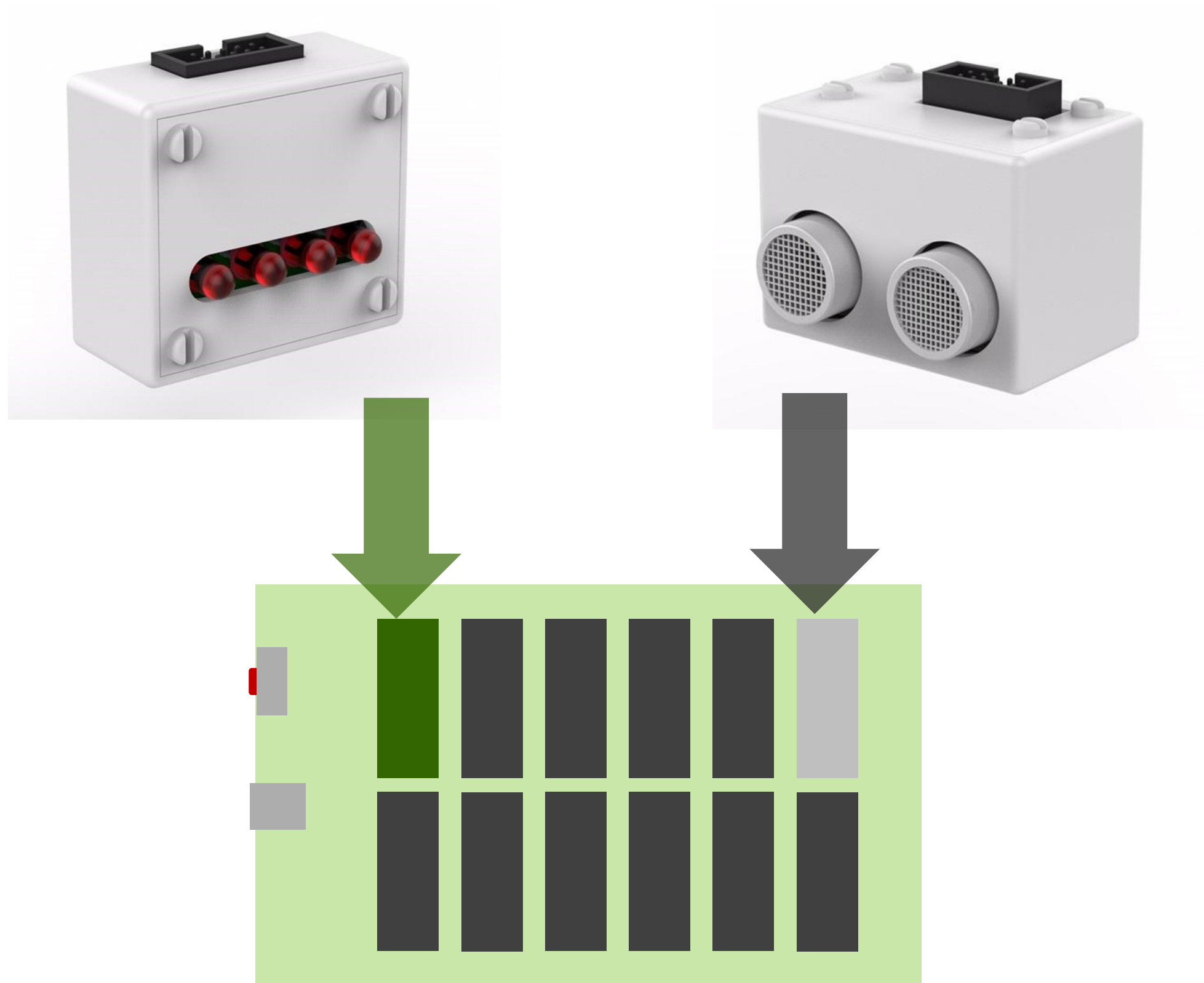
- Experimental design

4 LED will change as different light motions by your own sequent parameter settings. Use Loop command as well.



# Example: Technology & Engineering

- HW module



- SW Concept



## Ultrasonic Distance Sensor

Function : Detect the distance value and storage in S\_DISTANCE

Hints : use cm as distance unit here

Next : Usually connect to Compare command as a trigger



## Compare command

Function : To do 2 values comparison with optional condition

Hints : Click " + " to add multiple conditions

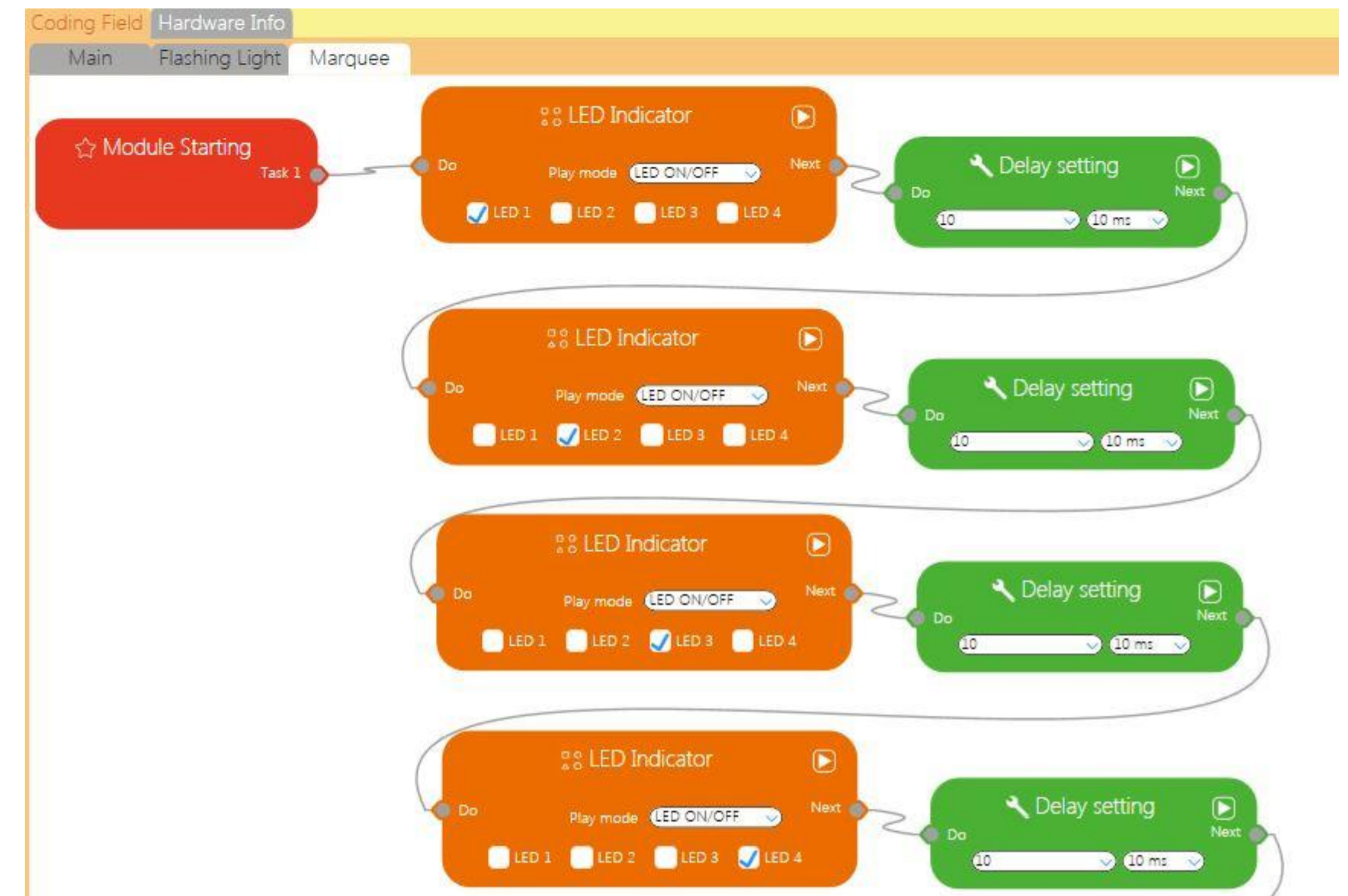
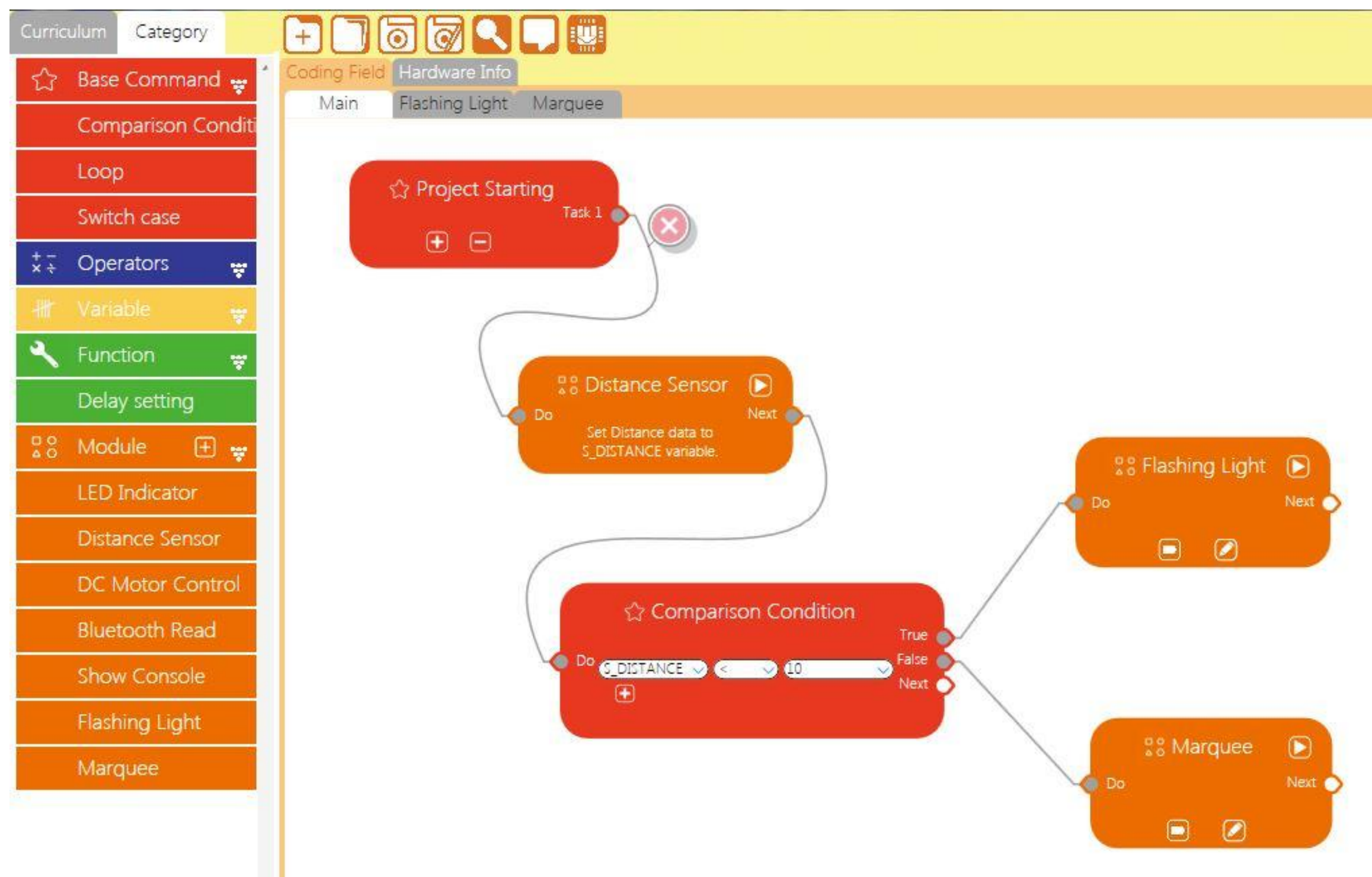
Results : Actions when the condition Valid/Invalid/Next Step

# Example: Design phase

- Experimental design

Use distance sensing block to compare 2 situations

- When distance is less than 10cm, LED blinking,
- When distance is larger than 10cm, LED moves raindrop,



The more details on: <https://tarkustech.com/en-us/curriculum/general-course-establishment-of-logical-concepts/>

