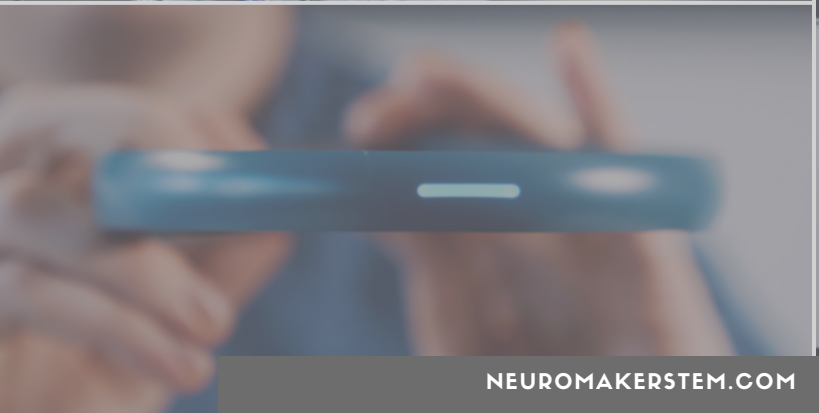
NEUROMAKER

BUILD.
CODE.
CREATE.
DISCOVER.



NEUROMAKER

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Who We Are

NeuroMaker works with schools, universities, and programs around the globe to provide students the opportunity to explore artificial intelligence, biomedical engineering, computer science, neuroscience, engineering design, brain - computer interface technology, and many other complex and relevant topics with avant-garde technologies.

NeuroMaker is the education arm of the three divisions underneath the BrainCo umbrella. BrainCo is a brain-computer interface (BCI) company that explores how the brain interacts with the world. BrainRobotics, our prosthetics sister division, aims to bring a cost-effective myoelectric prosthetic to the limb-different community. FocusCalm, our mental and workplace wellness division, has made leaps and bounds in workplace wellness and athletic performance through working with professional and Olympic sports professionals in our mental conditioning platform. With NeuroMaker, we've taken all of those experiences and brought the best of them to the classroom. We have global reach with our products and have now been implemented in over 450 school districts across the United States.

We pride ourselves on

- crafting unique interdisciplinary experiences through open-ended and inquiry-based learning.
- placing students in the shoes of modern industry professionals looking to solve social dilemmas to build empathy, content knowledge, and 21st Century Skills all at the same time.
- implementing a variety of cutting-edge technologies, including artificial intelligence and brain-computer interface technology, that students interact with to better understand the world in which they live and their own brains.

Educators Pick
BEST OF STEM
WINNER 2022
Trailblazer:
Biotechnology Innovator

THE EDTECH AWARDS
COOL TOOL
FINALIST 2022

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The NeuroMaker Solution

What's Included?

HAND

The NeuroMaker HAND and curriculum were derived directly from real-world prosthetic products to foster industry-specific skills while delivering a truly immersive experience. Students are introduced to biomedical innovations, programming, artificial intelligence, mechanical and electrical engineering, and additive manufacturing.

Curriculum

NeuroMaker curriculum addresses each school's immediate STEM needs and becomes a part of the long term mission of each school and pathway. Curriculum modules are featured in detail in the next section.

BCI

NeuroMaker BCI combines a comfortable cutting-edge EEG headband with dozens of activities that introduce students to neuroscience, machine learning, signal processing, as well as the ethical implications and impact of brain-computer interface.

Professional Development and e-learning

We believe in providing options to best meet each school's unique needs. To best achieve that end, we offer both asynchronous and live training. Whether through a live training with our Implementation Team or through the hundreds of hours of content on our e-learning platform, our goal is to provide PD that is flexible, efficient, and engaging from beginning to end.

NeuroRacing

NeuroRacing is a brainwave-powered slot car set that utilizes NeuroMaker BCI's focus training software to race cars powered by attention and focus levels. Leveraging powerful neurotechnology and cognitive training programs, students control the speed of a race car against others with their ability to mentally focus, the better they focus their brains, the faster their slot car moves.

