

IMPACT THAT MOVES!



MILLIONS OF PLAYERS IN +45 COUNTRIES

CSE has been providing exergaming products since 2012 and operates in more than 45 countries globally.

All our products renew and update automatically to keep kids active and motivated.



POSITIVE EXERGAMING EXPERIENCES AS A PART OF EVERY SCHOOL DAY

With exergames, children learn to win and lose, express themselves and develop their friendship skills. Exergames have been found to be a positive influence on the school environment, social relations, and kids' motivation.



ACTIVE EDUCATION IN SMALL SPACE

School lobbies, halls, and other common spaces can be used for active education that helps children play and build social skills through exergames.

We help people of all backgrounds, genders, ages, and abilities to be more active.





iWALL PROVIDES UNIQUE EXERGAMING EXPERIENCES FOR THE PUPILS

iWall can be used before and after the school day, in class, and during recess. Quick, high-intensity exercise during the day has been proven to increase pupils' concentration levels.

Studies have also shown that iWall can make passive children more active. iWall works great for anyone regardless of age, background, gender, or ability.



tapWall IS FOR THE YOUNGEST KIDS

tapWall includes games that develop reaction speed, coordination, memory, and more. It provides motivating learning experiences for the younger kids from 4-year-olds.



cycloBEAT IS AN ACTION-PACKED CYCLING EXPERIENCE

cycloBEAT provides cycling activities for up to 8 players at the same time. Fast-paced games raise heart rate and include cognitive challenges.

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www.cse.is/education