

Visilift +

MOBILE, ELECTRONICALLY HEIGHT
ADJUSTABLE INTERACTIVE SCREEN
WITH TILT



Features

- Mobile interactive screen
- Electronically height adjustable
- Robust interactive screen
- Speakers
- Braked castors
- Rotation to any angle, vertical and beyond
- Wheelchair accessible
- Optional OPS slot in PC



Specifications

55" or 65" 4K interactive display

20 touch points

7H Screen with soft touch surround

Speakers

HDMI 2.0 x 3 RGB/VGA x 1, Audio 1

Optional OPS

Windows 11 Pro

I5-1240P

16GB Memory

256GB SSD

Flexible



The Visilift+ can recognize up to 20 individual touch points at once meaning the screen can be used for collaborative learning on for one on one sessions. Available with or without a built in PC, a laptop shelf is provided for those wishing to use an existing laptop. The Visilift+ can be used as a shared resource simply wheel from room to room, plug and play. The built-in pc option is not locked down to just our software, install any software (windows compatible)

Imaginate Software



Integrex Ltd

Profiles



Multimedia



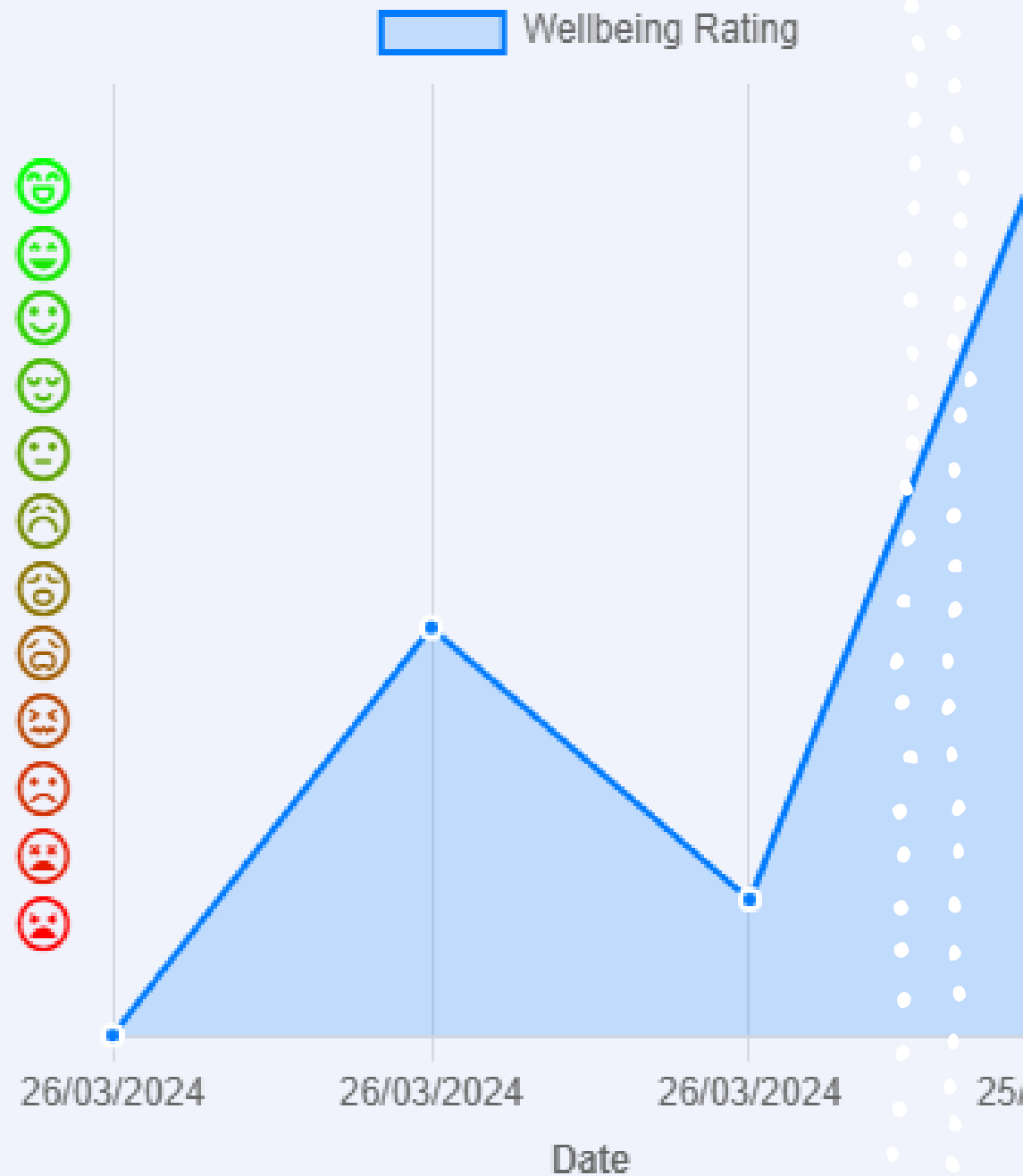
Admin



Measured Outcomes

The Imagine 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.



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.

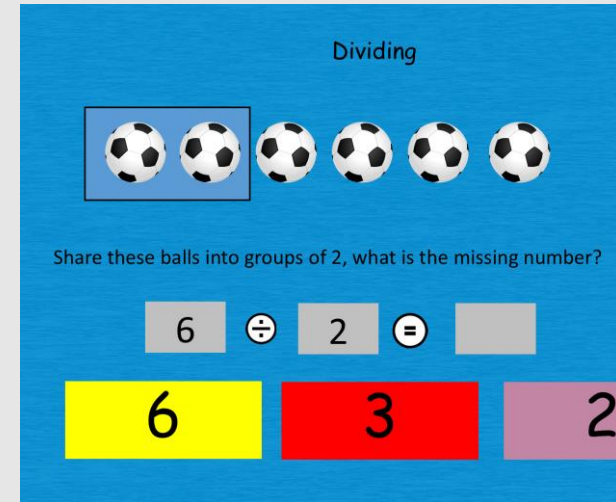


Questions Editor Pro Required

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

Dividing



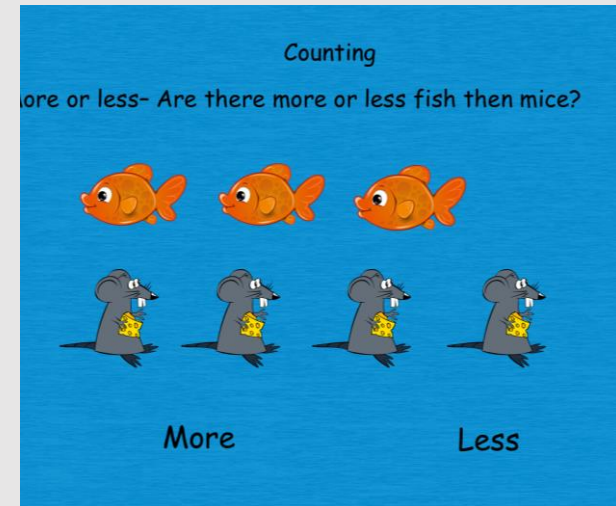
Share these balls into groups of 2, what is the missing number?