NeuroMaker Creative Challenge (Capstone)

The NeuroMaker Challenge, our complimentary and inclusive capstone project, is a culminating experience that tasks students with identifying a societal need, collaborating with their peers to develop a solution, and presenting their project to be evaluated by a panel of industry experts.

The Hardware

The NeuroMaker HAND

The NeuroMaker HAND **fosters college and career readiness** by exposing students to **industry-derived products** and **project-based curriculum**, making learning **accessible** and **fun** for all.

What's in the box?

ALL OF THE NECESSARY HARDWARE

We provide all of the necessary hardware and directions to build the NeuroMaker HAND:

- Microcontrollers
- Servo motors
- Tendon wires
- Structural plates
- IR controller
- Electrical wires
- ...and more!

What else is included?

IN BROWSER PROGRAMMING

Expose students to coding without the hassle of downloads. The NeuroMaker HAND set utilizes mBlock, a powerful in-browser programming tool, to give students the opportunity to experience block-based and/or text-based coding. This adds another layer of skill building to our robust curriculum offerings.

FULL CURRICULUM ACCESS

We believe in equity of access. Our curriculum is included with the purchase of any HAND kit. There are no subscription or renewal fees.

The Curriculum

NeuroMaker HAND

	CTE Pathway Exposure	21st Century Skills
Module 1: Project Guided Assembly **Students:** • discover the processes for assembling a real-life prototype while working in small groups. • are introduced to mechanical and electrical engineering concepts and skills.	• Engineering & Technology • Manufacturing Production Process Development • Process Development Development	• critical thinking • communication • perseverance • collaboration • information literacy • self-direction
Module 2: Biomedical Exploration **Students:** • explore biotechnology concepts and brainstorm solutions to real-world problems. • are introduced to neuroscientific, biomedical, and prosthetic design concepts and skills.	• Therapeutic Services • Biotechnology Research & Development • Engineering & Technology • Counseling & Mental Health Services	• communication • creativity • problem solving • perseverance • collaboration • self-direction • social responsibility
Module 3: Engineering Design **Students:** • employ the engineering design process to discover the different phases of development when engineering their own prosthetic prototype. • are introduced to computer programming and critical evaluation skills.	• Programming & Software Development • Quality Assurance • Diagnostic Services • Manufacturing Production • Engineering & Technology	• critical thinking • communication • self-direction • collaboration • innovation • creativity
Module 4: Life and Physical Sciences Exploration **Students:** • use their NeuroMaker HAND to learn about physics, energy, and the human body. • are introduced to scientific hypothesis testing and are able to recognize the affect physical forces have on items.	• Engineering & Technology • Manufacturing Production Process Development • Production	• critical thinking • communication • problem-solving • collaboration • innovation • self-direction
Module 5: Intro to Programming **Students:** • experience block-based coding while connecting and testing the capability of their NeuroMaker HAND. • are introduced to logic and programming skills.	• Information Support & Services • Programming & Software Development	• critical thinking • creativity • problem solving • perseverance • collaboration • technology & digital literacy • self-direction
Module 6: Applied A.I. Exploration **Students:** • explore, present, and apply the concepts within the field of artificial intelligence. • are introduced to ethics, logical processing, and creative implementation skills.	• Consumer Services • Information Support & Services • Programming & Software Services • Web & Digital Communications • Engineering & Technology	• global awarenness • innovation • critical thinking • collaboration

The Hardware

NeuroMaker BCI and BCI Connect Website

Developed from one of the **world's largest brain-computer interface technology companies** - NeuroMaker provides the world's first BCI STEM Kit. Introduce students to the cutting-edge world of BCI technology with our powerful and accessible STEM learning platform. NeuroMaker BCI combines a **precise EEG headband** with **dozens of activities** to introduce students to concepts like neuroscience, self-regulation, neurofeedback, device control, ethics, and societal impact of emerging technologies.

What's in the box?

REUSABLE HARDWARE

NeuroMaker's BCI is a rechargeable, comfortable, and long lasting headband that detects small electrical signals from the brain using EEG technology. Our BCI device operates on two different kinds of hardware - the Crimson Device and the Focus 1 Device. Both of these devices enable the use of all of our BCI curriculum, activities, and challenge materials.

