



## Magic Table

### BJ-EXMAG

Real Objects come alive in the room

**Magic Table** is a **new way of interaction in a sensory room** opening a whole new world of possibilities in a [SHX room](#). The user can interact with the room **by using real objects** that will transform the room in a thematic environment related to that specific object.

It is as simple as placing an object on the **Magic Table** and the whole room will come alive and you will be immersed into a world related to that object. **You can create any combination of lighting, images, sounds, vibration, music, effects on the bubble tube, fiber optics**, as well as other enveloping effects that will fill the room up so that the users get the most immersive experience.

Move into the jungle, the space, a soccer stadium, or anywhere with just leaving the object on the table. The possibilities are infinite, since this system can be **completely customised to create any thematic environment** you want **with your own pictures and videos**.

## Therapeutic and educative opportunities...

**Magic Table** opens up a **whole range of therapeutic and educative opportunities** letting the user to interact with the room through real objects, such as: toys, clothes, jars with food, trays with different materials, pictures, cards, etc. and associate them any **multi-sensory content**. It is a great tool **for working the attention, interaction, association, memory, cause-effect relation, and language**. In [this article](#), you will find some examples of possible activities to do with the Magic Table in a sensory environment. And this is just the beginning!

**Download now a guide of [21 Ideas of Activities](#)** to do with the Magic Table or the [SHX Proximity](#).

Its operation is easy: the product includes several cards and stickers that can be configured to trigger any SHX content. The SHX program now includes a simple edition area for Magic Table and [SHX Proximity](#) to configure and customise each card or sticker. Once it has been configured, approach the object with the card or sticker to the table and the room will show the content and all the multisensory

related effects.

Magic Table is a part of the [SHX System](#). Create **your own thematic environments** in a unique way and let yourself be flooded with light and inspiration!

- Table 40 cm diameter, 40 cm height
- Distance of recognition: 1-2 cm.
- Area for recognition: 5 cm approx.
- Compatible with the SHX program from version 1.4 and newer.
- Every card or sticker can be programmed to display any SHX content or scene.
- The cards and stickers can be configured unlimitedly.
- The product includes:
  - SHX Magic Table device
  - Printed pre-programmed cards for the following functions: turn volume up, turn volume down, stop, buttons (cells) 1 to 6, sequential mode and random mode.
  - 18 rewritable cards
  - 18 rewritable stickers
- Compatible with SHX software version 1.4 or higher. [Contact us](#) if you have a SHX software version 1.2 or lower.