$$6 \div 2 = \square$$

6 3 2

Counting

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



More Less

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

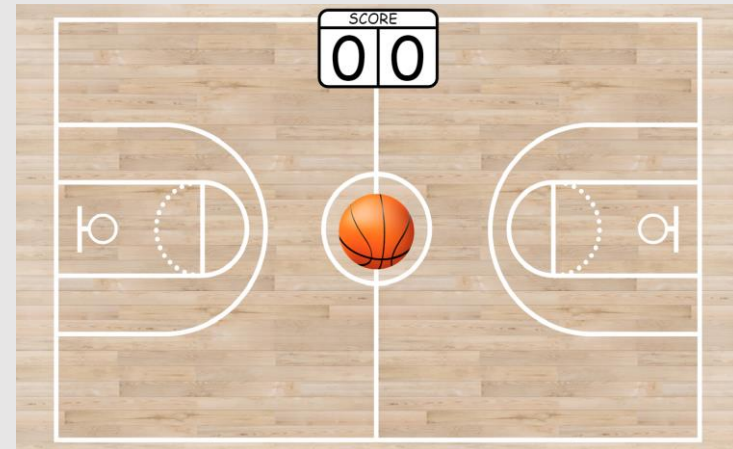
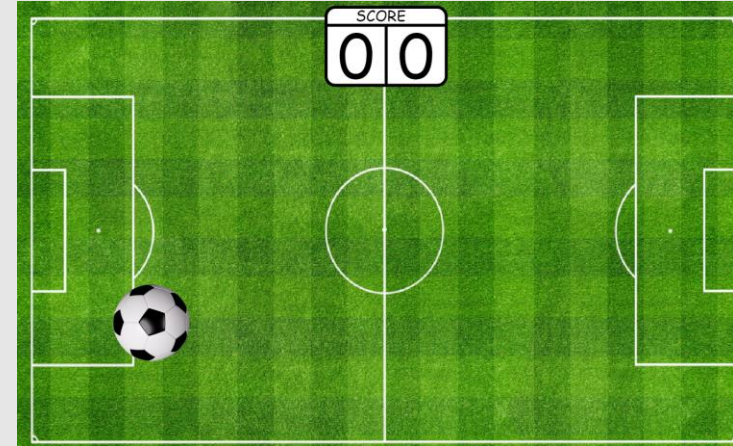
- Create a calming experience and improve mood with the interactive Fish Pond
- Stand or touch the pond to see the fish swim towards you and the water ripple around your touch
- Import your own image or video to use as the background to your fish activity



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

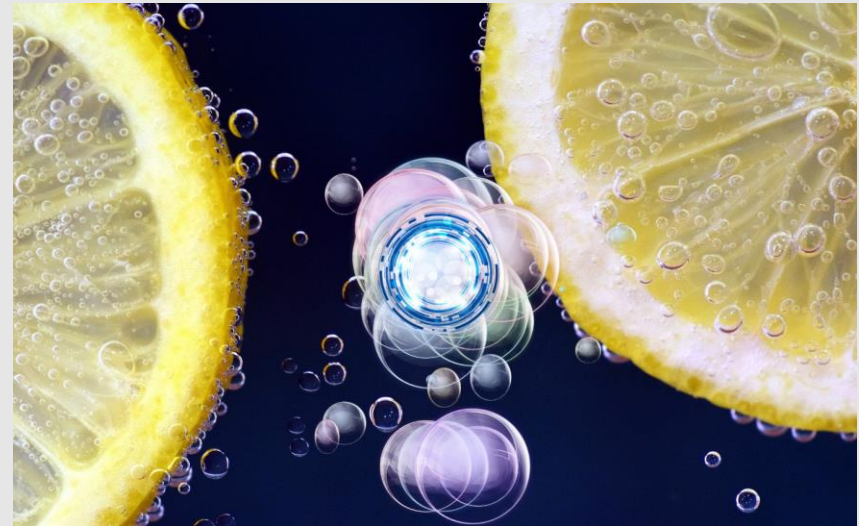
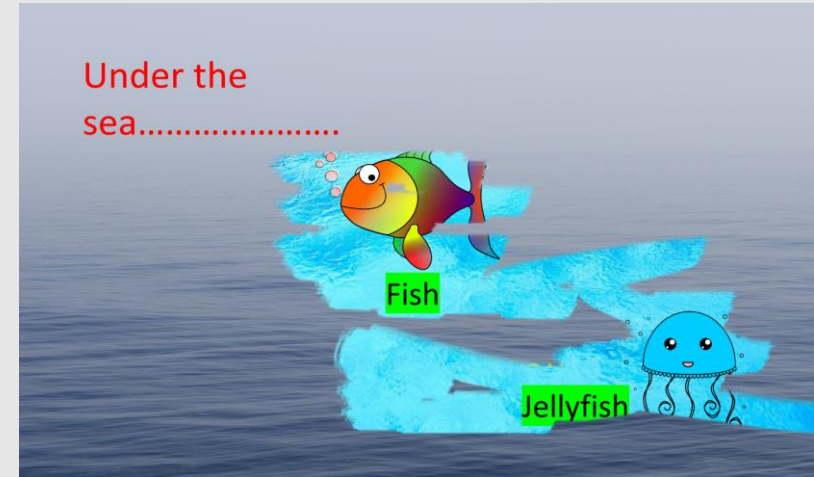


