

twall.[®]

move with the light!

THE INTERACTIVE
TOUCH WALL



THE INTERACTIVE TRAINING MODULE

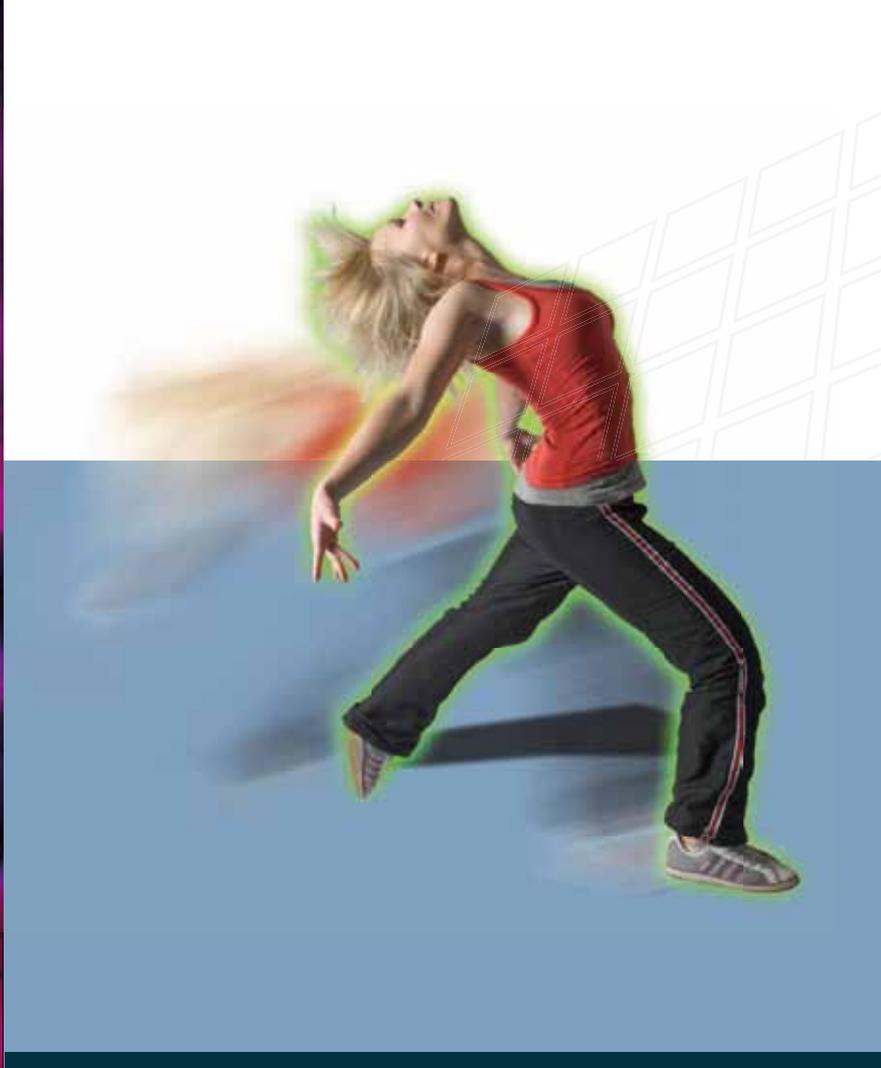
EVENT & GAME

SPORT & FITNESS

REHAB & HEALTH



www.twall.de



... move



twall[®]

**Light stands for life.
Life needs light.
Life is movement ...**



with the light

This motto is the drive for a unique product idea.

A simple physical process is the first impulse for a flow of movements.
Light creates motivation, dynamic and happiness.

The **twall**® is an innovative product concept with a patented technology that was developed into a high tech training and game device which transforms light into movement.

It is a new challenge with every impulse.

... with timing

... with reaction

... with speed...

