



# SENSE Air

FIXED SOLUTION  
INTERACTIVE  
FLOOR PROJECTION

# Benefits of interactive projection

Interactive projection offers a multitude of benefits that enhance the overall experience of its users, whether they're children or young adults in a sensory room, individuals with special needs or adults seeking an immersive sensory experience.

**Engagement-** Captivates attention and encourages active participation, the interactive projection creates a dynamic and responsive environment stimulating curiosity and engagement, particularly for those with sensory processing needs or limited movement.

**Multi-Sensory-** Interactive projection can integrate various sensory stimuli and offers lots of cause and effect activities, the multi-sensory approach can be tailored to meet individual preferences and sensory needs.

**Personalisation-** The Imagine software allows you access to personalise the activities via the online editor portal, import your own pictures, videos and audio to create engaging activities tailored to a users personalised likes and needs.

**Inclusive-** Interactive projection promotes inclusivity by accommodating various abilities and preferences. It removes physical barriers and allows individuals with different motor skills or sensory sensitivities to participate.



# Features

- Fixed interactive floor projection- wall mounted
- Easy to install
- Fixed projection size on the floor
- Projection size 2.65m x 1.7m dependant at installed height of 1.4m
- Bright interactive images
- Speakers
- Imagine software





# Specifications

## **SENse Air**

Lamp based 3400 Ansi lumen projector

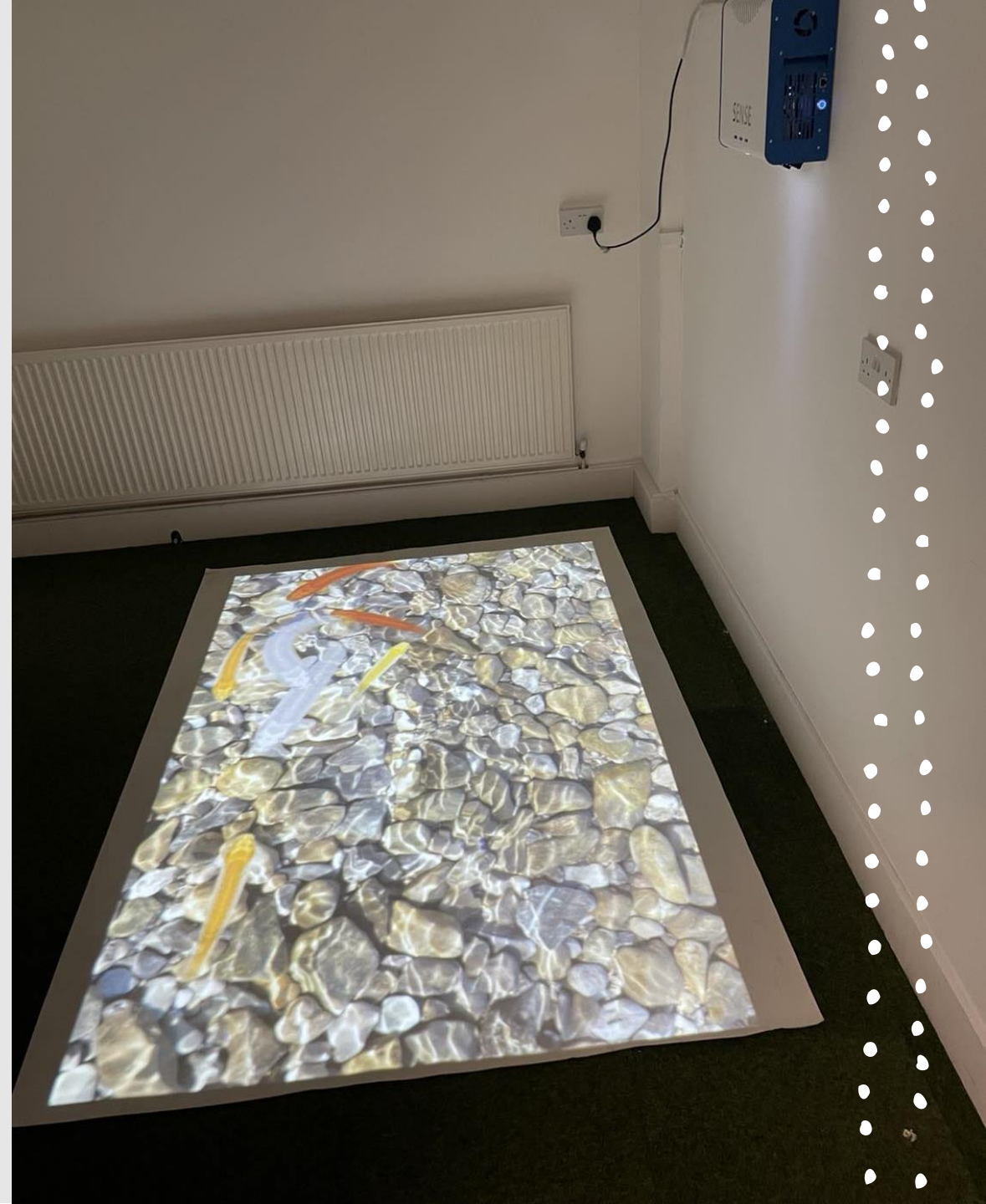
5400 Pc 8gb Ram 256SSD

Speakers and amp

1 year hardware warranty

1 year remote and telephone support

Image size 2.65m x 1.7m



# Imaginate Software



# Integrex Ltd

Profiles



Multimedia



Admin



# Activity Wizard

Utilize the “Instant Activity Wizard” to craft personalised activities by incorporating a variety of your own images, enriching their overall experience.

Simple and easy way to personalise activities

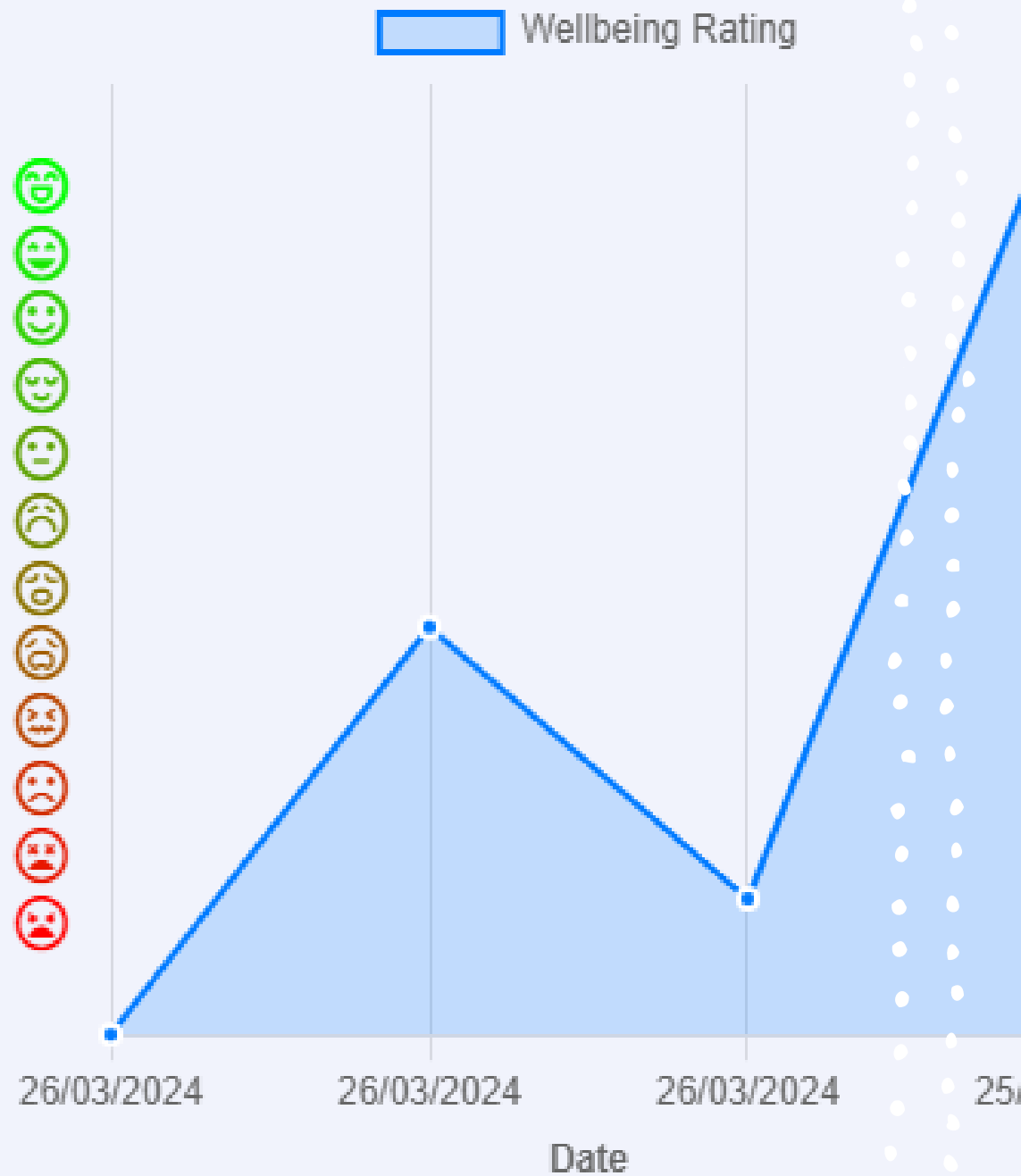
- Create a folder on a USB memory stick and name the folder for each resident
- Gather a set of personal or favourite images for each resident, make sure they are relevant for the activity you want to create
- Insert the USB stick into the machine
- The Software will assemble a range of activities using your images, resulting in a genuinely personalised experience.