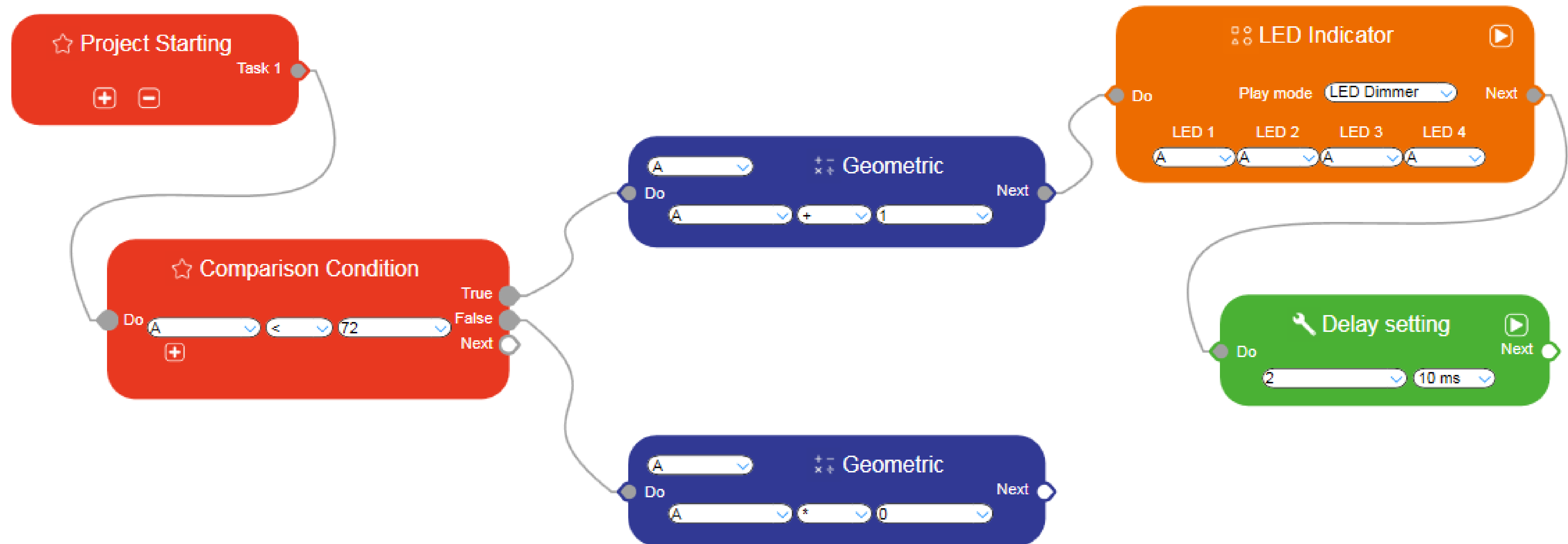




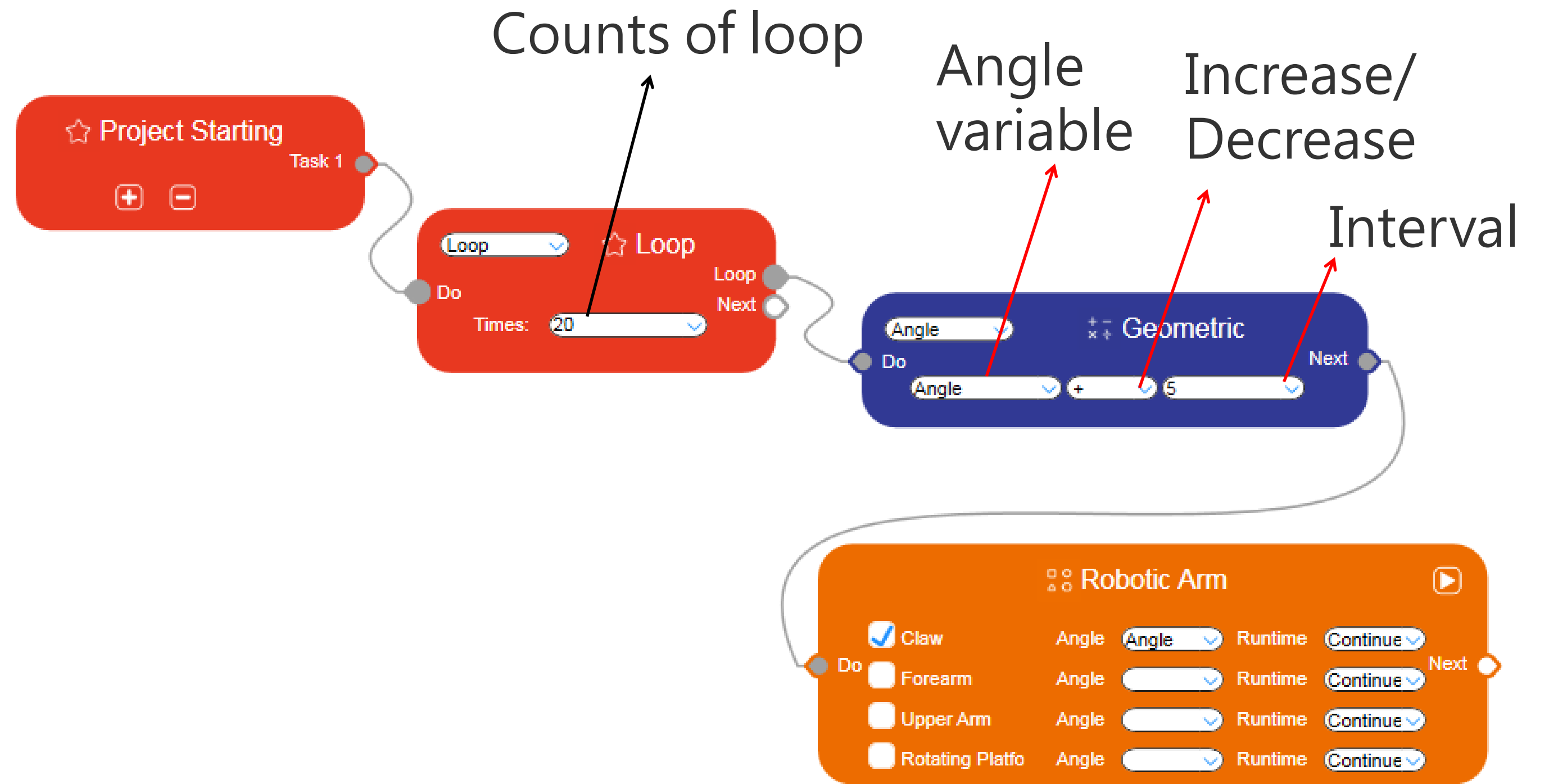
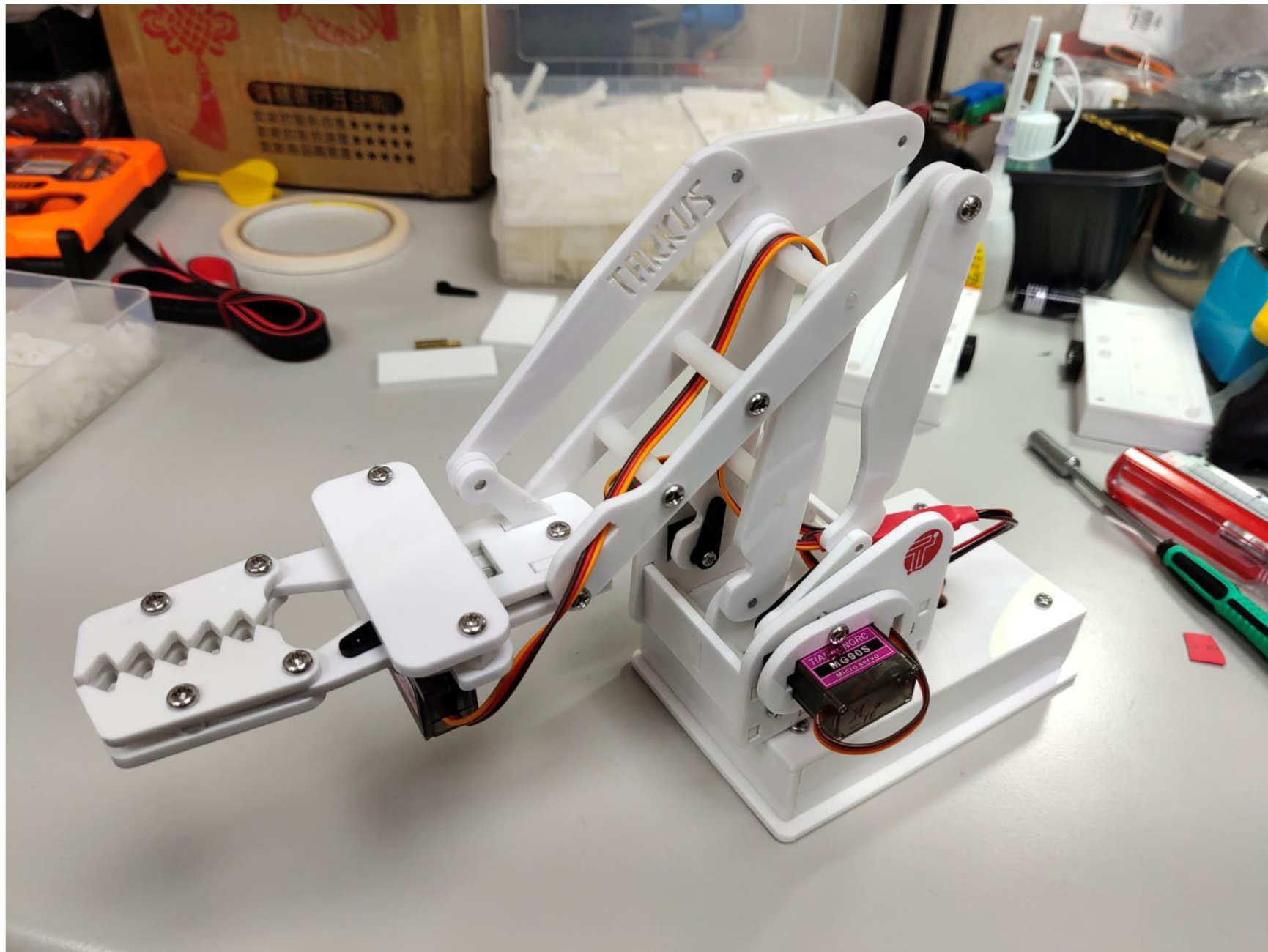
# Advanced Curriculum