... and with lots of fun of course.

twall® Premium64

The Module

twall® Versions

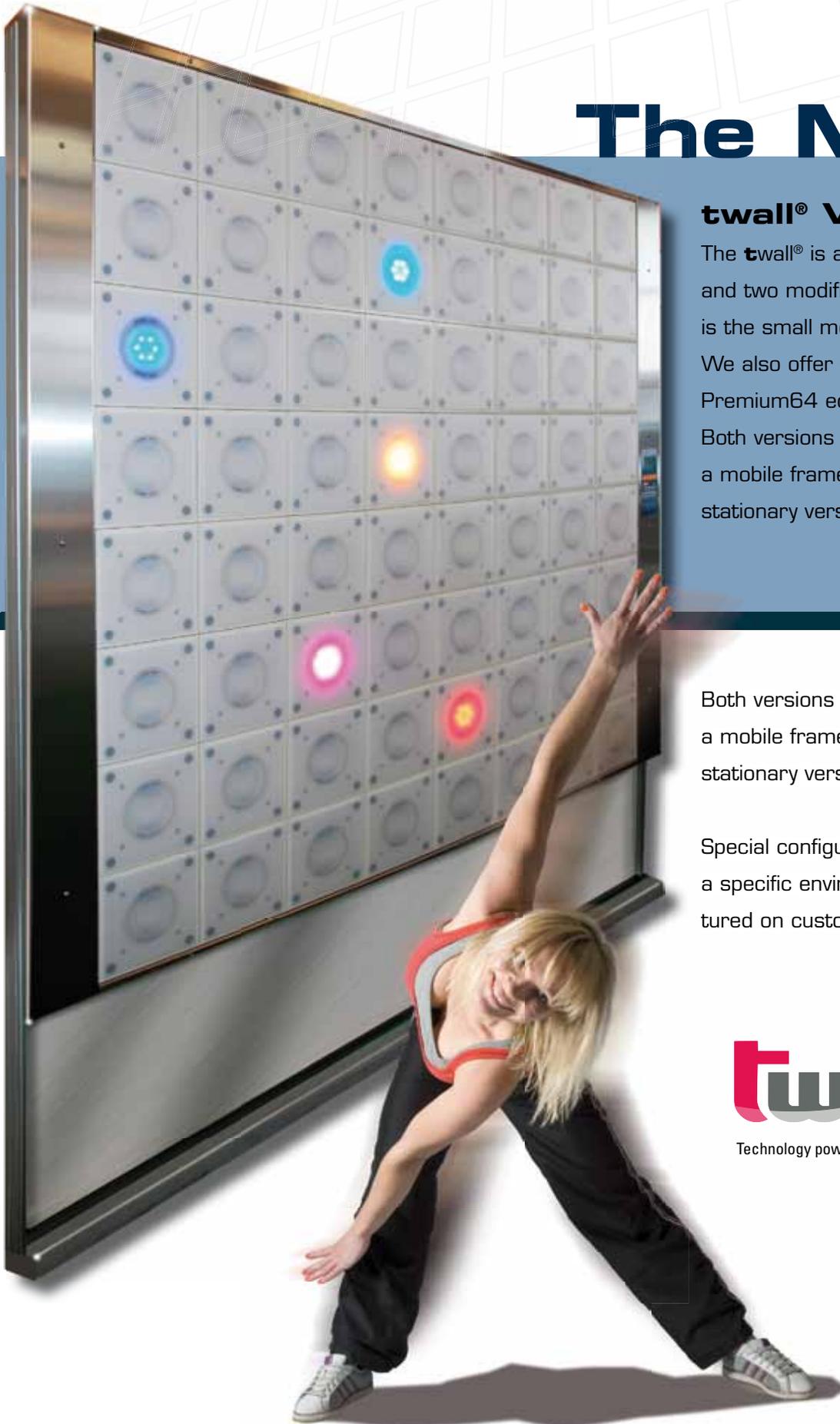
The twall® is available in two basic versions and two modifications. The twall® Basic16 is the small model with 16 touch pads. We also offer a large model called twall® Premium64 equipped with 64 touch pads. Both versions can be delivered either with a mobile frame that is freestanding or as a stationary version for wall-fastening.

Both versions can be delivered either with a mobile frame that is freestanding or as a stationary version for wall-fastening.

