TAG active Arenas

PLAY MART INTERNATIONAL

powered by tag active

What are TAG active Arenas

An arena based game designed to test strategy, speed, agility, awareness and bravery. TAG Arena's promote fitness, fun and competition.

Each arena contains challenges that require a mixture of physical and mental agility. Hidden throughout the arena and within the activities are a large number of illuminated TAG's. The TAG's are controlled via a central computer system and glow in different colours corresponding to a pre-determined points system.

Points are collected by players using a sensor worn as a wristband. When a wristband is swiped past a TAG, a point's value is allocated to the specific player's wristband. As the player identifies and reaches more TAG's the players score escalates.

The point's value allocated to each TAG will be determined by the degree of difficulty incurred in trying to reach it. Strategy will play a large part in each competitors thinking, as to whether to collect many easier to reach, but lower valued TAG's, or whether to take on harder challenges in order to be rewarded with more points.
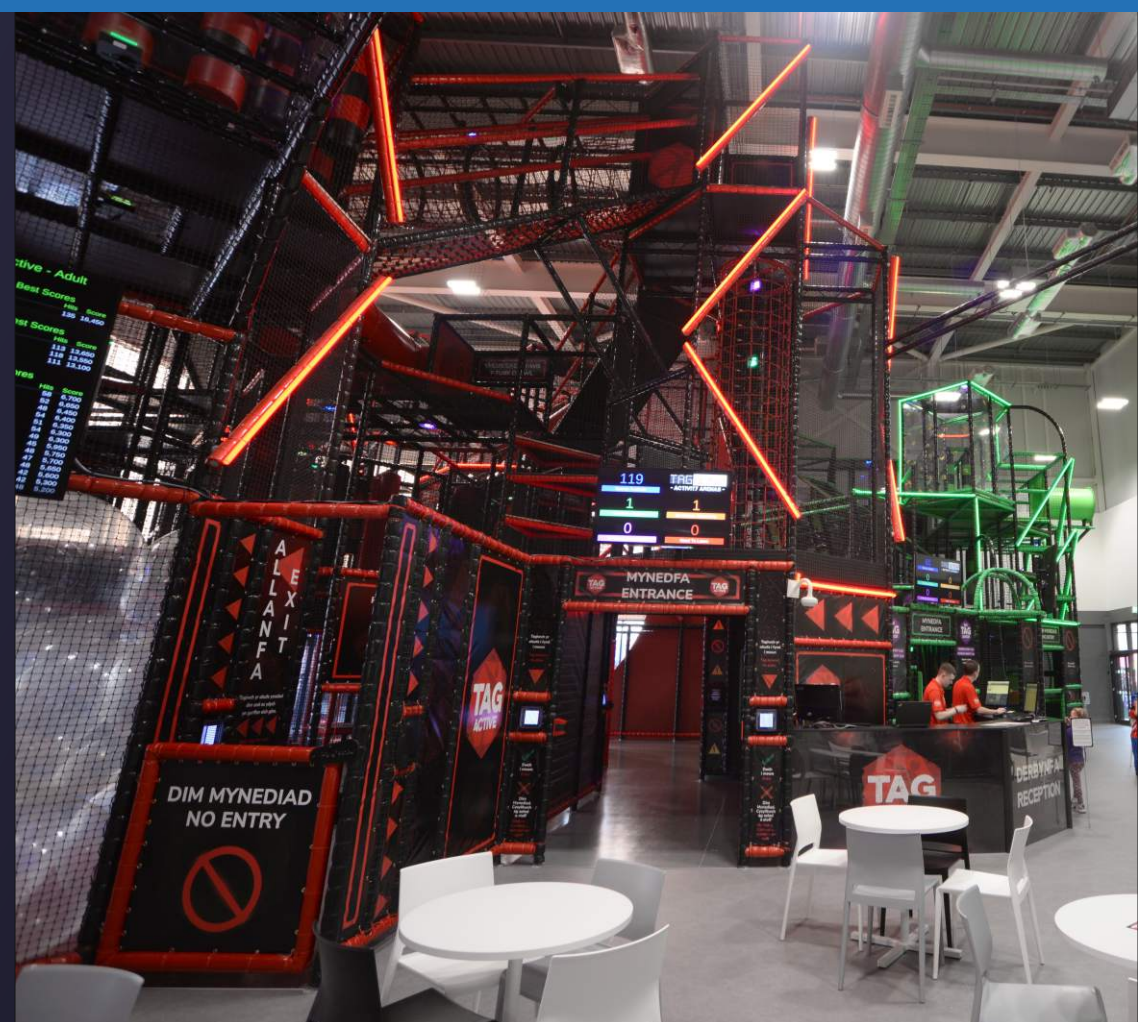
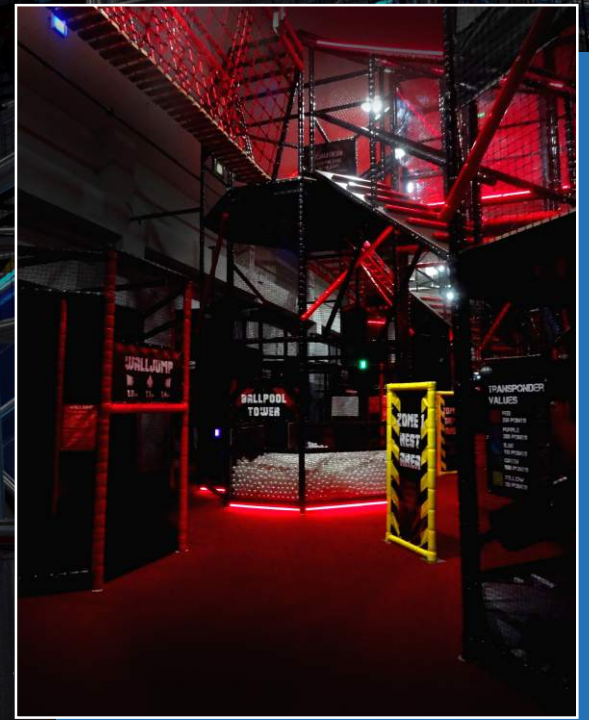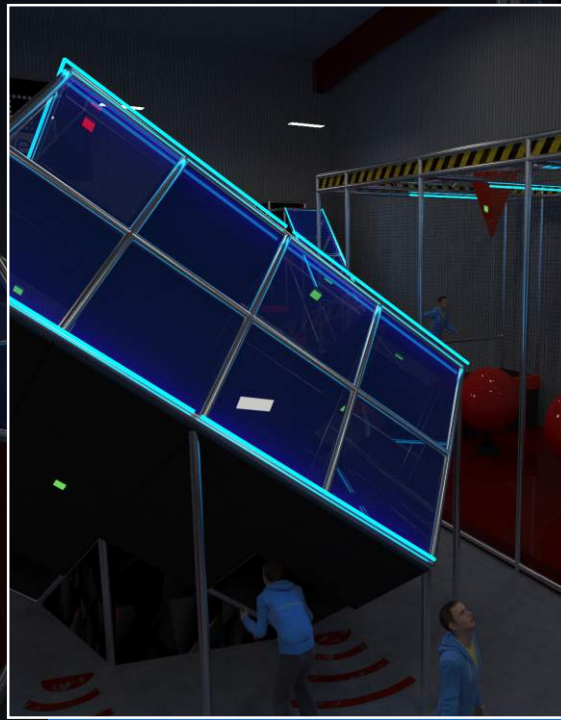**32** TAG Arenas WORLDWIDE

