

tover[®]
purposeful play



Tovertafel

Serious games for children with special needs

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Tovertafel has been awarded
the Most Promising Innovation
of 2022 by USA Today




USA TODAY NETWORK

The Power of Purposeful Play

At Tover, we are serious about play. Whether it's stimulating social-emotional learning or increasing alertness and focus, play is the ultimate solution for children with special needs. The Tovertafel helps teachers in special education to promote an inclusive classroom in which everyone can participate. That's the genius of play! We use innovative serious games that fascinate and connect children. Our aim is to make life more beautiful and inclusive for children with special needs worldwide. Playing for a better existence. We call that: **Purposeful play.**

The Tovertafel enables children with special needs to play together, regardless of their abilities. This **warm technology** helps children to connect to the world in their own way, practising social-emotional skills and creating meaningful moments. The colourful, interactive projections keep children engaged and are incredibly fun! Teachers can use the Tovertafel to create an inclusive classroom in which everyone belongs.

A photograph showing several children's hands interacting with a large, circular, multi-colored projection on a table. The projection features a complex, colorful maze or game board with various shapes and patterns. The children are wearing blue and grey clothing. The scene is brightly lit, and the projection is the central focus of the image.

“They help each other, they are more patient towards each other. While playing with the Tovertafel, they learn skills that are different from those they learn in other play activities.”

Ethel Stroobants, Teacher ASV – St. Lodewijk, the Netherlands

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This is How the Tovertafel Works

Our simple click-and-ready system makes the Tovertafel easy to install in every classroom. The interactive games create a safe, controlled environment that helps kids thrive. The Tovertafel

can project on any surface, such as tables, floors or wheelchair trays. This makes for a versatile, durable and hygienic product.

How does it work?



1. Switch on with a simple press of a button

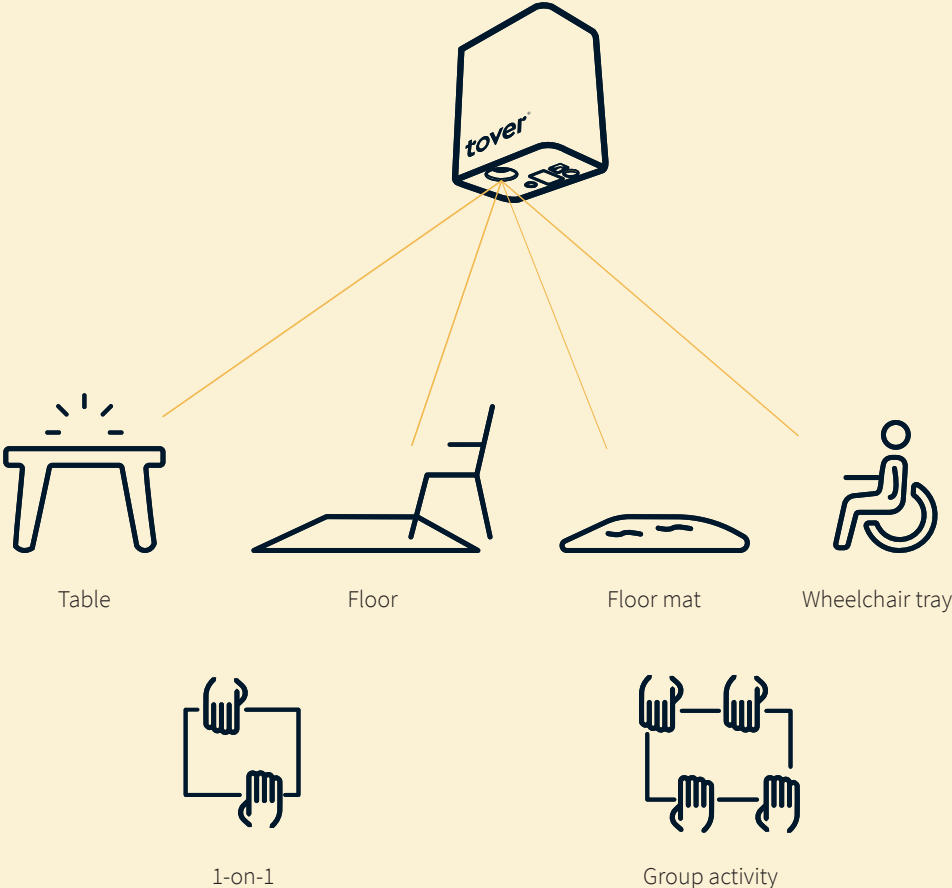



2. Choose from a variety of games



3. Switch between the games using the remote control

How do you play?





“The most beautiful thing to see is that children with different abilities can play together.”

Ingrid, Team Lead – Bredeschool Dukendonck, the Netherlands

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Inclusive learning

Because our serious games are specifically developed for children with special needs, they perfectly match their needs and capabilities. Thanks to the no-fail, layered game design, each player can play at their own level and build self-confidence. Our in-

genious game design ensures meaningful moments every day. Moments that connect, break down barriers, and trigger reactions that teachers have never seen before. All with the Tovertafel.

