

PLAY



play[®]
alive

CONTENT



PLAYALIVE

- PlayAlive - Movement through Play and Active Learning and Sports
- Our Sensor - Technology used to create fun and active games.
- How we see PLAY - Games are develop on the flow theory and personas

PLAYALIVE PLAY PRODUCTS

- SPIDER
- INFINITY
- SPEED
- e-Wall
- WAVE



PLAYALIVE



Movement Through Play,
Active Learning and Sports.



PlayAlive develops and produces interactive playing and learning platforms that motivates for more play and physical activity.

The platform is built on a unique sensor technology with light, sound and touch function.

Physical movement is created through fun and adaptive play, learning or sports activities.

The children are challenged at an appropriate cognitive and physical level which secures continued play and movement.

Light and sound create movement between the various sensor positions.

The PlayAlive platform invite kids, teenagers and even adults to be more active.

The platform is used with success in city centers, in schools and institutions, for rehabilitation, for learning and sport all across Europe, Australia, North America and Asia.

In recent years we have also added more sports solutions to our portfolio mainly our new running light solutions.

Our Sensor



Technology used to create fun and active games.

Features

16 LED lights

- 7 standard colors
- 64 color combinations

Micro Controller

- Control light and sound sequences and games/activities
- Programmable

Data Communication

- Up to 127 satellites can be activated together

Online 24/7

- If version 6.0 is applied.
- Statistics available
- Upload automatic new games if customer have signed up for it.

Sound speaker

- Waterproof
- Specific sounds/speaks can be uploaded

Touch sensor

- Activated by hand or foot

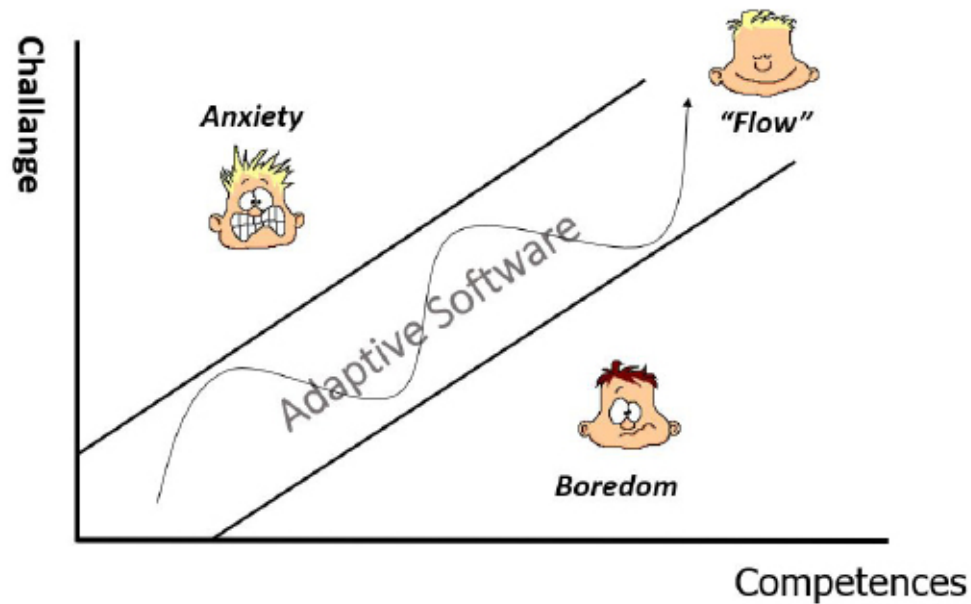
Durability and robustness

- Designed and developed for outdoor play



How we see PLAY

Games are develop on the flow theory and personas



Mihavli Csikszentmihalyi, American psychologist

Action: Andy and Amy



Fantasy: Fiona and Felix



Creative: Carla and Chris



Mind: Max and Macy



SPIDER

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PlayAlive Spider is more than a traditional play unit. It is a playspot where the users have fun regardless if they are playing or activating the active learning zone.

The PlayAlive Spider is a sculpture that turns heads and draw attention for people, who soon will be active on the playspot.



GAME PACKAGE

PlayAlive Spider is delivered with a ready to use game package. All games included are adaptive and will soon adapt to the players. As a consequence the players are constantly challenged at an appropriate level and will keep playing for a longer time. It is a playspot where the users have fun regardless if they are playing, or activating the learning zone.

