

Nurturing Young Inventors



STEM education is widely available, yet its real impact on children is limited. Most programmes focus on coding exercises — drag-and-drop animations and isolated digital tasks that don't relate to children's real lives. Parents consistently tell us the same thing:

“When my child used to take STEM classes outside, every time I asked what they learnt, they couldn't give me an answer.”



Campus X is built on three pillars that mirror how real tech products are made: **Product Design, Engineering, and Entrepreneurship.**

Students learn by identifying real problems, building real hardware, and presenting real products.

PART 1 Product Design

Every student begins with a **problem from their daily life**, and designs a robot to solve it using the Mini platform. Examples include:



Sunlight-Seeking Robot - Maya (P5)

Her plant only received two hours of sunlight in her bedroom, so she designed a Mini that moves the plant to brighter areas in the house throughout the day.



Desk Vacuum Robot - Savio (P4)

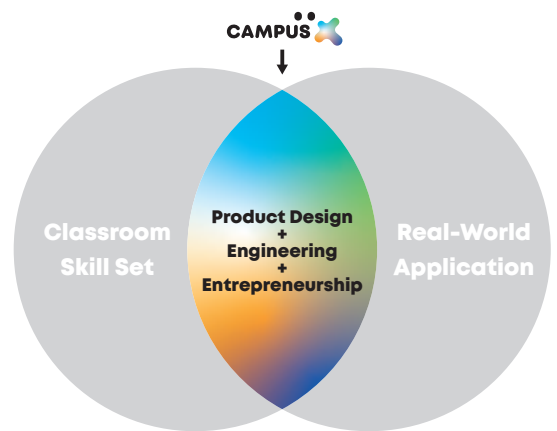
Savio wanted a cleaner study space, so he created a Mini with a small vacuum module that clears eraser shavings after homework.



Night-Guide Robot - Amber (Age 5)

Amber was afraid of walking to the toilet at night. She built a Mini with a torch and programmed it to guide her along a safe, lit path when she claps twice.

These projects teach children how to observe, analyse, design, and iterate — the same process used by real engineers.



PART 2 Engineering (Hardware + Software + AI)

Students design, assemble, and program their own robots — learning real engineering through hands-on practice.



Hardware Engineering

- Assembling motors, gears, sensors, wheels, and support structures
- Learning physics and maths concepts through real components
- Creating custom parts using **3D modelling and 3D printing**



Software Engineering

- Coding robot behaviours using **Microbit**
- Transitioning to more advanced logic with **Python**
- Building interactive robotic features and automations



AI Training

- Collecting image datasets
- Labelling data
- Training AI models and deploying them onto the **AI Mini**

By the end of the programme, every child takes home a fully functioning robot they designed, engineered, and programmed themselves.

PART 3 Entrepreneurship

Children experience the world of startups firsthand.



Startup visits to leading innovators like GOGO X, Sandbox VR, TINY, and SenseTime.

Demo Day, where students pitch their inventions to actual investors. Some students even receive small investments to begin small-batch production — giving them their first taste of taking a product to market.

Adopted by Leading Schools in Hong Kong



Singapore International School



Malvern College Hong Kong



Po Leung Kuk W.H. Cheung College

Campus X now serves over **30 schools**, including top international and local institutions.



Growing Global Footprint

Campus X is expanding internationally with strong early traction.

