

BrainTok

Example of Use

In a classroom setting

ENGAGE AND INTERACT

Encourage your child to engage and interact with a variety of fun learning games.

Now 
brainttok.com



Values360Ventures builds its portfolio for the EduTech in collaboration with BLC Math, is a private company established in South Korea in 1997.

STEMinnoKey is one of the EduTechs, is an inquiry-based teaching and learning application that uses virtual manipulatives to enhance your child's math foundation and skills.

Brainttok is a motion-tracking application designed to enhance cognition and motor skills. It features a comprehensive training program that includes physical exercises, motion games, and cognitive training games.



VALUES 360 VENTURES

THE VENTURE CAPITAL ADVISORY FIRM

Values360Ventures is an EU-based consultancy firm that specializes in equipping entrepreneurs, investors, and stakeholders with the resources to create social businesses and social ventures.

We also generate investment opportunities in companies with a social or environmental impact that deliver both financial and non-financial returns.

Our offices are located in Estonia, Italy, Nigeria, and Saudi Arabia.



BLC MATH, SOUTH KOREA

BLC Math is a private company established in South Korea in 1997. It specializes in mathematics and logic education for both children and the elderly through innovative programs and cognitive enhancement techniques. BLC Math is dedicated to improving the mathematical and logical skills of children through its math app, STEMinnoKey. Recently, the company has also been developing digital content, including motion-tracking technology that supports cognitive development and overall health for both young and elderly individuals.



INTRODUCTION

About Brainttok

"Brainttok" is a motion-tracking application designed to enhance cognition and motor skills. It features a comprehensive training program that includes physical exercises, motion games, and cognitive training games. The program consists of three main components: training, measurement, and evaluation. The training component includes various physical activities and cognitive challenges. The measurement phase includes two types of tests: one for physical ability and another for cognitive ability. In the evaluation phase, users receive individual assessments based on their performance in both training and measurement activities.



Example of use in a classroom setting

Brainttok enables the extension of school lessons into the home, providing supplementary training for students. It allows for the collection and analysis of data from each child's individual activities, helping to plan training for optimal development. Additionally, it can make learning enjoyable for children while easing the burden on teachers.



