



**ROOT TECH**

**DISRUPTIVE INNOVATION.**

# WHO ARE WE

Root Tech is an African original equipment manufacturer (OEM) based in Johannesburg South Africa working in the consumer electronics market.

The company has created a product called the Prism which is a world first in that it is a personal computer that has a virtual keyboard and mouse as well as a virtual screen.



# WE STARTED WITH THE EDU CUBE

- A lightweight single board PC running on an open source unix based operating system.
- Multiple I/O ports.
- HDMI Display Out
- Expandable Storage
- Support for common peripherals



# WE STARTED WITH THE EDU CUBE

- EduCube was designed to be the schoolbag of the the future answering the issue around bringing computing to rural areas as well as easily distributing e-learning content to students
- Created using content provided by the Department of Basic Education
- Link to educube: <https://youtu.be/00fVS4zIgUM>



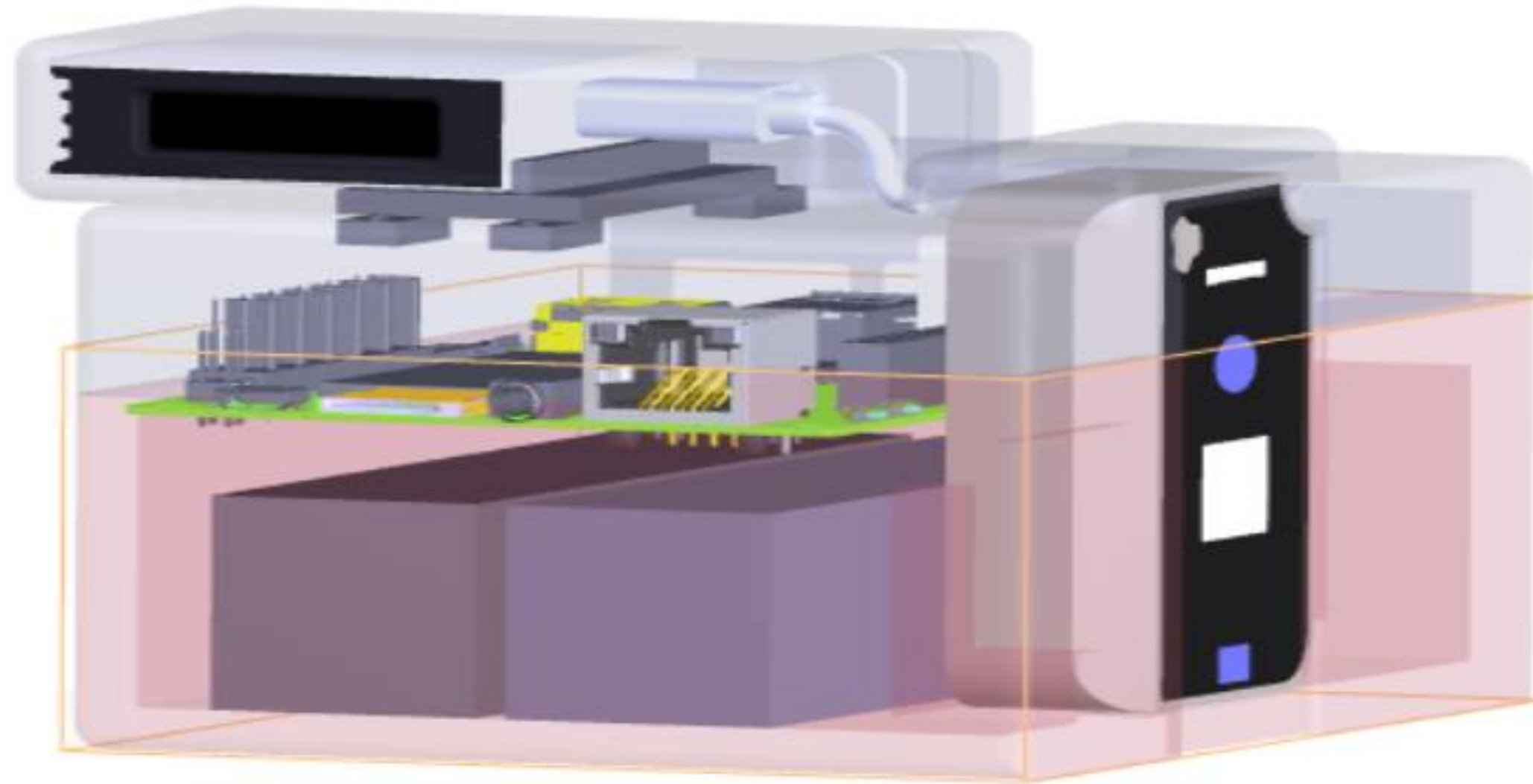
# WE LEARNT SOME LESSONS

- A great product doesn't always sell itself.
- The market wants a solution that is highly interactive and engages multiple senses, yet must be robust and easy to deploy.
- Technology needed to be usable in areas where electricity was limited
- Simplify the complexity to enhance the mobility and usability
- Greater collaborations with the public sector was key in addressing real problems in society



