

2017-2018 ANNUAL REPORT

Inspiring students,
one robot at a time

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Dear Supporters,

On behalf of the Robotics Education & Competition Foundation, I am grateful to our growing community for your encouragement and support of our work. We now engage students on over 20,000 competitive robotics teams in 57 countries. Our staff and event partners ensured a fantastic competition experience by offering over 2,100 events this past season. As a result of our collective effort, 93 percent of teams report their intent to return to competitive robotics next season.

The REC Foundation and VEX Robotics are working to make robotics reflective of the diverse world we live in. Our dynamic Girl Powered initiative includes team grants, workshops, Online Challenges, a new website and support materials. Over the course of the past year, the participation among young women grew from 29 percent to 37 percent. We are very excited about this and many of our other great new programs.

As we celebrate our accomplishments, I invite you to review the Robotics Education & Competition Foundation Annual Report for the 2017-2018 season. The report marks a significant step forward for the organization as we strive to increase transparency and engage our supporters more thoughtfully in our work. In reflecting on my second full year as CEO, I am truly thankful to each of you for your commitment to advancing students in robotics and STEM.

Regards,



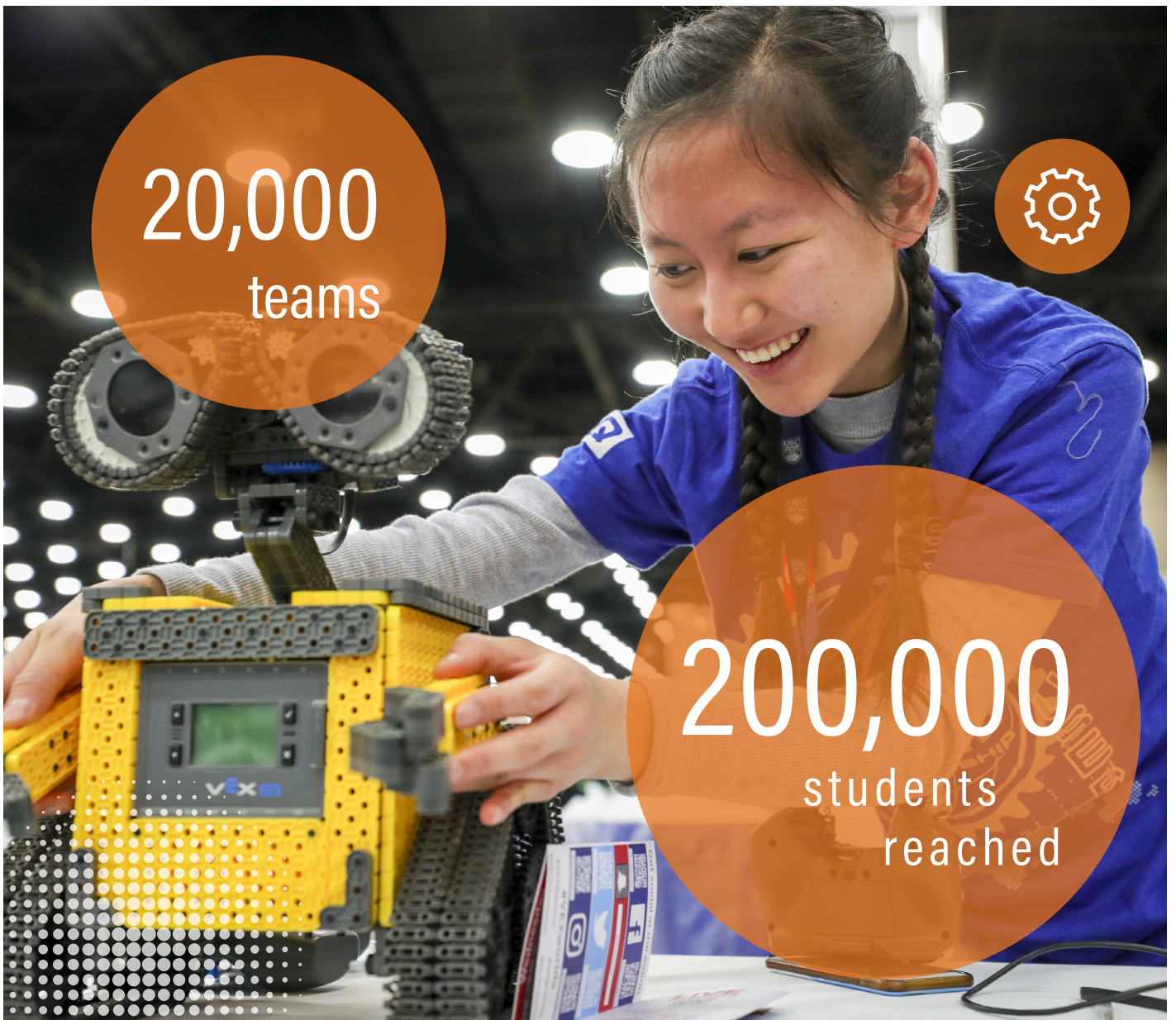
Dan Mantz
CEO & Chairman of the Board
Robotics Education & Competition Foundation