# Measured Outcomes

The Well-Being Suite can conduct regular assessments to measure users overall well being before and after implementing the interactive projection. This includes evaluating their mood, social engagement and sense of enjoyment during an interactive session. By tracking changes in well-being indicators over time, we can help staff assess the system's positive impact on residents' emotional and psychological health.

Reaction times are a crucial measurement for cognitive function and responsiveness, We use interactive activities within the Imagine Suite to asses users reaction times to stimuli and challenges presented on the screen. Tracking reaction times during different activities, we can gauge users cognitive processing speed, attention and motor skills providing valuable insights into their cognitive functioning.



# Scatter

Encourage movement with the Scatter theme

- Import your own image or video to use as the background or use one of the many included images or videos
- Pick the item you want to Scatter from the theme packs available
- Scatter the objects to see the image or video underneath
- Use a brush to Scatter those objects
- Enable text-to-speech and the questions will be read out





# Fish/Water Ripple

Calming activity with sensory feed back

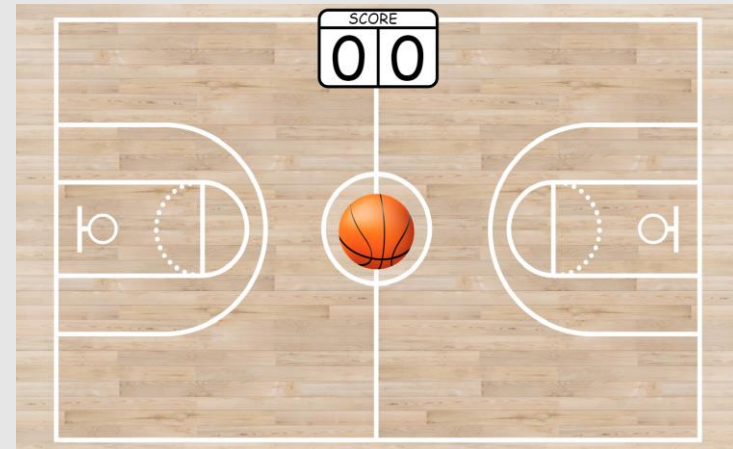
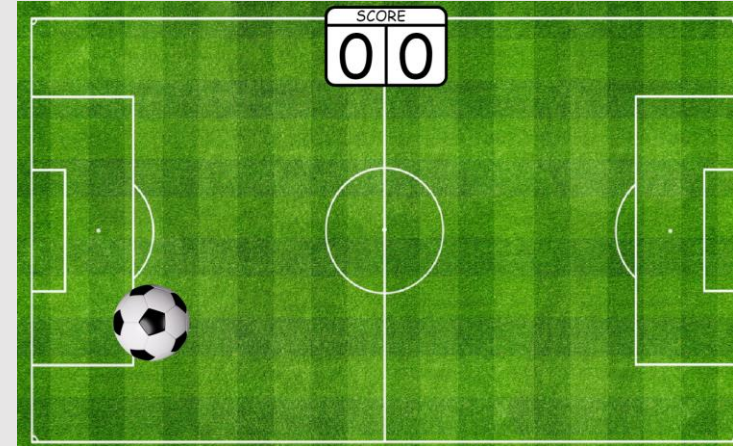
- Create a calming experience and improve mood with the interactive Fish Pond
- Stand or touch the pond to see the fish swim towards you and the water ripple around your touch
- Import your own image or video to use as the background to your fish activity



