

EDUFLOOR

EDUFLOOR DEVICES



2024

WWW.MULTIEDU.EU



EDUFLOOR

EduFloor offers modern solutions that combine **learning and fun** through interactive movement. Our systems create a virtual, magical space on the floor that **reacts to movement**, allowing users to control the displayed images. The EduFloor design is versatile and tailored to the individual needs of each facility, operating independently of environmental conditions. EduFloor supports the holistic **development of preschool and school-aged children** by offering:

- Eye-hand coordination,
- Strengthening psychophysical development,
- Improving reaction speed,
- Increasing spatial orientation,
- Stimulating motor skills,
- Boosting physical activity.



More than just fun – Education and rehabilitation

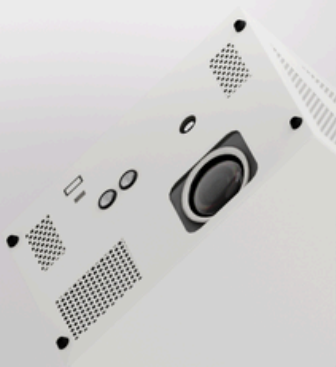
EduFloor solutions are more than just entertainment. It is an educational tool that develops children through innovative forms of activity. Children learn in an engaging way, making the educational process more attractive and effective for them. Moreover, this system is highly valuable in the context of rehabilitation – both for children and people with special educational needs. EduFloor supports various therapies, helping people with physical, cognitive, or sensory limitations develop their skills in a fun and interactive way.

Versatility and adaptation

Thanks to its flexibility, EduFloor can be used in various educational and rehabilitation settings. The system can be adapted to the specific needs of any facility, and its mobility and easy installation allow it to be used in different spaces. Regardless of the environment – whether in a gym, classroom, hallway, or small therapy room – EduFloor works effectively, providing interactive experiences that engage and inspire.

Step into the world of modern 21st-century education

EduFloor is not just about fun – it is a technology that develops, teaches, and inspires. In the 21st century, where digital technologies are becoming an integral part of our lives, EduFloor offers a modern approach to education that combines movement with digital interaction.





QUATRO

Mobile interactive floor and wall in one device

EduFloor QUATRO is an advanced mobile interactive device that can be easily moved thanks to a specially designed stand. Its robust construction ensures safety during use, and its features allow for perfect image adjustment to room sizes. The installation on the stand is extremely simple and does not require specialist knowledge. Weighing less than 6 kg, EduFloor QUATRO is the lightest solution in its category! Thanks to modern technology, the device minimizes user shadows, allowing users to freely enjoy its functions without disturbing each other.

Interactive wall EduFloor QUATRO can also function as an interactive wall. Just adjust the device's angle, distance, and image size, and then quickly calibrate it. Any teacher or caregiver can do this without specialized training. With the WALL package, the device offers applications that can be controlled using plastic balls.



Ceiling mount

The device can also be mounted on the ceiling, allowing for traditional use as an interactive floor. The set includes a hanger for easy installation. EduFloor QUATRO operates in many modes: floor, wall, mobile, and as an interactive table. Calibration is done very simply, using a radio remote control, ensuring quick adjustments to various conditions. The device contains six standard packages, the highest number of applications in its class.



Interactive table EduFloor QUATRO can also be transformed into an interactive table – just place the device above any table and calibrate the image. In this mode, interaction takes place through hand movements, making it an ideal solution for working with older individuals. EduFloor QUATRO offers four different ways to use it in one device!



100% Polish production

EduFloor QUATRO is entirely designed and produced in Poland by Polish engineers.



3D

EduFloor 3D is the **most advanced interactive floor on the market**, offering unparalleled experiences through 3D technology and **Full HD imaging**. It is the only solution that brings three-dimensional graphics into education and entertainment, immersing users in a completely new dimension of interaction. A **contrast ratio of 22,000:1** ensures that the image is sharp and full of detail, even in bright rooms, providing experiences unmatched by other devices. EduFloor 3D comes with **100 installed applications**, offering a rich selection of educational and entertainment content, while also being expandable with new packages. This **lightweight and easy-to-install** floor can be used in many modes – as an interactive floor, wall, or table – offering full flexibility of use. EduFloor 3D is a revolution in education and entertainment, combining modern technology with the highest image quality.