Image Painter

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

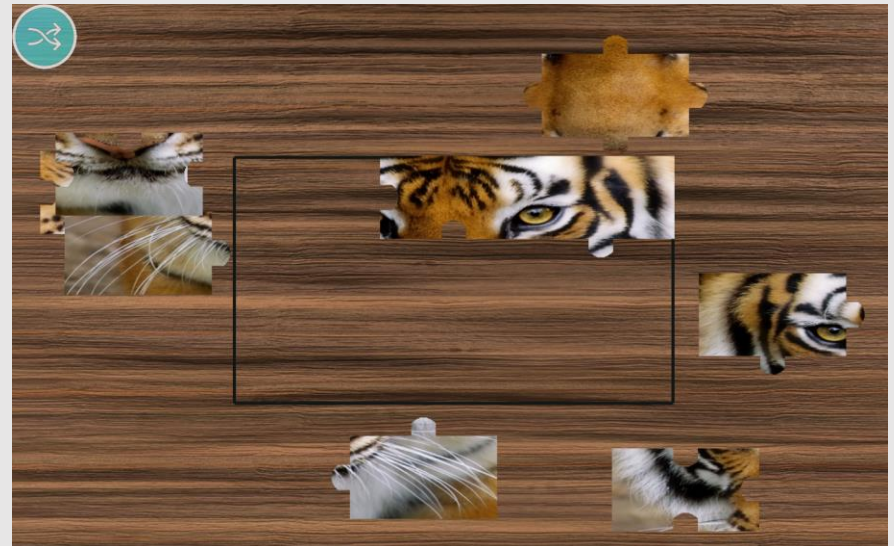
Cause and effect activity

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



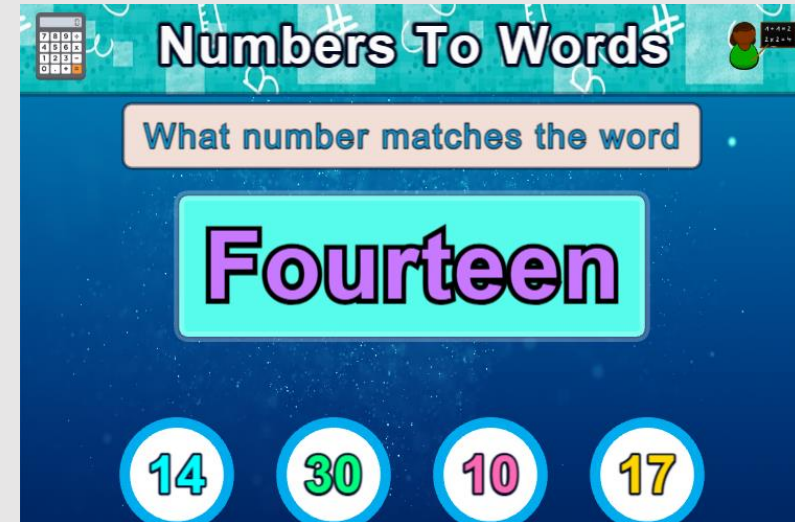
Jigsaw

- 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



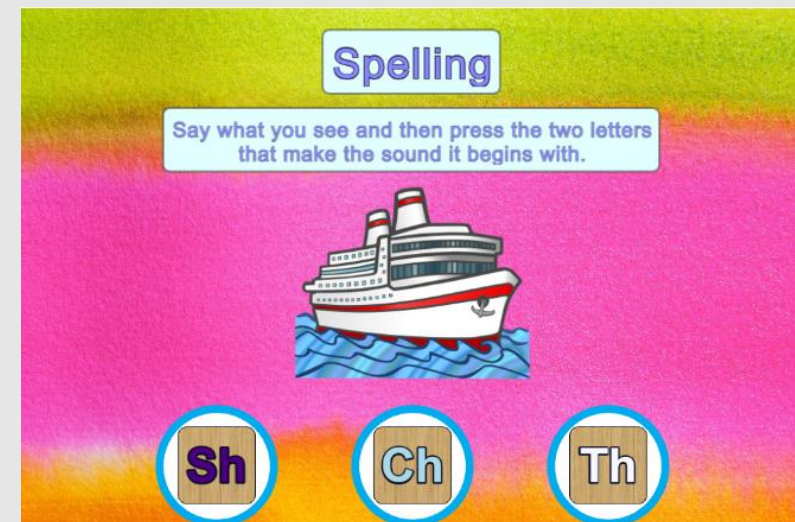
Numbers To Words

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, a question box asks '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 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

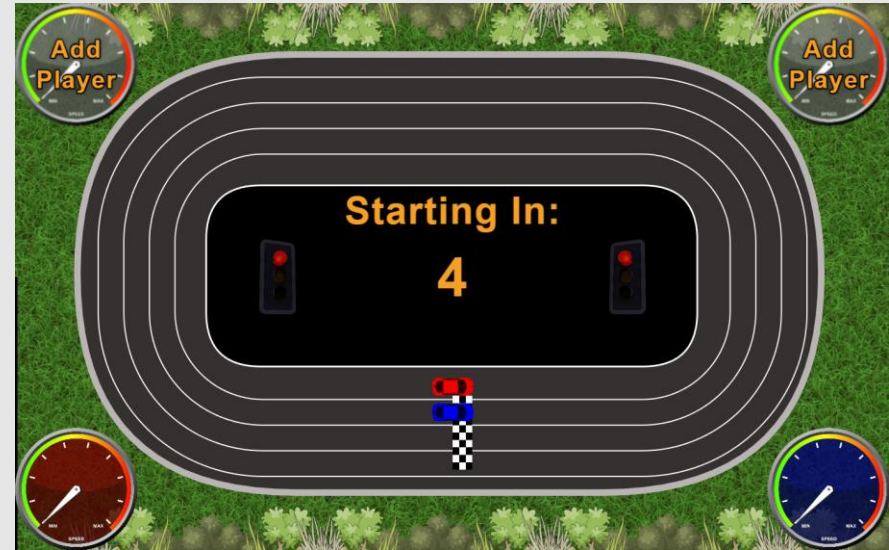
