



Tinybop builds elegant, educational iOS apps to spark the curiosity of kids around the globe. Our apps empower kids to learn and create by diving into big ideas, testing how things work, and making connections about the world they live in.

Built from the ideas that kids learn by trying things out for themselves and should have the freedom to create as they please, our apps encourage open play. Exploration is rewarded with physics-based animations, sophisticated sound design, and artificial intelligence. As they play and create, kids learn by experiencing the joy of discovery and figuring things out on their own.

While we keep kids' curiosity and imaginations at the heart of our process, we thoroughly research for every app. We work with subject experts to distill the most important things about a topic and get the facts right. Then we determine why and how these facts matter to kids so we can inspire a genuine, lifelong interest in them. Our artists transform these ideas into vibrant illustrations, our production designers animate, and our engineers bring the whole app to life. Finally, all Tinybop apps are rigorously kid-tested. We also partner with teachers to align our apps with curriculums and localize interactive text labels in 40+ languages.

Currently, Tinybop has two growing series of apps, *Explorer's Library* and *Digital Toys*. The *Explorer's Library* apps introduce kids to universal subjects taught in classrooms around the world, like *The Human Body*, which has been downloaded by more than 5 million families; *Homes* and *Simple Machines*, Parents' Choice Gold Award winners; and *The Earth*, a Children's Technology Review Editor's Choice. *Digital Toys*—in which kids build, play with, and collect their own creations—includes iPad App of the Year *The Robot Factory*, App Store Editors' Choice *The Everything Machine*, and *Infinite Arcade*.

Tinybop was founded in 2012 by Raul Gutierrez. Our team of 20+ comes from many disciplines, but we draw our inspiration from the books, toys, and games of our own childhoods.

Our headquarters are in Brooklyn, NY. We closed our seed round of funding in 2012 and an A-round in 2013. Our investors include RRE, Two Sigma, KEC Ventures, Kapor Capital (Mitch Kapor), and Brooklyn Bridge Ventures (Charlie O'Donnell).



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