



- develops visual and motor perceptiveness
- improves motor skills
- enhances spatial orientation
- strengthens social competences
- exercises memory
- increases physical activity
- develops concentration of attention

The FunFloor Interactive Floor is a state-of-the-art multimedia device that transforms any surface into an interactive world full of experiences in an astonishing way.

Thanks to special technology, the floor responds to movements and gestures. Creating countless opportunities for fun and education.

With FunFloor you can create virtual mazes, solve puzzles, play movement games and much more. The floor is easy to install and requires no special skills to operate.



FunFloor is an amazing way for children of all ages to learn and play!



WHY CHOOSE FUNFLOOR?



INNOVATIVE TECHNOLOGY



LONG LAMP LIFE



VARIOUS GAME THEMES



SAFETY OF USE



EASY INSTALLATION



INTUITIVE OPERATION





FunFloor EDU

Designed for schools and kindergartens

DEVICE DESCRIPTION

- ₹ 3200 ANSI
- 110 games:
 - EDU Package (50 games)
 - FUN Package (50 games)
 - ECO Package (10 games)



The best-selling interactive floor projection. Designed specifically for schools and kindergartens which want to offer innovative and attractive ways of learning. FunFloor is a perfect tool enhancing eductional process at an early stage – beginning with simple activities throughout learing of alphabet, numbers as well as familiarising English language. Classes involving games from the Fun Package will become a stimulating and engaging activity for every child.

THE SET INCLUDES

- Interactive FunFloor EDU
- ceiling mounting bracket
- installation kit
- remote control
- user manual

ADDITIONAL ITEMS

- polyvinyl mat 200cm x 270cm
- wall mount bracket recommended for FunFloor EDU
- extra game packages
- long interactive pen
- short interactive pen





FunFloor MOBILE

The unit is designed so that it can be freely moved around



DEVICE DESCRIPTION

- **5** 3500 ANSI
- 110 games:
 - EDU Package (50 games)
 - FUN Package (50 games)
 - ECO Package (10 games)

FunFloor Mobile is an ideal solution to use interactive floor projection at any place unsuitable for standard installation (low, wooden or sloped ceiling). It was designed in cooperation with Acer Incorporated. Wide angle projector enables to display 270x200cm image from the height of 185cm. FunFloor Mobile Kit is mounted on a stable tripod stand with rubber casters, which makes our device easy to carry.

THE SET INCLUDES

- Interactive FunFloor MOBILE
- installation kit
- remote control
- user manual

ADDITIONAL ITEMS

- T tripod
- wall mount bracket recommended for FunFloor MOBILE
- polyvinyl mat 200cm x 270cm
- extra game packages
- / long interactive pen
- short interactive pen





FunFloor PREMIUM

Dedicated for bright rooms: playrooms, hotels, restaurants



DEVICE DESCRIPTION

- ₹ 5500 ANSI
- 110 games:
 - EDU Package (50 games)
 - FUN Package (50 games)
 - ECO Package (10 games)
 - one package of your choice

Professional 5500 ANSI interactive floor kit. Designed to display the best quality images thanks to the high lamp brightness. That is why Interactive FunFloor Premium is perfect for very bright rooms such as recreation rooms, libraries, playrooms, restaurants or gyms. By choosing the Premium set, you will get the best quality.

THE SET INCLUDES

- Interactive FunFloor PREMIUM
- ceiling mounting bracket
 recommended for FunFloor PREMIUM
- ★ installation kit
- remote control
- user manual

ADDITIONAL ITEMS

- polyvinyl mat 200cm x 270cm
- extra game packages
- long interactive pen
- short interactive pen





ACCESSORIES

Polyvinyl mat

A white, roll-out polyvinyl mat highlights the colours of the projected image. It makes the image clearer and more visible. It is also easily washable.

Wall bracket for FunFloor EDU



Provides an additional installation option, especially where installation of the FunFloor EDU Interactive Floor on the ceiling is not possible.

Additional remote control



Wall bracket for FunFloor Mobile

The wall bracket provides an additional option for mounting the device. An alternative option to tripod mounting.



Tripod for FunFloor Mobile

A 100% safe and stable tripod for the FunFloor Mobile. The tripod has rubber castors and its specially selected height makes the unit easy and simple to move between rooms.





ACCESSORIES

Interactive short pen

Interactive long pen



The pen activates the moment it touches the ground. It is used, for example, in the Learning to Write Package.