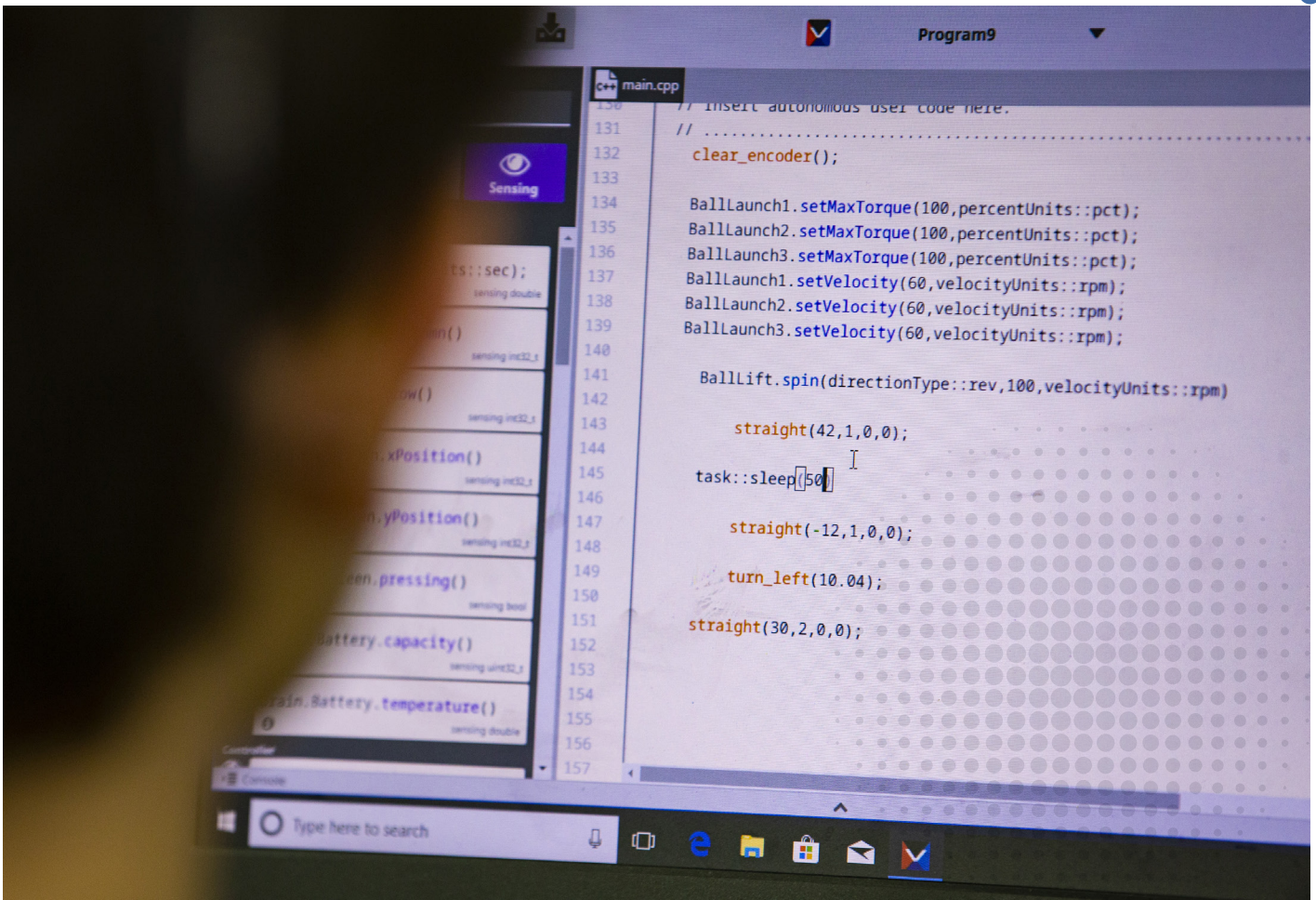


Inspiring Students

Engaging in competitive robotics not only invites students to explore the fundamentals of STEM, but encourages important life skills like teamwork, communication, and collaboration. Even more compelling is the direct feedback from educators, who report that 9 out of 10 students express interest in pursuing STEM careers after participating in the VEX Robotics Competition.

