



## Not just legos and cardboard

- 3D Printers
- CNC Mill
- Arduinos
- Laser Cutter
- Garment Printer
- Oscilloscopes
- Soldering Stations
- Powerful Computers
- CAD and PCB Software
- 4K Video Camera
- Audio Workstation
- Drill Press
- ...

**2020 is coming.  
Don't be stuck in  
2002.**

**inventathon**<sup>TM</sup>

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## What is inventathon?

inventathon is a **2 day event for** between 200 and 600 **high school and middle school students**. It happens **once each semester**.

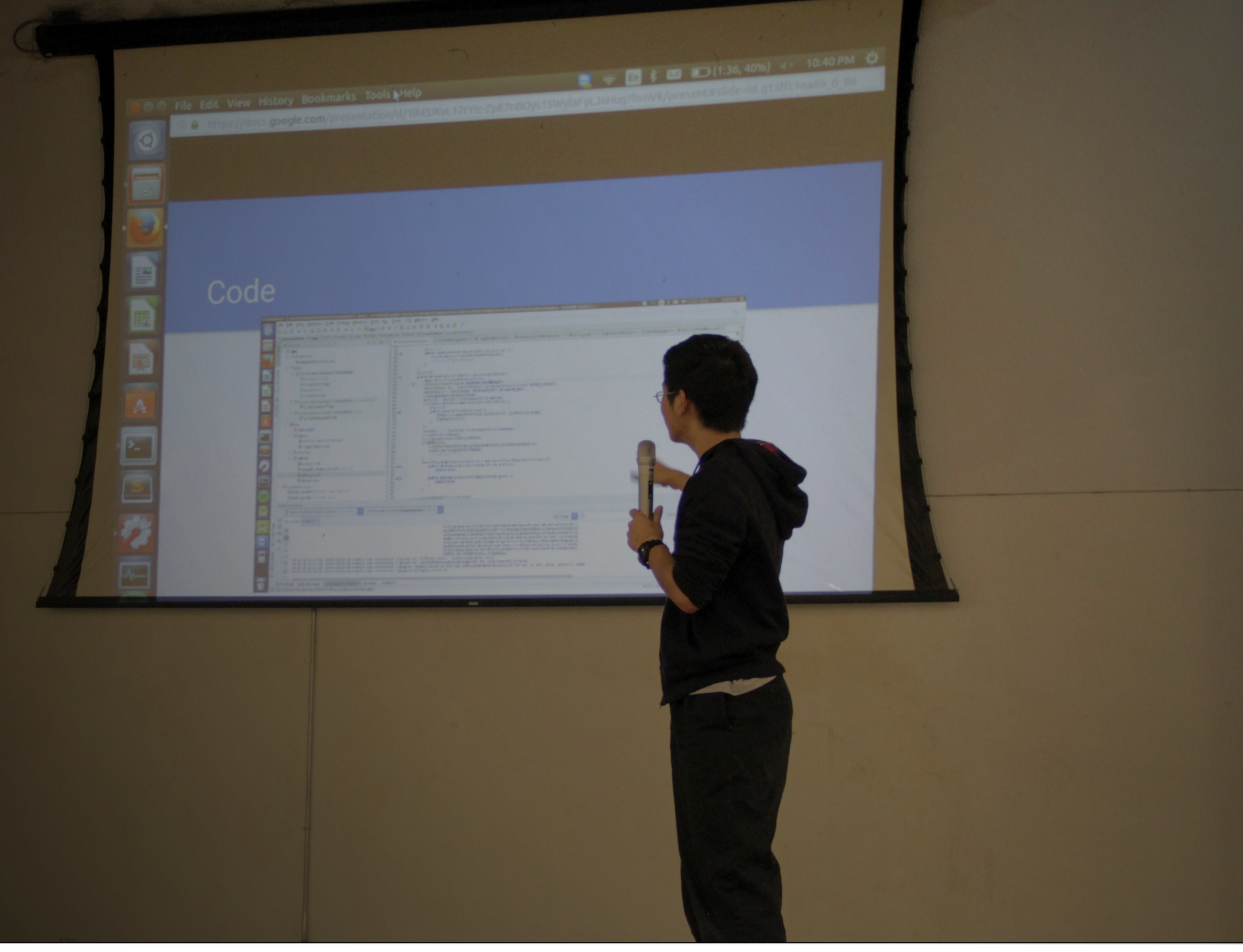
Students work together in teams of 2-5 to **design an invention** addressing a particular problem, **build it**, and then **present it** to a panel of entrepreneurs, engineers, and all the other students. We've seen students make an ultrasonic cane for the vision-impaired and a VR game to teach kids about bees and pollination!

