



Engaging activities to make kids move, play and learn.

Our Applications Portfolio

Lü comes with an ever-growing selection of applications updated frequently and automatically.

Our team is passionate about designing compelling activities and tools kids are happy to engage in. All our content is developed using a rigorous approach integrating core components of whole child development. Our methodology is based on the highest standards from the International Baccalaureates and leading research.

[NEW] STÖRIA

Create your sequences with St



Target Age : 6 to 99 y.o.

Number of Players : 2 to 12 players

Game Duration : 2-15 minutes

Help our robots put sequences of events in order by combining images, descriptions and dates. Get ready, the machines are starting up!



BRÜSH

Brüsh



MÖÖD

Meet Mööd



Target Age : 4 to 99 y.o.

Number of Players : 2 to 100+

Game Duration : N/A

Target Age : 5 to 65 y.o.

Number of Players : 1 to 12 players

Game Duration : 2-4 minutes

Teach your patients about dental hygiene: stop them from eating too many candies, and help them clean their mouth from bacteria and cavities. And don't forget to floss!

Introducing Mööd, the new utility that allows you to quickly know how your group is feeling. Students will be able to choose an emotion, including anger, sadness, joy, fear, neutral or calm.



WÖRLDS

Discover Wörlds



Target Age : 4 to 99 y.o.

Number of Players : 2 to 100+

Game Duration : N/A

Wörlds gives you the opportunity to discover new worlds and to fully let your imagination go. Turn your gym into any universe you choose to!

TACTİK

Meet Tactik



TEÄMS

Lü - Meet Teäms



Target Age : 4 to 99 y.o.
Number of Players : 2 to 100+
Game Duration : N/A

A giant educational board to strategize with your sports team and create activities in your gym.

Target Age : 4 to 99 y.o.
Number of Players : 2 to 100+
Game Duration : N/A

Generate up to 6 teams randomly. Enter the number of players and how many teams you want and let Teams do the work!



PIXËL

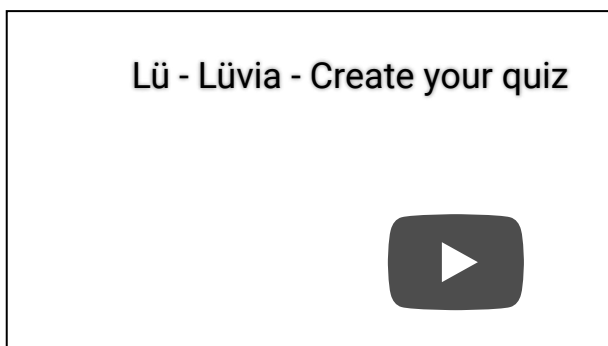


Target Age : 7 to 65 y.o.
Number of Players : 2 to 12
Game Duration : 4 min

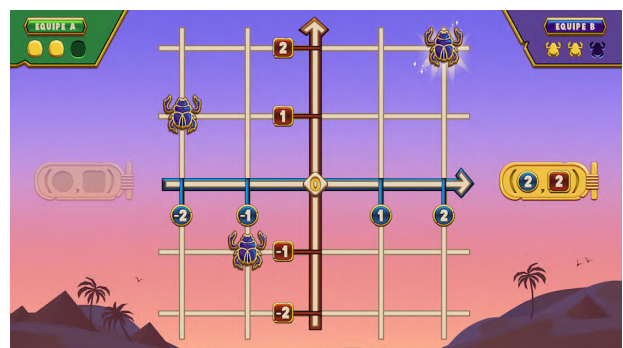
Throw a ball and create your next masterpiece in either free play or color by number.



LÜVIA



SPHYNX



Target Age : 8 to 99 y.o.
Number of Players : 2 to 16
Game Duration : 5 min

Dive into Lüvia's world and let your knowledge shine! Alone or in teams, take on others to see who will be crowned quiz champion[s]!

Target Age : 8 to 99 y.o.
Number of Players : 1 to 12
Game Duration : 4 min

Journey to Ancient Egypt and hunt for the Pharaoh's lost artefacts. Which are the mirages and which are the real treasures? Learn to read and navigate the Cartesian plane to find out!

