



ACTIVE FLOOR

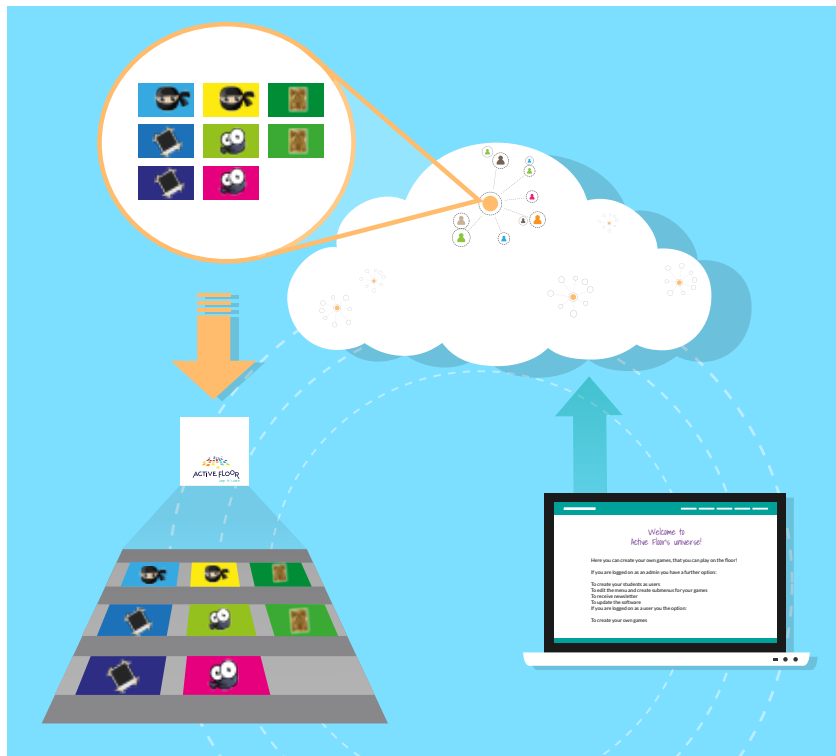
Jump 'n' Learn





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Active Floor cloud system

Active Floor is a large interactive floor consisting of a 3 x 4 meters vinyl floor and a ceiling mounted projector. Everything is easy and simple to install with the supplied installation box.

Active Floor have its own OS, where it projects different learning games onto the vinyl floor. By using your hands and feet you can interact with the floor and play the games.

The key feature of Active Floor is the possibility for teachers and students to create their own games. We have developed several of game templates where teachers and students can type in and develop their own content and thus makes their own games. Additionally, Active Floor publish continually new games for different ages, subjects etc.

To the right you see the cloud system.

Every user have its own login, and can create their own games on a web browser. When the content is uploaded in the cloud. The customer floor can "call" the content from the cloud, and then students are able to play the games at the floor.



Active Floor kit:



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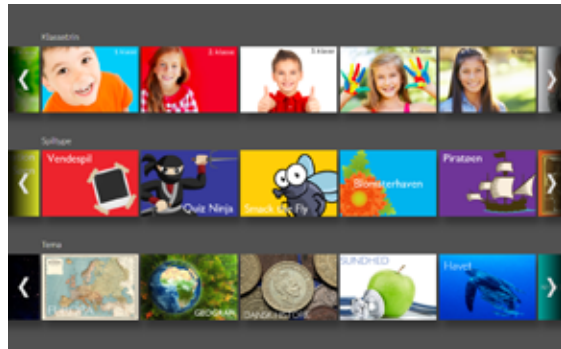
- Cloud portal and gametemplates with access to a wealth of educational content
- Projector kit; wxga, 16:10
- Kinect 2 camera
- Standard speakers
- Installation box
- Hosting
- PC
- Keyboard
- Vinyl flooring





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Start-up menu

The menu presents an overview to the player and a convenient way to access the games you want to play. The menu is flexible and can be customized for every customer's needs.

The menu makes it easy to navigate through the various games to ensure that you can quickly find the game you want to play.



Flower Garden

Cultivate your own garden. The participants must think logically, act, work together and socialize when planning and carrying out garden work – everything from preparing the soil to planting seeds, watering, weeding, performing pest control and animal examinations – until the garden looks the way it should.



Quiz-Ninja

A simple quiz game with various rounds. Questions are asked. The answers hover around on the floor and the participants must select the correct answers as quickly as possible but also be calm as a ninja. The correct and incorrect answers are displayed when the pre-set time has passed. This game improves general knowledge, overview skills and collaborative skills and also involves physical activity.



