

# A Walk in the Woods



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'A Walk in the Woods' uses augmented reality technology to bring woodland creatures to life - wherever you want in your hospital. An interactive activity that will entertain and help distract children from the real reason they're attending.

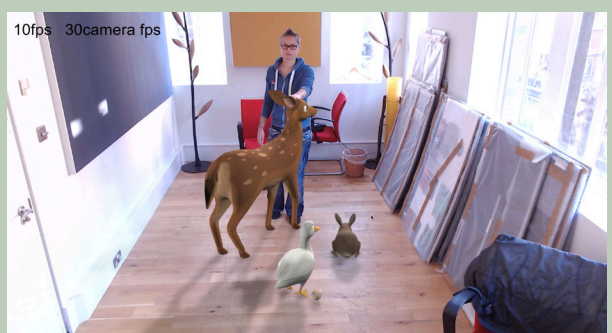
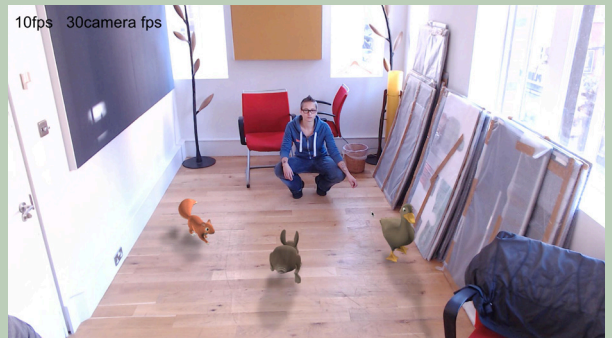
Evidence has proven that calming influences such as A Walk in the Woods reduces patient anxiety and can therefore speed up medical procedures as well as making it a more pleasurable experience for all those involved - including staff and parents.

Off the shelf hardware, combined with our bespoke software creates a cost effective and robust activity that is easy to install, requires minimal support and no supervision. And because the interaction is virtual it eliminates cross infection issues, meaning there is no wiping down or sanitising required by hospital staff.

Our woodland creatures will happily interact with all ages as they roam freely across the screen. However, if you have a particular theme in your hospital, for example underwater animals or transport, we are happy to customise the character set to give a more joined up experience. Dolphins appearing to jump out of a virtual pool, or 'crazy cars' breaking apart and magically re-assembling themselves...anything and everything is possible in the virtual world of augmented reality.

If you'd like to find out more contact Allan Johnston at:

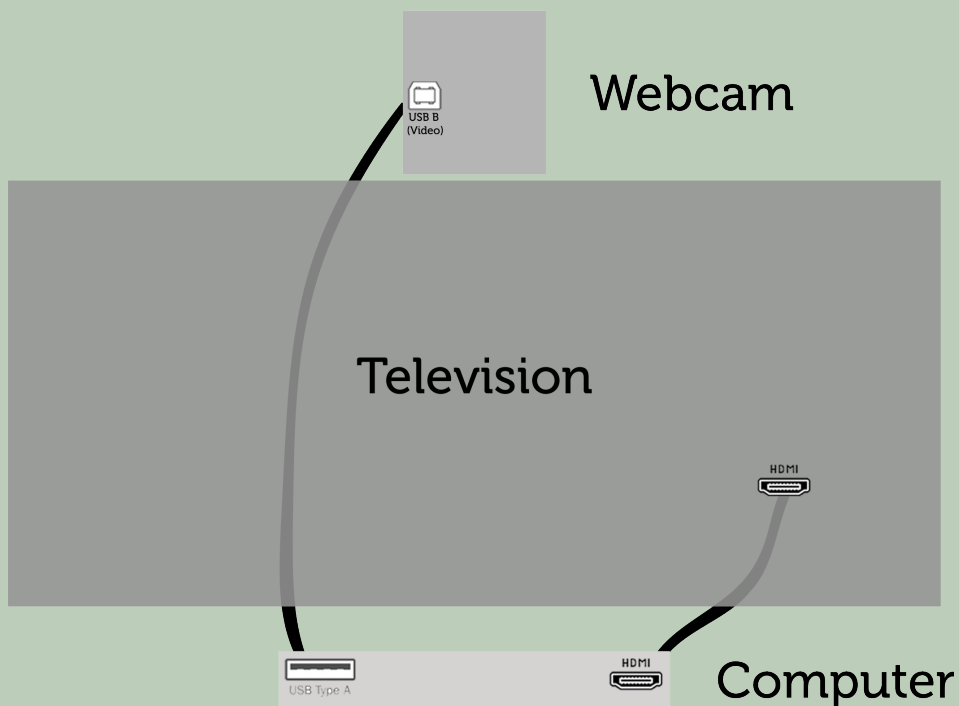
[allan@jungleinteractive.co.uk](mailto:allan@jungleinteractive.co.uk)



# Schematics



Schematic a



Schematic b\*

\*connectors in schematic B depend on the version of the devices