THIS LED US TO





# PROJECT PRISM

A Root Tech Innovation



# WHAT IS IT?

- Project Prism represents what WE envision to be the future of computing and home entertainment.
- All in one solution that incorporates virtual input peripherals and display in a single convenient package.
- Highly Interactive and usable in both urban and rural environments



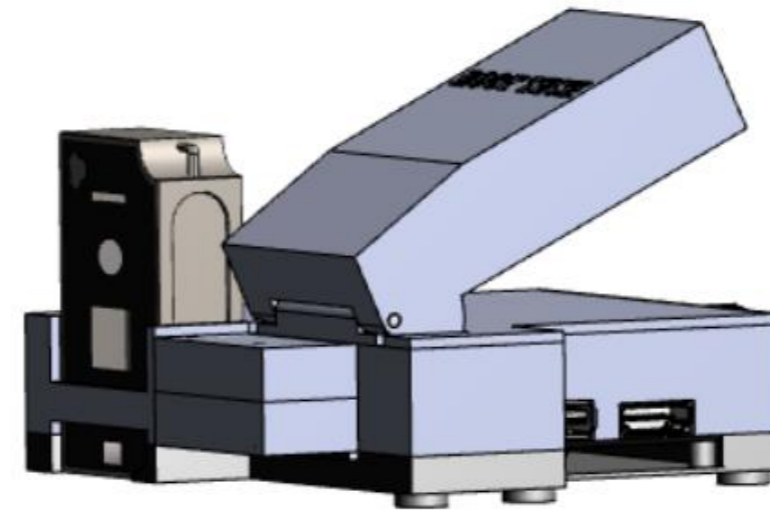
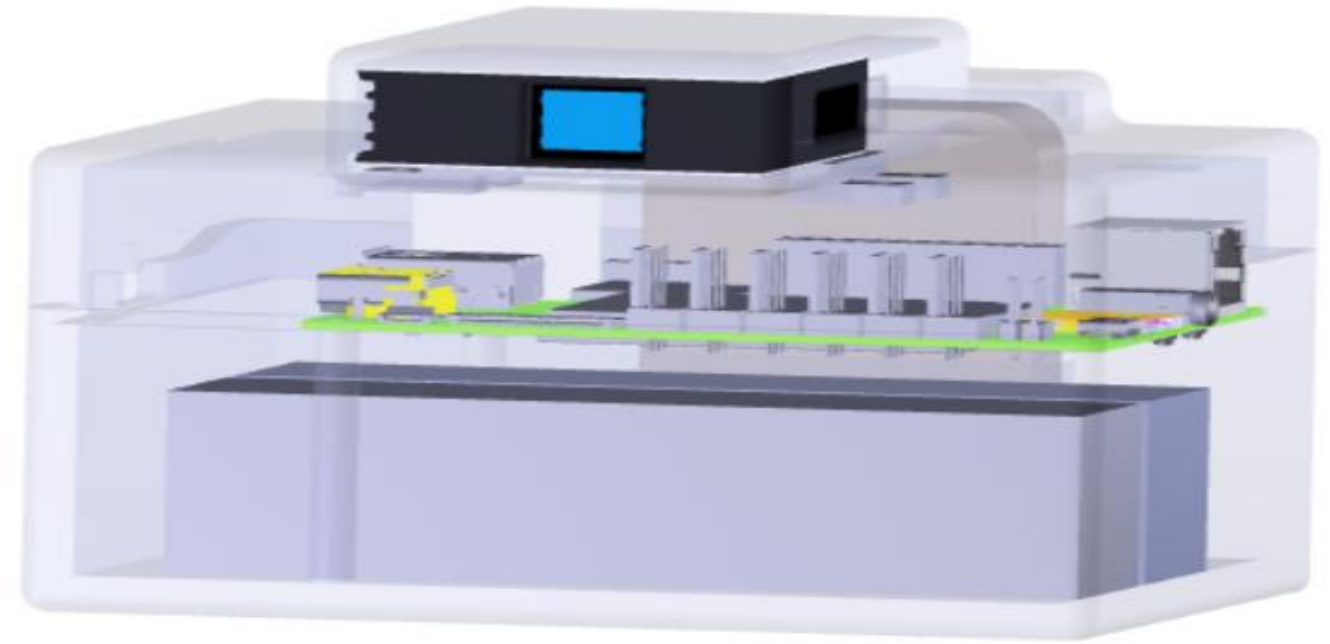
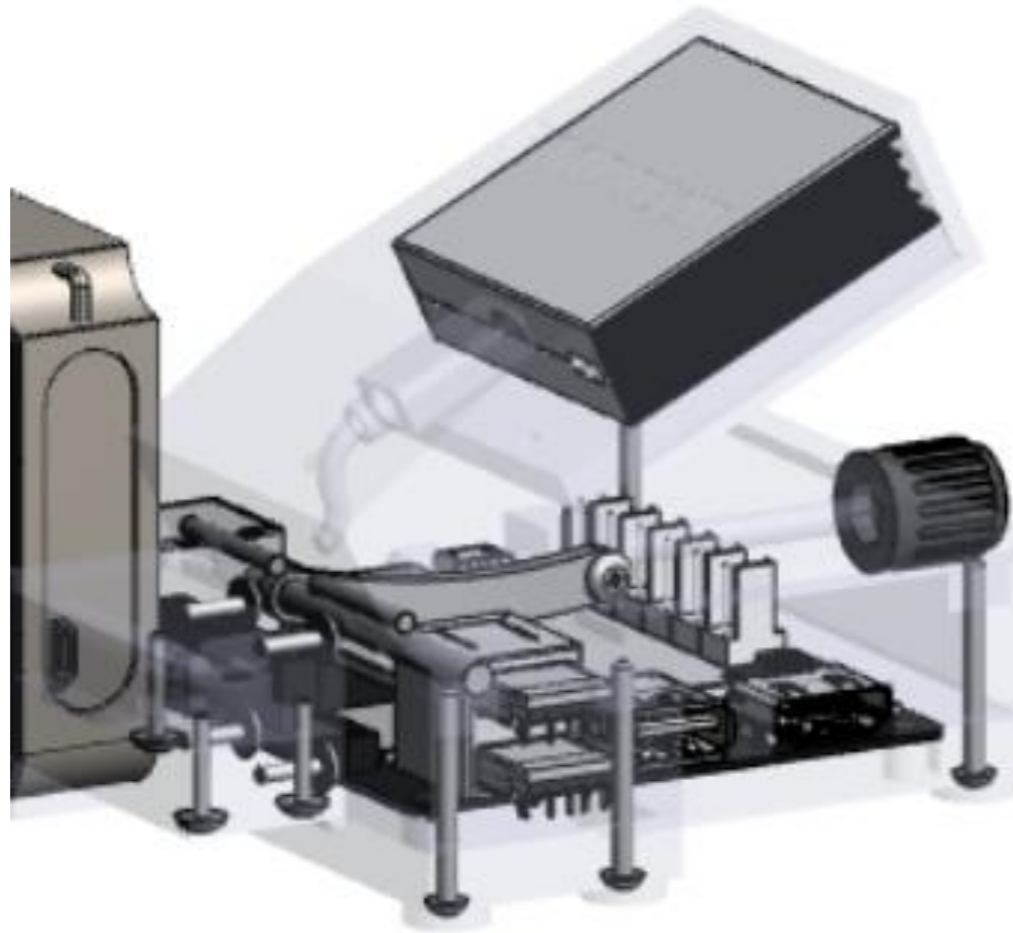