VİKA 2.0



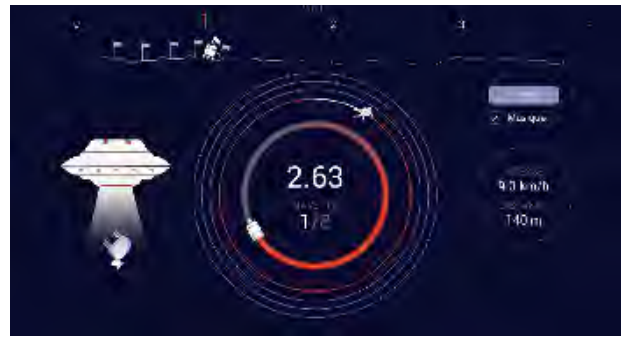
Target Age : 8 to 13 y.o.
Number of Players : 8 to 12
Game Duration : 10 min

The Kraken monster lurks around the villages of the kingdom of Vika and terrorizes the villagers! Sail your boat to all cities to protect the kingdom, but beware of the attacks of the Kraken!



Target Age : 4 to 99 y.o.
Number of Players : 1 to 100+
Game Duration : N/A

Is it possible to grow a tree inside your school gym? Leaf immerses players in a lush natural environment. Racing against the clock, students work in teams to take care of their virtual tree.



Target Age : 4 to 99 y.o.
Number of Players : 1 to 100+
Game Duration : N/A

Push your aerobic capacity to the limit (VO2 max) while exploring space alongside Rob the robot in this interstellar beep test.

TWINS



Target Age : 6 to 65 y.o.
Number of Players : 4 to 16
Game Duration : 2 min

This game is all about speed, but it also encourages conscious learning by creating an environment where students can develop their coordination, their shape recognition skills and even pick up a language!

PHYS



Target Age : 7 to 99 y.o.
Number of Players : 1 to 10
Game Duration : 3 min

Mozzart the mouse wants his cheese! Team up to solve physics puzzles and help him find it.

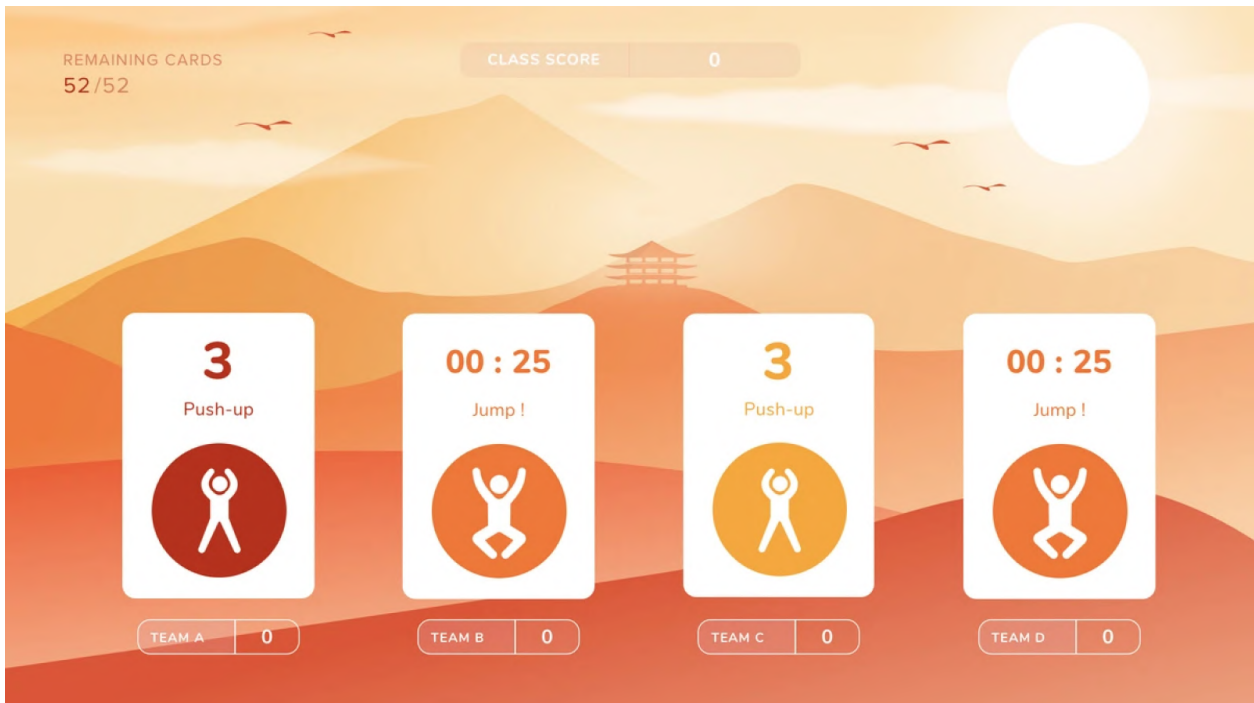
GRÜB



Target Age : 8 to 65 y.o.
Number of Players : 2 to 12
Game Duration : 5 min

Collect the necessary ingredients for a well-balanced meal. Watch out for the bins though – they'll try to slow you down!