# Ball Games

Improve physical wellbeing and encourage social interaction

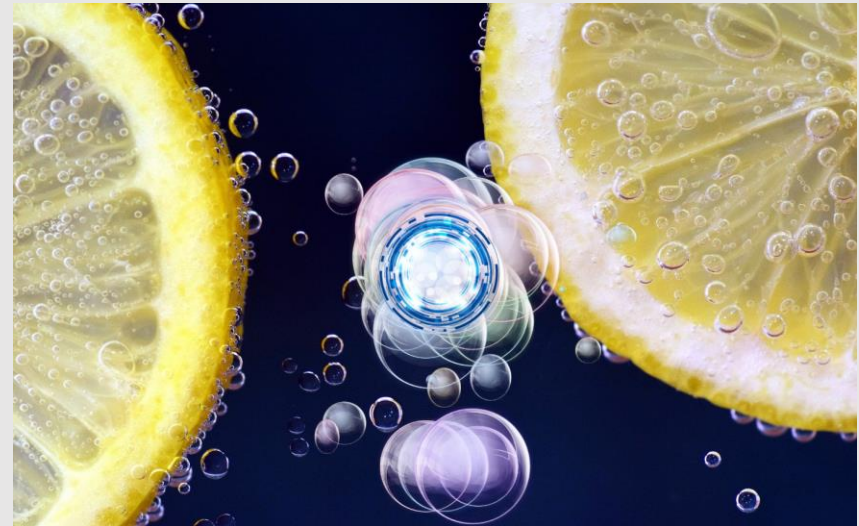
- Choose from 1 of 6 ball game activities



# Bubble Pop

What is more satisfying than popping bubbles?

- Provides sensory feedback through sound and visuals
- Encourage movement and physical activity



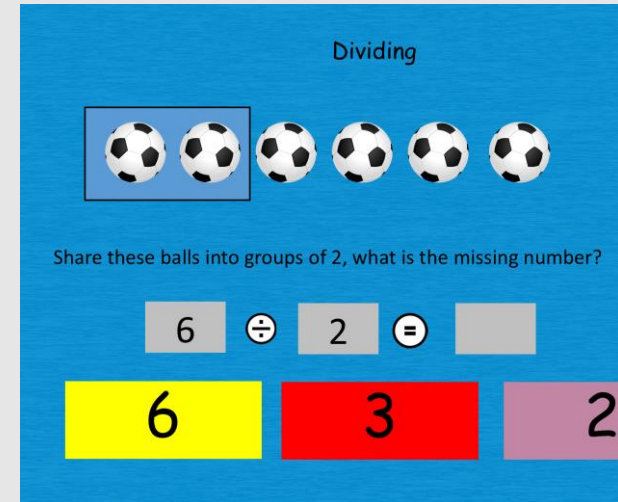


# Questions (Editor Pro required)

Create Educational content with the Quiz Activity within Storyboard

- Import your own images, videos and audio to help with the creation of the Quiz or use the Library of multimedia already included
- Create Quizzes using text, areas of the image or sounds so the Quiz is accessible for all
- The Quiz will tell you the right answer if you answer incorrectly
- Enable text-to-speech and the questions will be read out
- Editor pro edition is required to create your own storyboard or quiz

Dividing



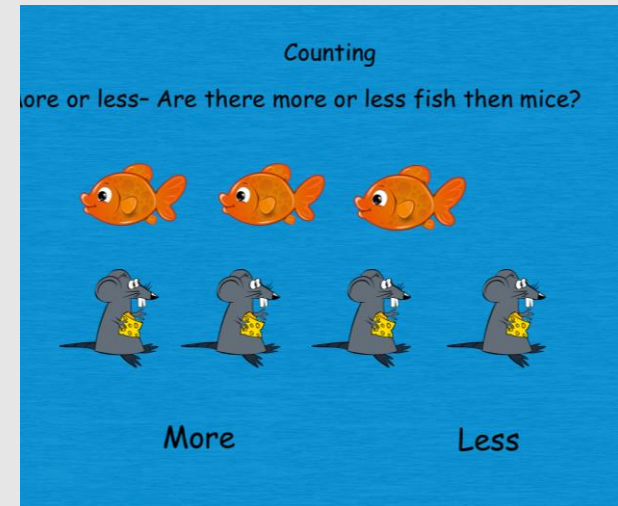
Share these balls into groups of 2, what is the missing number?

$$6 \div 2 = \square$$

6 3 2

Counting

More or less- Are there more or less fish than mice?



