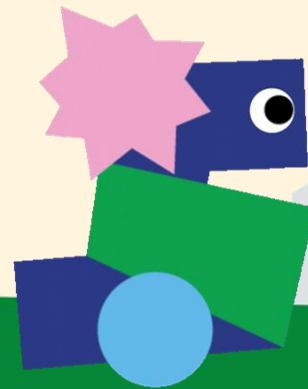




**You bring the topic
We turn it into experience.**



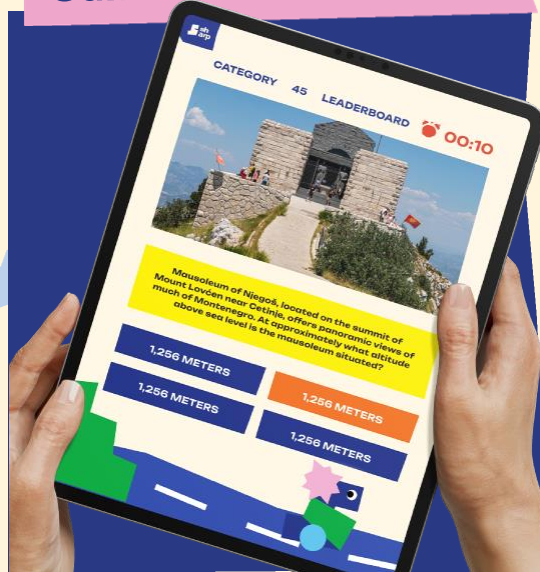
Plug&play scalable solution validated with ~100 children

3 key components:

Hardware



Gamified Platform



Experience



What is SHARP?

Children build and code **LEGO robots**, and then move them across the **interactive knowledge map**



Each stop on the map triggers **question, challenge, mission or a task** in the app



Teams collect points, solve problems and **compete** with each other in the **real time**.



SHARP key facts

1.

Children 6-12 years old
(12 participants, 4 teams)

2.

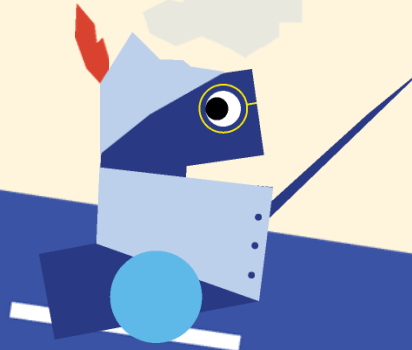
Mentor led learning
(not individual)

3.

Combination of physical and digital interaction
(not just a screen)

4.

Duration 3h
(keeps children engaged full time)



How is SHARP different?

- ✓ **STEM + entertainment + storytelling** in a unique experience
- ✓ Children are active during the **whole event**
- ✓ **Premium content** for modern families
- ✓ Mobile concept, easy adaptable to **different environments**
- ✓ Easy adaptable to any **subject, curriculum and location**
- ✓ **PR & digital potential**



SHARP partners

1. tourism
2. culture
3. event industry
4. CSR projects

SHARP added value

1. modern family and
educative tourism
2. destination differentiation
3. PR & digital content
4. blend of technology,
innovation and education

Contact

 [sharp.montenegro](https://www.instagram.com/sharp.montenegro)

 [sharp-montenegro](https://www.linkedin.com/company/sharp-montenegro)

 smart.hub.dvoriste@gmail.com