The U.S. Bureau of Labor Statistics projects that, during the period 2010–2020, employment in science and engineering occupations will grow by 18.7%, compared to 14.3% for all occupations. This is promising news and an even more compelling call to action to redouble our efforts to provide students with hands-on, fun, and challenging robotics engineering opportunities.





“Students and Team Leaders agree that VEX Robotics Competition participation increase students interested in STEM.”

75% Interest in taking additional math or science classes in high school or college

83% Interest in taking engineering courses in college

87% Interest in having a job in STEM or computer field

95% Interest in learning more about robotics

71% Interest in taking additional or harder computer classes than their non-VRC peers

92% Interest in learning more about engineering design



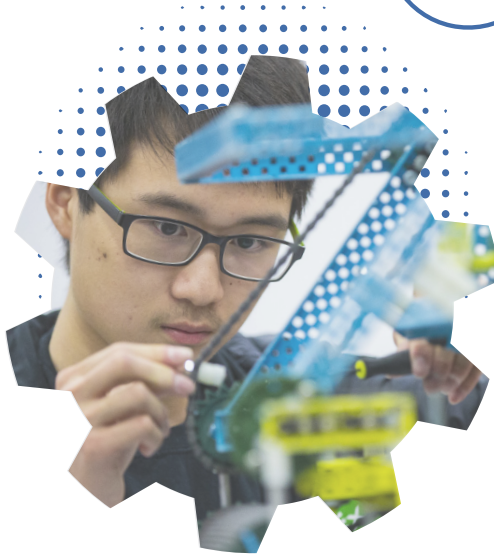
Our Programs



VEX IQ
CHALLENGE

ELEMENTARY & MIDDLE SCHOOL PROGRAM AGES 8-14

The VEX IQ Challenge provides robotics engineering and research project challenges that enhance students' appreciation for science, technology, engineering and mathematics (STEM). With guidance from teachers and mentors, students work in teams to design, build and program a robot to compete in an exciting annual game challenge.



VEX
ROBOTICS
COMPETITION

MIDDLE & HIGH SCHOOL PROGRAM AGES 11-18

The VEX Robotics Competition is the ultimate STEM activity. Students, with guidance from their teachers and mentors, design, build and program robots in teams to compete in an annual engineering challenge presented in the form of a game. By competing year-round, students gain valuable life skills in addition to learning engineering and design principals.



VEX
U

COLLEGE PROGRAM AGES 18+

VEX U takes the VEX Robotics Competition to the next level by opening it up to university students. College and university teams in VEX U build an innovative robot to score the most points possible in an annual engineering game challenge. When school pride is on the line, matches can get intense!

Girl⚡Powered

ALL AGES

Over 100 Girl Powered workshops inspired girls internationally and across the United States in 2018, including the Girl Powered Workshop at Google's Mountain View, CA campus and the second annual Flagship Event at Texas Instruments in Dallas, Texas.

Girl Powered workshops on average engage 15-30 attendees where young women engage with inspirational engineer guest speakers and enjoy doing hands-on STEM-related activities with their peers. Overall, girls feel empowered, included, excited, and confident about STEM.

2018 highlights include 491 new Girl Powered teams through sponsor grants, the Girl Powered Connect experience at VEX Worlds, and Girl Powered Online Challenges sponsored by Google.

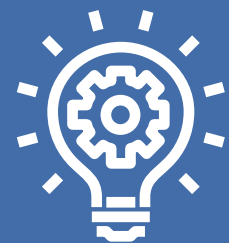
So what does all this mean? Are these events and positive stories actually changing the landscape of girls in STEM and in VEX programs? The answer is yes! Female participation in all three of our programs have increased steadily from 23% in 2016 to 37% in 2018.





"I can tell you the kids coming out of here are kids that can work at Google. They know how to work as a team. They know how to program and they know how to deal with failure."