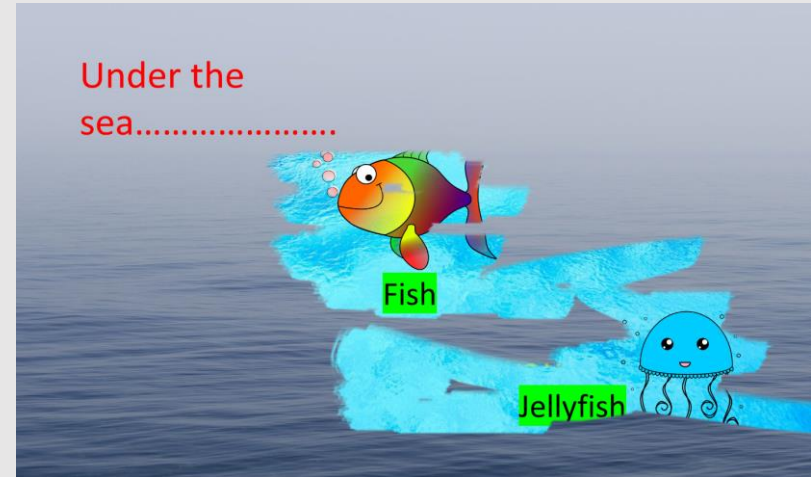
More Less



# Image Painter

The Image Painter activity can be used in two ways

- Paint- Colour in an image from black and white to colour - offers cause and effect activity
- Image reveal- wipe over one image to reveal another



# Boing

Cause and effect activity

- Hit the object to see it bounce against other objects on/off the sides of the screen
- Choose your own background image or video, the item you want to Boing from our theme pack and the audio



# Tiles

Cause and effect activity

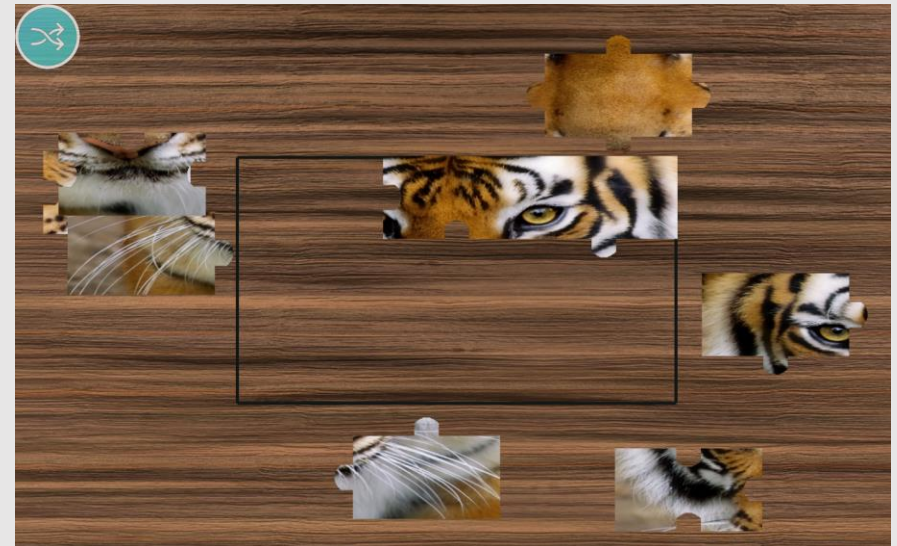
- Four effect types to choose from
- Change the effect speed and type to create different feedback
- Choose your own background image or video





