

EMPOWERED  
LEARNING  
EXPERIENCE



ACTIVEFLOOR  
Jump 'n' Learn

# INTERACTIVE ENVIRONMENTS

ActiveFloor started by creating an Interactive Floor solution but quickly expanded and developed into a range of models, ensuring the perfect floor experience for any space, regardless of ceiling height, floor size, or room lighting.

Today, we not only provide interactive floor solutions but also offer interactive walls and tables, to deliver an educational and activity tool that revolutionizes any learning environment and beyond.

## FLOOR

The original solution, available in several models that suit any space.



## TABLE

Suitable for special needs education or elderly care, as it is wheelchair-friendly and encourages sitting down.



## WALL

Encourage sports and increased activity levels as it requires balls to play the games.



# ACTIVEFLOOR IN ACTION

The potential is immense!

With our vision to redefine educational environments through interactive learning, ActiveFloor is adaptable to various markets and applications. Let our innovative approach inspire new opportunities.



# CUSTOMER SUCCESS SERVICES

## Supporting Your ActiveFloor Journey

At ActiveFloor, we believe that providing exceptional support and guidance is key to unlocking the full potential of MyFloor. That's why our Customer Success services are designed to empower teachers, administrators, and resellers with the tools and knowledge they need to succeed.

### CUSTOMIZED TRAINING SESSIONS

For schools looking to hit the ground running, we provide tailored training sessions—either online or in-person. These sessions ensure that local schools and their teams feel confident and equipped to make the most of ActiveFloor right from the start.

### TEACHER LIVE: INSPIRING EDUCATORS WORLDWIDE

Starting in 2025, our global Teacher Live sessions will bring educators together to share ideas and inspiration. These online events will showcase how teachers across the globe are using ActiveFloor to create dynamic and impactful learning experiences in their classrooms.

### THE ACADEMY: YOUR LEARNING HUB

The Academy is our dedicated learning platform where MyFloor users can access training tailored to their specific roles. Whether you're a teacher looking to create engaging lessons, an administrator managing the platform, or a reseller aiming to support your customers, the Academy offers step-by-step guidance, tips, and best practices.






### OUR COMMITMENT TO YOUR SUCCESS

From initial setup to advanced training, we're here to support you every step of the way. Our goal is to ensure that you—and your students—benefit fully from the innovative possibilities ActiveFloor offers. Let's work together to transform the way we learn and teach!

# EXPERIENCE OUR SOFTWARE PACKAGE

Experience our cloud-based online platform, MyFloor, with your personal license. On MyFloor, you have the opportunity to find or build your own material that suits different subjects, age groups, and topics.

The license includes:

-  **Service and Support:**  
We are just a phone call away and ready to help if any problem arises.
-  **Software Updates:**  
You have access to all new features in MyFloor.
-  **Games & Content Updates:**  
You will have access to all new or improved games, skins, and content.

## 1. USE VERIFIED CONTENT

ActiveFloor collaborates with teachers, educators, and other professionals to create high-quality content - we call this "verified content." Within the verified content, you'll also find our latest initiative: **Learning Pathways**.



*This icon signifies that the content in the game or playlist has been verified by ActiveFloor.*



## 2. BUILD YOUR OWN MATERIAL

Create your own games tailored to fit the topics you're working on in your class. Choose from around 20+ templates and insert your own text, audio, and images.

## 3. EXPLORE THE GAME LIBRARY

Our library is full of thousands of games and playlists, and new content is constantly being added. The games are created by teachers and educators from around the world, and you can use them freely. If you find a game you like but it doesn't quite fit your teaching, make a copy and customize it. That way, you get exactly the game you need.

*Edit, change, or adjust games in the library to customize lessons to fit your unique needs.*



# VERIFIED LEARNING PATHWAYS

Our verified Learning Pathways are playlists designed as complete teaching units. In each of these playlists, you'll find a series of games that together make up everything you need.



## INTRODUCTION

The new topic is introduced using, for example, a Presentation game. Here, students are invited to interact with the content on the floor. They are guided through the topic using texts, audio, short videos, and/or quizzes.

## WORKING WITH THE TOPIC

After the introduction, students are divided into smaller groups, each working with the topic in different ways. For example:

- One group works with the games on the floor, practicing what they have learned through quizzes, matching games, conversation games, or similar activities.
- The other groups work in workshops with tasks described in the accompanying teacher guide.