# “Iteration” concept

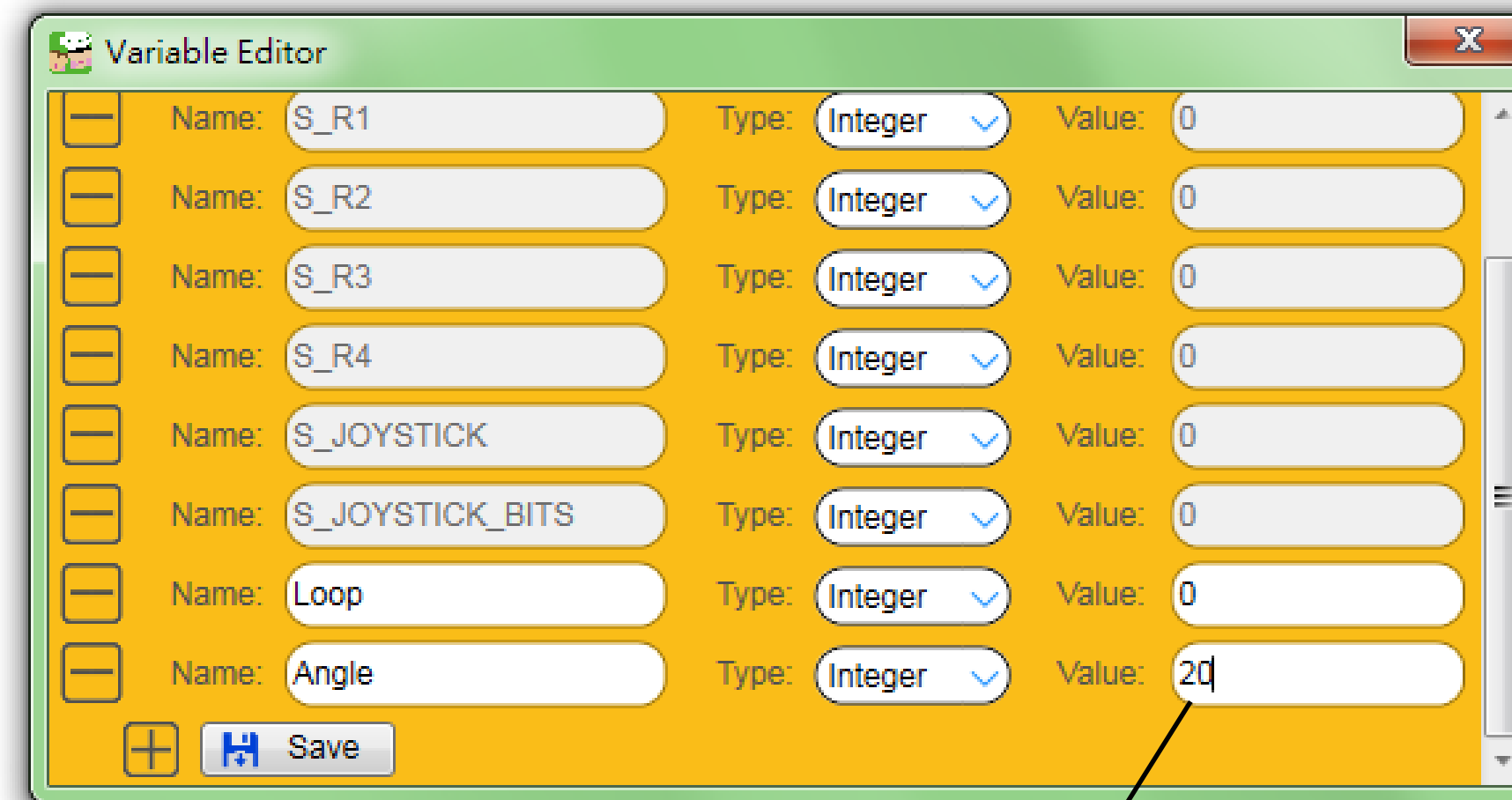
**True** : If value of A is less than 72, proceed new  $A=A+1$ , the LED brightness show as A value.  
**False** : If value of A is greater than 72, proceed  $A=A*0$  then return to starting point.



