

Video Presentation

Have you ever dreamed of turning a simple table into an interactive multimedia surface? Now, with the Atlantis 'Magic Touch' Projector, you can! Imagine being able to transform any surface, such as a school desk or a desk, into an interactive touch table up to 30 inches. But that's not all! Turn the projector towards a wall and create a touch-enabled projection screen up to 90 inches with a pen. Or use the traditional projection function for a spectacular screen up to 150 inches. The 'Magic Touch' Projector is compact, lightweight and portable, perfect for any environment. The projector, with Full HD resolution and DLP projection technology, includes an Android computer with a powerful Hexa Core processor, 4GB of RAM and 128GB of internal memory. Thanks to the integrated WiFi connection, it can connect directly to the internet and allows you to download any type of app from the store. Imagine your students interacting with educational software or watching videos directly from their desks. Students with disabilities, SLDs or visual impairments can participate in lessons without the need for bulky equipment. Teachers can stream lessons from their smartphone or classroom device directly to the projector, engaging everyone in a simple and direct way. And with the included adjustable bracket, you can mount the projector on any desk or table, ensuring maximum safety. Thanks to its light weight and portability, you can easily move it from one classroom to another. Does it seem impossible? See how it really works. With Magic Touch, you can download any Android app and access a wide range of educational, audio and multimedia software designed not only for children, but also for students with different educational needs and disabilities. Want to have fun instead? You can also use it to play traditional games and enjoy moments of leisure in good company. The wall projection is incredible! See how you can interact for up to 90' with the supplied pen. Real-time content sharing allows teachers to bring the lesson directly to the desk of students who need extra attention. Thanks to advanced technology, content can be transmitted to the projector from a smartphone, interactive monitor or the teacher's PC. Not only that, but you can also monitor and control Magic Touch remotely, easily controlling it from your device. Atlantis 'Magic Touch' Projector. Turn any surface into a unique interactive experience, wherever you are!

Video App School inclusion:

Magic Touch is the perfect tool for ensuring school inclusion and providing valuable support for various types of disabilities, even in the home environment. It's like having a large 30-inch tablet. The projector features a unique and exceptional virtual multilingual keyboard with keys that can be resized as desired, as can the font size. For people with visual impairments, such as the visually impaired, Atlantis has provided special layouts that offer high contrast between the background and font colour, as well as the ability to adjust the size of the keys and text. Two layouts with soft colours are also available, which are particularly suitable for people with dyslexia. The Atlantis Talking Keyboard app allows people with speech impairments to communicate quickly and easily. The Magic Touch Projector can run any Android application, making it suitable for assisting with various types of disabilities and for running applications for different purposes. It can be transformed into a communicator for people with autism thanks to augmentative and alternative

communication solutions such as *CoughDrop2*, *Simbo Talk*, *AAC Talking Tabs*, *Card Talk* and many others, available either free of charge or at low cost. Other software on the market, such as *Forme e Colori*, *Otsimo*, *Mita* and *Pictograma*, allow you to involve people with autism in various daily activities or to create your own visual agenda. But that's not all: many programmes used in preschool and early childhood education — including those recommended on our portal — related to the association of shapes, images and colours, small mathematical or linguistic games, or sound and musical activities (such as *Piano Kids*), can become valuable tools for engaging and including autistic students in the classroom. In the field of dyslexia, there are many support programmes, such as Dolphin EasyReader, Voice Aloud, Moon+ Reader and Readera, as well as software for creating mind maps, such as Algor and MindMeister. The French app MyDyS will soon be available in landscape format, along with hundreds of applications in various languages dedicated to spelling and pronunciation. Finally, Magic Touch can also be a valuable support tool in the field of cognitive and motor rehabilitation, as well as in assisting people with cognitive impairments of any age, thanks to the wide range of applications available. Its versatile and customisable features make it suitable for educational, therapeutic and rehabilitation programmes in schools, homes and professional settings.

Video App Activities for pre-school and primary school children:

Magic Touch is an ideal tool for use in nursery and primary schools, designed to promote early literacy and introduce children to the digital world in an intuitive and engaging way. It is like having a large 30-inch tablet. The numerous applications available on the Play Store, translated into the world's main languages, allow children to engage in fun and stimulating group activities, introducing them to early learning: literacy, numbers and counting, shape and colour association, as well as sounds and musical activities. These applications can also be used to actively engage students with disabilities, such as the visually impaired and children with autism spectrum disorders. The ability to use Magic Touch not only on the table, but also projected onto a wall up to 90', with touch function via digital pen, allows teachers to engage the entire class with interactive educational activities, without forgetting the possibility of projecting multimedia content, such as educational films. Its light weight and ease of use allow the device to be easily moved from one classroom to another, thus avoiding the need for students to move to laboratories and making it possible to carry out group activities directly in the classroom.

Video App Fun and inclusion for the family

Magic Touch is also a perfect tool for home use, designed to offer entertainment and fun for people of all ages. It's like having a large 30-inch tablet. The apps available on the Play Store, translated into the world's main languages, allow adults and children to engage in games and activities designed for all age groups, offering tailor-made entertainment and cognitive stimulation. You can enjoy classic board games such as checkers, chess or cards, or music apps that simulate instruments such as the piano. There are also interactive games for evenings with friends, perfect for engaging friends and family in a simple and immediate way. The ability to project onto a wall up to 90 inches in touch mode and up to 150 inches for video playback alone makes Magic Touch also an excellent device for watching films, listening to music or enjoying interactive activities with others. Preschool and school-age children can participate in fun and educational group activities, introducing them to early learning: literacy, numbers and counting, shape and colour association, as well as music and sound games. If there are people with disabilities in the family, such as the visually impaired, those with autism spectrum disorders, or individuals of any age who need cognitive or motor rehabilitation, you can access a wide range of dedicated applications designed to meet their needs in an effective and engaging way.