# TECHNOLOGY DEVELOPMENT PARTNERS

- Department of Science and Innovation (DSI)
- Technology Innovation Agency ( Seed Fund Programme)



# THE PRISM



# FOR EDUCATION

- Project Prism can be deployed to schools in areas with low connectivity as digital goods and curricula is available offline.
- We have several deployment models that include tooling, up-skilling and employment of local resources to support devices deployed at schools.
- Prism aims to enhance digital skills by improving the accessibility of digital literacy tools.
- We are excited to contribute towards the realisation of the United Nations Sustainable Goal for Quality Education and have been invited to speak at a number in United Nations conference on how technology can contribute to the Quality Education SDG.



# FOR MEDIA CONSUMPTION

- The prism will disrupt the following industries:
  - Television
  - Conventional personal computers
  - Traditional analog and satellite television
  - Traditional computer accessory manufactures (keyboards, mouse and monitor etc)

With the emergence of on demand media streaming the prism is ideally placed as a hosting platform for any streaming service providers. This is in light of the fact that the device can be configured to act as a media streaming device with its own built in projection display. A single compact device can host your streaming service and also remove the need for its user to depend on conventional television. The device also has up to two hours life with its onboard battery pack meaning electricity disruptions won't disrupt viewing



# LETS WORK TOGETHER



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