

OPENING SCHOOL FACILITIES FUND



Welcome to Exergame - Where Fitness Meets Fun!

At Exergame, we believe in revolutionising the way people approach fitness and wellness. Our mission is to make exercise enjoyable, accessible, and effective for everyone, regardless of age or fitness level. We've merged cutting-edge technology with physical activity to create an engaging experience that transforms workouts into exciting adventures.

Founded by a team passionate about fitness and innovation, Exergame was born from the idea that traditional exercise routines can be reimagined to inspire and motivate. We understand the challenges of staying active in today's fast-paced world, which is why we've designed a range of interactive fitness solutions that break the monotony of typical workouts.

Our diverse range of interactive fitness products caters to various preferences and abilities. From interactive walls and floors to gamified equipment, each product is carefully crafted to promote movement, enhance coordination, and deliver a full-body workout while having a blast. Whether you're a fitness enthusiast, an educator, a healthcare professional, or a family seeking active entertainment, Exergame has something for everyone.

But Exergame isn't just about equipment – it's a community. We're committed to supporting our users every step of the way. Our team of experts provides guidance, resources, and ongoing support to ensure that you get the most out of your Exergame experience. We believe in fostering a culture of health, wellness, and joy through our interactive fitness solutions.

BENEFITS

For Schools

- Introduction to sport for children, engaging those who don't otherwise enjoy sport
 - Developing a range of skills: physical fitness, cognitive skills, social skills, STEM skills
 - Curriculum integration games
 - Tailored to suit the needs of SEND schools





For Communities

Improving physical health and fitness



Improving sport-specific ability



- Available to rent for birthday parties
- Age range 4-100 years old

TESTIMONIALS

The research is clear that exercise improves mood and behaviour. What's novel about this intervention is the introduction of Exergaming as the medium to get students (many of whom are reluctant to be physically active) motivated to exercise on a regular basis. Rarely, in my 30 years as a head teacher, have I witnessed something that has had such an immediate and positive impact on both students and teachers





In all my years of working with students with emotional and behavioural issues, this intervention of exercise through Exergaming has had the most significant impact on improving behaviours of anything else I have tried. This has allowed my students to access their education, improve their mood, and make for a completely different learning environment.



BLAZEPOD

£459

BlazePod: Wireless fitness and cognitive training system designed for schools.

BlazePods redefine fitness with durable pods featuring customisable LED lights, suitable for both indoor and outdoor use. Each pod operates seamlessly from a free app, allowing you to personalise activities, track progress, and monitor each student's performance. This innovative approach offers an interactive way to enhance coordination, reaction time, agility, and cognitive skills through a range of engaging activities.

Our package is tailored for primary, secondary, SEN schools, colleges, universities, and PE departments.

BENEFITS

- Ignites dynamic physical education sessions.
- Fosters quick thinking and reflexes.
- Boosts team spirit in activities.
- Enables versatile, interactive learning environments





Watch video here:



Teqball: the football-inspired sport catering to all skill levels, fostering technical abilities, focus, and endurance in a fun-filled setting.

Its innovative curved table design ensures inclusivity, promoting engagement and skill enhancement. The foldable Teqball Smart, suitable for indoor and outdoor use in schools, boasts a robust steel frame, high-pressure laminate top, and sleek acrylic net for durability and style.

Elevate your school's sports program with Teqball—where fun intertwines with skill development, anywhere, anytime.

BENEFITS

- Skill Enhancement
- Inclusive Design
- Durable, Portable Solution
- Includes 2-year warranty.





Watch video here:



Introducing TWall, the thrilling choice for school fitness!

Designed to captivate kids, this reaction trainer light wall improves reaction time, coordination, and agility through interactive light-pulse activities.

Perfect for schools, TWall's diverse games cater to all ages and abilities, transforming fitness into an electrifying gaming experience.

Enhance physical skills, foster teamwork, and promote active learning with this ultimate fitness gaming platform, redefining fun and fitness in schools

BENEFITS

- Improves Coordination in School Activities
- Sharpens Reaction Time for Educational Tasks
- Cultivates Active Participation in Learning
- Nurtures Teamwork Through Engaging School Activities





Watch video here:

£5,995

Introducing Obie interactive: The pinnacle of classroom innovation.

Active, enjoyable learning enhances knowledge retention in children. Obie Interactive offers a dynamic hybrid system that projects onto floors, walls, or tables, fostering engagement and fun while reinforcing classroom lessons.

It features puzzles, quizzes, challenges, and collaborative or individual solving, making it ideal for educational settings, specifically tailored for key stages 1 and 2, nursery, and SEND programs

BENEFITS

- Elevates engagement for special needs students.
- Customised learning for diverse abilities.
- Enhances inclusivity in specialised education.
- Fosters interactive, accessible learning environments.





Watch video here:





Elevate your school's activity zone with MultiBall!

Discover the wonder of a smart sports wall and gaming hub, flawlessly merging physical movement with gaming excitement for students of all ages.

Fueled by precise sensors and motion tracking, MultiBall presents a variety of games from playful delights to advanced athletic training.

Applications cover all subject matters from Mathematics to STEAM, Physical Education, Languages, Geography and more.

BENEFITS

- Active fun for all.
- Global community of players.
- Diverse games, and training modules.
- Includes 5-year warranty.



E4,00C saving



Watch video here:



Revolutionising school fitness through interactive iDance technology!

iDance, an advanced dance game suitable for all ages and skill levels, ingeniously merges physical activity with interactive technology. With its specialised dance pad responsive to movement, the game not only provides an enjoyable exercise experience but also aligns with the UK curriculum's emphasis on incorporating dance as a key component of physical education.

It's an engaging and interactive fitness solution that keeps students motivated and active, aligning seamlessly with educational objectives while making exercise fun and accessible.

BENEFITS

- Engaging fusion of tech, and fitness.
- Adaptable for all skill levels.
- Supports curriculum with dance.
- Fuels motivation, and encourages participation.





Watch video here:

PRICES

	RRP	OSF Price
Multiball	£13,995	£9,995
Teqball	£2,500	£2,295
Obie	£6,495	£5,995
tWall 16	£6,895	£5,895
Blazepods	£499	£459
iDance 8 Pads	£13,995	£10,995

- All prices include shipping to mainland UK
- Prices exclude VAT at 20%
- There may be additional charges for Multiball and Blazepods







<u>sales@exergame.co.uk</u>



1a Rutland Road, Twickenham, TW2 5ER



www.exergame.co.uk