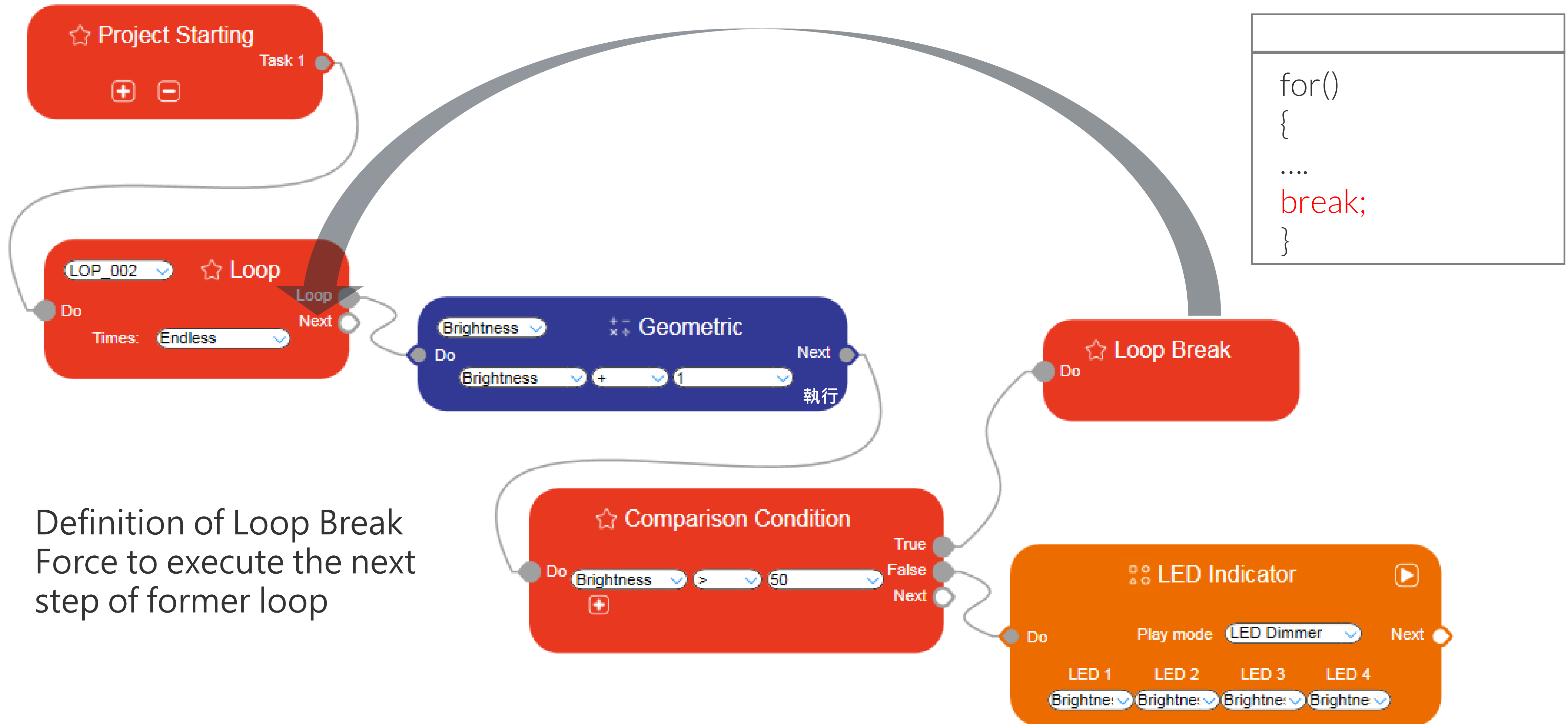
# "FOR Loop" concept



1. For loop definition
2. The Servo motor:
  - min value is 0.
  - Max value of claw is 90.
  - Max value of other parts are 180.