It is the only solution on the market that introduces **three-dimensional graphics** to interactive floors, offering unmatched educational and entertainment experiences. Thanks to 3D technology, users can immerse themselves in a realistic world, making **learning and fun even more engaging** and attractive. EduFloor 3D is not just a modern tool but a real revolution in how children and adults interact with the digital world. The **high image quality** and intuitive operation make every experience with EduFloor unique and immersive.

ONE

EduFloor ONE is a **basic yet highly functional** interactive floor model designed for educational and therapeutic institutions looking for an excellent tool for learning and play **without the need to invest in the most advanced solutions** right away. This model is the perfect combination of performance, reliability, and competitive pricing, making it a **great choice** for institutions just starting with interactive technologies.



EduFloor ONE **offers 100 installed applications** that cover key areas such as play, education, and revalidation. The standard package includes **3D** applications, which introduce users to a whole new dimension of interaction, as well as **FUN, SPE** (for individuals with special educational needs), **EDU** (educational), and **ECO** (environmental) packages. This wide range of applications allows for **versatile use of the interactive floor** in both daily educational activities and specialized therapeutic programs that support children's development.

EduFloor ONE stands out not only for the variety of available applications but also for its **exceptional image quality**. With a brightness of **3500 ANSI**, it provides a clear and sharp image regardless of lighting conditions, ensuring **comfortable use even in brighter rooms**. This technology presents every application, game, or exercise in excellent quality, increasing user engagement and **improving their interaction** with the system.





GO

EduFloor GO is an innovative interactive floor model designed with **full mobility in mind**. Ideal for institutions that need to move the device **freely between rooms**, for example, from one classroom to another. Thanks to the wheels mounted in its structure, EduFloor GO provides **extremely easy transport**, allowing quick adaptation of the space to educational and therapeutic needs.

This model offers a rich set of features available in its basic configuration. EduFloor GO has **100 applications** in the areas of play, education, and revalidation, including unique **3D, FUN, SPE** (special educational needs), **EDU** (education), and **ECO** (environmental) packages. It is an excellent tool for institutions looking to introduce interactive technology into their programs **without the need to invest in additional packages right away**.



EduFloor GO offers a brightness of **3500 ANSI**, ensuring excellent visibility in any conditions, and its 100 standard applications include 3D, FUN, SPE, EDU, and ECO packages, making it a versatile educational and therapeutic tool. Additionally, the device can be **easily expanded with additional packages**, allowing further development in line with the institution's needs. EduFloor GO is **the most affordable and mobile solution on the market**, perfect for institutions seeking a flexible and modern interactive tool for learning and play.

Sample Applications for EduFloor



Model Data

| | ONE | GO | 3D | QUATRO |
|--|------------------------|------------------------|------------------------|------------------------------------|
| PROJECTOR BRIGHTNESS | 3500 ANSI | 3500 ANSI | 3500 ANSI | 3500 ANSI |
| RESOLUTION | 1024 x 768 | 1024 x 768 | 1920x1080 | 1024 x 768 |
| MIRROR | ✘ | ✘ | ✘ | ✘ |
| NUMBER OF GAMES (START PACKAGE) | 100 | 100 | 100 | 105 |
| PACKAGES | FUN, EDU, SPE, ECO, 3D | FUN, EDU, SPE, ECO, 3D | FUN, EDU, SPE, ECO, 3D | FUN, EDU, SPE, ECO, 3D, WALL |
| WIFI MODULE | ✔ | ✔ | ✔ | ✔ |
| BUILT-IN SPEAKERS | ✔ | ✔ | ✔ | ✔ |
| ONLINE UPDATES | ✔ | ✔ | ✔ | ✔ |
| AUTOMATIC GAME MODE | ✘ | ✘ | ✘ | ✘ |
| Remote Control | Radio | Radio | Radio | Radio |
| INSTALLATION | Ceiling, Wall | Mobile Stand | Ceiling, Wall | Mobile Stand, Ceiling, Wall, Table |



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