ACTIVE LEARNING

Additionally the active learning App can be integrated. One tablet or phone connects to the spider and lots of movement with learning is now possible. The active learning module supports all grades and all subjects. Its intuitive and easily accessible, making it suitable for a wide audience such as primary schools, special schools, kindergartens and institutions.



Hot and Cold
game Video

SPIDER

SPECIFICATIONS

Dimensions:
10 x 8 meter.

Surface requirements:

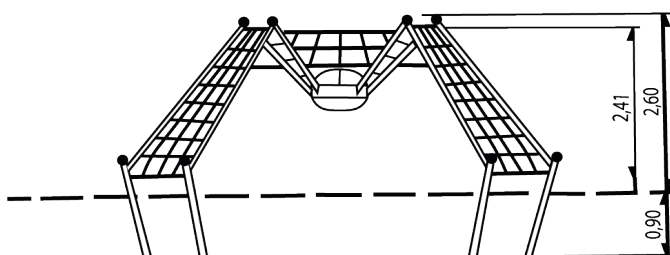
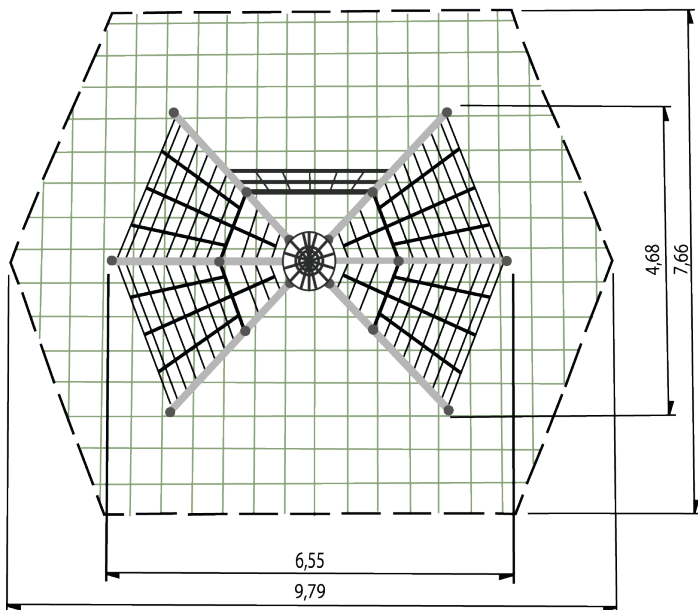
We strongly recommend to install PlayAlive Spider on a rubber surface. Alternatively Sand can also be applied.

Power supply:

PlayAlive Spider uses low current and can be connected to the 230v grid. Power consumption at normal play is approx. 30w. When not in use the sensors will go into sleep and have minimal power consumption. The electronic platform is TÜV approved.

Technology:

The sensor unit is weather resistant and 100% water proof. The sensors are produced with a robust plast material without phthalate and tested for very hard direct hits. PlayAlive Spider will for sure meet the robustness standards needed for modern playspots.



WHICH GAMES ARE INCLUDED

- Hot and Cold
- e-Squash
- Speedy
- Free play and light show
- Active Learning



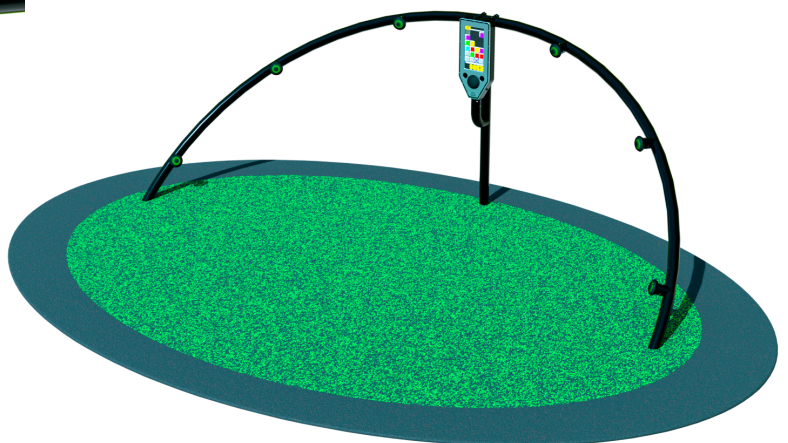
ACTIVE LEARNING
Video

WAVE

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Active play for children and even teens.