# Jigsaw

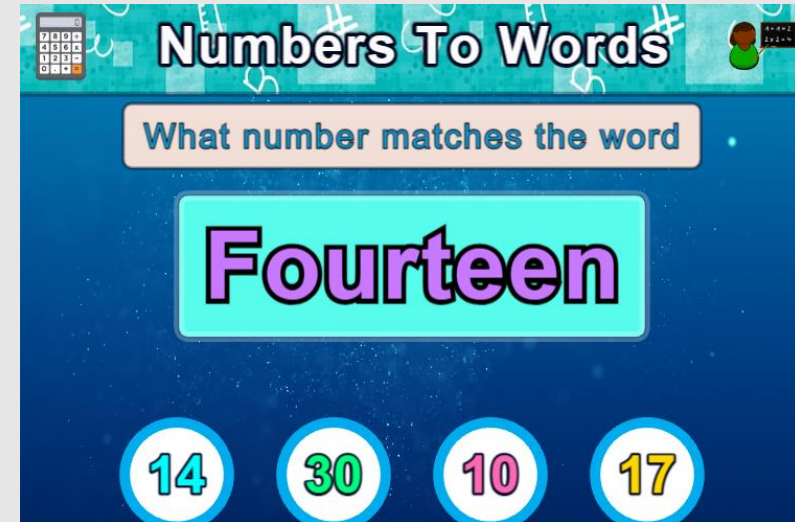
- Various pre-made Jigsaws feature in the Imagine Software
- Create a Jigsaw with one of the stock images or videos
- Import your own images or videos to create a Jigsaw from





# Curriculum

- Maths and Phonics Year 1 and Year 2 activities have been created for you
- A range of questions covering various Key Stage 1 or 2 activities ready to interact with



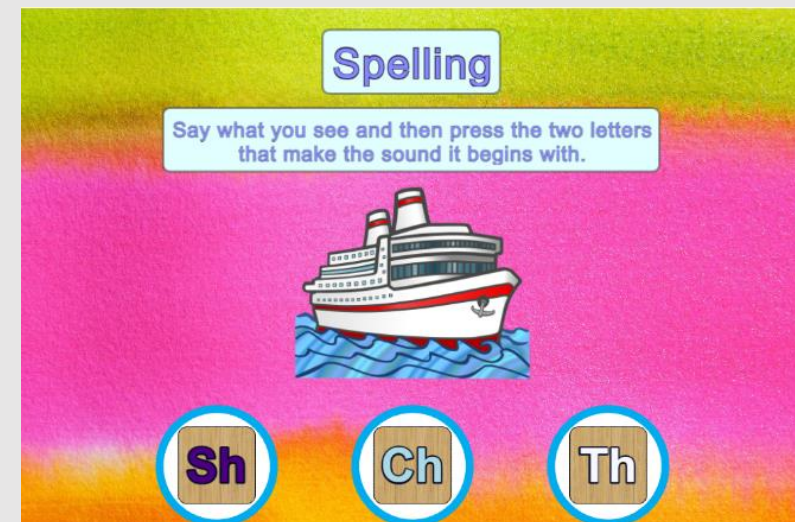
Numbers To Words

What number matches the word

**Fourteen**


14 30 10 17

This screenshot shows a game interface with a teal header containing a calculator icon and the title 'Numbers To Words'. Below the header is a dark blue background with a light blue box containing the question 'What number matches the word'. The word 'Fourteen' is displayed in large, purple-outlined letters on a light blue background. At the bottom, four circular buttons with blue borders contain the numbers 14, 30, 10, and 17.



Spelling

Say what you see and then press the two letters that make the sound it begins with.



Sh Ch Th

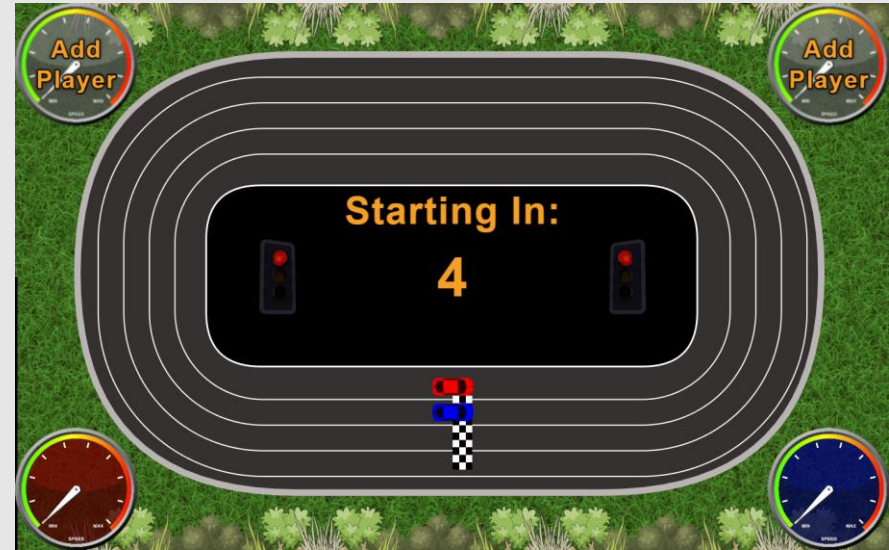
This screenshot shows a game interface with a green and yellow gradient background. At the top, the word 'Spelling' is in a blue box. Below it is a white box with the instruction 'Say what you see and then press the two letters that make the sound it begins with.' In the center is an illustration of a white cruise ship with two red funnels on blue waves. At the bottom, three circular buttons with blue borders contain the letter pairs 'Sh', 'Ch', and 'Th'.