# “While Loop” concept

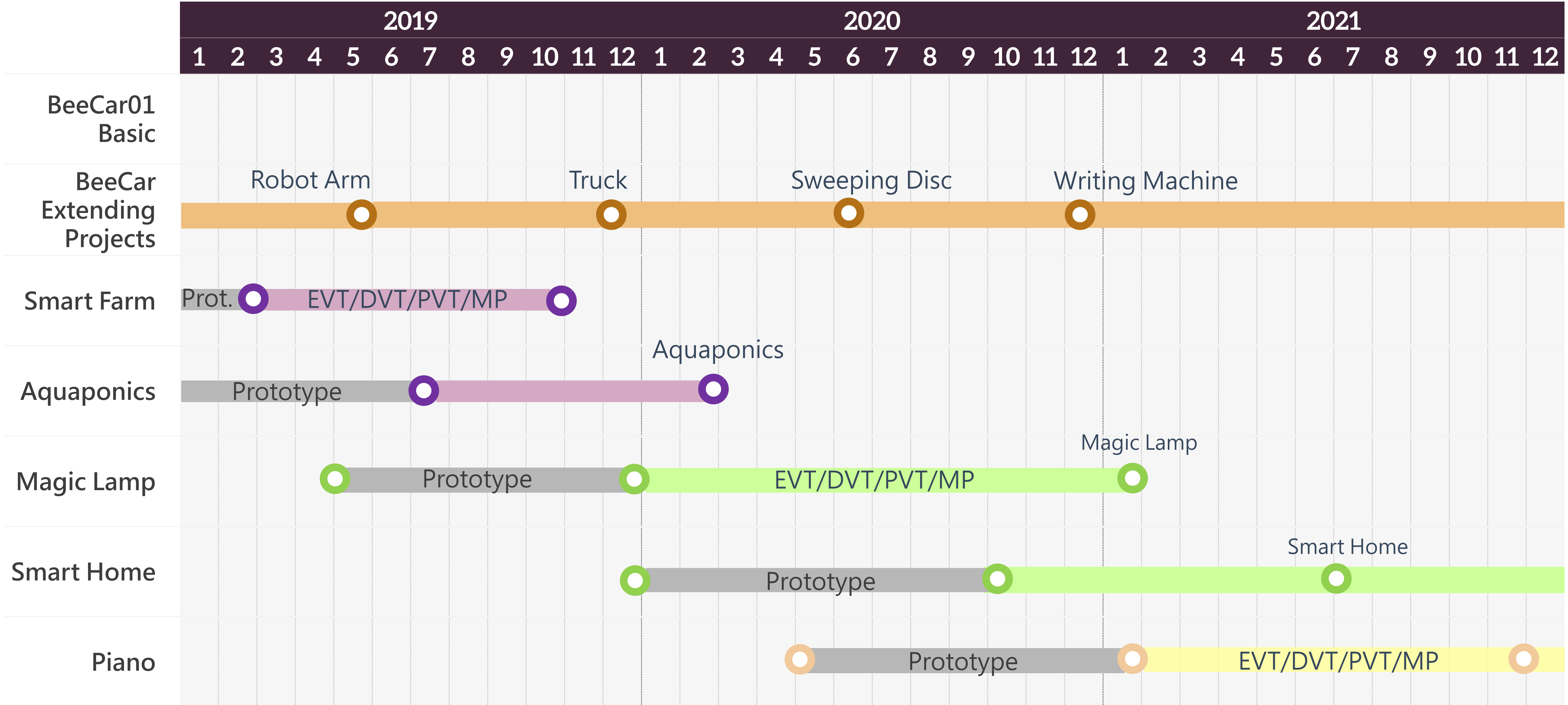


Definition of Loop Break  
Force to execute the next  
step of former loop



# Curriculum R&D Blueprint

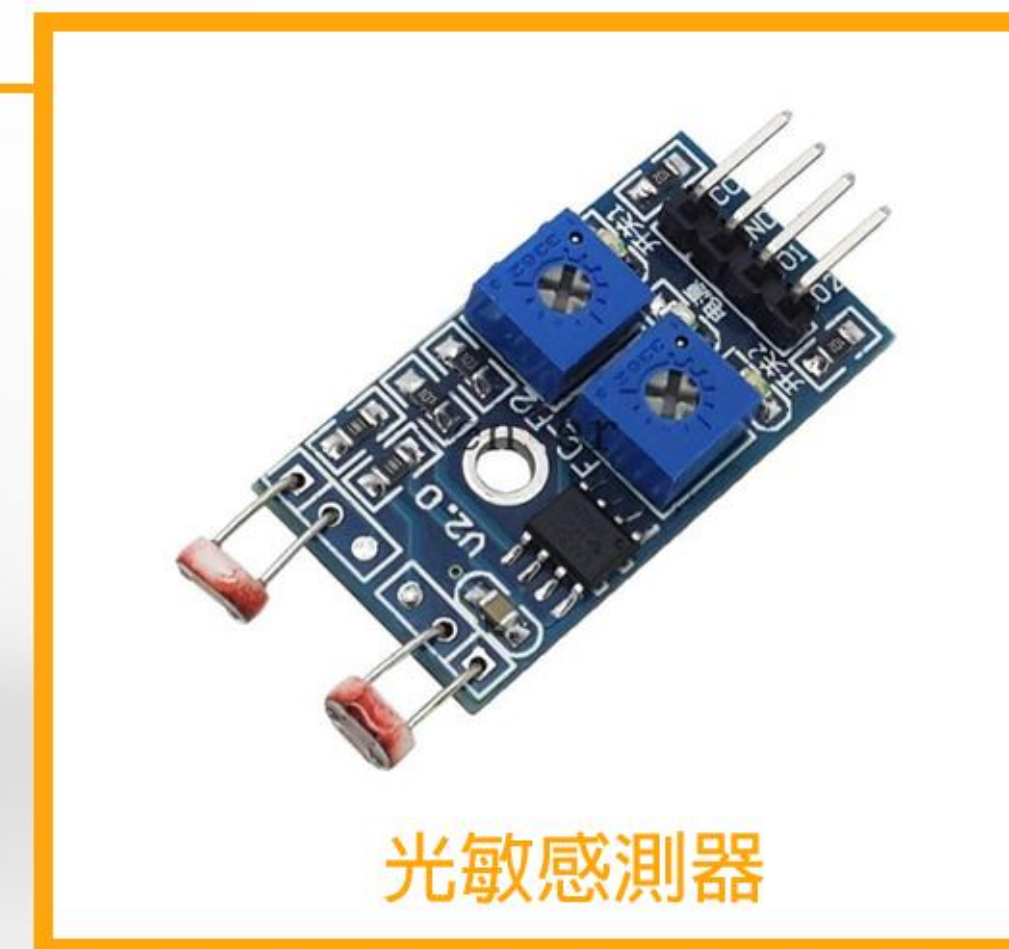