Through good game mechanics and robust outdoor platform, we give kids lots of play and learning while getting their daily needs for gaming experiences covered.



WAVE

SPECIFICATIONS

Dimensions

min 6 x 2 meter

Surface requirement:

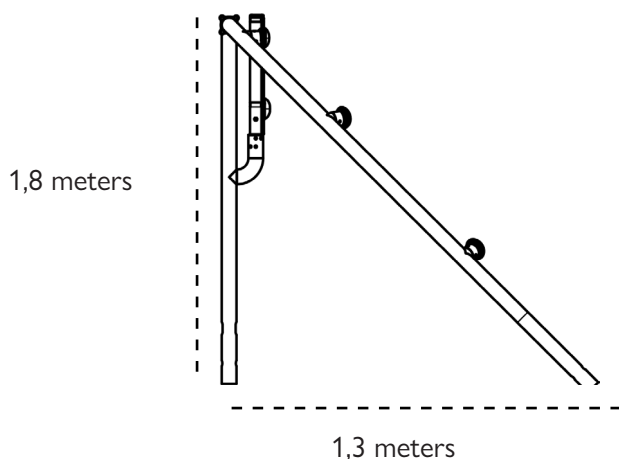
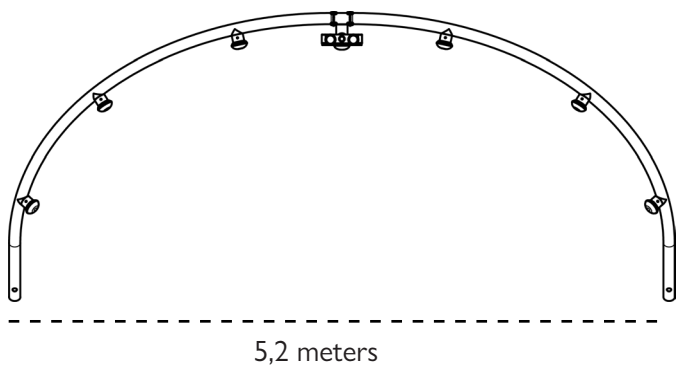
We recommend installing PlayAlive Wave in a rubber surface, but sand can or even grass is acceptable.

Technology:

The sensor unit is weather resistant and 100% water proof. The sensors are produced with a robust plast material without phthalate and tested for very hard direct hits. PlayAlive Wave will for sure meet the robustness standards needed for modern playspots.

Power supply

PlayAlive Wave runs on low current and can be connected to the 230v grid. Power consumption at normal play is approx. 0,2 Kwh daily. When not in use the sensors will go into sleep and consume minimal power.



WHICH GAMES ARE INCLUDED

- Blocks
- Agent
- Quiz
- Versus
- With many more to come



WAVE PLAY
Video

SPEED

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PlayAlive Speed is more than a traditional play unit. It is a playspot where the users have fun regardless if they are playing or activating the active learning zone. Speed consists of 8 stainless steel poles and a game selector.



PLAYSPOT THAT CREATES ATTENTION

Speed is a smaller play-spot but still challenging and has great play and learning value. It is for children from four to twelve years old, but older children and adults with a playful spirit can also play and be active for hours.

Speed is a course with eight sensors, built so you can play two teams or two people against each other. Speed comes standard with three games and it's easy to upload new ones when needed.

WHO IS PLAYALIVE SPEED DESIGNED FOR?

Speed is a course with eight sensors, built so you can play two teams or two people against each other. Speed comes standard with three games and it's easy to upload new ones when needed. Speed can also be customized to fit your specific needs.

SPEED

SPECIFICATIONS

Dimensions:
2,5 x 6,0 meter.