# Racing

Physical activity

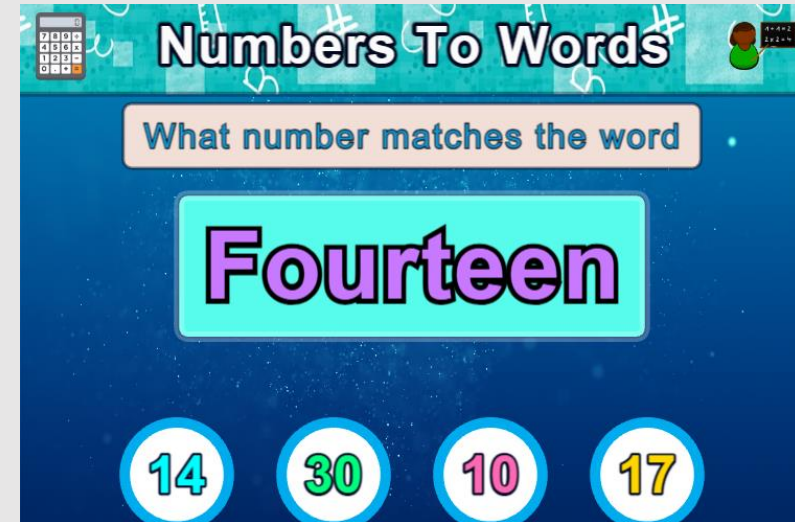
Race up to four friends around the race track

This one requires quite a bit of physical activity



# Curriculum

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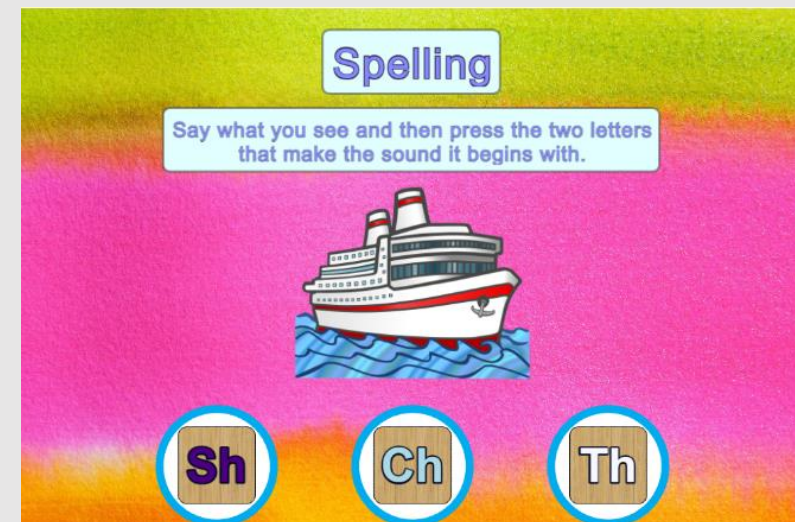
Numbers To Words

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This screenshot shows a game interface with a dark blue background. At the top, there is a calculator icon and the title 'Numbers To Words'. Below the title, a question asks 'What number matches the word'. The word 'Fourteen' is displayed in large, purple, outlined letters inside a light blue rounded rectangle. At the bottom, four circular buttons contain the numbers 14, 30, 10, and 17, each with a different color (blue, green, pink, and yellow respectively).



Spelling

Say what you see and then press the two letters that make the sound it begins with.