Pirate Island

A time-based quiz-strategy game with assignments of varying difficulty, depending on the land size. The participants must work together to acquire countries. The winner is the team that has the most land when time is up.



Combi Frogs

Memory and cooperative game, where you have to make a history or rhyme. But before you continue the story you have to remember what the players before you had made in the story. The winner is the player who remembers the entire story and doesn't make any mistakes.



Smack the Fly

A simple quiz game with various rounds, like Quiz-Ninja. The announcer asks a question and the answers can be found on the floor. The participants mark the correct answer by stepping on it. This improves the participants' cooperative skills when solving the assignments.



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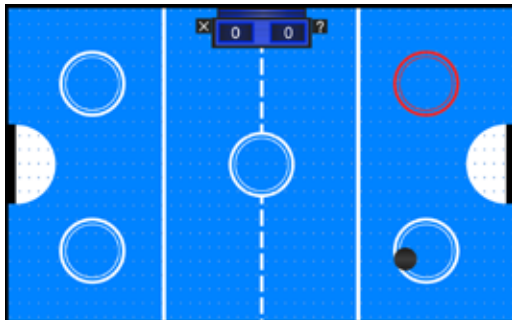
Memory Game

This makes the well-known memory game an entirely new and fun experience. Players take turns flipping tiles that are placed in the game field. If the pictures are the same, you get a match. The difficulty of the games can vary when the tiles may consist of both text and pictures. The game can vary and contain between 4 and 32 tiles and improves memory and cooperative skills.



TV Lounge

Here it is possible to insert various YouTube videos – videos that is suitable for learning about a more specific theme or videos for dancing, karaoke or sing-along. The students' self-produced videos can also be inserted if they have first been uploaded to YouTube.

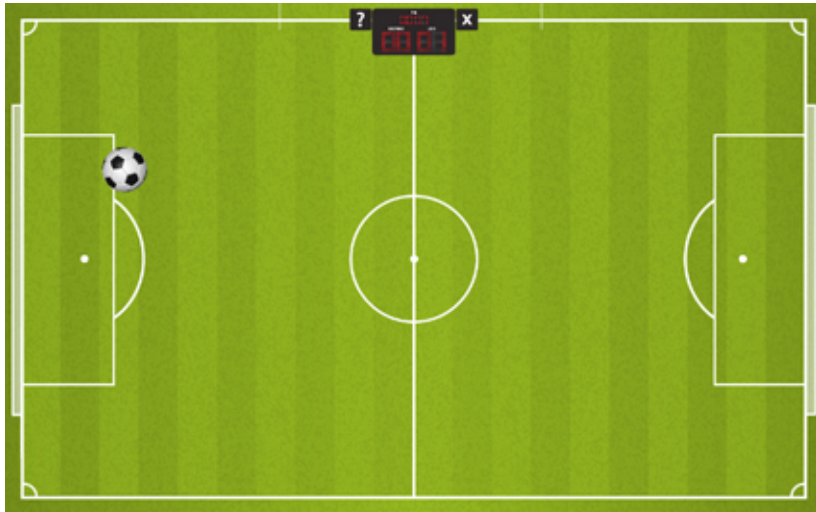


Air-Hockey

There is plenty of activity and movement involved when the air hockey game is on. In each end, the game has two round circles that the participants must stepping on in order to make the puck move – an extra dimension that requires attention and concentration among the participants. This improves speed while also raising the heart rate.



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Football

A fun way to incorporate physical activity into everyday life. Two participants or teams compete and try to score as many goals as possible. The game is based on using an activity that makes the participants use their bodies while having fun at the same time.



Danger in the Jungle

A quiz game where two teams competing to cross the magical suspension bridge first. There are two variants of the game – one where each team take turns and one where you just play the game as a race. To reach the magic gold and get the point, you must answer the questions right before you come closer to the goal. If a player answer wrong, the bridge collapses and the person falls into the water and must start over. Improves memory and cooperative skills.



Learning with Active Floor

By working with gamification Active Floor capture students' attention in a completely new way, thus bring movement into all education situations with ease and make teaching and learning fun for both younger and older students.

The 10 different gametemplates allow the students to practice their abilities in different ways, because the teacher can create their own content using the Active Floor website. Active Floor promotes memory cognition, kinaesthetic interaction, physical activity, gamification, motivation, teamwork, communication, creativity and social skills.

Active Floor also creates greater interactivity and encourages the strengthening of interdisciplinary teaching, with special focus on collaboration.

Active Floor, give the opportunity to:

- apply differentiated instructions
- motivate students to a much higher degree
- take a break from classic academic activities
- put a movement element into teaching in a natural way, without compromising on the academic focus



For more information, **pictures and videos.**
Please visit our website:

Activefloor.com