DOJO



Target Age : 6 to 99 y.o.
Number of Players : 4 to 32
Game Duration : 5 min

Made up of short challenges in the form of energetic exercise cards. Dojo stimulates children at

made up of short challenges in the form of energetic exercise cards, Dojo stimulates children at the beginning of class and warming them up in an autonomous fashion.

PİLA



Target Age : 6 to 65 y.o.
Number of Players : 2 to 6
Game Duration : 2 min

This activity has been created to help children work logically and quickly in teams, while developing their psychomotor faculties. Spatial orientation and shape recognition are at the heart of this activity.

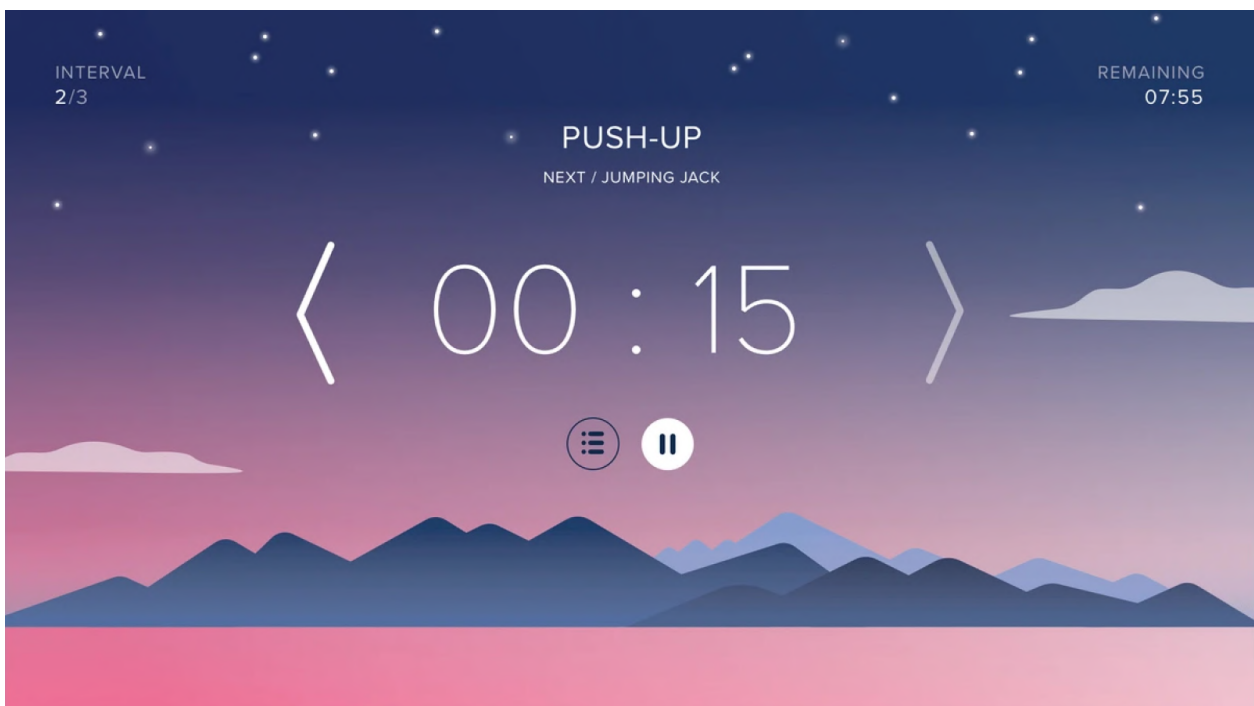
SCOREBOARD



Target Age : 4 to 99 y.o.
Number of Players : 1 to 100+
Game Duration : N/A

A scoreboard to use with all your games: team names, periods, timer, etc. You'll also find different sounds and lights that kids of all ages just love.

CHRONO



Target Age : 4 to 99 y.o.

