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KOREA PAVILION
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Edtech

- CnR Tech. Co., Ltd. / 52
- GeniRobot Co., Ltd. / 53
- Gooroomee Inc. / 54
- mirinae / 55
- Visang Education Inc. / 56



CnR Tech. Co., Ltd.



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[codeplay_block](#)

Company Introduction

CnR Tech develops and manufactures IoT (base technology of the 4th industry) convergence products including education materials for coding based on abundant experience and expertise. By nurturing creative talents that the future society requires, CnR Tech hopes to contribute to make life of mankind more abundant. In the near future, a lot of cutting-edge technology including IoT will be merged into our lives in deeper, wider and more natural manner. To tackle this issue, it is required to nurture talents with creativity and logic. Accordingly, CnR Tech constantly researches and develops innovative services and products.

Product Details

Code-Play Blocks

You can code anytime, anywhere, without a computer.

"Code-Play Blocks" is a 100% unplugged, not result-centred but coding-centred itself. As you play with a toy, you can touch the blocks; when you assemble them, they become code itself. One of the company major products, 'Unplugged coding tools' - Code-Play Blocks enables children to grow abilities in creative and logical problem solving through software coding experience without computer. Through this block-type coding without computer or smartphone, anyone can experience software coding anywhere anytime.



GeniRobot Co., Ltd.



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Company Introduction

GeniRobot develops educational robots that teach children about coding, AI, and other STEAM subjects. Children as young as four can learn how to code using our GENIBOT with physical cards. As they learn and grow, they can graduate to learn programming languages including Scratch 3.0 and Python via our interactive LIMS platform, which maximizes student engagement with real-time feedback. We aim to create an environment that provides equal opportunities for learning for all.

Product Details

GENIBOT

GENIBOT is an all-in-one educational robot which is capable of Interactive teaching for coding concept, STEAM, and AI education for young students. From unplugged card coding to line tracing, grid, language, music, mathematics in a variety of ways of STEAM, as well as AI for education to teach from the Age 4+ to teenagers. They can graduate to learn them with our fun mobile app, and then finally move to block coding and AI programming with Scratch 3.0 and Python. Our GENIBOT can be customized with Legos and other accessories to play the game. It can be connected via Bluetooth and our LIMS platform to connect with peers and teachers.



LIMS



LIMS (Learning Interactive Management System) is a cloud-based interactive coding education solution. It enables two-way communication for educators and students to utilize GENIBOT together in one-on-one or group classes, both in person and remotely. Educators can control each student's GENIBOT in real time, no matter where the student is located in the world. Students can also learn by themselves and educators will be provided with full activity reports, helping make individualized instruction possible for every student.

Gooroom Inc.

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Company Introduction

Gooroom is a company on a mission to connect people around the world through video technology and to create a world where everyone feels like a family. It offers video communication services that can be used easily and conveniently, and provides a place where people can challenge and achieve their goals and dreams. 'Small dreams' gathered in Gooroom can become 'big dreams' and these dreams can change the world.

Product Details

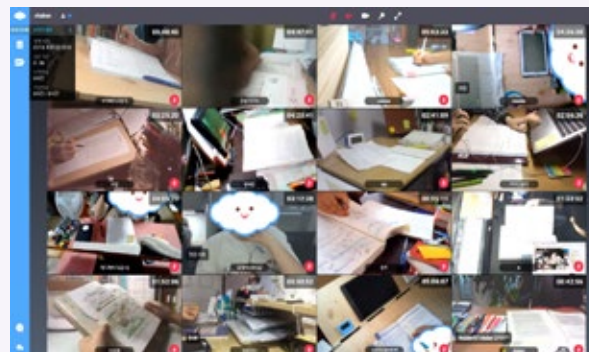
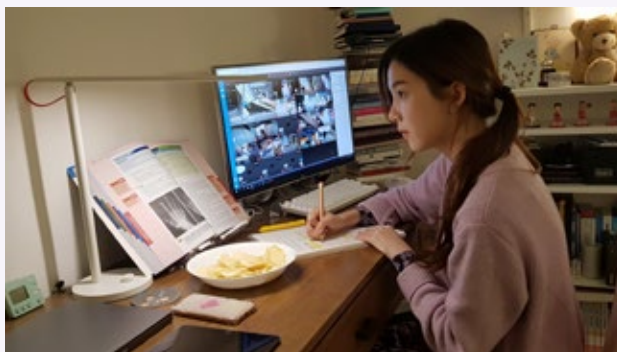
Gooroom Biz

Gooroom Biz is a cloud service that provides office workers with easy access to video conferences, remote training, and interviews. It can show up to 100 people on one screen in Full HD and can communicate in one space with more than 1,000 people. It provides real-time video communication, content sharing, MCU technology, and Korea's best WebRTC technology. Gooroom Biz becomes innovative when we walk with customers.