The pen features a button that activates or deactivates the writing and highlighting mode. It is perfectly compatible with each game package.



- Depending on your needs, the pen can serve different functions: colouring, learning to concentrate and keep the pen pressed to the surface, developing hand-eye cooperation.
- It is a perfect solution for tasks requiring precision, e.g.: connecting dots, finding and pointing to figures, putting words together.
- The interactive pen is compatible with the FunFloor software without the need to install additional drivers.
- The device is powered by batteries, which can be replaced very easily if necessary.
- The pen connects to the floor automatically. Simply use the remote control to change the mode from MOTION to IR PEN



GAME PACKAGES

Handwriting Skills Package

20 games



When learning to write, getting the hand used to drawing lines, patterns and shapes is very important. Long, big, small. At different angles. The same goes for drawing or painting. Some people are even said to have beautiful handwriting. This is why the Learning to Write package consists of tasks that will train the hand and make writing letters a piece of cake. In the course of science play, children learn the letters and can even point to whole words.

Revalidation and Therapy Package

25 games



Match the pictures. Find the difference. Point out the missing element. These types of tasks get you used to working in a state of concentration and stimulate thinking. This makes the games in the Rehabilitation and Therapy package a great tool to support the development of children, but also those who for various reasons have difficulties with dynamic thinking. The exercises have varying degrees of difficulty. This makes it easy to tailor the game to individual needs.

Baby First Package

6 games



The package was created in collaboration with the US-based Baby First TV, which specialises in content for children aged 0-3. The Baby First pack includes 6 games that engage and develop the youngest children. Games involve colouring simple pictures. Matching pictures to sounds. Playing hide and seek. Such exercises develop eye-hand coordination and perceptiveness.

Brain Development Package

12 games



Children's minds are very receptive and malleable. It is worth taking advantage of their natural motivation while they are not yet tired of learning. For now, they are absorbing everything new with pleasure and are just waiting for the adults to hand him another brain-teaser to solve with ease and pride. That's why this period is the perfect time to help your child develop their memory, self-discipline, willingness to learn, concentration and motor coordination.

Coding Package

10 games



It appears that coding/programming will be an indispensable part of our children's futures. Programming is very much about problem solving. So before our kids start learning specific programming languages, the Coding package will get them used to thinking analytically. It will help develop mathematical skills, exercise memory, and teach how to focus on tasks. A quintessential set of skills for the future since a young age.



GAME PACKAGES

Cycling Certificate Package

10 games



When driving a vehicle in traffic, you must make rapid decision. When behind the wheel, there is no time to think or check what a road sign means. This is why most of the games in the Bicycle Permit package are timed. A ticking meter will get you used to reacting quickly in specific situations. Learning about traffic rules and road signs is interwoven with doing interesting tasks. The narrative form of learning and quizzes will quickly help children and adolescents grasp the rules of the road.

Learning English Package

100 games



The package was prepared by experienced philologists and educators. It is suitable for both pre-school and primary school students. It contains a rich vocabulary, but most importantly is set within specific contexts that are used on a daily basis. The knowledge contained in the games is often based on associations, making it easily digestible. The emotions that accompany the game are also important, as they help with memorising information. At the end of each section, you can test yourself by doing the Einstein test, which further helps to consolidate the acquired knowledge.

ECO Package

10 games



Where does environmental pollution come from? How do we prevent polluting and destroying the planet? How to use renewable natural energy? The Ecology package is based on building environmental awareness and its objective is to provide inspiration. It draws children's attention to activities that are harmful to nature. It provides them with knowledge that will allow them to live on Earth in accordance with its laws in the future.

EDU Package

50 games



The EDU package is inspired by the core curriculum. Games teach the principles necessary to function in society. They uncover the beauty and importance of culture and the arts. They teach respect for other people, animals and the environment. They encourage learning and development. They help to anticipate and protect against dangers. The essential minimum given in an attractive format.

FUN Package

50 games



During a break from studying. At an event. To attract attention. The FUN package includes 50 purely entertainment games. They encourage movement. And shared play. They bring a lot of joy. They engage children and adults alike. They are a lifesaver when the weather outside is rainy. They can be played at any time of the year. The package includes a lot of team games, such as football. It will come in handy at team-building events or as an element of brand differentiation at trade fairs, for example.