Number of Players : 1 to 100+

Game Duration : N/A

Manage time like a pro using those easy-to-use countdown timers, multiple teams stopwatch and customizable interval timer. Chrono is your personal time assistant to help you better organize your class.

GAÏA



Target Age : 4 to 99 y.o.

Number of Players : 1 to 100+

Game Duration : 12 min

Welcome to Gaïa's door. The key to this door? Relaxation! In this 12 minute journey, you will perform Jacobson's progressive relaxation exercises. Perfect for the returning to calm state, relieving tensions and reducing stress. Have a nice trip!

DANZA



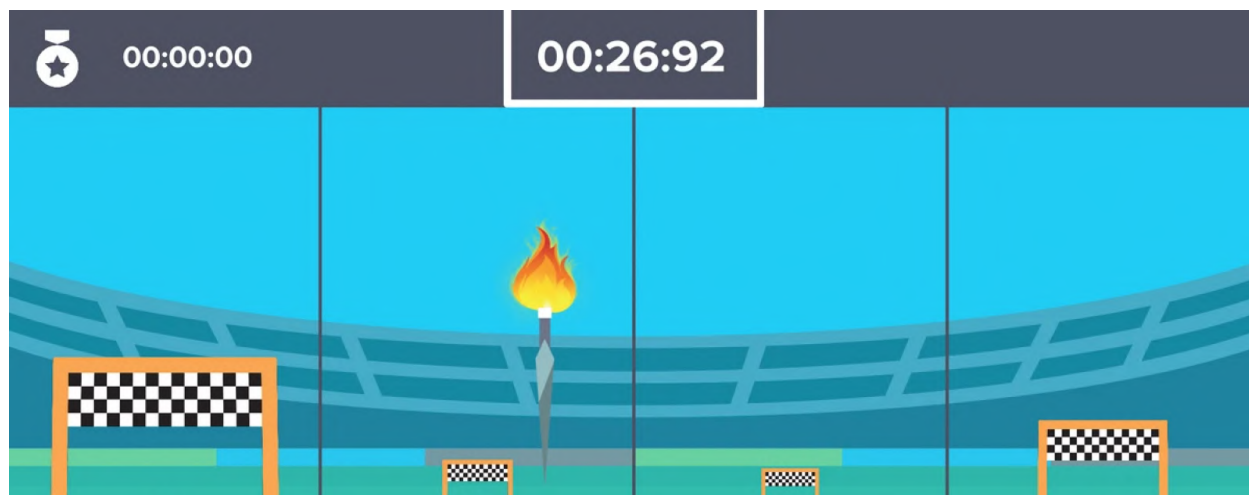
Target Age : 4 to 99 y.o.

Number of Players : 1 to 100+

Game Duration : 3 min

Move your arms, move your legs, jump, turn, go left, go right...are you hot? That's what cardio dance is all about! No need to be a pro, just follow the guide and imitate his movements to the sound of music!

RELÉ





Target Age : 4 to 13 y.o.

Number of Players : 1 to 40

Game Duration : 2 min

On your marks, get set, go! Participate in this exciting relay race where each player must run from one cone to the other, throw a ball on the screen and come back so that the next runner can go. The game lets you play in competitive mode where the fastest team wins, or in collaborative mode where all the teams contribute points by running.

WAK



Target Age : 5 to 9 y.o.

Number of Players : 1 to 8

Game Duration : 1 min

These over-trained rabbits will work your reflexes, your speed and your precision! Play with colors, shapes or even mathematics and try to get as many correct answers as possible, but be careful! Wrong answers will make you lose precious points!

SCALA

SCALA (FR)



Target Age : 6 to 13 y.o.

Number of Players : 4 to 16

Game Duration : 2 min

Get ready to climb! Scala is a climbing competition that combines speed, accuracy and teamwork. Each team must climb as high as they can by jumping from one moving platform to the next without falling. The rumor says that it's possible to jump while already in the air!

DUNK

DUNK (EN)



Target Age : 6 to 13 y.o.

Number of Players : 1 to 10

Game Duration : 1 to 30 min

Throw balls through the hoop and impress the Dunk crowd! With one wall, practice your throws. With two walls, the red team plays against the blue team! Play in timed or score mode and use the difficulty level to adjust the basket.

CORNER

TOUCHDOWN

CORNER (EN)



TOUCHDOWN (EN)



Target Age : 6 to 13 y.o.