Special configurations that are adjusted to a specific environment can also be manufactured on customer request.

twall®

Technology powered by IMM



and its components

Touch pads

The touch pads are large surface areas with a dimension of 18 x 18 cm (7.09 x 7.09 inches). These areas are illuminated by light-emitting diodes (LED) sending a signal to the control panel when being pressed slightly. The signal causes that the LED will be switched off and a new pad will be activated. The touch pads light up in 7 different colors.



twall® Basic 16

Basic frame

The twall® framework consists of manufactured frame profiles and can be assembled either to the wall or to the frame base. The area below the touch pads allows it to add an individual branding to the twall®.

Frame base

The twall® can be installed freestanding in a room using the frame base which makes it possible to move the twall® to any place required.

Control Panel

All functional elements can be operated using the integrated control panel, for example to select the individual programs. It also displays the program results. Another way of operating the control panel would be to connect the twall® via the USB interface to a computer so that new programs can be transferred to the control panel memory. It also means that the twall® can be operated by remote control using the USB interface.

Sound function (optional)

If requested, the twall® can be fitted with loudspeakers. The activities of the touch pads can now be combined with arbitrary sounds which will be passed on over the speakers.

Control panel and functions

Main menu

The control panel is simply structured and clearly arranged. A program can be selected and executed with just a single push of a button. Using the 12 operating buttons, the programs can either be started directly or be selected from the display in the main menu. It is possible to save 10 highscores for every program which are displayed in the highscore menu.

Scores and times will also appear on the control panel screen. Depending on the program, the total and the current number of goals, the number of mistakes and the required playing time will be displayed for one or two players.



Programming and remote control Software

The provided computer software allows it to operate the **twall**[®] by remote control which enable the user to create programs and to manage the players and their results. For this purpose, the computer will be connected to the **twall**[®] via a USB cable. Now the program can be started.

The software will recognize automatically if a **twall**[®] has been connected, what the **twall**[®] version is and whether the program will be executed in the simulation mode.



The **twall**[®] software contains a wide range of functions such as executing programs at the **twall**[®], creating new and editing existing programs, as well as simulating programs on the computer. Furthermore, different events and actions (touch pad lights up or will be deactivated) can be assigned to certain sounds using the software.

Creating new programs with the help of the program editor is simple and easy even for non-professionals. The requested touch pads can be activated using the mouse and it is possible to set shortcut conditions and colors. The created programs can always be edited, new sequences can be added or existing ones be deleted. It is also possible to edit the shortcut conditions for the touch pads (one after the other, at the same time or delayed) and the colors of the signals again afterwards.



Programs

The **twall**® will be delivered with pre-installed programs that already cover a wide variety of exercises and are adjusted to the different players.

There are programs to train reaction and endurance, as well as programs to compare two players with each other, but also varied game programs. The programs are adjusted to suit adults and children.

On our website www.twall.de, users can upload their self-provided programs and download programs created by other user. Special programs that cannot be created using the **twall**® program editor due to their complexity, are also available for downloading.



twall® Standard programs for Premium64

Endurance	300 defined targets, 5 seconds key-timeout.
Endurance (children)	300 defined targets, 5 seconds key-timeout, limited to the 4
Hurry up	In this game, the cyan-colored touch pads light up randomly and change their colors to green after a certain time (also randomly). The player has to try to deactivate the pads as long as they light up in cyan. Green pads that are touched are considered to be failures. The game finishes once 100 cyan-colored pads have been deactivated.
Hurry up (children)	Version of „Hurry up“, limited to the 4 bottom rows.
Coordination	Program to train the independence of the left and the right hand. Two targets light up horizontally and vertically with different delays. The left target has to be deactivated using the left hand, the right target using the right hand.
Reaction (female)	50 defined targets that light up after a certain time (randomly/ max. 1.5 sec), the 2 rows at the top are not used.
Reaction (male)	50 defined targets that light up after a certain time (randomly/ max. 1.5 sec).
Screensaver	The program displays an automatic animation.
2 Players	175 defined targets, 3 seconds key-timeout, program for 2 players.
2 Players (children)	75 defined targets, 3 seconds key-timeout, program for 2 players, limited to the 4 bottom rows.