What else is included?

INCLUDED NEUROTECH WEB APP

All NeuroMaker BCI hardware includes free access to NeuroMaker BCI Connect - a companion web app. NeuroMaker BCI Connect runs through a Google Chrome browser and is compatible with Chromebooks, PCs, and Apple computers. It's as simple as putting on your BCI device, connecting it via Bluetooth, and watching your brainwaves in real time on our BCI Connect web app!

READY TO USE NEUROTECH APPLICATIONS

Directly out of the box, NeuroMaker BCI includes the tools necessary to measure mental engagement, relaxation, collect EEG brain data for experiments, and stream different data types to outside devices such as microcontrollers.

FULL CURRICULUM ACCESS

Just like the NeuroMaker HAND Kit, our BCI curriculum is included with the purchase of your device at no additional charge. There are no renewal or subscription fees. Period.

The Curriculum

NeuroMaker BCI

	CTE Pathway Exposure	21st Century Skills
Module 1: Neuroscience Fundamentals **Students:** • acquire critical background knowledge surrounding EEG technology, brain waves, and how to use their NeuroMaker BCI device. • are introduced to neuroscientific concepts and skills.	• Biotechnology Research & Development • Engineering & Technology • Therapeutic Services	• self-direction • critical thinking • technology literacy skills
Module 2: Neurofeedback Exploration **Students:** • undergo a series of self-guided experiments to improve self-regulation. • discover how to relax and engage with neurotechnology. • introduced to experiment design and modern neurotechnology applications.	• Therapeutic Services • Biotechnology Research & Development • Engineering & Technology • Counseling & Mental Health Services	• communication • creativity • problem solving • perseverance • collaboration • self-direction • social responsibility
Module 3: Brain-Powered Device Control **Students:** • build a variety of devices and then control those devices using their BCI. • are introduced to C++ programming, serial communication protocols, and different forms of hardware.	• Programming & Software Development • Quality Assurance • Engineering & Technology	• critical thinking • communication • self-direction • collaboration • innovation • creativity • technology literacy skills
Module 4: Impact and Ethics of BCI **Students:** • use their NeuroMaker HAND to learn about physics, energy, and the human body. • are introduced to scientific hypothesis testing and are able to recognize the affect physical forces have on items.	• Engineering & Technology • Manufacturing Production Process Development • Production	• critical thinking • communication • problem-solving • collaboration • innovation • self-direction

The Curriculum

Applied Programming

NeuroMaker's Applied Programming provides students with the building blocks they need to **flex their block-based programming skills** and **step in to the world of C++ text programming**. Students can work together or independently to graduate from the world of approachable block-based coding into the more abstract language of C++, a foundational computer science language, that will **set them up to understand additional essential languages** in later years.

Block-Based and C++ Text Programming

NeuroMaker's Applied Programming curriculum and library of advanced student projects engages students who are new to programming, those who have a strong programming background, and all students in between! With detailed walkthroughs to supports beginners and open ended projects to challenge more experienced students, students develop 21st century skills like critical thinking and information-literacy as they program their way through a wide variety of tasks and activities.

The Curriculum

Applied Programming Curriculum Overview

	CTE Pathway Exposure	21st Century Skills
Module 1: Intro to Programming Concepts **Students:** • use block- and text-based coding to connect and test the capability of their completed NeuroMaker HAND. • use block- and text-based coding to connect and test the capability of their completed NeuroMaker HAND.	• Programming & Software Development • Engineering & Technology	• critical thinking • perseverance • collaboration • information literacy • self-direction
Advanced Student Projects Set Up Your C++ Coding Environment Move a Finger to a Stable Position Create a Program that Displays a Gesture Create a Program that Displays a Random Number on Their NeuroMaker HAND Grab a Pen with the NeuroMaker HAND Grab a Cup with the NeuroMaker HAND Grasp and Manipulate Objects with the NeuroMaker HAND IR Sensor Control	• Programming & Software Development • Engineering & Technology	• critical thinking • perseverance • collaboration • information literacy • self-direction

NeuroMaker Challenge

The Capstone Experience

The NeuroMaker Creative Challenge is a **semiannual, open design competition** for middle and high school students which runs twice a year, in June and December, to coincide with the spring and fall semesters. This competition is **open to students around the world in order to investigate the connections between biomedical engineering, artificial intelligence, programming and more**.

