DOBOT

# Global leading provider for Desktop-level Robot Arm Solutions

Shake Hands With the Future

# DOBOT
# Magician Lite

**Outsmart Robots in the Future**

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# Magician Lite

## Outsmart Robots in the Future

## ±0.2MM REPEATED POSITIONING ACCURACY

**Turn Creativity into Reality**

# 0.25KG PAYLOAD

**Easily meet teaching Needs**

## 340MM ARM LENGTH

# Fit for school desks

## WEIGHT 2.4KG

# Portable and Flexible easy to Deploy

## COLLISION DETECTION

**Strengthened Safety**

## TEACH & PLAY

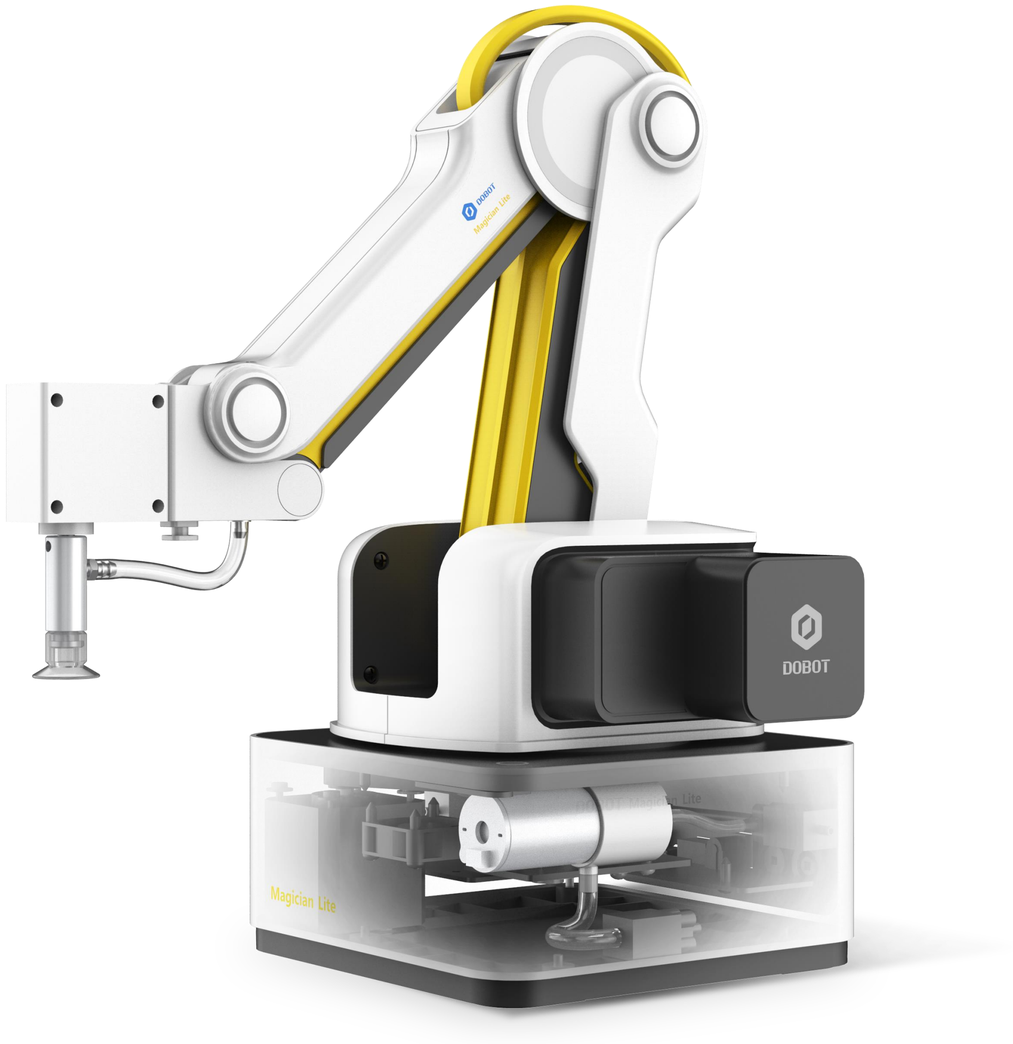
**Easy to get started intuitive and interactive**