Events, fairs and exhibitions:

The **twall®** is the ideal eye-catcher at every event using various signals such as sounds and lights. It sparks interest and curiosity, and people feel invited to play along. Therefore, it is the perfect medium to communicate messages such as product information or sales promotions.

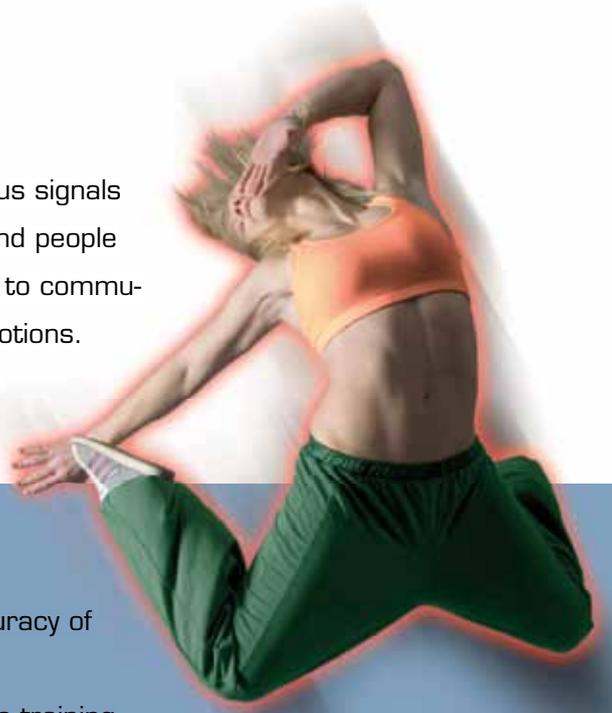
Applications

Fitness, athletics and serious sport:

With the help of the **twall®**, coordination, reaction rate, accuracy of movements and endurance can be trained and measured.

In the fitness domain it is possible to implement client-specific training tasks to achieve the individual objectives of each person.

The **twall®** is an ideal supplement and a great possibility to assess the training condition and efficiency, especially for types of sport that demand a quick sequence and accuracy of movements.

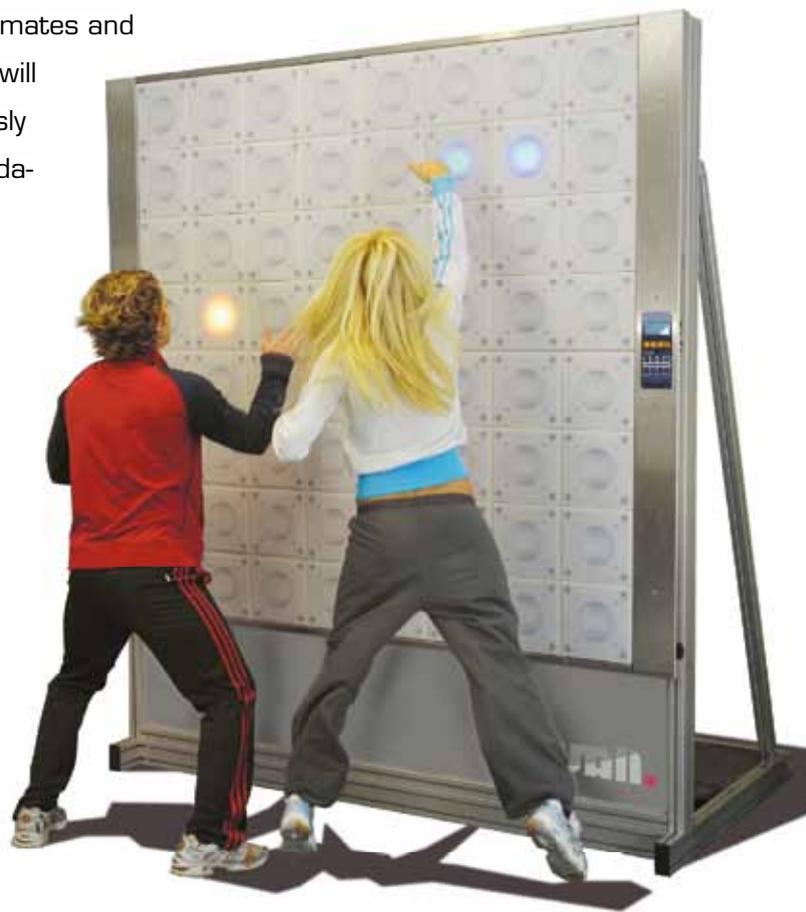


Buildings and public institutions:

The **twall®** is of much interest for public institutions, fitness hotels or even cruise liners for two of its attributes: The effect to motivate and the effect to be recognized. A game at the **twall®** animates and refreshes, lifts the mood and makes fun! Customers will think back to that experience, and it will subconsciously influence their decision when choosing the accommodation for their next journey.

Prevention and rehabilitation:

Exercises at the **twall®** can be combined with cognitive tasks by integrating different colors and acoustic signals. That is the reason that the **twall®** can be used wherever movements are to be initiated or where movements will activate certain areas of the brain or the nervous system. That particularly refers to the rehabilitation of limited mobility and of limited ability to respond caused by neurological reasons.



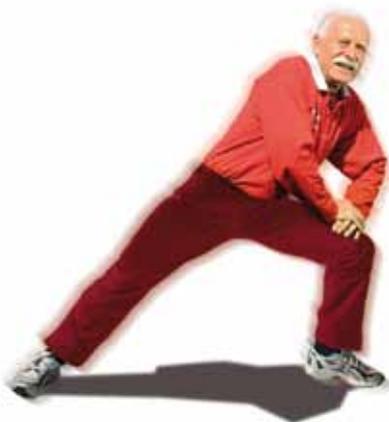
Applications

Playful Composition ...

... Have fun moving – light being the initiator: These attributes indicate the **twall®** training. Whether it is children and teenagers, adults in the middle of their lives or active elderly people – the **twall®** is well suited for users of every age. It is a fitness training that makes fun, and at the same time, it offers greater training effects for the whole physical constitution than any other training device. Not only general fitness, but endurance and agility, as well as accuracy and speed can be exercised. The **twall®** attracts attention and invites the audience to have a try at it.

Endurance ...

... Within the science of sport, endurance stands for the resistance of the organism towards exhaustion. With help of the **twall®**, the continuous execution of moving tasks at constant speed and accuracy can be trained effectively. No matter what type of endurance shall be trained – speed, medium- or long-term endurance – in an easy way, all different kinds of endurance requests can be exercised selectively and efficiently using the **twall®**.



Coordination and reaction ...

... Coordination (physiology) means the harmonious coaction of all muscles. The coordination of a certain course of movements can specifically be trained at the **twall®**. Muscles, receptors, tendons and joints that are all part of a movement can be trained to achieve a more optimal interaction. During the execution of the exercise, it is possible to take the time to assess and to improve the reaction rate.

Mobilization ...

... Our time is characterized by a lack of exercise, a monotony of movements and stress. At the same time, we do have an oversupply of nutrients. The effect of that imbalance can obviously be noticed in children and teenagers. Since it is possible to use the **twall®** in a playful competition, it is an excellent way to support active mobilization and therefore, to avoid imbalances.





Technology powered by IMM

Options

The training module can be delivered with an additional display to announce the game results. The display of 20 x 100 x 10 cm (8 x 40 x 4 inches / H x W x D) with LED digits of a 10 cm (4 inches) height will be assembled on top of the twall®. It comes with a separate power supply cable and a serial interface, and can be operated using the control panel. It displays the total number of targets, the current score and the playing time.



It also displays the score of two players competing with each other. The digits are easily visible from far away (up to 40 m / 44 yards) which, apart from the continuous action, attracts the visitors' attention even more.



Additional display

The twall® version Basic16 mobile is also available with a new construction. Adjustable in height, it can now be used from an ergonomic point of view.

More details to optimize training and games can be found on our website: www.twall.de.



Winner:
„Großer Preis
des Mittelstandes“
2005



Contact details

IMM Holding GmbH
Leipziger Straße 32
09648 Mittweida
Germany

tel +49 3727 6205-0
fax +49 3727 6205-220
info@twall.de

www.imm-gruppe.de