REQUIRED ENVIRONMENT



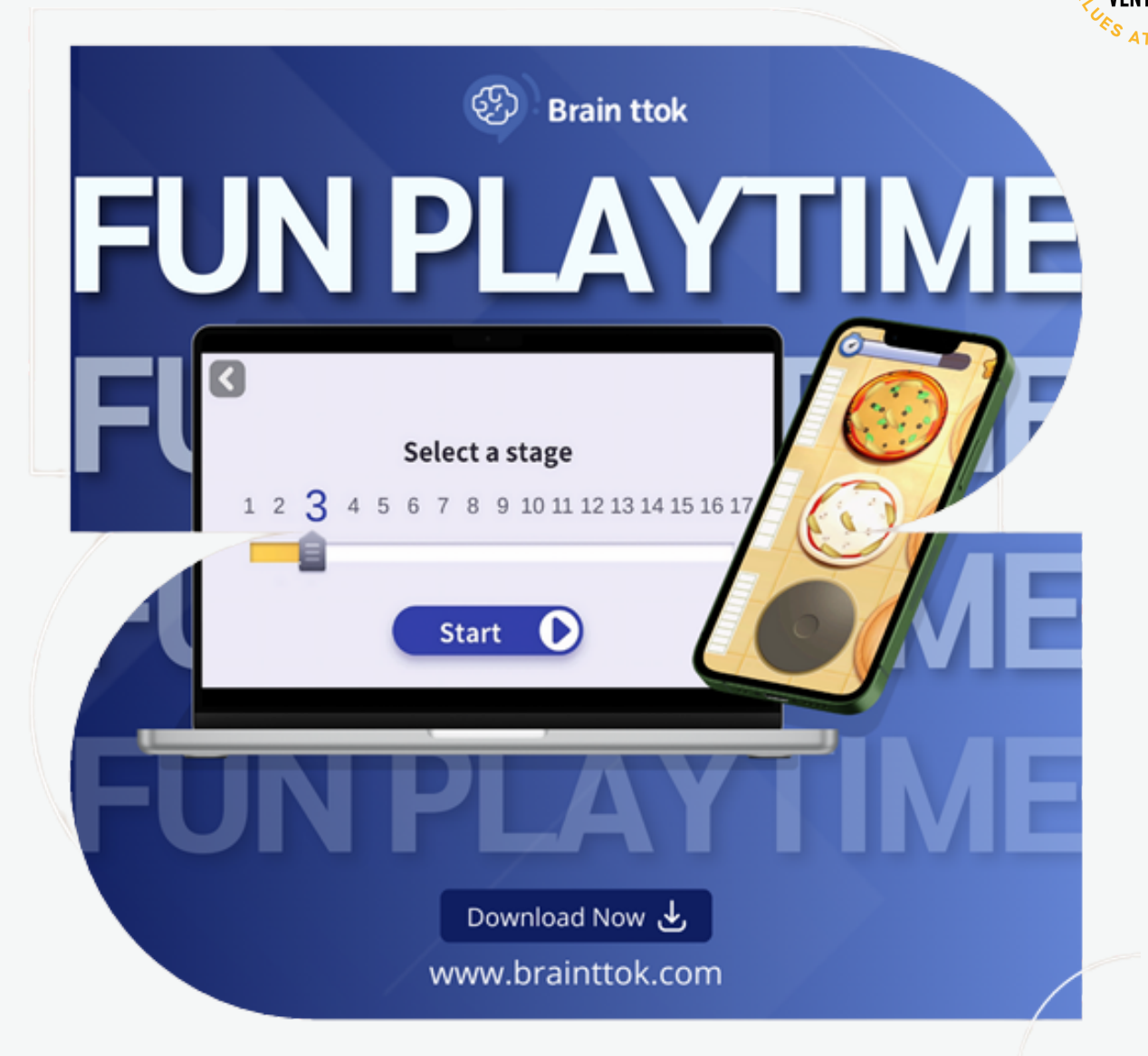
Space Requirements

A minimum space of 4 meters in length is required for proper functionality.



Equipment

The ideal option for a classroom consists of 1 big monitor connected to 1 teacher's device (tablet) and 1 user's tablet for every 2 or 3 users. The minimum equipment is 1 big monitor connected to 1 teacher's device (tablet). For home use, a laptop or a wide tablet is sufficient. Smartphones may be too small; therefore, if using a smartphone, it should be connected to a larger screen, such as a TV, using Bluetooth.



EXAMPLE OF A DAILY ACTIVITIES

Five Components

One day training plan includes three different types of games and two physical activities for a total of 45 minutes or two sessions of 25 minutes each.



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DETAILED DAILY TRAINING (SESSION 1)

Cognitive Individual Game (1st day)

Objective: Engage the children in a fun atmosphere during daily training activities by demonstrating the activities to them.