## LIFE TIME： 5000+ HOURS CLASS SESSIONS

## Abundant teaching assets

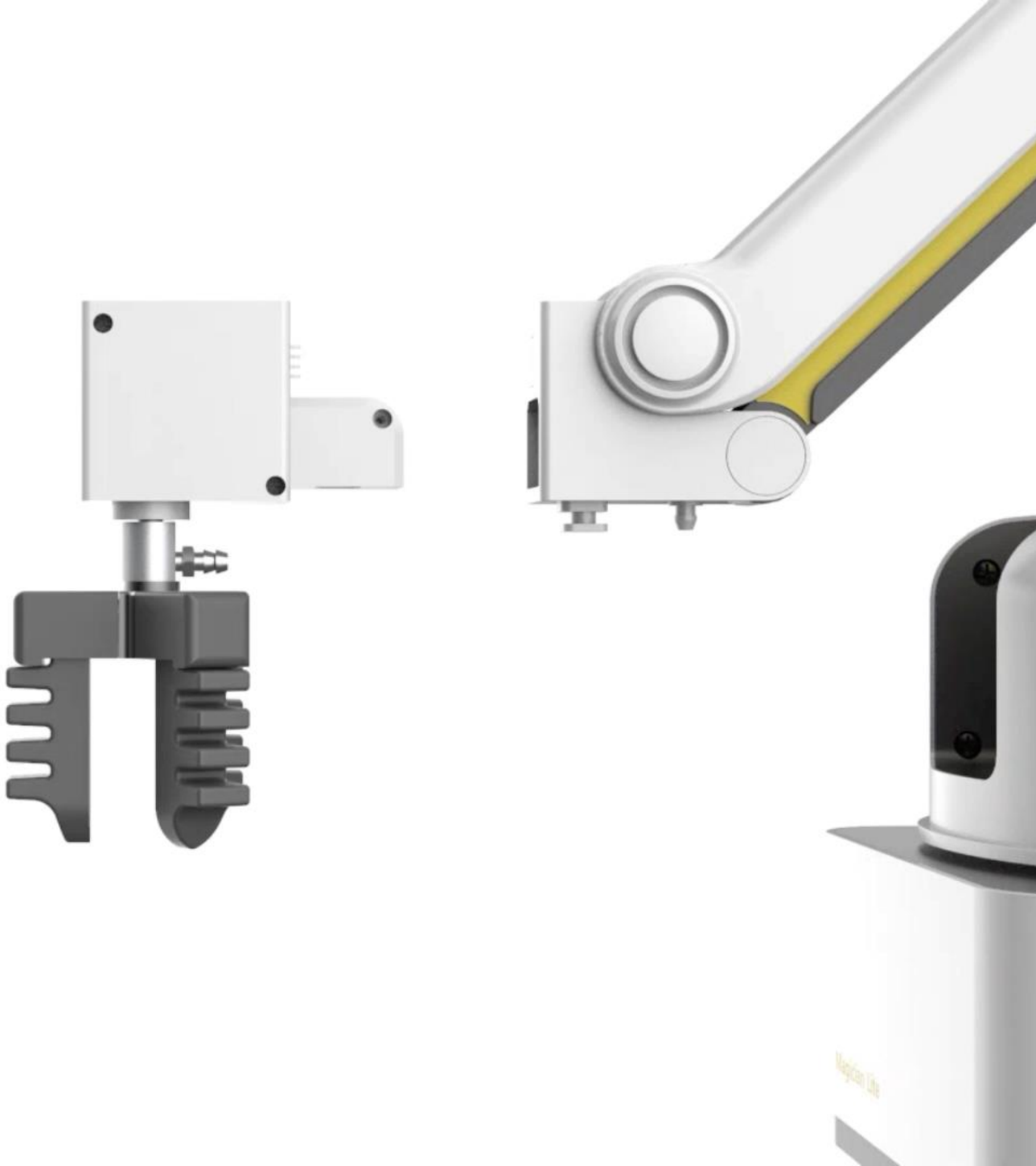
## BUILT-IN AIR PUMP

# Tidier classroom



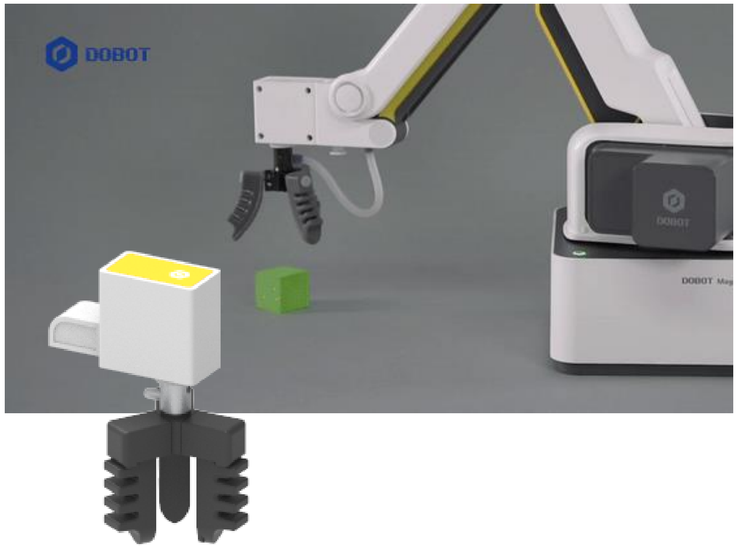
## CHANGE END TOOL IN ONE SNAP

**Plug & Play**



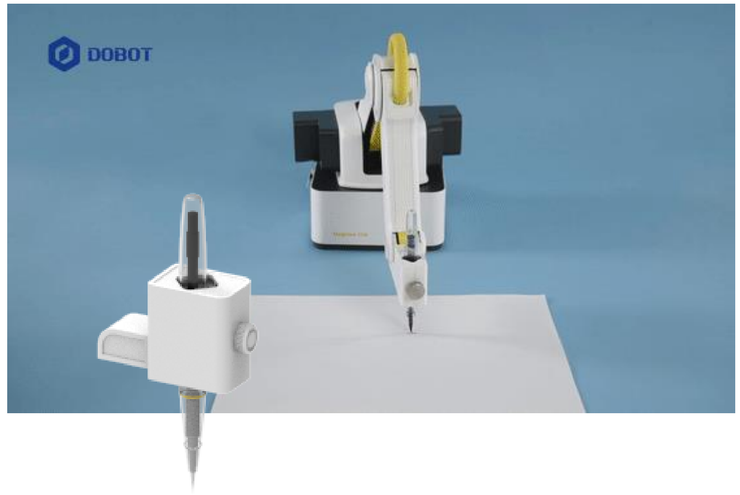
## SUCTION CUP

Precise and simple
easy to use




## FLEXIBLE GRIPPER

Futuristic tech
Limitless creative possibilities




## PEN HOLDER

Flexible pen point for