How does the NeuroMaker Challenge work?

1. **Students form teams.**
2. Teams **select a problem to investigate** based off of a theme announced by the NeuroMaker judging committee.
3. Teams **conduct research**, **build a prototype**, and **virtually submit their solutions** in a short scientific report and video!
4. The NeuroMaker judging committee selects **six finalists** - three middle school and three high school teams - and awards the first, second, and third place winners from each age range $1,500, $750, and $500, respectively.

NeuroMaker Challenge Highlights

Want to see more? Scan the QR code for more amazing student submissions!

TEAM BLUE

A team of **middle school students** with the goal of modifying prosthetic devices with magnets and finger hooks to help people with limb differences with their cell phone usage.

TEAM DIGIT PROSTHETIC BAND

A team of **high school students** who utilized the NeuroMaker HAND and inspiration from existing prosthetic devices to prototype a prosthetic device to help digit amputees.

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NeuroRacing

Unlock your brain's potential and control the speed of a car with your brain! NeuroRacing is the perfect addition to any STEM Makerspace room. NeuroMaker BCI's EEG headband **measures students' ability to focus** to determine the speed of their car going around the slot car track.

What's Included?

- BCI Headband
- NeuroRacer Control Box for 2 Lane or 4 Lane Solution
- NeuroRacer Software
- Instructions and Training Materials

Slot car track not included

Why NeuroRacing?

With NeuroRacing, students can not only custom build their track but also learn techniques to better focus in a fun and engaging way. NeuroRacing is an excellent way for the students to learn and compete during their time in the STEM Makerspace room to see who can increase (and maintain!) their focus and win the race.

The Curriculum

Highlights

Our curriculum was written **by teachers, for teachers**. Therefore, every lesson plan, educator- and student-facing resource, and activity was written with the classroom in mind and is ready for use in a wide variety of cases.

Hands-On Industry-Centric Experiences

One of NeuroMaker's top priorities is to prepare students for future experiences and careers in STEM fields. Our modules provide engaging, in-depth, and project-based activities that do just that in the fields of:

- Biomedical Engineering, Manufacturing, Programming, AI, and more!

Content and Language Focuses

We provide the following objectives to anchor each learning experience and provide context around why we structured each lesson and module the way that we did:

- Module-Lesson Connection
- Content Objective
- Language Objective

Lesson Scaffolds and Differentiation

Our curriculum was organized and written with educators and students in mind. Lessons are built with many opportunities for differentiation and educators can pick and choose which parts of each lesson they would like to use depending on their class' unique strengths and challenges.

Embedded Resources

Once you have access to our Curriculum Portal and you receive your hardware in the mail, you are ready to go! All of our educator- and student-facing resources are linked directly within the Portal and within our Comprehensive and One Page Lesson Plans.

The Curriculum

Our Approach

Carefully crafted by former teachers, NeuroMaker curriculum focuses on providing **enriching experiences** that are both interdisciplinary and focus on high-demand industry-centric skills. We create **high-quality instructional** materials for use in a variety of classroom settings while implementing modern instructional design techniques like Universal Design for Learning all through the lens of **college and career readiness**. We concentrate on **eliminating opportunity gaps** within STEM by including our curriculum and capstone competition, the NeuroMaker Challenge, at no additional cost.

High-Quality Instruction

Our curriculum is written by experts and curated by former educators to ensure that your students are exposed to accurate information presented in the most modern and digestible formats. Keep reading to see samples of our curriculum.

Enriching Experiences

We understand the importance of interdisciplinary, hands-on experiences and bring our love of exploration and inquiry into the classroom with our culminating experiences and one-of-a-kind competition, the NeuroMaker Challenge.