Number of Players : 1 to 10

Game Duration : 1 to 30 min

Kick balls to score goals and impress the Corner crowd! With one wall, practice your strikes. With two walls, the red team plays against the blue team! Play in timed or score mode and use the difficulty level to adjust the goal size.

Target Age : 6 to 13 y.o.

Number of Players : 1 to 10

Game Duration : 1 to 30 min

Score touchdowns to make points and impress the Touchdown crowd! With one wall, practice your plays. With two walls, the red team plays against the blue team! Play in timed or score mode and use the difficulty level to adjust the size of the touchdown zone and goal.

GERM

GERM (EN)



Target Age : 4 to 99 y.o.

Number of Players : 4 to 10

Game Duration : 2 min

Defend yourself against the virus! Use the special attack at the right time when it's available!

GALACTIC

GALACTIC (EN)



Target Age : 4 to 99 y.o.

Number of Players : 2 to 8

Game Duration : 2 min

Defend yourself against the asteroids for as long as possible and try to leave your mark with the best score! Watch for small colorful

TARGET

TARGET (EN)



Target Age : 4 to 99 y.o.

Number of Players : 4

Game Duration : 1 min

Test the speed and accuracy of your throws by hitting all targets of the same color. Play in score, timed or "king of the hill" mode. Choose

asteroids to earn bonus points and increase the difficulty level for a higher challenge.

how to move targets and increase the level of difficulty as needed!

MINEWORD



Target Age : 4 to 99 y.o.

Number of Players : 6 to 12

Game Duration : 3 min

You must spell the name of the animal or object standing on the podium. Letters must be chosen in the correct order.

JAM



NEWTON

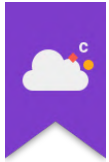


Target Age : 8 to 13 y.o.
Number of Players : 2 to 8
Game Duration : 5 min

Immerse yourself in the world of Jam, where music gives life to a colorful landscape! Discover the four sound environments in creation mode or take up the challenge of replicating our compositions which increase in complexity at each level.

Target Age : 8 to 13 y.o.
Number of Players : 8 to 30
Game Duration : 1 min

Have fun in teams while doing math! Play in timed or score mode and add mathematical operations to make the game more challenging. With one wall two teams can play; with two walls the game is played with four teams.



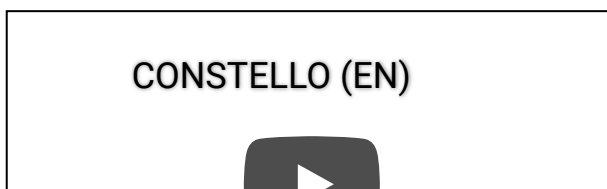
PUZZ



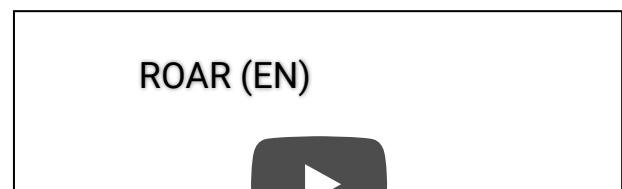
Target Age : 6 to 99 y.o.
Number of Players : 6 to 16
Game Duration : 2 min

Work in team to rotate the tiles and fix the picture!

CONSTELLO



ROAR



Target Age : 8 to 99 y.o.
Number of Players : 4 to 8
Game Duration : 2 min

Will you be able to place the stars at the right place on the Cartesian plan?

Target Age : 8 to 99 y.o.
Number of Players : 8 to 32
Game Duration : 4 to 8 min

You must hit the target in the opposing goal. A player cannot travel with the ball, he must pass it. When a team scores, it triggers a special game that allows players to score additional points, then normal play will resume.

ZOO



Target Age : 4 to 5 y.o.
Number of Players : 8 to 12
Game Duration : 2 min

Throw the ball on the wall and a small animal will appear! If you hit the target again quickly, your pet will grow!

SWET (EN)



Target Age : 10 to 99 y.o.

Number of Players : 3

Game Duration : 1 min

Each player occupies a column. Standing 2 meters from the screen, they have to throw the ball as high as possible to score the most points. This activity can be played with heavier balls, hence working on upper body strength.

Curious to learn more?

Discover our product configurations!

[Discover configurations](#)

(<https://play-lu.com/en/hardware/>).

**Interested in pricing?
Questions?
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Whatever questions you might have, our team will make sure to get them answered as soon as possible!

Lü - Interactive Playground

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Say hello!

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