smooth writing

K-DESIGN AWARD'19
WINNER

红星奖 Red Star Design Award

# SIMPLE & ELEGANT

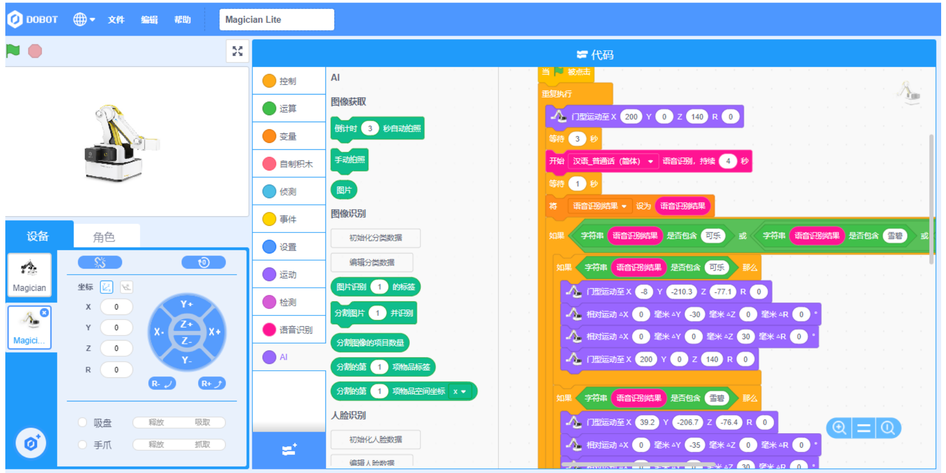
# Magician Lite Accessories

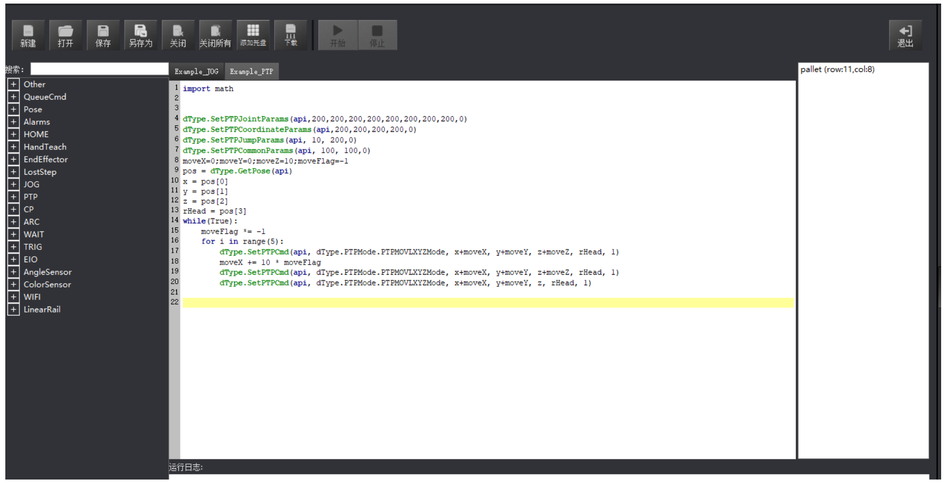
# Magic Box

Magic Box for Unlimited Creativity & Possibilities

# Scratch & Python

One-Stop Learning Platform



## STAND-ALONE MODE

## ONLINE MODE

# RICH EXPANSION

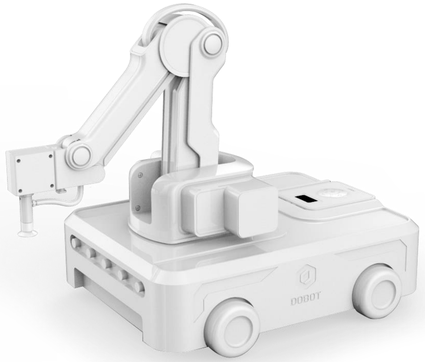
MULTI-FUNCTIONAL COMMUNICATION INTERFACE
x2