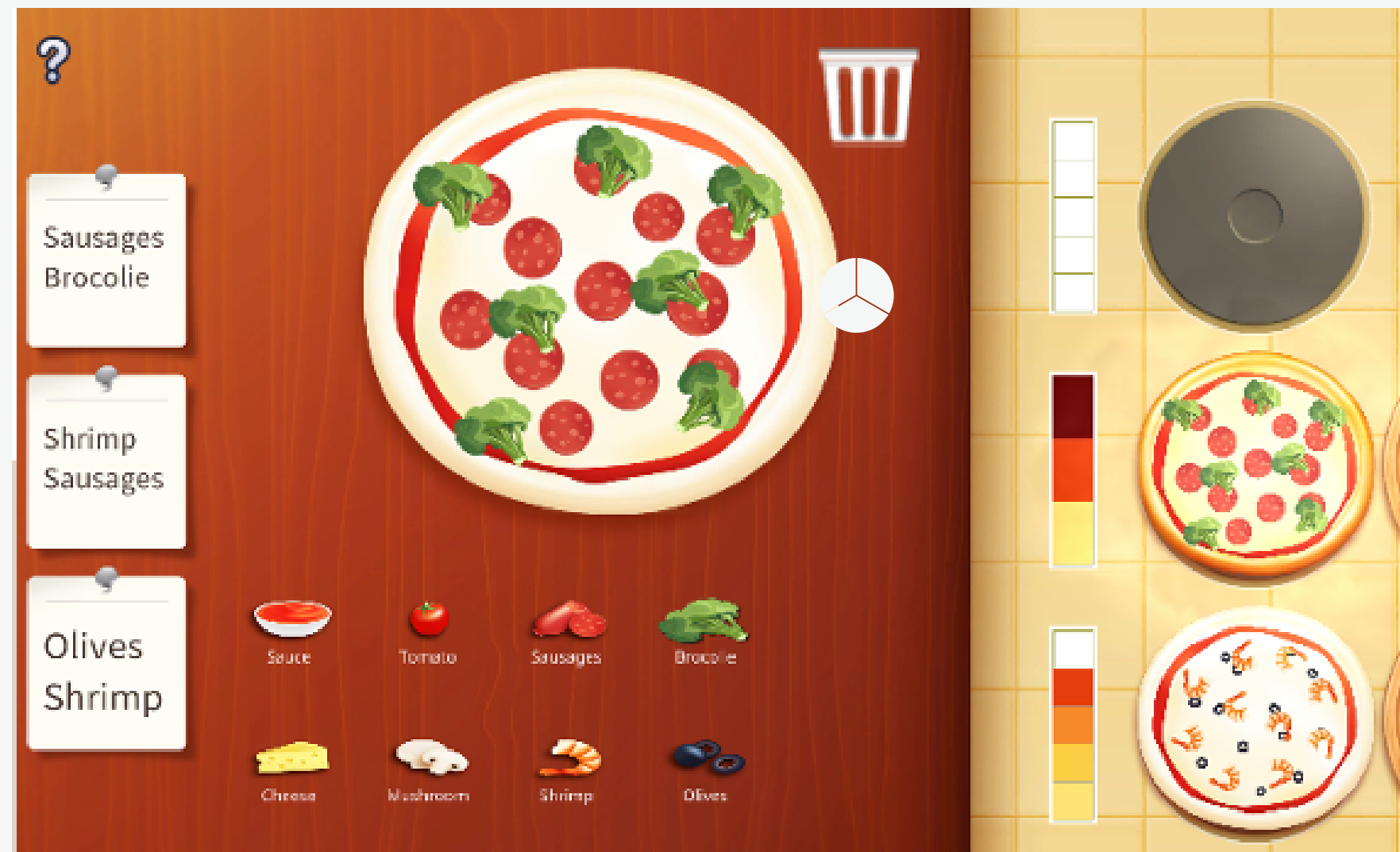
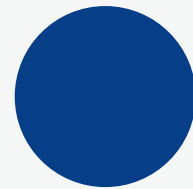
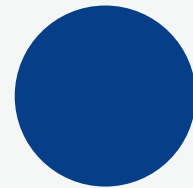
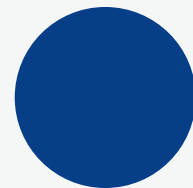
Section	Sub-section	Duration
Cognitive Individual Game	Balloons	10 minutes

Activities

If users have individual devices, they can play independently with the teacher's guidance. If individual devices are not required, users can collaborate and play together, following the teacher's instructions and taking turns playing the games one by one.

Each child can practice the same activities at home to generate data for evaluation.