At the event, students will have access to 3D printers; Laser cutters; and Mentors knowledgeable in computer science, electronics, business, and relevant fields. On top of that, inventathon also gives out over \$1500 in prizes.

To put together an event like this, a district would spend tens of thousands of dollars and hundreds of hours. We do it for a fraction of the cost and take care of all the hassle so teachers and administrators don't have to.

Started in Houston in 2016, inventathon is expanding rapidly. New inventathons are coming to the Northeast, Colorado, Louisiana, and California in 2018 and 2019.

Computer  
Science ++

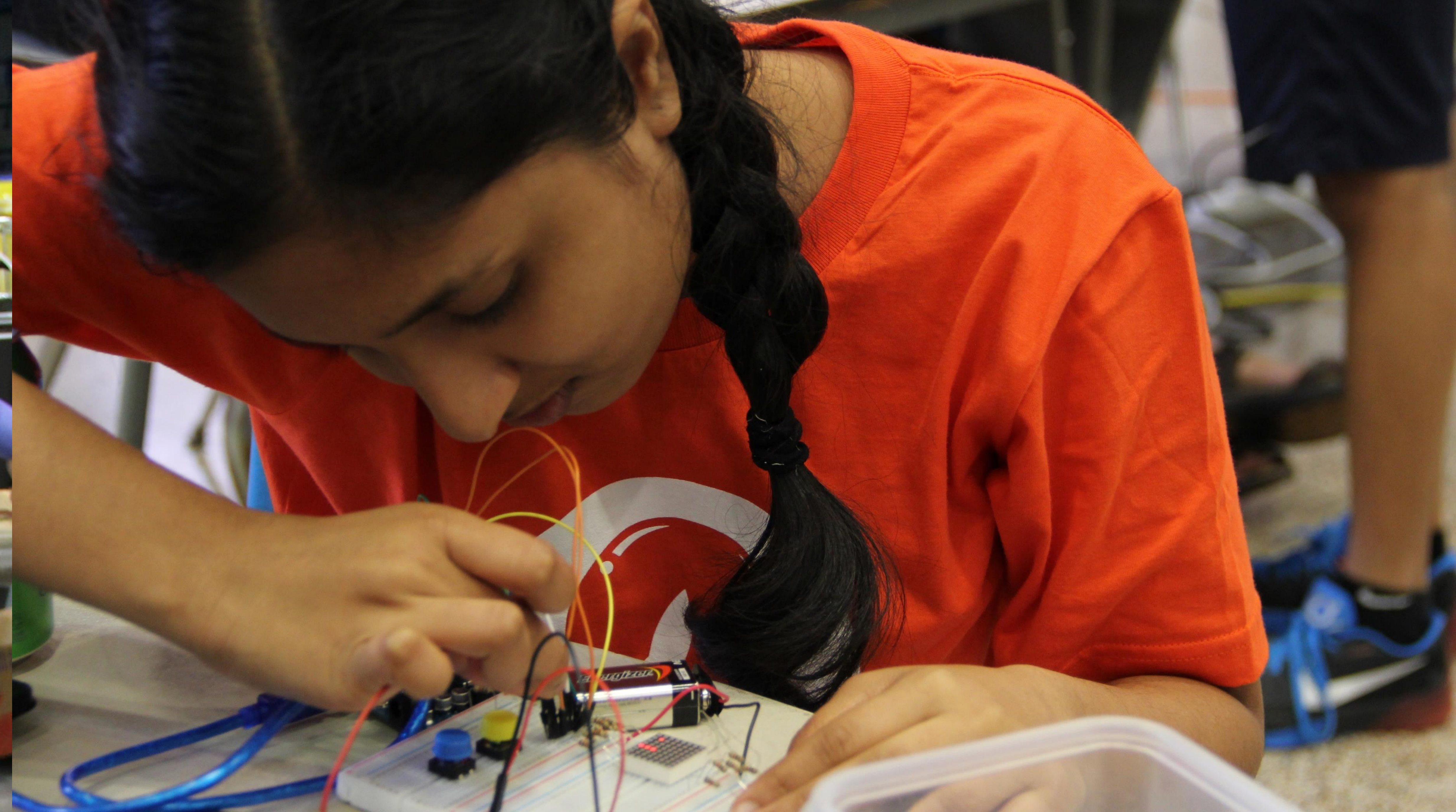


## Kids learn to code. And make apps and drones and solar panels that move with the sun.

Chances are your school has started a computer science class or two, probably following the AP curriculum. It's a great way to teach kids to think about the logic and theory behind code.