12V CONTROLLABLE POWER SUPPLY INTERFACE
x2

STEPPER MOTOR EXPANSION INTERFACE
x2

GENERAL PURPOSE I/O EXPANSION INTERFACE
x6

Robotic arm + Magic Box



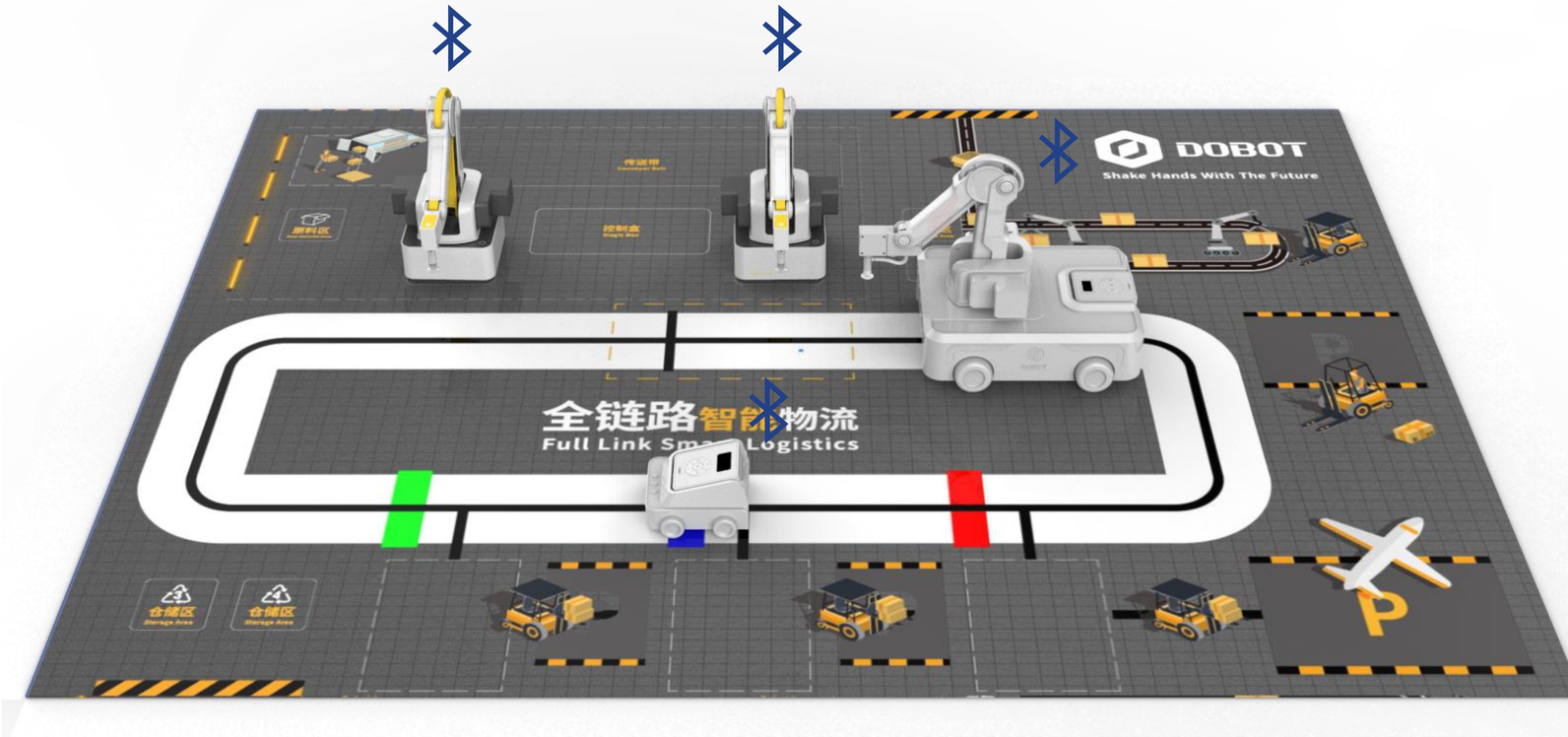

mobile platform

smart car

more

BLUETOOTH

# Intelligent Control Interconnected



# Power Box

60min Battery Life