This could include:

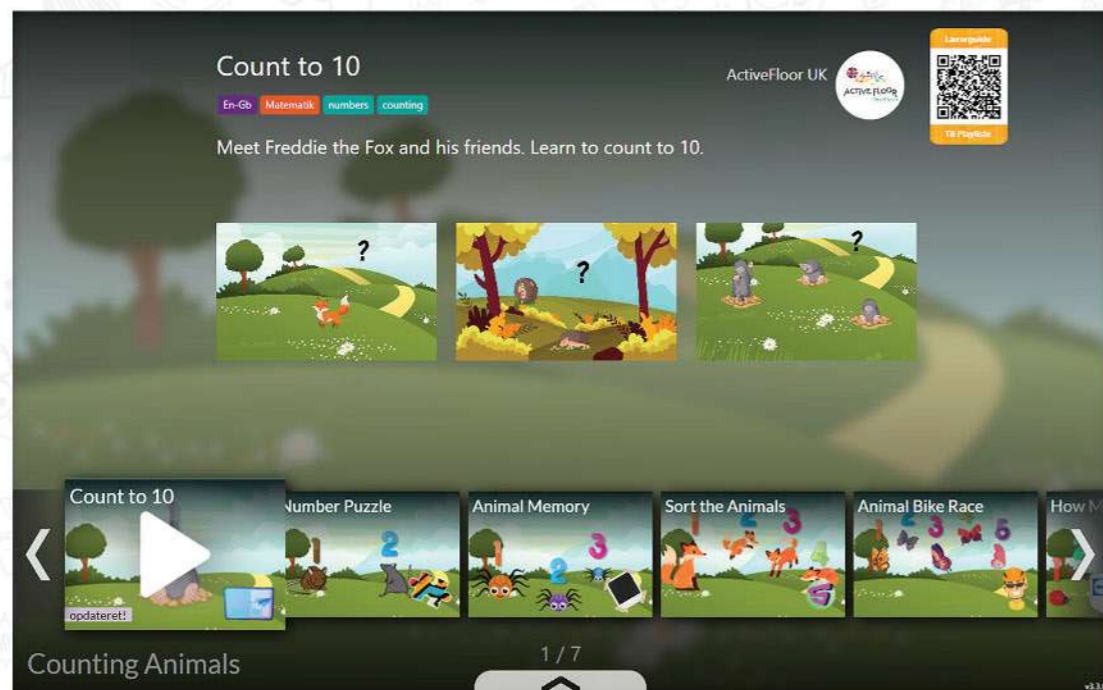
- Small investigative tasks.
- Grammar exercises.
- Writing tasks where students write their own short stories.
- Presentations where students make tasks for each other.
- Short presentations.

## EVALUATION AND CONCLUSION

The Learning Pathway ends with an evaluation or exit ticket in the form of a game, a presentation to the class, or a class discussion.



# WHERE TO FIND TEACHER GUIDES



Many of our Learning Pathways include a teacher guide. You can scan the QR code directly from the floor or find the teacher guide on MyFloor in connection with the game information.

The teacher guide may include:

- A description of how to work with the Learning Pathway.
- Guidance on preparation and any necessary materials.
- Descriptions of workshops.
- Printable worksheets for workshops.
- Useful background information.
- Considerations (ethical and/or practical)
- Evaluation materials.



Examples of worksheets



# DIFFERENT MODELS & PRICES

## 1 HARDWARE - FLOOR & TABLE SOLUTIONS



Used for:  
Floor  
& table

### ONE3

**ONE3** creates a small floor for young kids to navigate more easily, and is a good solution for smaller spaces.

#### MSRP\*

EUR	3.700
USD	5.500
GBP	3.400
USD-int	4.200



datasheet



Used for:  
Floor  
& table

### PRO3

**PRO3** creates a medium sized floor and is a good solution for most schools, libraries and different after-school programs.

#### MSRP\*

EUR	6.450
USD	8.300
GBP	5.900
USD-int	7.300



datasheet



Used for:  
Floor  
& table

### MAX3 Premium

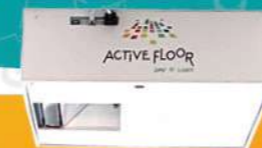
**MAX Premium** creates the brightest floor with extra high image quality as a laser model.

#### MSRP\*

EUR	8.900
USD	11.600
GBP	8.100
USD-int	9.600



datasheet



Used for:  
Floor  
& table

### FLAT PRO3

**Flat PRO3** creates a medium sized floor and is a good solution for spaces with low ceilings. It is just like a PRO3 - only Flat.

