



ACTIVE FLOOR

Jump 'n' Learn



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INTERACTIVE ENVIRONMENTS

ActiveFloor started by creating an Interactive Floor solution but quickly expanded and developed a range of models to ensuring the perfect floor experience for any space, regardless of ceiling height, floor size, and 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 revolutionize any learning environment and beyond.



FLOOR

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



WALL

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






TABLE

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

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.



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

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**.



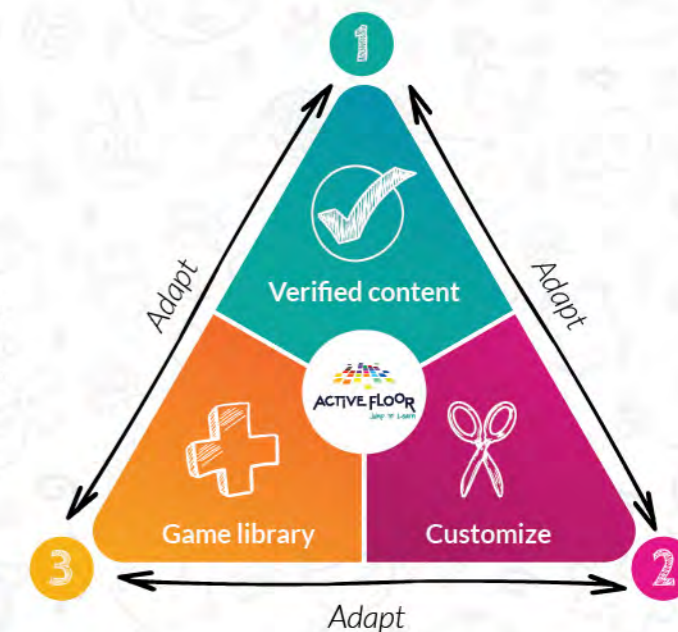
2. BUILD YOUR OWN MATERIAL

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.

Make adjustments to the games in both the library and the verified content, or create your own to suit the teaching.



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:

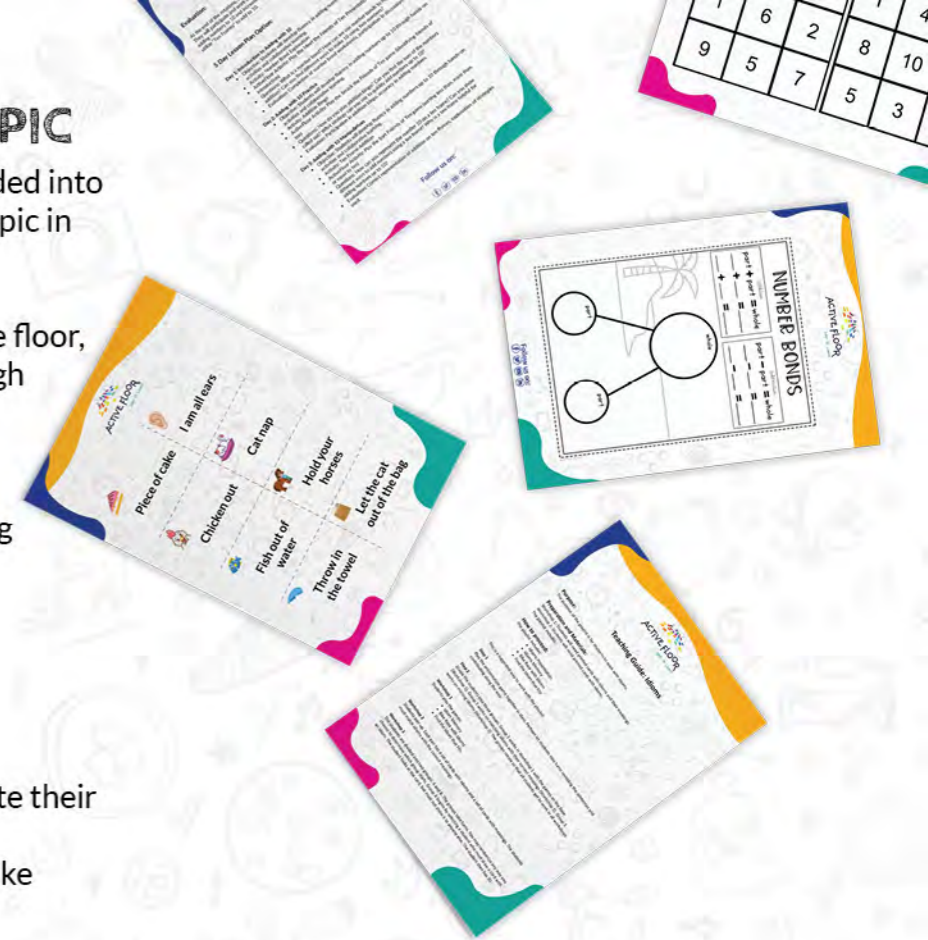
- One group works with the games on the floor, practicing what they have learned through quizzes, matching games, conversation games, or similar activities.
- The other groups work in workshops with tasks described in the accompanying teacher guide.