Easy to Deploy

Break Venue restrictions

# AI smart camera

Camera, microphone

No-distortion Camera

Flexible Angling

# Magician Lite Software Platform

# DobotScratch

AI-powered Graphical Programming Platform

# DobotScratch

## CAPABILITIES USED IN TYPICAL AI APPLICATIONS

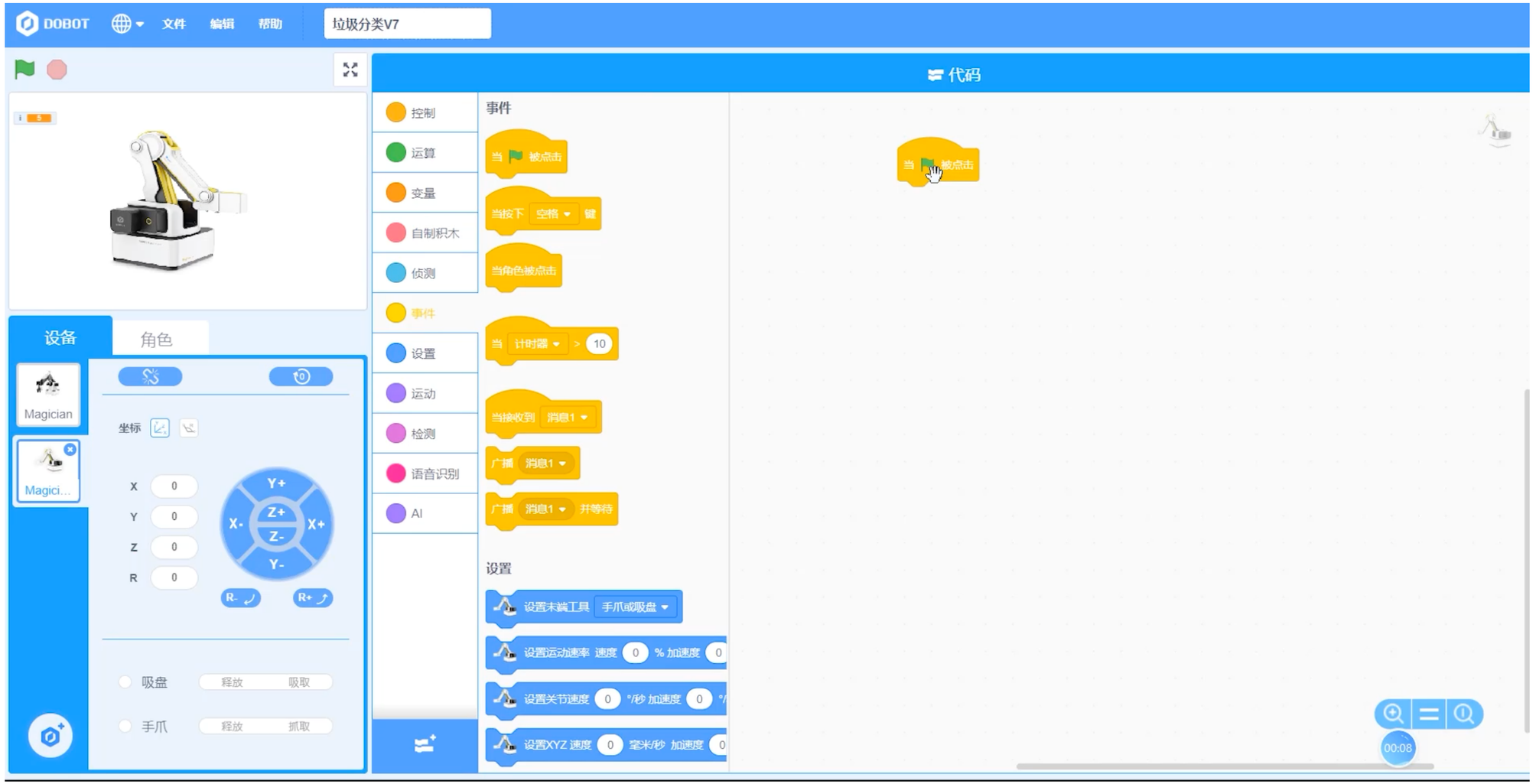