This screenshot shows a game interface with a yellow and green gradient background. A title box at the top says 'Spelling'. Below it, a text box instructs the user: 'Say what you see and then press the two letters that make the sound it begins with.' In the center, there is an illustration of a white cruise ship with two red funnels sailing on blue waves. At the bottom, three circular buttons contain the letter combinations 'Sh', 'Ch', and 'Th'.

Racing

Physical activity

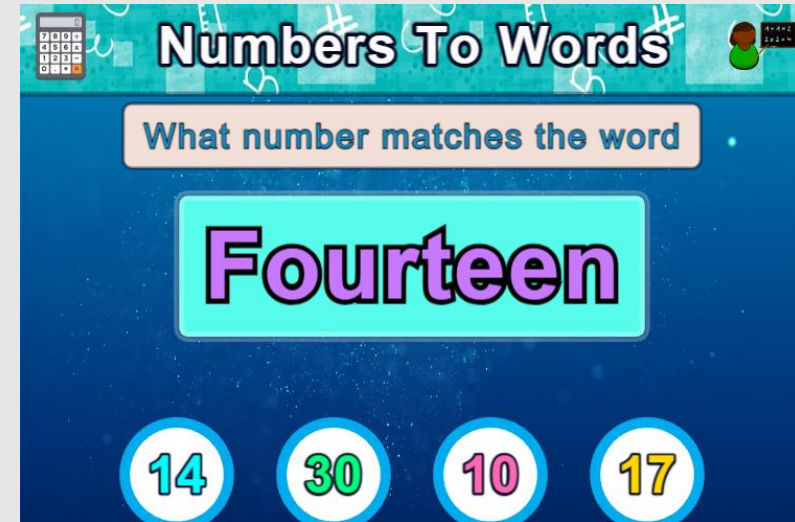
Race up to four friends around the race track