Surface requirements:

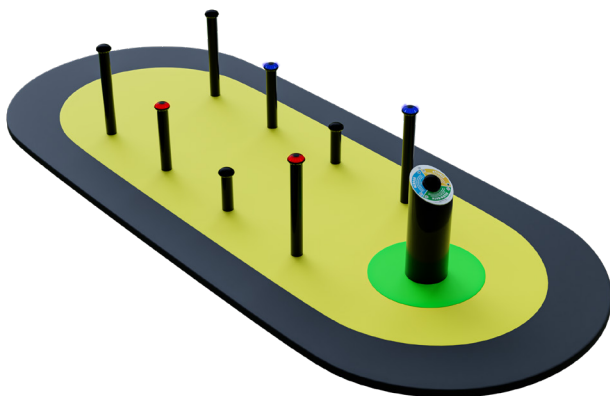
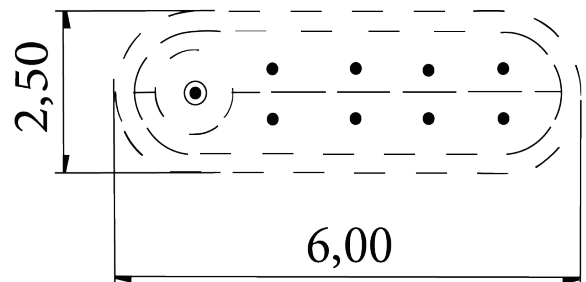
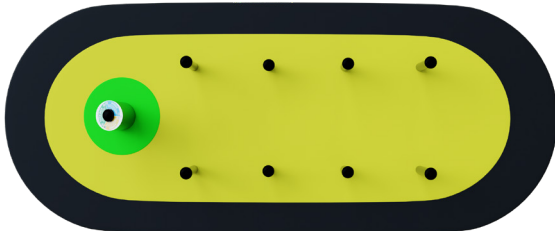
We strongly recommend to install PlayAlive Speed in rubber surface.

Technology:

The sensor unit is weather resistant and 100% water proof. The sensors are produced with a robust plast material without phthalate and tested for very hard direct hits. PlayAlive Speed will for sure meet the robustness standards needed for modern playspots.

Power supply:

PlayAlive Speed uses low current and can be connected to the 230v grid. Power consumption at normal play is approx. 10w. When not in use the sensors will go into sleep and have minimal power consumption.



WHICH GAMES ARE INCLUDED

- Mirror
- e-Tennis
- MindMatch
- Free play and light show
- Active Learning*



A GAME OF
MIRROR

*Can be added for a extra fee.

e-Wall



e-Wall is a plug and play module that is mounted directly on a existing wall inside or outside. The module connects to a standard power outlet and is immediately ready for use. e-Wall and its learning app translates labs on tablet/phone into lots of movement with learning. e-Wall supports all grades and all subjects. e-Wall is intuitive and easily accessible, making it suitable for a wide audience such as primary schools, special schools, kindergartens



Customized front can be added to match the environment, as seen in the image above and below.



ACTIVE BREAKS

e-Wall contains four movement activities. The activities are adaptive and will quickly adapt to the players ability and competences. This will ensure all players will be challenged at an appropriate level.

ACTIVE LEARNING MADE EASY

One tablet or phone connects to the e-Wall and lots of movement with learning is now possible. The active learning module supports all grades and all subjects. Its intuitive and easily accessible, making it suitable for a wide audience such as primary schools, special schools, kindergartens and institutions.

e-Wall



SPECIFICATIONS

Dimensions:

Recommended minimum space required: 2,5 x 2 meter.

Technology:

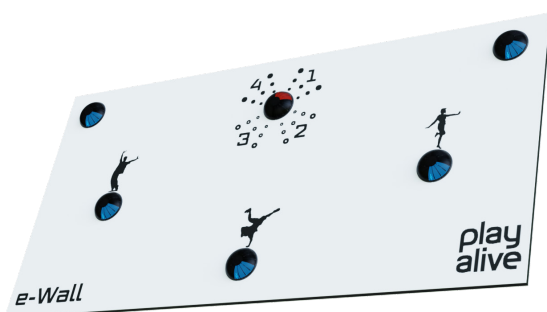
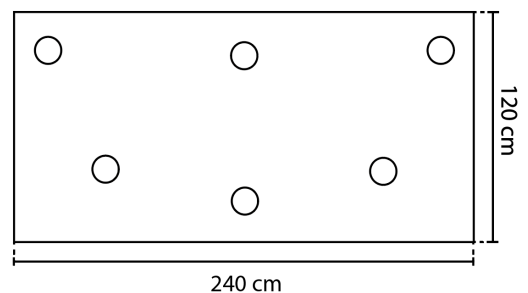
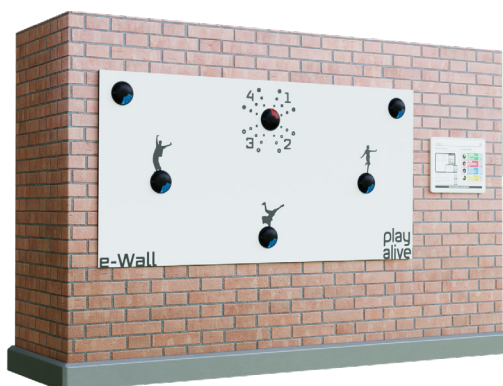
The sensor unit is weather resistant and 100% water proof. The sensors are produced with a robust plast material without phthalate and tested for very hard direct hits.