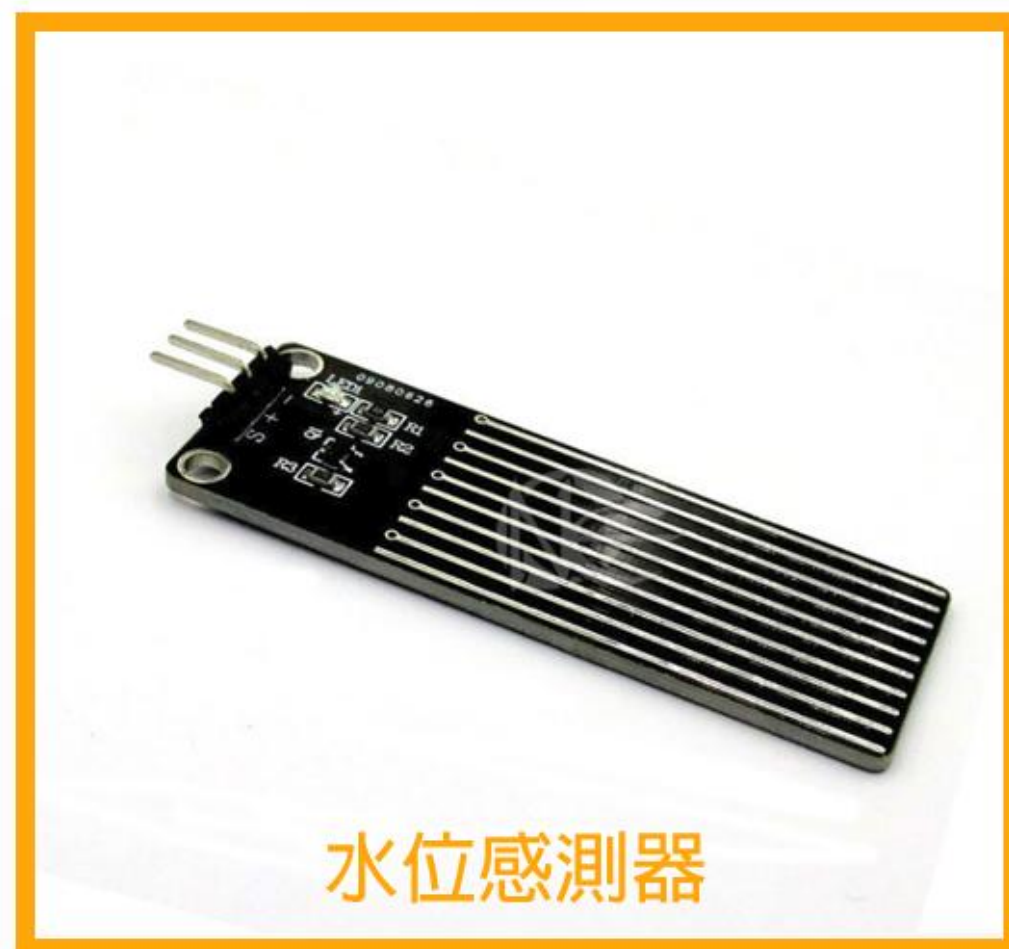
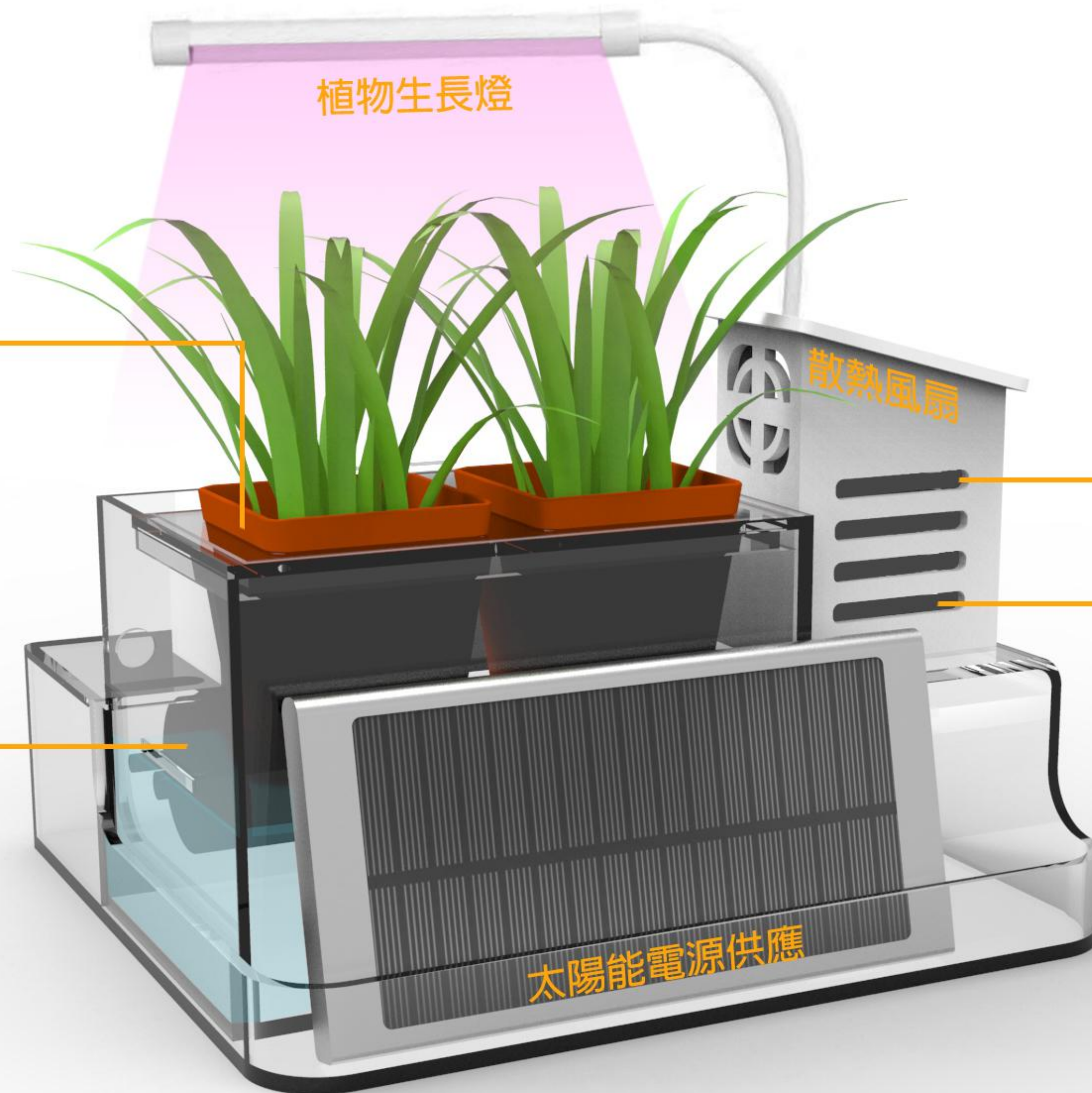
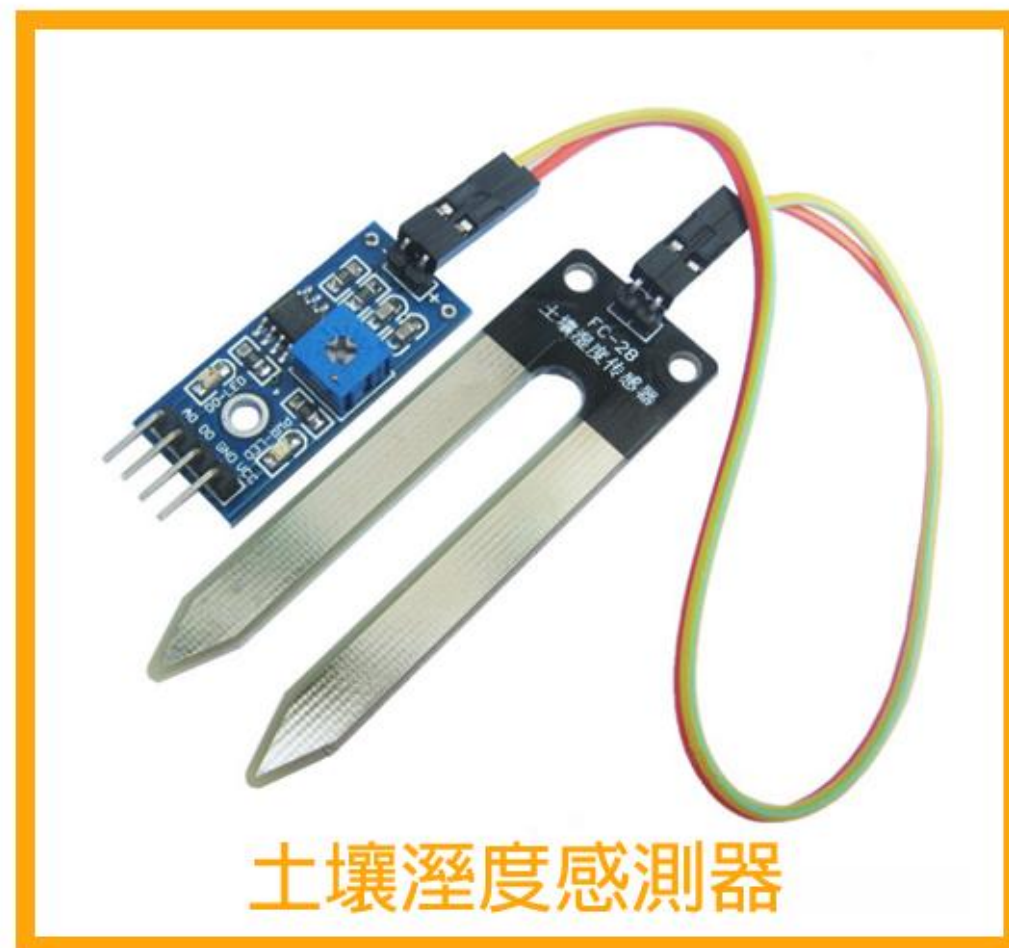
# Curriculum Roadmap – 2019~2021