But there's much more to comp sci than Java, Magpie Lab, and Algorithms.

At inventathon, students have learned how to make an IOT device with Arduinos, use GitHub, build an app to auto-compose music given a key and tempo, or use OpenCV for machine vision. Each inventathon has workshops for students of all experience levels to learn something new. While working on their projects, students learn real-life skills by applying the theory to make something they can actually use.



## **Kids rediscover a sense of purpose and curiosity.**

In other words, kids can truly be kids at invention. We work to rekindle the spark of imagination from early childhood that makes kids inventive.

Nowhere else do you see hundreds of students go from discovering 3D printers for the first time to effortlessly printing parts of their wildest dreams in less than a day. The best part is seeing their ambitious products actually work.

# Ideas become inventions

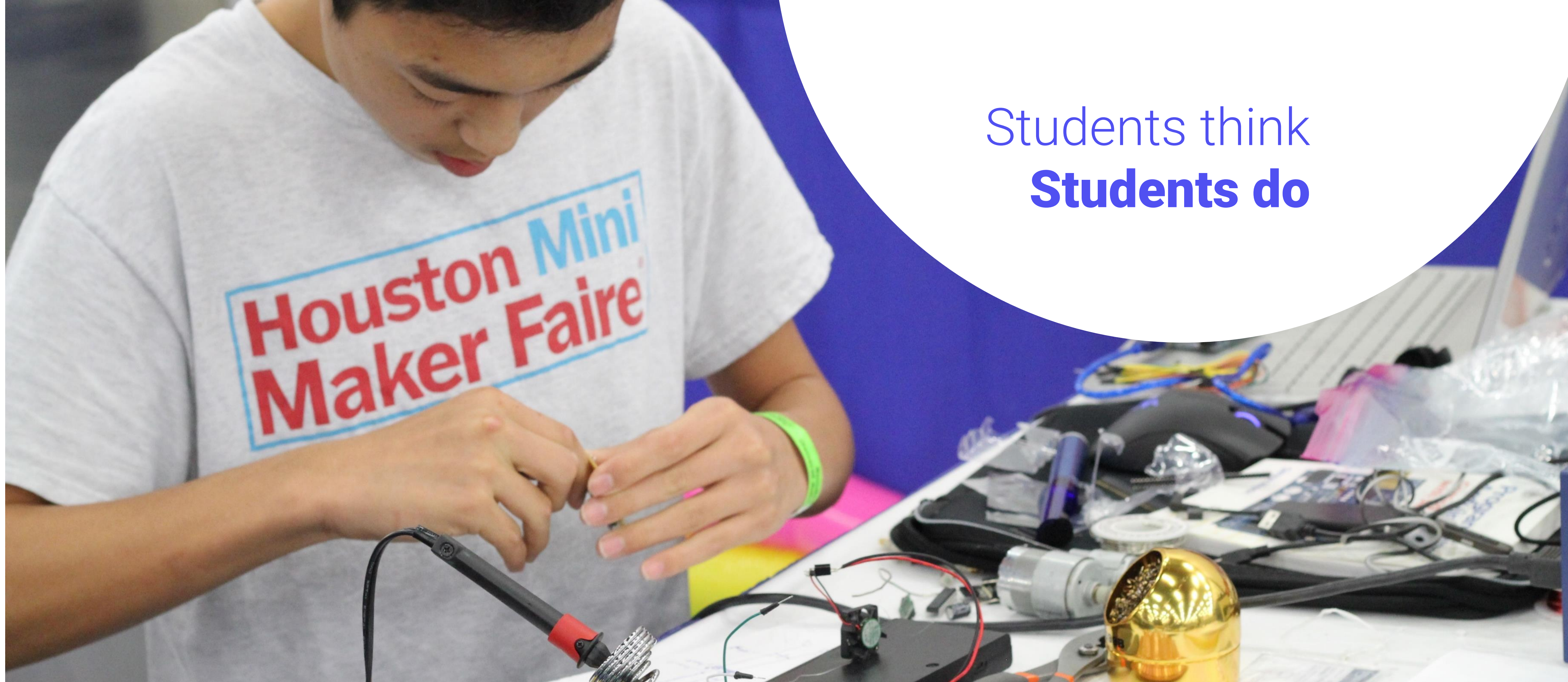
Kids' minds are constantly in motion, but society often suppresses their creativity.