### VOICE RECOGNITION

### IMAGE RECOGNITION

### FACIAL RECOGNITION

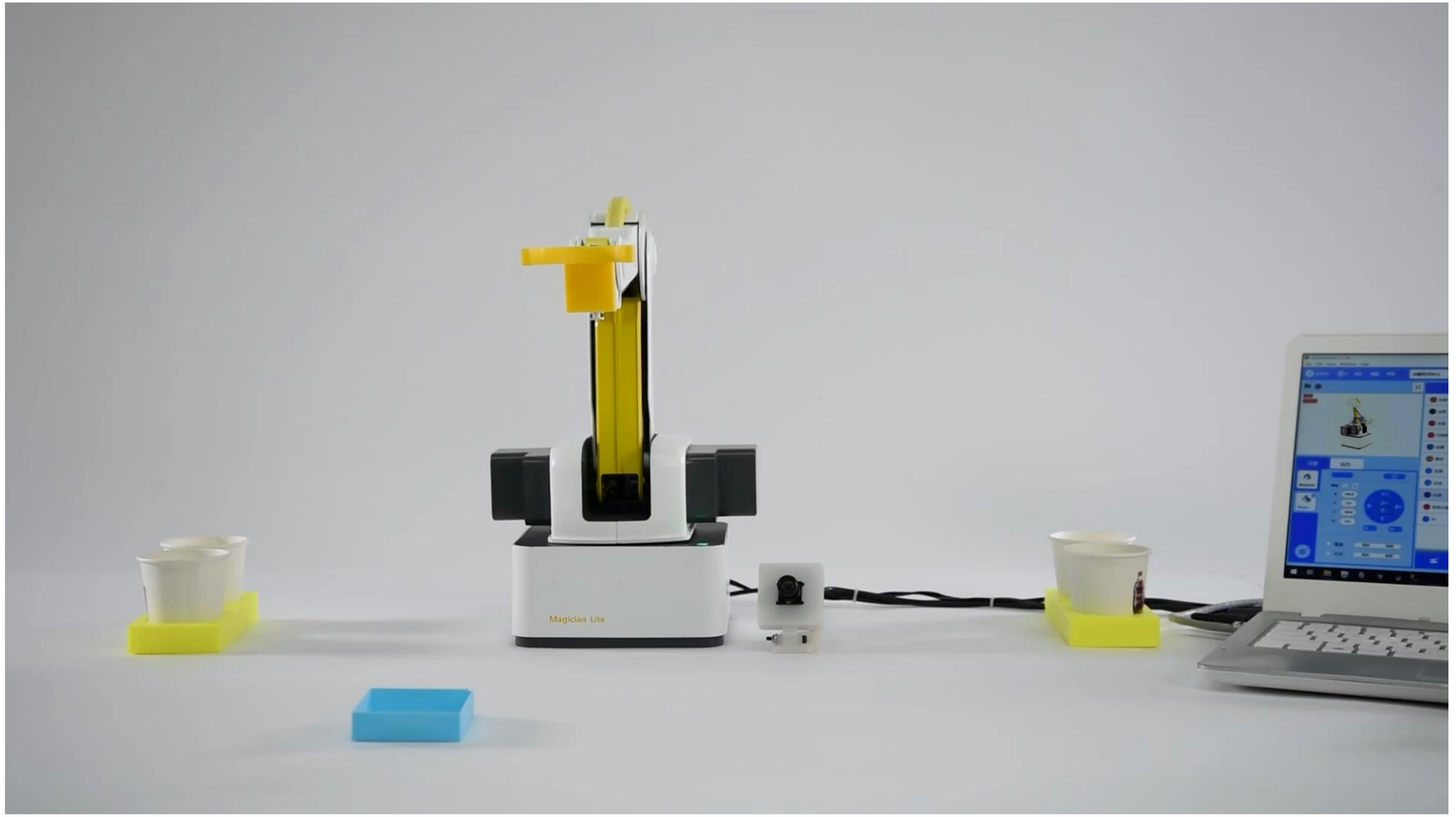
### OCR TEXT RECOGNITION

# COGNITIVE PERCEPTION OF AI



# THE APPLICATION AND PRACTICE OF AI

# AI Waiter

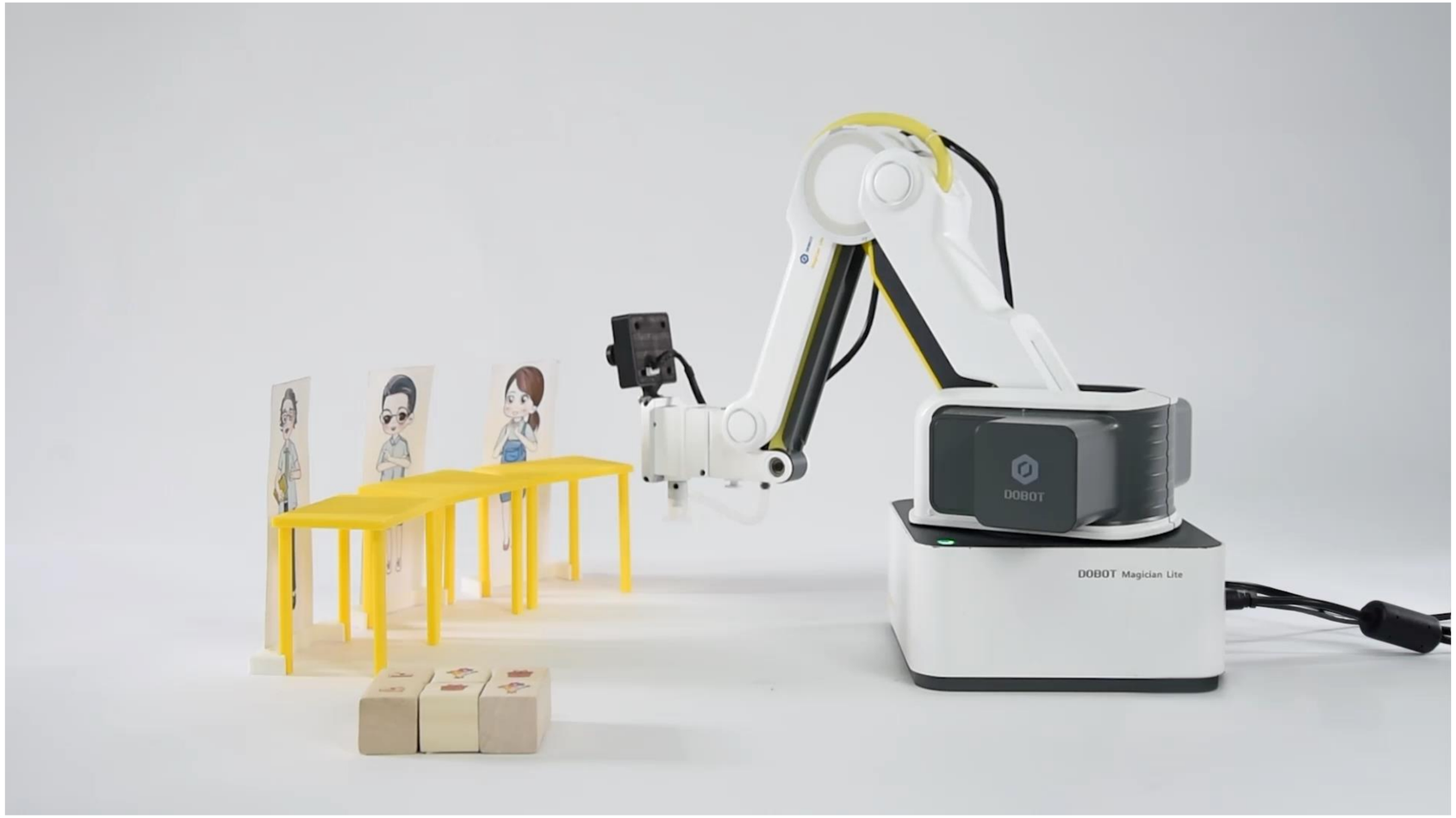


## THE APPLICATION AND PRACTICE OF AI

# Smart warehouse