# ● Learning Map & Application Links

	Stage 1 Basic Foundations	Stage 2 Multiple Systems	Stage 3 Communications	Stage 4 AI & IoT Beginners
<b>Automobile</b>	BeeCar & HC-06	CMUCAM5	ESP32-CAM	Raspberry Pi
Learning Field	Mechanics & Sensors Robotic Foundations	Color Recognition Video Recognition	Video Streaming & Face Recognition	Machine learning Deep Learning
Link Language	Arduino IDE	Arduino IDE/ Python	Arduino IDE/ MicroPython	Processing & OpenCV Tensorflow
<b>Smart Farm</b>	Basic Smart Farm	QuickBLE(nRF 51822)	ESP32-CAM	Raspberry Pi
Learning Field	Automated Farm Sensors Foundations	Aquaponics	Photo Capture & Object Recognition	Cloud Computing Big data fundamental
Link Language	Arduino IDE	Arduino IDE	Arduino IDE/ MicroPython	Node-Red
<b>Smart Home</b>	Basic Magic Lamp	CubexUS(ESP8266)	ESP32-CAM	Raspberry Pi
Learning Field	Mix-Color Bulb & Sensor Chromatics Foundations	WiFi Mesh Network	Voice Recognition/ Video Streaming	Voice Translation
Link Language	Arduino IDE	Arduino IDE	MicroPython	Python

# Smart farm in progress





# The more reference & videos in class

Advanced Curriculum intro

<https://reurl.cc/vr96l>

Recent Activities

[https://tarkustech.com/zh\\_tw/%e6%b4%bb%e5%8b%95%e8%b3%87%e8%a8%8a/](https://tarkustech.com/zh_tw/%e6%b4%bb%e5%8b%95%e8%b3%87%e8%a8%8a/)

Summer camp for MelaCake

<https://reurl.cc/57xm7> Course records

<https://reurl.cc/7Z8a1> Videos

# WE ARE LOOKING FOR PARTNER WHO IS...

## 1. Required

- Focus on operations of online education platform and interesting in education of K4~K9 coding and programming fields.