Shivakumar Venkataraman
VP of Engineering, Google

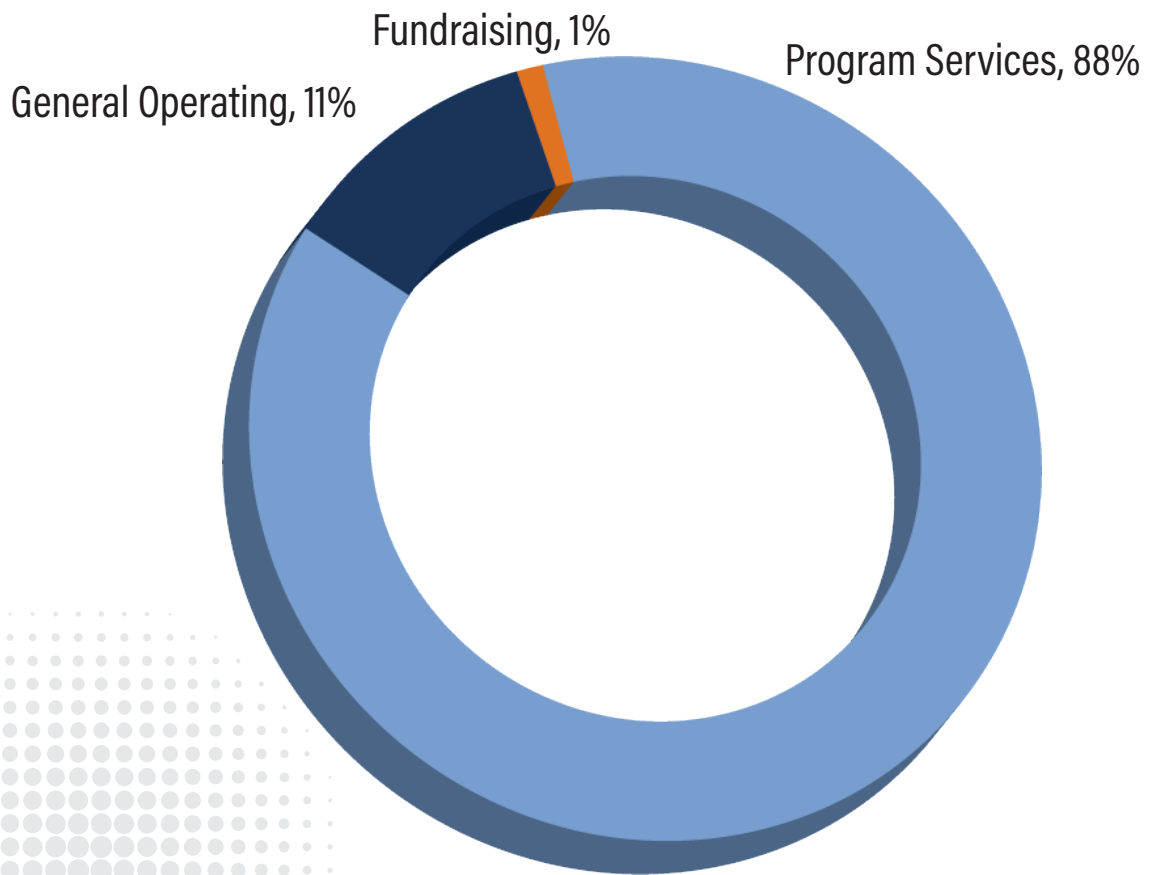


Financial Highlights



	Total	Program Services	General Operating Expenses	Fundraising
REVENUE AND SUPPORT				
Contributions and Grants	5,524,804	5,524,804	-	-
Event Income	5,467,288	5,467,288	-	-
Total Revenue and Support	10,992,092	10,992,092	-	-
EXPENSES				
Grants and Assistance to Others	-	-	-	-
Compensation and Benefits	3,341,464	2,341,521	999,943	-
Advertising and Promotion	69,375	-	-	69,375
Office Expense	256,188	198,574	57,614	-
Occupancy	265,283	249,170	16,113	-
Travel	1,151,758	1,151,758	-	-
Depreciaton	3,640	2,548	1,092	-
Insurance	6,658	4,661	1,997	-
Event Expenses	4,508,041	4,508,041	-	-
Other Expenses	102,012	88,472	13,540	-
Total Expenses	9,704,419	8,544,745	1,090,299	69,375

Expense Allocation





REC Foundation Leadership

BOARD OF DIRECTORS

Dan Mantz

CEO & Chairman of the Board
Robotics Education & Competition Foundation

Tony Norman

CEO
Innovation First International

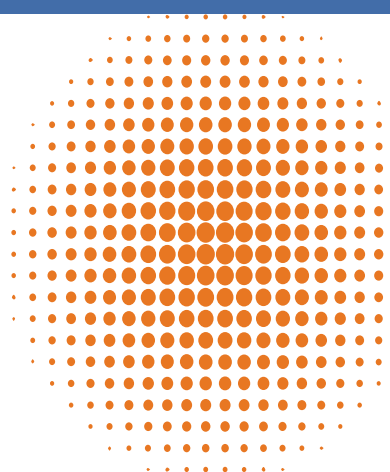
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