Eliminating Opportunity Gaps

We eliminate opportunity gaps by including our curriculum, resources, and capstone competition, the NeuroMaker Challenge, with the purchase of our hardware. Districts purchase the hardware they need when they need it with no hidden fees. It's that simple.

College and Career Readiness

Our goal is to create learning experiences that have a lasting impact on students' academic and social selves. We focus on college and career readiness as well as skill development as we create lessons and culminating experiences that better prepare students for the world they will encounter post-secondary.

The Curriculum

What's Included?

Unlike other STEM products, **all** of NeuroMaker's Curriculum is included with purchase. That's **100+ hours** of interdisciplinary content spanning Biomedical Engineering, Programming, Brain-Computer Interface Technology, and more! **Scan here to view a comprehensive lesson plan and all embedded resources!**

Comprehensive Lesson Plans

Our Comprehensive Lesson Plans are exhaustive lesson maps that include resources and teaching scaffolds designed to support all educators from interns to seasoned veteran STEM instructors.

One Page Lesson Plans

Our One Page Lesson Plans serve as helpful outlines of the critical features of the lesson while still delivering all of the foundational components that educators need to feel supported.

Assessment Menus

Deviating from the traditional exit ticket or evaluation, our Assessment Menus provide students with choice around how they can best demonstrate what they've learned. Students can choose to write, speak aloud, draw, and more!

Background Documents

Educator Background Documents remove a step of the preparation process for educators - time intensive research! We have articles that precede NeuroMaker lessons to ensure educators feel confident and prepared.

Student Lab Notes

Our lesson plans are anchored around student experience - as can be seen in our Student Lab Notes. Students use Lab Notes to brainstorm, design, and project plan independently and in groups to ensure they retain and incorporate knowledge.

Presentation Decks

To scaffold class discussion and help solidify NeuroMaker routines, Presentation Decks are chock full of information, discussion prompts, and project directions, that both help educators teach and students learn in a variety of modalities.

Supplemental Materials

NeuroMaker's ever growing library of supplemental materials include vivid infographics, informational articles, and fast-fact sheets to guide your students through the beginning stages of research projects and spark passion across all facets of STEM!

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Professional Development

e-learning Suite, Core, and Live PD

NeuroMaker's library of professional development offerings span both **synchronous** and **asynchronous** options to provide ultimate **flexibility**, **variety**, and **efficiency** for our customers and staff.

NeuroMaker e-learning Suite

NeuroMaker e-learning Suite is our comprehensive library of asynchronous course work. It covers a variety of topics including, but not limited to, product onboarding, cognitive development of the brain, and introduction to artificial intelligence. Receive a printable certificate of completion for each course mastered and share with your network to identify yourself as a NeuroMaker subject expert!

NeuroMaker e-learning Core

NeuroMaker e-learning Core is our compact, asynchronous offering and covers our product onboarding materials for those looking to get started on a budget. This valuable alternative to live training allows educators to revisit onboarding materials as often as they like.

NeuroMaker Live Professional Development

Our live professional development offerings are conducted by one of our training experts and are intended to provide one-on-one support. These sessions are structured loosely around the materials found within our NeuroMaker e-learning Core series but can cover more or less depending on the wants and needs of the participants.

FocusCalm: Workplace Wellness

Our sister division, FocusCalm, focuses on improving staff and workplace wellness and has been shown in trials to significantly improve employee wellness and reduce burnout.

Learn more about FocusCalm through their Workplace Wellness Whitepaper.

Culture & Approach

Sparked by a young girl's suggestion about using brain-computer interface to control prosthetics for limb-different individuals, inclusion and diversity are at the heart of NeuroMaker's approach. We foster **welcoming learning environments** by encouraging students to take on projects that promote social- and global-awareness, self-efficacy, and positive communication skills. We focus on **whole-child well-being** by instituting equitable whole-child design methodologies. Our brain-computer interface technology curriculum supports strong **social-emotional skills** by incorporating raw and processed data for students to visualize their mental states as they practice meditation and attention techniques and activities with our game-based wellness app.

