

FARM GAME



For children in the age of approx. 3-8 years old. With primary colours, nice sound effects, cheerful melodies and easy-to-understand exercises.



Farm Game makes the exercises inspiring and holds the attention of young children. In this way you children train longer and more effective.

The six exercise groups with 13 underlying levels offer simple and challenging exercises, ranging from straightforward one-directional movements to more varying movement patterns.

This complete software extension is optional. With a dedicated activation key the software module can be made operational for your Sensamove balance training equipment. This game environment and exercise extensions offers more variation in your total training offer. It makes the use of your Sensbalance product even more versatile and functional.

Sensamove is a young, dynamic and innovative company that develops and produces interactive exercise equipment. Sensamove wants to encourage exercising by giving useful visual bio-feedback, making therapy more fun, and its results readily measurable.



sensamove

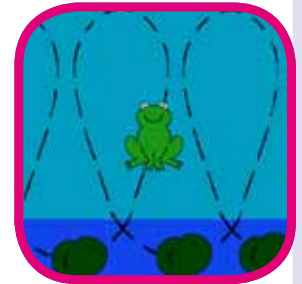
Quality of free movement

Sensbalance Software: Farm Game

With the supplementary software module Farm Game a new dimension is given to therapy treatment for young children. Movement can be followed on the computer screen by biofeedback. Exercising becomes suddenly challenging and exciting. The attention of young children keeps focused. With several different exercises and different levels children are challenged to exercise more and to train certain movements specifically.



The pleasure of playing games and the satisfaction after achieving subsequent game levels have a very positive influence on the frequency, persistence and effect of the exercises, either individually or in a group.



Game Levels

The Farm Game software consists of 6 game environments, where different and specific movements can be exercised. It enables to start with simple straightforward exercising from left to right or front to back, and to continue with more varying movements in all directions.

1. Level "Chicken": Collect the corn cobs and bring them to the chicken and its hungry chicks. *Movement exercise from left to right and vice versa. Customizable between 1 & 4 corn cobs.*
2. Level "Sheep": Collect hay bales at the hay barn and bring them to the hungry sheep. *Movement exercise from front to back and vice versa. Customizable between 1 & 4 hay bales.*
3. Level "Caterpillar/Butterfly": Eat your way through several fruits as caterpillar and become a butterfly! *Circular movement exercise. Customizable between 1 and 4 times.*
4. Level "Mouse" : Lead the mouse through the maze to find the small pieces of cheese. Watch out for the cat! *Multi-directional movements in 4 different mazes. From easy to more challenging.*
5. Level "Frog" : Try to move as accurate as possible along the dotted line and catch the delicious little flies! *Trajectory movement exercise for dynamic balance & coordination. 4 different patterns, varying from easy to more challenging.*
6. Level "Snail": Follow the spiral without colliding with the walls and eat the green leaves on your way to the centre. *Circular movement exercise for dynamic balance & coordination. 3 different circular patterns, varying from easy to more challenging.*



Sensbalance Measuring & Exercise Software

Movements are measured during exercising and playing. Due to this movement registration and instantaneous visual biofeedback via the computer screen, movements become more comprehensive. Balance and core stability can be exercised interactively and thus more effective.



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