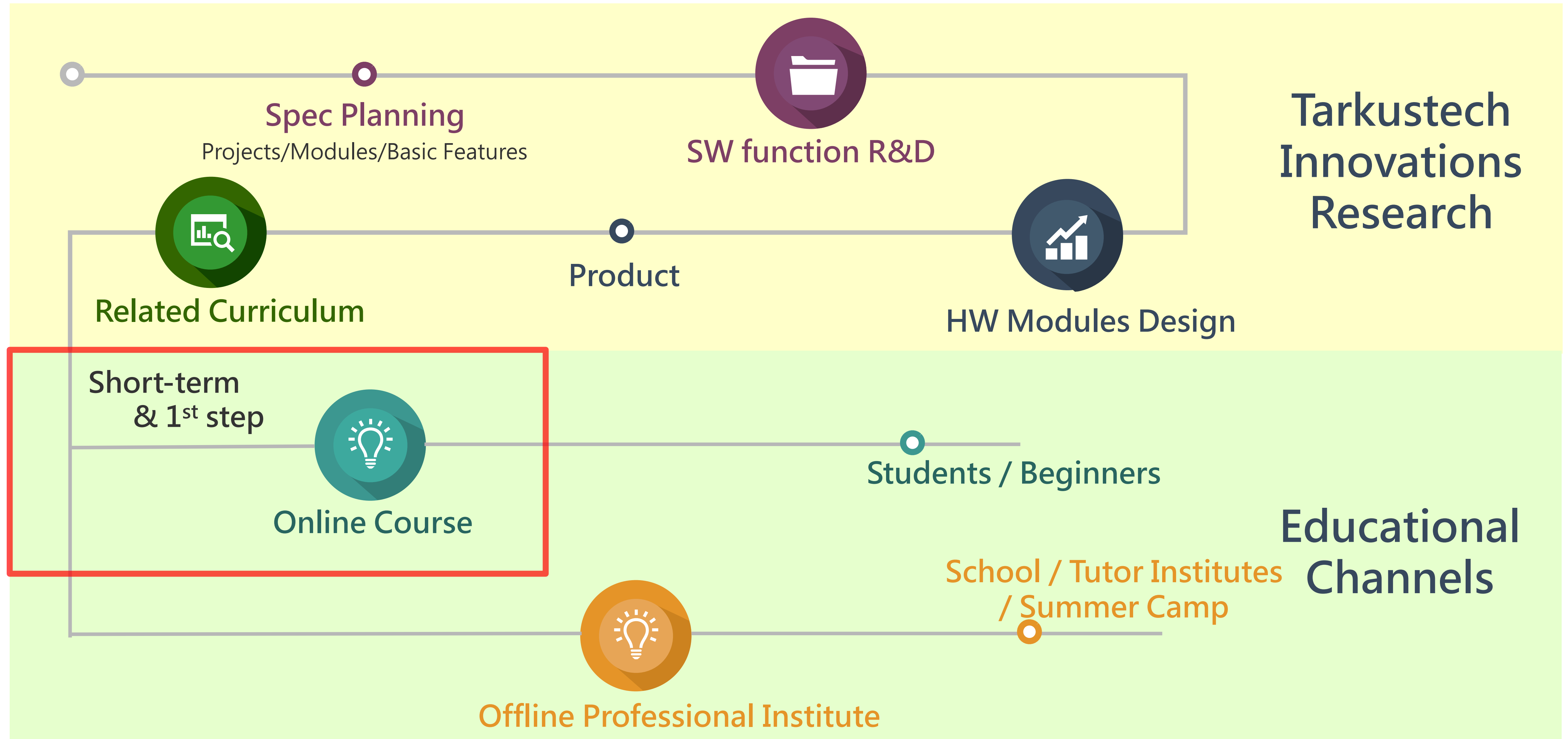
## 2. Better

- Experience in conducting to ES and MS international schools in Vietnam.
- Offline service site to provide product inquiries, and entity course in advance

A woman in a white shirt is pointing at a laptop screen. Another woman in a blue and white striped shirt is looking at the screen. In the background, there are several computer monitors displaying code, and a wall covered in colorful sticky notes.

# Partners Cooperation

# B2B/O2O Cooperation



# Resource arrangement

	Curriculum on official website	Support on official website	Online Course (Students/Beginners)	Online Course (Teachers Resources)	Cloud resource for Channels
Slides	√	√	√	√	√
Videos	√		√	√	√
Demo Files		√	√	√	√
Course gadgets & Instructions		√		√	√
Course Guiding & Introduction			√		
Course Outline	√			√	√
Reference of Course planning				√	√
Reference plan of teaching steps				√	√
Textbook and Handouts				√	√
Project Sharing				√	
Advanced Examination			√	√	√

# Opportunity to co-operate in...

	Short term	Middle	Longterm goals
<b>Online Courses / Service</b>	<ul style="list-style-type: none"> <li>We provide a full package of curriculum needs including the teach aids, lessons plan, videos, slides and handouts. The tools of demonstration file, test and homework, course gadgets are prepared as well.</li> </ul>		<ul style="list-style-type: none"> <li>Combine to course in international school</li> <li>Certificate related to progression and career</li> </ul>
<b>Offline service</b>	<ul style="list-style-type: none"> <li>Provide after-sales inquiries/repair service</li> <li>A site for spare parts storage and refurbish</li> </ul>	<ul style="list-style-type: none"> <li>Offline service site for demos, general course, and activities</li> <li>Training professional seed teachers /Sales</li> <li>One-on-one private classes business is possible</li> </ul>	<ul style="list-style-type: none"> <li>Competitions and activities link to TW and HK</li> <li>Provide the teachers qualification certificate</li> <li>Tutoring institute alliance</li> </ul>

# Opportunity to get profits from...

	Revenue Streams	Costs
<b>Online Courses / Service</b>	<ul style="list-style-type: none"> <li>• Revenue from online courses and learning certificate</li> </ul>	<ul style="list-style-type: none"> <li>• Course developments and field verifications</li> <li>• Material cost and Shipping</li> <li>• Online system maintenance</li> <li>• After-sale service</li> <li>• Promotion and Marketing</li> </ul>
<b>Offline service site for general course, camps, and activities</b>	<ul style="list-style-type: none"> <li>• Registration fee from course, camps, and activities</li> </ul>	<ul style="list-style-type: none"> <li>• Field</li> <li>• Teachers</li> <li>• Admissions activities</li> </ul>
<b>one-on-one private classes</b>	<ul style="list-style-type: none"> <li>• Extracting profit share from one-on-one private classes</li> </ul>	<ul style="list-style-type: none"> <li>• Teachers salary, rewards, and bonus</li> </ul>
<b>Teachers qualification certificate</b>	<ul style="list-style-type: none"> <li>• Registration fee</li> </ul>	<ul style="list-style-type: none"> <li>• Development and field verifications</li> <li>• Online system maintenance</li> </ul>