Gooroom Camstudy

Gooroom Camstudy is the world's first online study room and also a new trendy service that over 30,000 people are using it every day for over 8 hours. Up to 16 people can study together online and can systematically manage studies through various functions such as 'stopwatch' and 'study records'. It creates a new world where opportunities for learning and education.



mirinae

mirinae

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Company Introduction

Mirinae is a company that provides Korean language education services by morpheme-based AI technology. Mirinae explains any sentences that foreigners want to learn.



Product Details

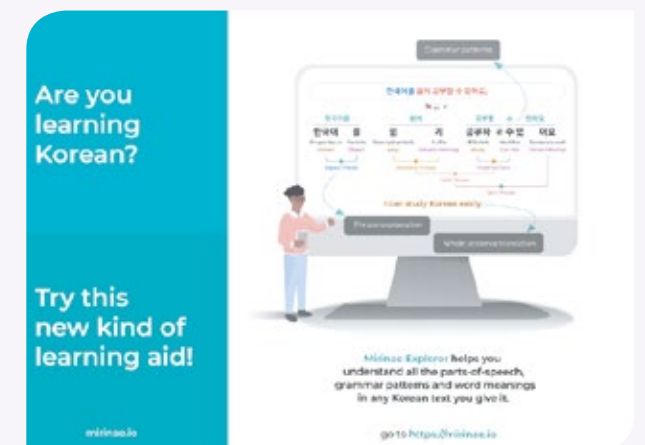
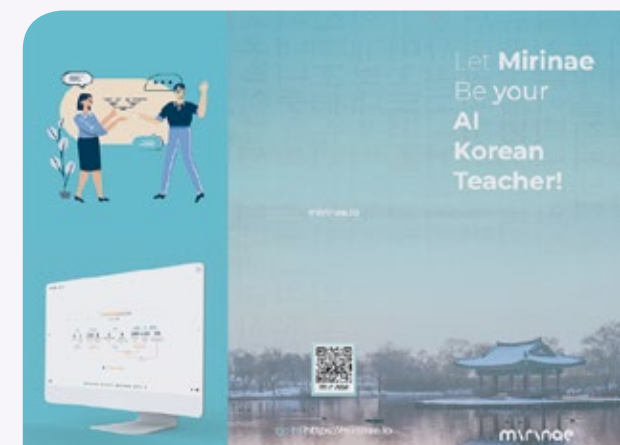
mirinae

Mirinae service decomposes and analyzes sentences when learners enter Korean sentences, providing information in a easy form for users to learn the sentences.

Also, you can use Mirinae service while surfing the web or enjoying K-media.

Without visiting the website, you can explore the sentences that you don't know.

Mirinae service aims to enable users to immediately learn the sentences they want to learn from the media they want, not from traditional educational materials.



Visang Education Inc.



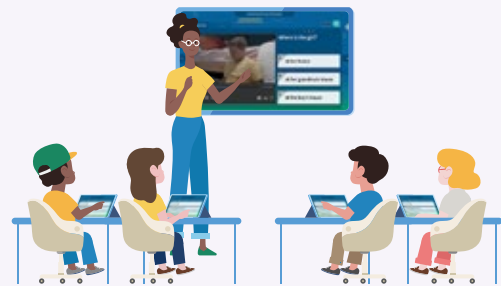
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Company Introduction

Since 1997, Visang Education has grown into an elite provider of content ranging from textbooks and learning aids to online education and teacher support. Now, Visang is focused on building low-cost, high-efficiency "smart-learning" environments where students can enjoy self-motivated English language learning. We couple our focus on the students with training for administration, teachers, and parents so that all parties can enjoy the full capacity of ever-evolving educational technology.

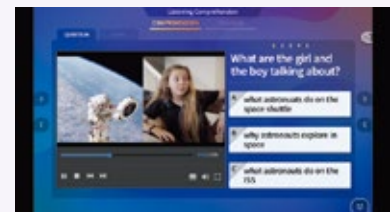


Future class for multi-interactions in classroom

Product Details

ELiF/ Math Alive/ Wings/ englisheye/ Challenge

- ELiF : Two way interactive English learning program which is 6-year based curriculum, using a touch screen and table PCs (Actively utilizing videos, audios and other multi-media materials)
- Math Alive : CCSS based digital Math learning program which is 6-year based curriculum, and it is uploaded on AllviA platform, which is Visang's unique platform
- Wings : Two way interactive English learning program focusing on Kindergarten students, and it is 3-year based curriculum. By covering STEM based subjects and using 3D animation, it intrigues students' interest and active participation
- englisheye : By utilizing 1,400 video content that are shoot in various countries including Hawaii, it provides real-time experience to students and helps develop 4 skills. It provides a portfolio function(6-year based curriculum)
- Challenge : By providing AR/MR(Motion Recognition) functions, it helps kindergarten students to actively participate in class activity (3-year based curriculum)



ELiF



Math Alive



Wings



Challenge



englisheye