Welcoming Learning Environments

Our lessons and experiences foster community within the classroom through developing communication skills, self-efficacy, and perseverance. With the push toward social emotional growth as well as academic recovery, our program's multi-pronged approach to content mastery ensures students are engaging with rigorous content in meaningful ways while building empathy and compassion.

See how NeuroMaker supports Equitable Whole-Child Design

Whole-Child Well-Being

We believe in taking a wholistic approach to student development and education. By placing an emphasis on academic, social, and emotional wellbeing, NeuroMaker activities foster communication and collaboration skills and encourage students to develop empathy for others while working toward solving global and community issues.

Social-Emotional Skills

With our unique BCI hardware and intuitive curriculum, students can visualize their own raw brain wave data to see how their individual brain responds to different stimuli or activities. Students can also see their data fed through several algorithms that account for interference and return a meditation and/or attention score, effectively allowing the student to track their own mental state during self-guided or whole-classes activities. Interested in using this technology in a wellness space? We have an app for that!

Student Experiences

In a recent NeuroMaker pilot program sponsored by PepsiCo R&D, **junior and senior students explored interdisciplinary subjects such as biomedical engineering, manufacturing, artificial intelligence, and more**. Students were asked to report on their experience, whether or not they saw themselves pursuing a career that related to the skills they developed, and how they perceived the importance of STEM in their career considerations post-high school.

All students who participated in the exit survey identified that STEM mattered strongly or somewhat strongly in a career they were considering post-high school.

100%

of students rated their experience **at or above average with NeuroMaker hardware and curriculum**.

75%

of students said they **saw themselves pursuing a career with STEM skills related to NeuroMaker activities**.

Funding

NeuroMaker solutions can be purchased through a variety of **funding sources**, ensuring students can experience our rigorous and industry-aligned materials without sacrificing other critical programs and technologies.

ESSER

ESSER, a collection of three Elementary and Secondary School Emergency Relief Fund Acts released between 2020 and 2021, provided just under 190 billion dollars to assist schools in preparing for the increased and changing needs of students after the COVID19 pandemic. NeuroMaker supports several key initiatives within ESSER's guidelines for use of funds including providing "substantive educational interaction between students and their classroom instructors".

Perkins

Perkins, also know as the Strengthening Career and Technical Education for 21st Century Act, expanded and modified existing college and career technical education legislation to better serve and support historically underserved student populations. As a curriculum that specifically supports and serves multiple CTE pathways, several district partners have used Perkins funds to bring NeuroMaker into their CTE programs.

Title IV - A

Also known as the Every Student Succeeds Act, Title IV-A is intended to provide students a well-balanced academic experience, incorporate mental, social, and physical wellness education, and support the use of modern and in-demand technology to foster the development of in-demand skills. NeuroMaker supports each of the three primary tenants of Title IV-A and has been successfully funded by a variety of our district partners through that source.

References

	Middle School	High School

STEM Program	**Los Angeles Unified School District, CA**
	Integrated **HAND** and **BCI** as part of Makerspace and Coding & Robotics Core Class
	• **Kate Dehbashi** - STEAM Magnet Coordinator
	  ◦ kate.dehbashi@lausd.net
	  ◦ 818-313-7463
		Boston Public Schools, MA
		Integrated **HAND** and **BCI** as part of STEM Program
		• **Elizabeth Milewski** - Executive Director of STEM
		  ◦ ekenney2@bostonpublicschools.org
		  ◦ 857-302-9002

STEM Program	**Worcester Public Schools, MA**
	Integrated **HAND** and **BCI** as part of STEM Enrichment Program
	• **Christine Lloyd** - Science and Engineering Director K-8
	  ◦ lloydc@worcesterschools.net
	  ◦ 508-799-3470
		Elyria City Schools, OH
		Integrated **HAND** and **BCI** as part of STEM Program
		• **Kathy Koep** - Director of Professional Development, Science, and STEAM
		  ◦ koeppkathy@elyriaschools.org
		  ◦ 440-284-8222

Core Curriculum Supplment	**St. Vrain Valley School District, CO**
	Integrated **BCI** as part of Neuroscience Program
	• **Anna Mills** - Innovation Coordinator & Teacher
	  ◦ mills_anna@svvsd.org
	  ◦ 303-702-8020
	• **Cyrus Weinberger** - Principal
	  ◦ weinberger_cyrus@svvsd.org
	  ◦ 303-702-8020	