#### MSRP\*

EUR	7.800
USD	10.000
GBP	6.900
USD-int	8.400



datasheet

# DIFFERENT MODELS & PRICES

## 1 HARDWARE - OUR MOST POPULAR MODEL

### MobileMAX3

**MobileMAX** is our most popular model, as it is portable & height adjustable, and adaptable for projection on tables and floors.



Used for:  
Floor  
& table

#### MSRP\*

EUR	7.050
USD	9.800
GBP	6.420
USD-int	8.200



#### Flexible:

Use it in one room today – and another tomorrow.



#### Space-saving:

Put it away when you're done.



#### Plug & Play:

Ready in minutes, no technical experience needed.



#### Engaging:

Creates activity and a sense of community across age groups.



# DIFFERENT MODELS & PRICES

## 1 HARDWARE - WALL SOLUTIONS



Used for:  
Walls

### SPORTsWall PRO3

SPORTsWall PRO3 is perfect for physical training and learning as it requires balls to play the games.

#### MSRP\*

EUR	7.900
USD	10.700
GBP	7.200
USD-int	9.000



Used for:  
Walls

### SPORTsWall MAX3 Premium

SPORTsWall MAX3 Premium Creates extra high and the brightest image quality.

#### MSRP\*

EUR	11.900
USD	15.400
GBP	10.400
USD-int	12.800



Used for:  
Walls

### SPORTsWall HALO

SPORTsWall HALO is a flexible and versatile wall-mounted system with a motion sensor and projector.

#### MSRP\*

EUR	7.755
USD	10.700
GBP	7.062
USD-int	8.800



Used for:  
Walls

### SPORTsWall Mobile MAX3

SPORTsWall Mobile MAX3 is also a new portable SPORTsWall with a laser lamp that creates brighter wall images.

#### MSRP\*

EUR	7.050
USD	9.800
GBP	6.420
USD-int	8.200



# SOFTWARE & ADDITIONAL SERVICES

## 2 SOFTWARE PACKAGE

12 Months	24 Months	36 Months
<ul style="list-style-type: none"> <li>Access to MyFloor</li> <li>Service &amp; support</li> <li>Software update</li> <li>Games update</li> </ul>	<ul style="list-style-type: none"> <li>Access to MyFloor</li> <li>Service &amp; support</li> <li>Software update</li> <li>Games update</li> </ul>	<ul style="list-style-type: none"> <li>Access to MyFloor</li> <li>Service &amp; support</li> <li>Software update</li> <li>Games update</li> </ul>
<b>TOTAL</b> EUR 1.020 USD 1.300 GBP 920 USD-int 1.300	<b>TOTAL</b> EUR 2.040 USD 2.300 GBP 1.780 USD-int 2.300	<b>TOTAL</b> EUR 2.880 USD 3.400 GBP 2.590 USD-int 3.400

## 3 ADDITIONAL SERVICES

Individual country standard costs.

Installation	Training	Content	Shipping
White glove delivery or local expert installation service.	Personal onsite or online training sessions.	Customized local or personal content.	DDP/DAP/EXW shipping
			



## PRICE EXAMPLE:



CONTACT AN AUTHORIZED SALES PARTNER FOR QUOTATION.

All prices are indicative and subject to change, and exclude VAT.

# FAVORITE WAY OF LEARNING

ActiveFloor is a Danish family-owned company that started in 2015 and has more than 10 years of prior experience in distributing and developing IT/AV.

The ActiveFloor headquarters are located in Copenhagen, Denmark, and there are additional showrooms in Sweden and the US, as well as collaborations with independent Sales Partners worldwide.

ActiveFloor believes that education should be FUN!  
That's why we offer an interactive learning concept that encourages play and provides the opportunity to learn in a way that is most natural for kids - by using their entire body!

Today, ActiveFloor is a very popular educational tool for advancing auditory, visual, and kinetic learning experiences in schools, kindergartens, libraries, and hospitals worldwide.

## MISSION

ActiveFloor encourages movement and play in educational experiences.

## VISION

ActiveFloor reinforces future educational environments with interactive learning.

## VALUES





+ 45 31 700 729

**HQ:**  
Helgeshøj Alle 28  
2630 Taastrup,  
Denmark



+46 888 09 68

**Showroom:**  
Barsebäcksvägen 60  
246 30 Löddeköpinge,  
Sweden



+1 320 289 7110

**Showroom:**  
4909 Matterhorn Drive  
Duluth, MN 55811,  
USA

hello@activefloor.com • www.activefloor.com

Please request a quote and a local authorized ActiveFloor Partner to select the correct model.

Scan the QR and request a quote, and we will get back to you within ten business days.



@activefloorglobal



@activefloorglobal



@activefloorglobal