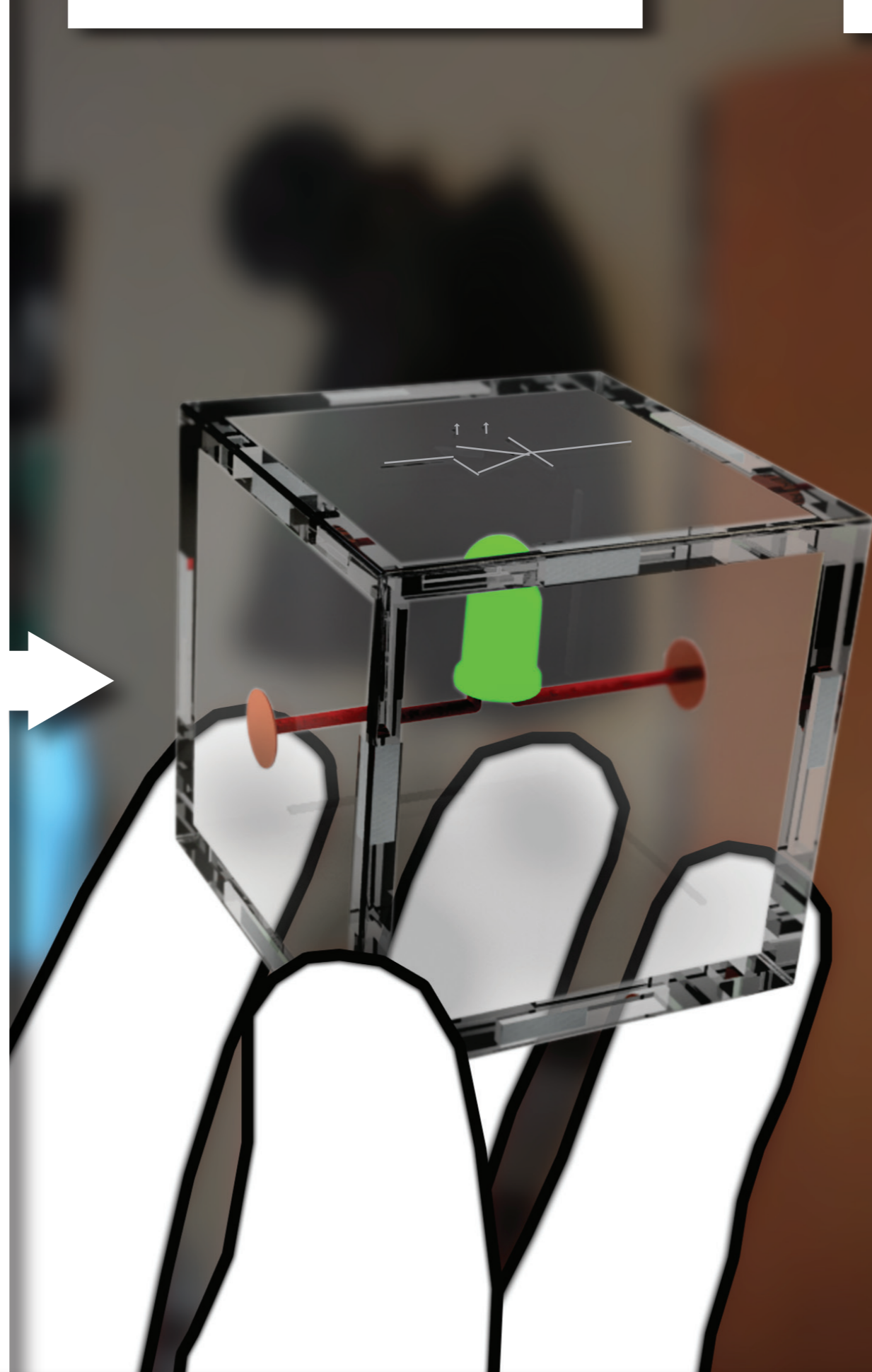


# The Problem

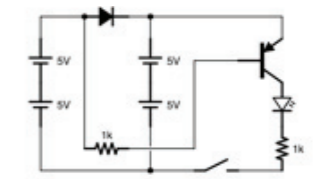


Existing methods for teaching electronics in school are over-complicated, difficult and for the large part uninteresting.

# The Solution



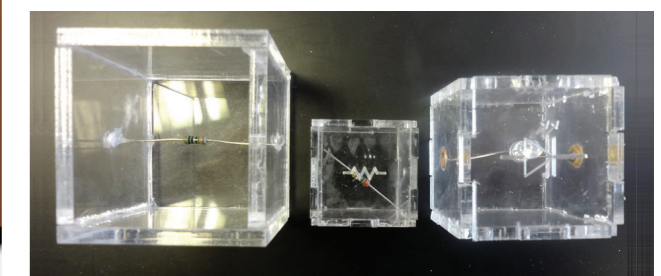
# CUBEHIT



Using 3D to visualise theory learnt primarily in 2D



Promoting creativity in learning



Presenting the components in a clear, accessible and comfortable form

*Simplifying circuitry for the next generation*