This one requires quite a bit of physical activity



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



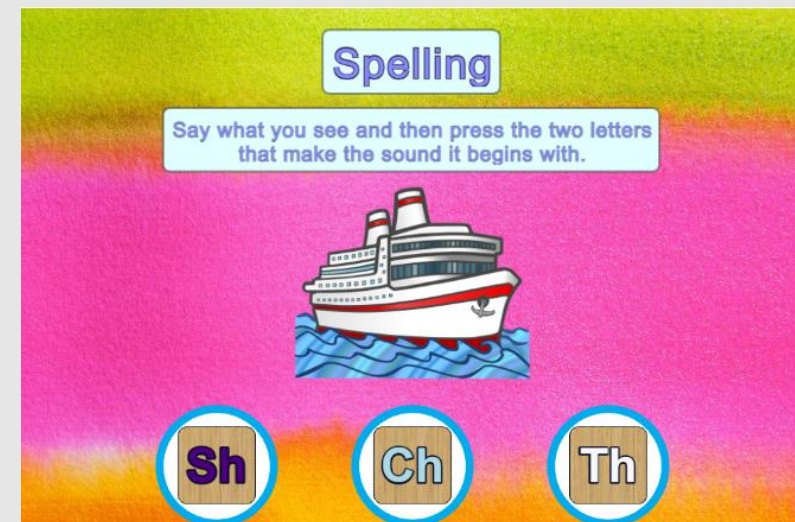
Numbers To Words

What number matches the word

Fourteen


14 30 10 17

This screenshot shows a game interface with a dark blue background. At the top, there's a header with a calculator icon and the text 'Numbers To Words'. Below that, a question box asks 'What number matches the word'. The word 'Fourteen' is displayed in large, purple, outlined letters on a light blue rectangular background. 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.

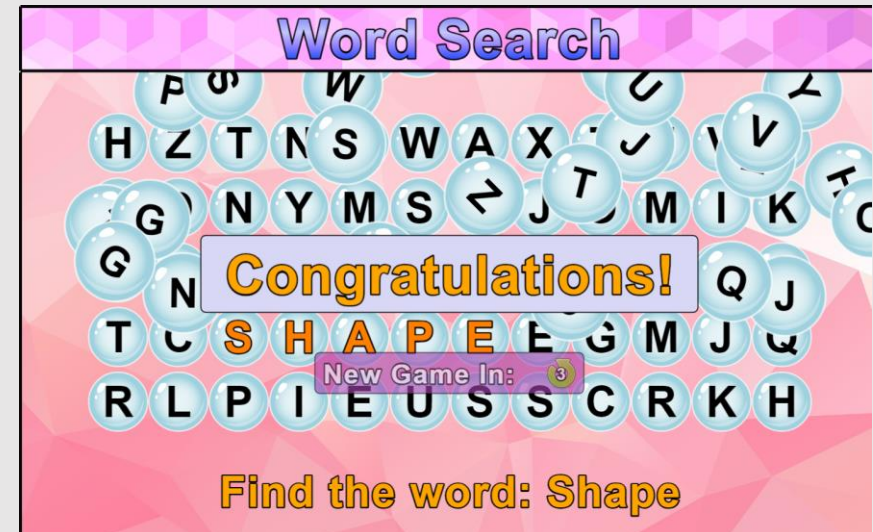


Sh Ch Th

This screenshot shows a game interface with a colorful, abstract background. At the top, there's a header with the text 'Spelling'. Below that, a question box asks 'Say what you see and then press the two letters that make the sound it begins with.'. In the center, there's an 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