Games for social-emotional learning

The world can be a confusing place sometimes. The Tovertafel forms a bridge between the theory of social-emotional learning and the practical challenges of everyday life. Our games help children to open up, which creates meaningful moments of interaction. The colourful, interactive projections keep children engaged, so professionals can take the time to practise new types of behaviour in a safe setting. The Tovertafel games help teachers to practise social-emotional skills with their students. By recreating everyday moments, kids learn to handle difficult

social situations. They can practise skills like taking turns, exploring emotions, or working together in a fun and engaging way.

Serious games

Our serious games also challenge players cognitively and physically. Some of our games promote language development or elementary mathematical skills, while others encourage the players to get moving. The Tovertafel brings a smile to everyone's face and helps all children to play and learn together.

Curious about what the Tovertafel can do for you?

For more information or contact us

Go to www.tover.care/ie

via info.ie@tover.care

Multi-level gameplay

For children, growth comes first. That's why we offer games that support kids in special education in their development. Our serious games encourage children

of different cognitive levels to play together, which helps them to practise important social-emotional skills. This way, kids learn from and with each other!



Safe Cracker

● Cognitive ● Social

Players can crack the golden vault by solving math problems as quickly as possible. This exciting game helps automate arithmetic skills: addition and subtraction of one or two-digit numbers, and multiplication tables. The team that opens the vault first wins the treasure, so it's a good opportunity to help players cope with winning and losing.



Mine carts

● Physical ● Social

The vault must be filled with gemstones. The vault will be filled faster if the miners work together! Collect gems by rubbing the mine and let someone else drive the mine waggons off and on. The three different gemstone colours promote healthy competition and teach the players how to cope with winning and losing: which vault contains the most gems at the end of the game?



Sandy Beach

● Physical ● Sensory

The beach comes to life on the table. The sounds of the waves hitting the shore and beach images stimulate the senses. What's hidden under the sand? By swiping across the beach with large or small movements, the players can look for the lost treasure with their hands or toy shovels. Because there's always something to find, the game increases players' confidence. Put some sand on the table to stimulate tactile sensation. This way, it feels like an actual beach.



Paint Splatters

● Physical ● Sensory

Colourful paint balls roll across the table. When the players smash them, they get a satisfying direct response of colours and sounds. This encourages them to move even more. Water can be poured on the playing surface for even better reflections and a pleasant tactile sensation. Together, the players make a colourful work of art that they can be proud of.

What makes Tover stand out?

Co-design

Tover innovates, develops and designs. Cooperation with the target group and research play an important role in the development of our products. And we do not take this lightly. When designing games for children with special needs, we know it is important to put ourselves in their shoes. That's why we develop our products together with our players, their teachers, and international experts. We call this process co-design.

Interested in learning more?

Go to www.tover.care/ie/co-design

Research

Tover specialises in developing interactive solutions that have a positive impact on the quality of life of people living with physical and cognitive challenges. It is important to us that everything we create has positive effects, such as improving social interaction, promoting physical and cognitive activity and more benefits related to quality of life. That is why research remains at the heart of everything we do. To ensure our solutions have the intended effects, we work closely with our players, education and healthcare professionals, family members, and other experts to understand the needs of our target groups. We also conduct research studies and collaborate with independent research partners to gain insight into the benefits of playing with our products, and their effects on behaviour and emotions. This not only allows us to improve our portfolio, but also helps us to identify new target groups and increase the impact of everything we do on people living with physical and cognitive challenges.

More about our research can be found at
www.tover.care/ie/research



Smart

- Adaptive and intuitive advanced technology
- Seamlessly adjusts to its players



User Friendly

- Lightweight and easy to move
- Exceptionally clear, razor-sharp images



Unlimited

- Access to all games for your target group
- 24/7 inspiration and resources available via our online portal





Tover founders Sjoerd Wennekes (International Business Manager), Hester Anderiesen Le Riche (CEO), and Mathijs Konings (CPO)

We are Tover

Our goal is to create a more loving and inclusive world for people with cognitive challenges. Every single day, we collaborate with teachers and healthcare professionals from all over the world to realise a proven impact on them.

In 2009, industrial designer Hester Anderiesen Le Riche started her doctoral research at Delft University of Technology in the Netherlands. Her goal was to improve the lives of seniors living with dementia.

Years of research and design sessions with health-care experts, residents of care facilities, and their families ultimately resulted in our first innovative product: the Tovertafel (Dutch for “Magic Table”)

Today, Tover is an international enterprise run by CEO Hester Le Riche. All our passionate staff have one thing in common: we want to create a more caring and inclusive world for people with cognitive challenges.



Beginning
of Tover

2015



Countries
present

14



Tovertafels installed
(and countless moments of happiness)

6000+



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