DETAILED DAILY TRAINING (SESSION 1)



Watch the associated video.



<https://vo.la/UTGxOM>



DETAILED DAILY TRAINING (SESSION 2)



Fitness Exercises (1st day)

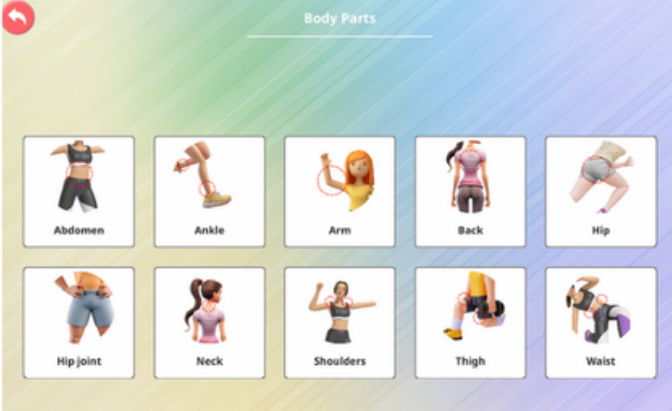
Objective: Involve the children in a fitness exercise by demonstrating how to use it to them.

Section	Sub-section	Duration
Fitness Exercises	Different parts of the body	7 minutes

DETAILED DAILY TRAINING (SESSION 2)



Lower Ages



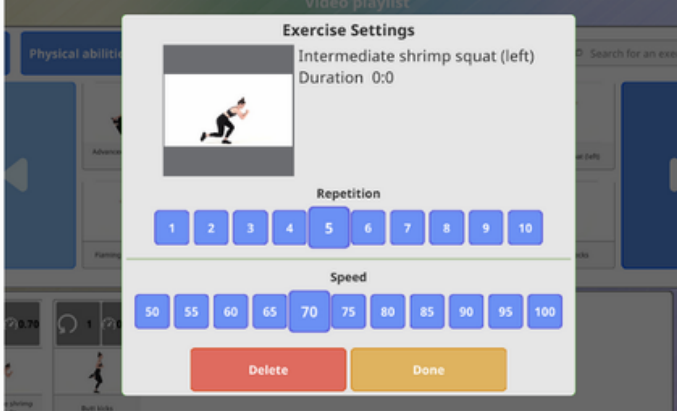
Setting : 2~4 Repetitions, 0.5 speed

Middle Ages



Setting : 3~5 Repetitions, 0.6 speed

Higher Ages



Setting : 4~7 Repetitions, 0.7 speed

Watch the associated video. <https://vo.la/mjtmRC>

In the classroom, children can play together while following the teacher's instructions. Additionally, the teacher has the option to select a suitable training video to replace the originally provided content.

***Each child can then practice the same activities at home to generate data for evaluation.**

● ● ● DETAILED DAILY TRAINING(SESSION 3)

Cognitive Multiplayer Game(1st day)

Objective: Engage the children in a fun atmosphere that encourages cooperative group play by demonstrating the activities.

Section	Sub-section	Duration
Cognitive Multiplayer Game	Stopwatch	10 minutes

DETAILED DAILY TRAINING (SESSION 3)



Activities

Divide the children into 2 to 4 groups based on the gameplay features. Each group's representative will play once before rotating roles. The multiplayer games are well-suited for group play in the classroom.

Additionally, these games can also be played at home with friends remotely, and the results can be saved



Watch the associated video. <https://vo.la/DdrvLe>



DETAILED DAILY TRAINING (SESSION 4)



Physical Activities (1st day)

Objective: To demonstrate various physical activities, such as ballet, and ensure that they are fun and enjoyable for children. fun and enjoyable

Section	Sub-section	Duration
Physical Activities	Ballet for various skill levels	7 minutes

DETAILED DAILY TRAINING (SESSION 4)



In the classroom, children can play together while following the teacher's instructions. The teacher has the option to select a suitable training video to replace the originally provided content. Then, each child can practice the same activities at home to generate data for evaluation.