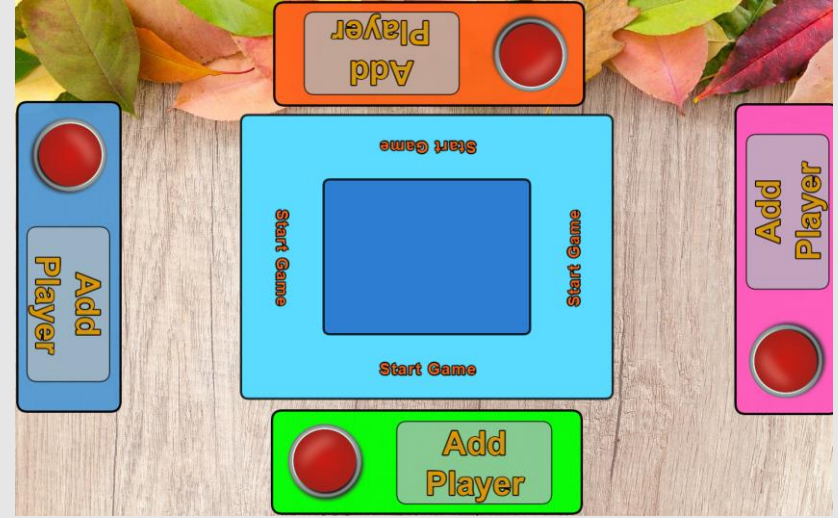
Splat

- 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

- Using sounds, videos and text create a story or a tour of a building



Campfire Software

A world of fun at your fingertips, with over 30 apps they cover a range of entertaining and engaging interactive games.

Some of the included applications:

Air Hockey

Whiteboard

Drums

Piano

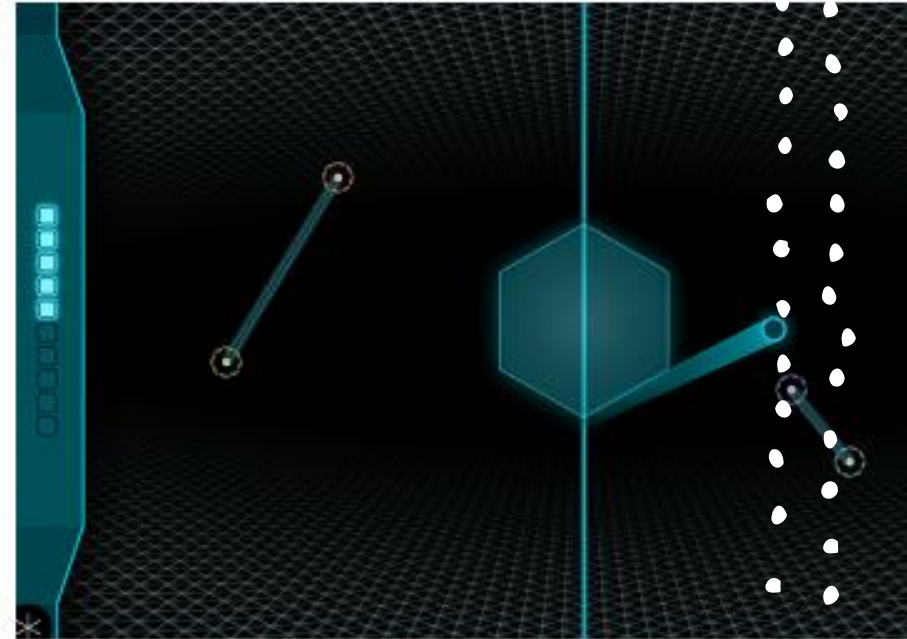
Jigsaw

Memory

Froggy

Tap

The zone feature allows the campfire software to be split into zones for multi user interaction, one user can be playing the memory game while another is playing the drums.



ClassMate Software Suite

ClassMate includes 50 software titles including thousands of progressive and engaging education activities taking students on their first steps of interaction with technology to making independent choices. No internet connection needed.

Big Band Series- Specifically developed for students at the earliest stages of interaction and those with visual difficulties, bold patterns, pictures, animations and sounds take users from sensory stimulation to simple choices.

Counting songs series- Motivating software to engage learners of all ages and aimed at those just mastering early number concepts

SwitchIt! Extra Series- These fun, easy to access stories are an ideal introduction to literacy and early language

Let's Go Series- A set of stories and interactive scenes suitable for students of all ages wanting to develop exploration and early decision making skills

