



ACTIVE LEARNING STUDENT ENGAGEMENT INCLUSIVE LEARNING

Transform walls, floors and shared spaces into immersive learning environments that inspire participation, collaboration and achievement



ONE PLATFORM. THREE SOLUTIONS



iSportsWall

Transform any wall into an interactive learning environment
Projection sizes up to 24ft x 15ft



iSportsMobile

Portable wall and floor interactivity in a single flexible solution



iSportsFloor

Turn movement into meaningful learning through immersive floor projection

WHY EDUCATORS CHOOSE ISPORTS

- ✓ Active, movement-based learning
Inclusive for all abilities
- ✓ increased student engagement and motivation
- ✓ Special Education and intervention support
- ✓ Sensory learning experiences
- ✓ Team play/collaboration and social interaction
- ✓ Curriculum-aligned content with no subscription fees
- ✓ Class leading touch accuracy
- ✓ 140+modules + 11 custom game builder formats

DESIGNED FOR

- K-12 Schools
- School Districts
- Libraries
- Special Education
- Sensory Rooms
- Play Centres
- PE & Physical Activity
- Community Learning Spaces

ISTE EXCLUSIVE OFFERS

- iSportsWall**
Kit that includes Software, 3d PC, mount, Sensor and Wireless Keyboard
\$4,100
- iSportsFloor**
Ceiling Tile system Software, 3d PC, 4000 lumen projector sensor and keyboard
\$7,800
- iSportsMobile**
Mobile wall/floor 'Lite' system, 3d PC, 5000 lumen projector sensor and keyboard
\$10,900

TRUSTED BY EDUCATION, HEALTHCARE AND PUBLIC SECTOR ORGANISATIONS



**SEE ISPORTS
IN ACTION**

ISTE 2026 - BOOTH 944

Discover how interactive learning environments can improve engagement, inclusion and student outcomes.



SCAN TO REGISTER
FOR THE ISTE
EXCLUSIVE OFFERS

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- EDUCATION
- INCLUSION
- SENSORY LEARNING
- ACTIVE PLAY
- TEAM COLLABORATION
- MEMORY LEARNING
- CUSTOM CONTENT