Lower Ages	Middle Ages	Higher Ages
		
Setting : 2~4 Repetitons, 0.5 speed	Setting : 3~5 Repetitons, 0.6 speed	Setting : 4~7 Repetitons, 0.7 speed

Watch the associated video.



<https://vo.la/HocJKj>

... **DETAILED DAILY TRAINING** **(SESSION 5)**

Physical Game (1st day)

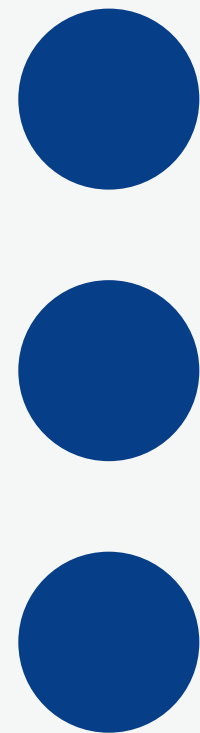
Objective: Involve the children in an enjoyable activity by showing them how to play.

Section	Sub-section	Duration
Physical Games	Bird and Snake	10 minutes

Activities

In the classroom, one child stands in front of the camera to set up the body recognition system and then acts as the representative. The other children then line up behind the representative and participate in games according to the teacher's instructions, taking turns to play one by one.

Each child can also practice the same activities at home to generate data for evaluation.




Brain ttok

20
Level 1

+5

80

SENSOR-BASED FUN

Games that utilize your smartphone camera connected to the TV to detect movement, creating an interactive and engaging learning experience for individuals of all ages.

Download Now 

www.brainttok.com

DETAILED DAILY TRAINING (SESSION 5)

Watch the associated video.  <https://vo.la/wUyTCP>

HOMework



- One of the innovative aspects of Brainttok's training system is that it can increase the amount of training by linking institutional training to the home.
- The system allows users to extend their training time through a varied program that features games, exercises, ballet, and multiplayer games.

- Training sessions created in school can be directly converted into homework, or teachers can assign homework individually based on each student's needs.
- Homework is a crucial activity that cannot be overlooked, as it generates evaluation data through personal training. This data cannot be obtained through group activities at school

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TESTS

Physical Activities (1st day)

Objective: Assess each child's abilities in the physical, motor skill, and cognitive domains through individual tests.

All children will complete all three tests at home during their initial use of Braintok to gather data on cognitive and motor skills.