Instead of trying to make students "focus" we should encourage diverse thoughts.

With time, these random fragments coalesce into ideas, ideas that can be acted upon.

inventathons provide students the teams, tools, and training needed to realize their dreams.

At inventathons, students transform their ideas into inventions.



Students think  
Students do

# Inventions create impact

Student's inventions are designed to make an impact.

The world around us is constantly changing, as technology has spread its presence into every facet of our lives.

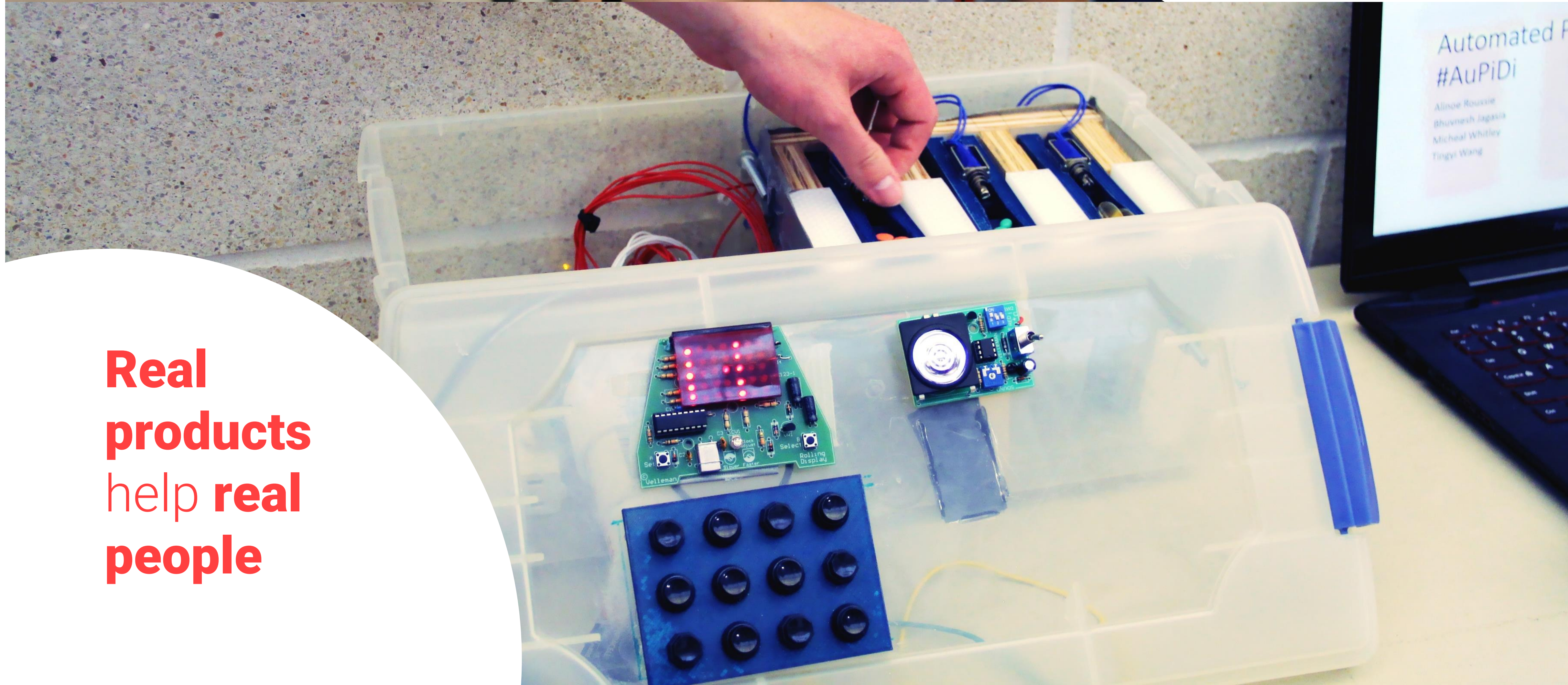
Despite these newfound innovations, problems persist; problems that young entrepreneurs have the power to solve.

The inventions first prototyped at inventathons are meant to solve real-world issues that students identify.

When provided with mentorship, resources, and funding, students can turn these inventions into vehicles for change.



Student publicity  
becomes  
School publicity



Real products help real people