CTE Program		**Colorado Springs District 1, CO**
		Integrated **HAND** as part of CTE Program
		• **Duane Roberson** - CTE Director
		  ◦ duane.roberson@d11.org
		  ◦ 709-328-2041

Afterschool Enrichment		**STEMWorks Hawaii, HI**
		Integrated **HAND** and **BCI** as an afterschool Enrichment Program for the State of Hawaii
		• **Katie Taladay** - Director of Education and Workforce Development
		  ◦ katie@medb.org
		  ◦ 808-429-5745

> **NeuroMaker has done more than just engage the students.**
>
> It has helped the high school kids from the robotics club bond with the upper elementary students through building the NeuroMaker HAND prototype. This does more than build relationships; it allows the older students the opportunity to teach and lead.
>
> -Tom Barnhart
> Sydney Public Schools

Next Steps

NeuroMaker is committed to our current and future partners and values feedback from the educators and students that inspire what we do every day:

"It's [NeuroMaker Curriculum and Hardware] **all hands on**. That's what I love about it. It's hands on. **Students are able to see the results of their work** in the project. So it's not just theory. They read about it, they've learned the scientific facts, and then they do the project and then they **see the results of what they learn**."

-Kate Dehbashi
Hale Charter Academy Educator and NeuroMaker Partner since Fall 2021

☐ 1 **Review Our Materials**

This packet is all yours! We've included everything we think you might need to get a sense of who we are and why we'd make a fantastic partner.

☐ 2 **Access Our Sample Curriculum Portal**

Scan the QR Code and reach out to us for access to a sample of our curriculum!

☐ 3 **Review Our Recommended Packages**

Right after this page, you'll find three of our recommended packages. We can tailor our quotes to meet the unique needs of your program.

☐ 4 **Reach Out**

We would love to hear from you! For questions or to learn more about our offerings reach out to:

Lawrence Franchini
Vice President of Sales
lawrence.franchini@brainco.tech

Package 1: Starter

Product	List Price	Sales Price	Quantity	Total Price
NeuroMaker HAND	$500.00	$500.00	6	$3,000.00
NeuroMaker BCI_BT	$500.00	$500.00	10	$5,000.00
FocusCalm Subscription w/ Portal Lifetime	$300.00	$300.00	5	$1,500.00
NeuroMaker Repair Kit	$75.00	$75.00	1	$75.00
NeuroMaker e-learning Core	$500.00	$500.00	1	$500.00

If not tax exempt, sales tax will be calculated upon confirmation of your invoice.

Subtotal $10,075.00

Grand Total $10,075.00

Package 2: Builder

Product	List Price	Sales Price	Quantity	Total Price
NeuroMaker HAND	$500.00	$500.00	10	$5,000.00
NeuroMaker BCI_BT	$500.00	$500.00	20	$10,000.00
FocusCalm Subscription w/ Portal Lifetime	$300.00	$300.00	10	$3,000.00
NeuroMaker e-learning Suite	$3,000.00	$3,000.00	1	$3,000.00
NeuroMaker e-learning Core	$75.00	$75.00	1	$75.00

If not tax exempt, sales tax will be calculated upon confirmation of your invoice.

Subtotal $21,075.00

Grand Total $21,075.00

Package 3: Leader

Product	List Price	Sales Price	Quantity	Total Price
NeuroMaker HAND	$500.00	$500.00	15	$7,500.00
NeuroMaker BCI_BT	$500.00	$500.00	30	$15,000.00
FocusCalm Subscription w/ Portal Lifetime	$300.00	$300.00	15	$4,500.00
NeuroMaker e-learning Suite	$3,000.00	$3,000.00	1	$3,000.00
NeuroMaker e-learning Core	$75.00	$75.00	1	$75.00

If not tax exempt, sales tax will be calculated upon confirmation of your invoice.

Subtotal $30,075.00

Grand Total $30,075.00