This could include:

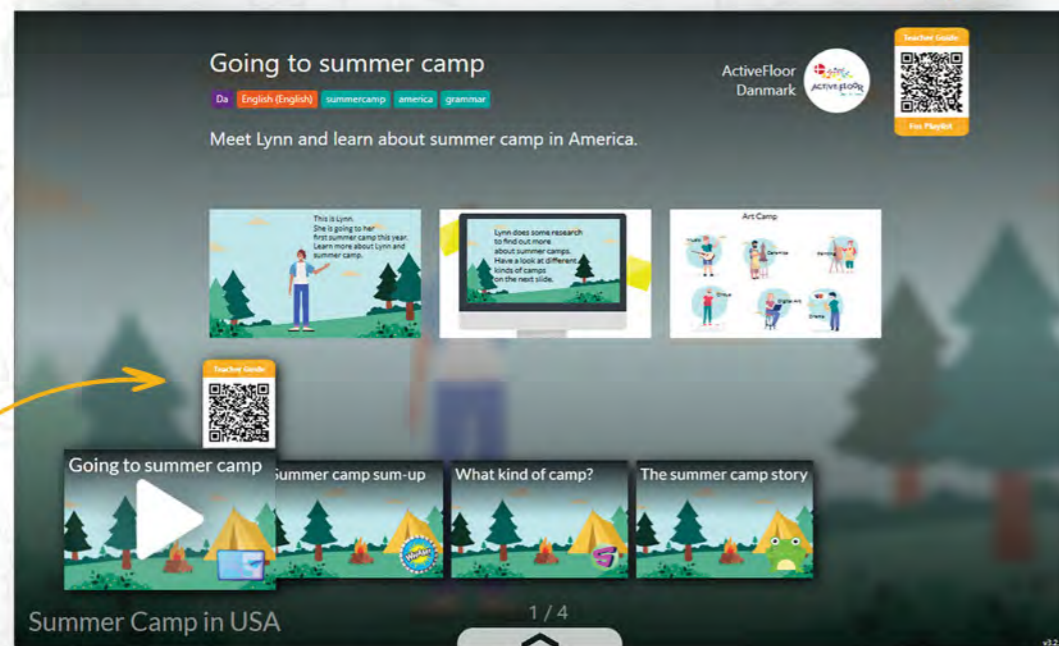
- Small investigative tasks
- Grammar exercises
- Writing tasks where students write their own short stories
- Presentations where students make tasks for each other
- Short presentations.

EVALUATION AND CONCLUSION

The teaching path 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'S GUIDES



Many of our learning sequences 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 teaching path
- 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



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

SPECIFICATIONS:

Projector BenQ MW632ST
 Lens Zoom 0.78 - 0.88:1
 ANSI Lumens 3200

Box 1.14 x 1.04 x 1.04 ft
 Recommended Ceiling height 8.2 ft
 Recommended floor size 10.5 x 6.6 ft
 Used for Floor and table

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

SPECIFICATIONS:

Projector ActiveLite 5800W
 Lens Zoom 0.8 - 1.16-1.9:1
 ANSI Lumens 5800

Box 1.46 x 1.37 x 1.37 ft
 Recommended Ceiling height 8.3 ft
 Recommended floor size 10.5 x 6.6 ft
 Used for Floor and table

FLAT3 creates a medium sized floor and is a good solution for spaces with low ceilings. It is just like a PRO3 - only FLAT.

SPECIFICATIONS:

Projector ActiveLite 5800W
 Lens Zoom 0.8 - 1.16-1.9:1
 ANSI Lumens 5800

Box 0.52 x 1.96 x 1.96 ft
 Recommended Ceiling height 7.9 ft
 Recommended floor size 10.5 x 6.6 ft
 Used for Floor and table

MAX3 creates a bigger and brighter floor and is a good solution for large and bright spaces.

SPECIFICATIONS:

Projector ActiveLite 6800U
 Lens Zoom 0.8 - 1.16-1.9:1
 ANSI Lumens 6800

Box 1.46 x 1.37 x 1.37 ft
 Recommended Ceiling height 11.4 ft
 Recommended floor size 12.5 x 7.8 ft
 Used for Floor and table



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

SPECIFICATIONS:

Projector	ActiveLite 5800U
Lens Zoom	0.8 - 1.16-1.9:1
ANSI Lumens	5800
Box	0.95 x 1.49 x 1.49 ft
Distance from lens-to-wall	10.5 ft
Rec. wall size	13.3 x 8.3 ft
Used for	Wall

SPORTsWall LASER delivers the same functions as SPORTsWall LAMP, just sharper and brighter.

SPECIFICATIONS:

Projector	ActiveLite 6800U
Lens Zoom	0.8 - 1.16-1.9:1
ANSI Lumens	6800
Box	0.95 x 1.49 x 1.49 ft
Distance from lens-to-wall	10.5 ft
Rec. wall size	13.3 x 8.3 ft
Used for	Wall

SPORTsWall GYM is for gym halls and more, creating a unique gaming experience with a multi-colored light system that moves with the game flow.

SPECIFICATIONS:
Additional to SPORTsWall LASER

LED Wash Light	3 pcs/ 280W moving head
Beam Light	4 pcs/ 100w moving head
Sound System	2/4 x 600 watt 12" speaker 8 ohm
Microphone	2 pcs
Amplifier	2/4 x 1000 watt
Used for	Wall

MobileMax is our most popular model, as it is flexible and adaptable for projection on tables and floors and creates various floor sizes.

SPECIFICATIONS:

Projector	Optoma W340UST
Lens Zoom	Optical
ANSI Lumens	4000
Box Height -	35.4 - 51.12 in
Width -	16.42 x 28.32 in
Recommended floor size	9.9 x 6.2 ft
Used for	Floor and table

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 encourage movement and play in educational experiences.

VISION

ActiveFloor reinforce future educational environments with interactive learning.

VALUES



ACTIVEFLOOR IN ACTION

The global market potential is enormous! In addition to our vision to transform future educational environments with interactive learning, ActiveFloor can be positioned in a variety of vertical markets. Review earlier installations for inspiration.



SPORTSHALL



HOSPITAL



TRADE SHOW



KINDERGARTEN



DEPARTMENT STORE



TRADE SHOW



DEPARTMENT STORE



SCHOOL



TRADE SHOW



SCHOOL



SWIMMINGHALL



LIBRARY