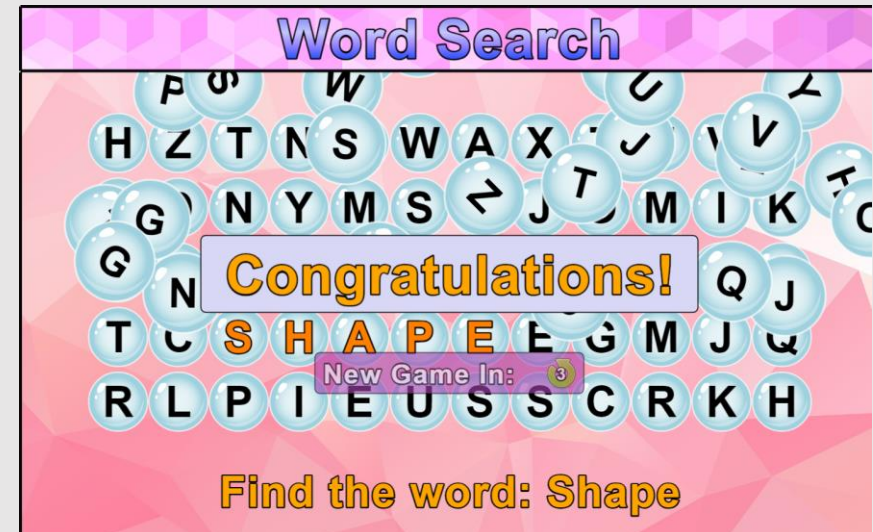


Sh Ch Th

This screenshot shows a game interface with a colorful, abstract background. At the top, the word 'Spelling' is written in a blue box. Below it, a text box contains the instruction: 'Say what you see and then press the two letters that make the sound it begins with.' In the center, there is a cartoon illustration of a white cruise ship with two red funnels, sailing on blue waves. At the bottom, three circular buttons contain the letter combinations 'Sh', 'Ch', and 'Th', each on a wooden-textured background.

# Word Searches

- Various Word Searches ready to use
- Easy Word Search creation through the Editor Portal
- Recognition and cognitive skills





# Particles

- Physical movement and cause and effect activity
- Interact with the image with hands, feet or object
- Watch the Particle effect appear where the touch is detected



# Bingo

- Encourage socialisation when playing bingo with up to four players
- Number recognition
- Memory skills
- Concentration



# Splat

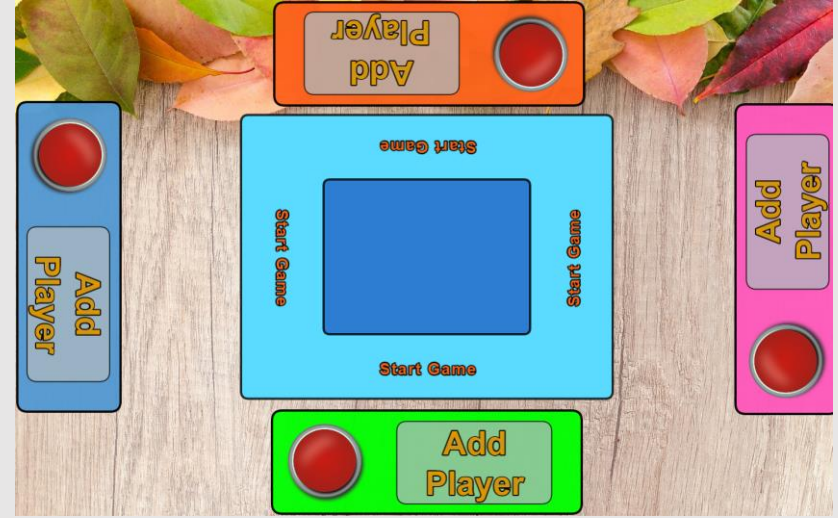
- Encourage movement and visual tracking with the Splat theme
- Various Splat activities ready to use
- Multiple layer Splat, watch the object turn into something else with every Splat on a number of multiple layer Splat activities





# Snap

- Encourage socialisation when playing Snap with up to four players
- Number recognition
- Memory skills
- Concentration





# Storyboard (Editor Pro required)

- Using sounds, videos and text create a story or a tour of a building
- An interactive storyboard offers a versatile and immersive platform for creating stories or tours of buildings, combining visual storytelling with interactive elements to engage viewers and enhance their understanding and appreciation of the environment.