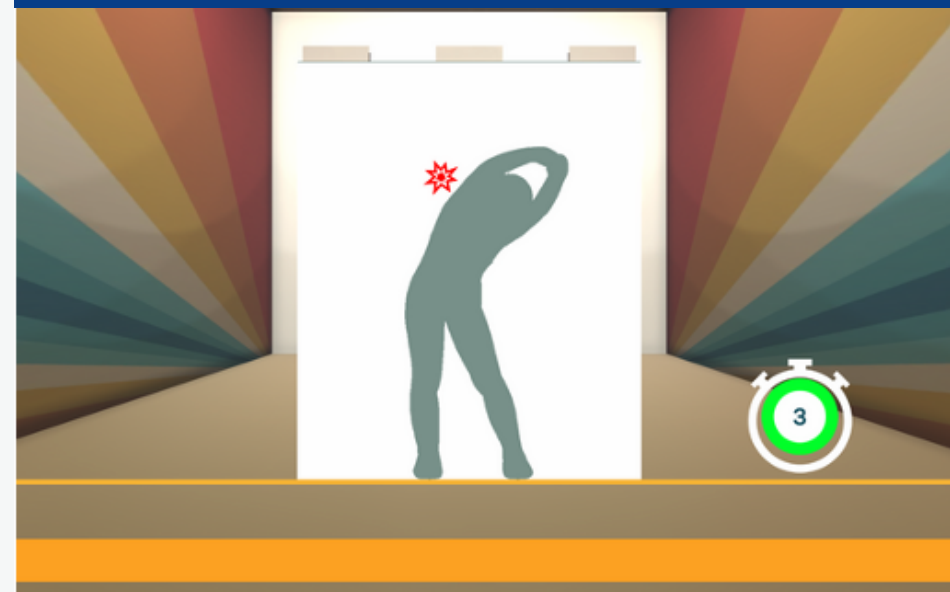
TESTS

Motor Skill Test



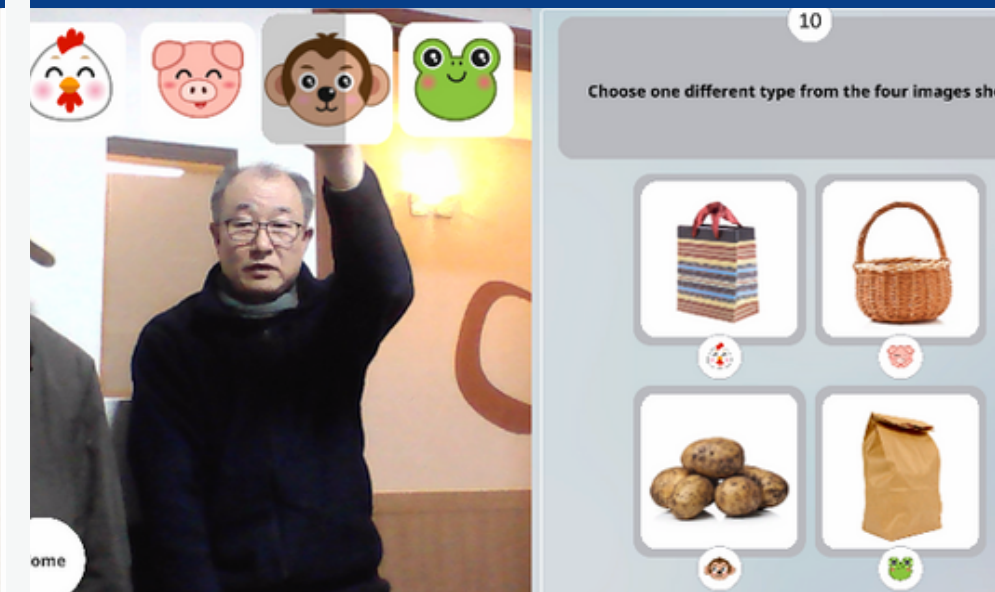
This test evaluates the motor skills of children aged three years and older. This evaluation serves as an indicator to understand the child's developmental status in relation to cognitive ability evaluations.

Physical Ability Test



The purpose of the physical ability test is to evaluate the physical abilities of individuals. Depending on the time required for the test, it is divided into a simple and detailed test, including endurance.

Cognitive Ability Test



This test is designed to assess various areas of cognitive abilities in children aged 3 to 12 years. It can be administered at six-month intervals, with adjusted difficulty levels for different age groups.

CONTENT-RESOURCES



Fitness Exercises

Type of resources:

- Fitness Video / Yoga Animatio

Quantity of resources:

- 130 / 80

Method of use:

- Motion tracking



Physical Activities

Type of resources:

- Ballet & Dance Video

Quantity of resources:

- 200

Method of use:

- Motion tracking



Physical Games

Type of resources:

- Motion Tracking Single Games

Quantity of resources:

- 10 (more coming soon)

Method of use:

- Motion tracking



Cognitive Games

Type of resources:

- Single / Multiplayer Mobile Games

Quantity of resources:

- 30/15 (more coming soon)

Method of use:

- Mobile Game



LET'S WORK TOGETHER



To access the application for free,
please use the following link:



<https://vo.la/KuRVaV>

**During the first 20 days of training, we will
provide close support by sharing the daily
plan and answering every question.**

