

MakeA...

Industries for this invention

- Basic Education
- Maker spaces
- Home schools
- Extra curricular clubs

Innovation Status

TRL 5 - 6
Lab scale validation
and early prototype

Intellectual Property

Know-how

Inventor

Suhail Richards

Contact

Ms. Ruwaida Mohideen
+27 (11) 559 4539
ruwaidam@uj.ac.za



Invention

A cost-effective kit that allows learners to create functional, durable solutions to make everyday items, such as a computer mouse. The kit consists of necessary construction components and corresponding coding instructions.

Problem Solved

The South African MAKER CULTURE can benefit from introducing the concept of being makers to school kids and equipping them with the right tools to explore their creativity. Makers can be defined as people who make and improve technology for themselves and others, which changes people perspective of being consumers to being makers.

The Department of Basic Education (DBE) aimed to implement coding and robotics as a subject by 2022 but have fell short in this regard. The adoption of the 'makeA' kit and concept in South African schools will contribute to the maker culture and DBE goals.

Application

Teaching school kids to develop problem-solving skills and channel their creativity by providing them with the necessary tools to understand coding and robotics as well as encouraging a maker mindset.

Advantages

- Cost-effective;
- All components and instructions included;
- Designed and suitable for kids aged 10 and above

DIY Mouse kit

- Arduino Pro Micro sub-assembly
- 1x Joystick module
- 2x Push buttons
- 3x 1kOhm Resistor
- 1x LED
- 3D printed Sphere mechanism
- 3D printed Button holder

