

Light Sound Sensors Play



**Transforms
traditional
playgrounds into
interactive play
environments.**

Connected through **dynamic
light paths**, our **sensor-powered play** structures transform ordinary playgrounds into **interactive spaces** where children **collaborate**, **compete**, and **stay active**.

PLAYFLEX

TINAZ
GROUP

kreal
smart play

Play

Through Light



1. Race the Light

The child jumps on one device → the system chooses a random opposite device → the light animation shows the path.

The goal: reach the opposite device before the light does.

With each round, the light moves faster.

2. Light Ball Game

Two children jump on opposite devices → a light appears in the middle, representing the “ball”.

Every jump pushes the ball toward the opponent.

The faster player wins.

3. Ping-Pong Game

Players bounce the light ball back and forth by jumping on their devices.

The game speeds up until one player can't keep up anymore.

The last one standing wins.

Even when no game is active, every jump on a station triggers a visual animation, inviting children to move, explore, and play.