## THE APPLICATION AND PRACTICE OF AI

# Hand Gifts



## THE APPLICATION AND PRACTICE OF AI

# Garbage Classification

# MINIATURE IMMERSIVE SCENARIO LEARNING

# CURRICULUM

FUN-BASED

48 LESSONS, 156 HOURS, PROJECT-BASED LEARNING

INNOVATIVE THINKING TRAINING

ALL-AGE SPIRAL CURRICULUM

**EXPERIENTIAL LEARNING: PERCEPTION & EXPERIENCE**

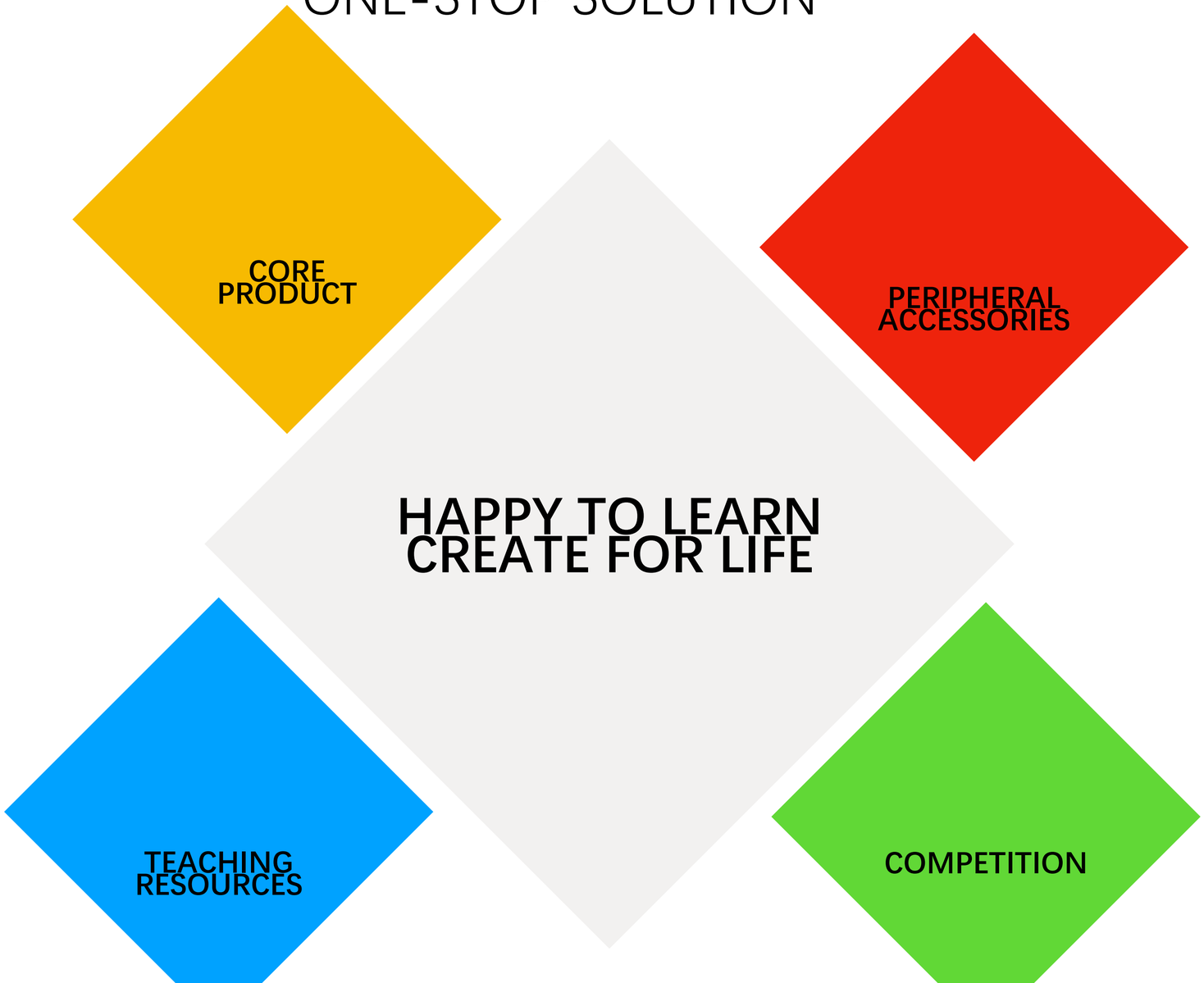
**PROJECT-BASED LEARNING: COMPUTING & REASONING**

**TOPIC-BASED LEARNING: CREATION & CREATIVITY**

# ENVIRONMENTAL PROTECTION CHALLENGE CONTEST

COMPETITION
GAME CONTROLLER
+
ENGAGING

COLLABORATION
PROGRAMMING CONTROL

# AI + STEAM

## ONE-STOP SOLUTION