Power supply:

Connected to 230v power outlet. Hourly consumption approx. 15w.

Installation

PlayAlive e-Wall comes in an indoor version and an outdoor version. Installation time approx. 1 hour.



WHICH GAMES ARE INCLUDED

- Reaction
- Mind
- Team up
- e-Squash
- Rythm mode
- Active Learning



A GAME OF
REACTION

INFINITY



Infinity is a play zone where users are active, learning and having fun all at the same time. And is perfect for location where space is not limited.



WHO IS PLAYALIVE INFINITY DESIGNED FOR?

It is ideal for schools, parks, urban spaces and playgrounds. Infinity is a “playzone” where users exercise, learn and have fun at once. All activities on the PlayAlive Infinity are intuitive and easy to get started. Scan the QR code and watch how to start a game of e-Tennis and how its played.

GAME PACKAGE

PlayAlive Infinity is delivered with a ready to use game package. All games are adaptive and quickly adapts the level to the respective player. Because of that players will constantly feel challenged at an appropriate level, and will keep playing for a longer time as a result.

Additionally the active learning App can be integrated. One tablet or phone connects to the Infinity and lots of movement with learning is now possible. The active learning module supports all grades and all subjects. Its intuitive and easily accessible, making it suitable for a wide audience such as primary schools, special schools, kindergartens and institutions.

INFINITY

SPECIFICATIONS

Dimensions

5,5 x 12,0 meter

Surface requirement:

We strongly recommend installing PlayAlive Infinity in rubber surface

Technology:

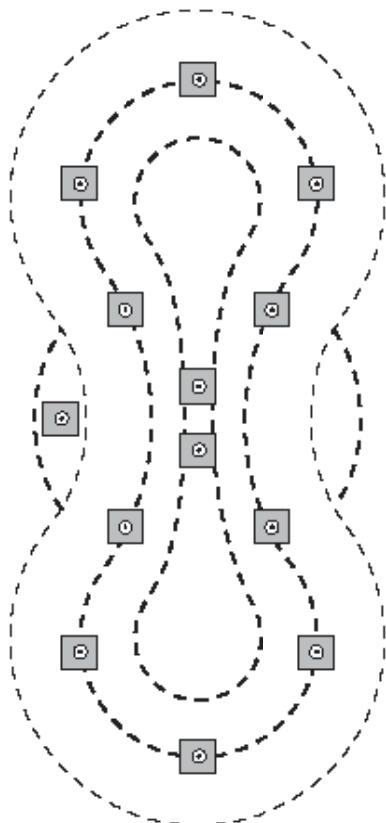
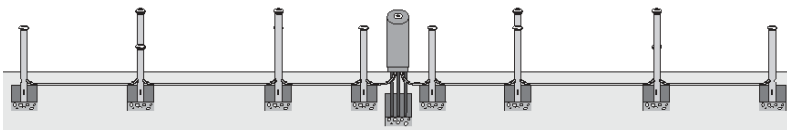
The sensor unit is weather resistant and 100% water proof. The sensors are produced with a robust plast material without phthalate and tested for very hard direct hits. PlayAlive Infinity will for sure meet the robustness standards needed for modern playspots.

Power supply

PlayAlive Infinity runs on low current and can be connected to the 230v grid. Infinity can also be powered by solar energy. Power consumption at normal play is approx. 30w. When not in use the sensors will go into sleep and have minimal power consumption.

Installation

PlayAlive Infinity comes in two editions. One edition to be mounted on steel tubes above the ground and another edition where the electronic sensors are integrated in the rubber surface to create a lean and simple design line.



WHICH GAMES ARE INCLUDED

- Hot and Cold
- eTennis
- StopWatch
- MindMatch
- Free play and light show
- Active Learning*

**Can be added for a extra fee.*



**A GAME OF
e-TENNIS**