874,413 GAMES PLAYED

38.9 MILLION TAG HITS

3426 INSTALLED TRANSPONDERS

Arena Types

Our arenas are all custom designed to suit your space, requirements and budget.

We can offer individual module arenas in addition to interconnected multi level and multi zone arenas.
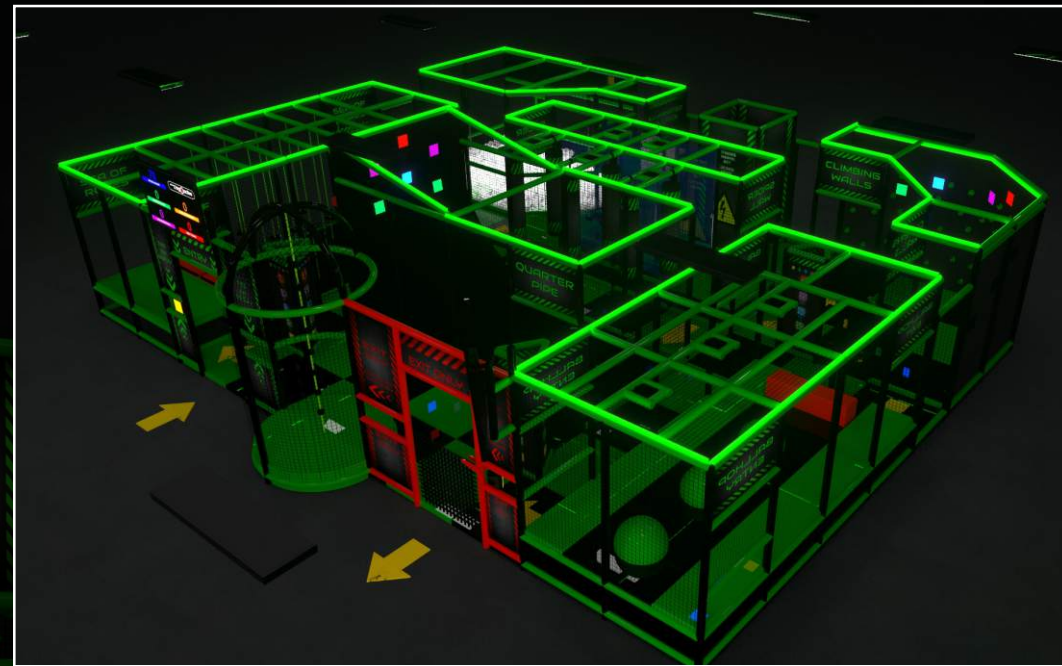

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Individual Module Arenas

Take your pick from an ever growing range of individual event modules and arrange them to suit your available space, budget and capacity requirements.
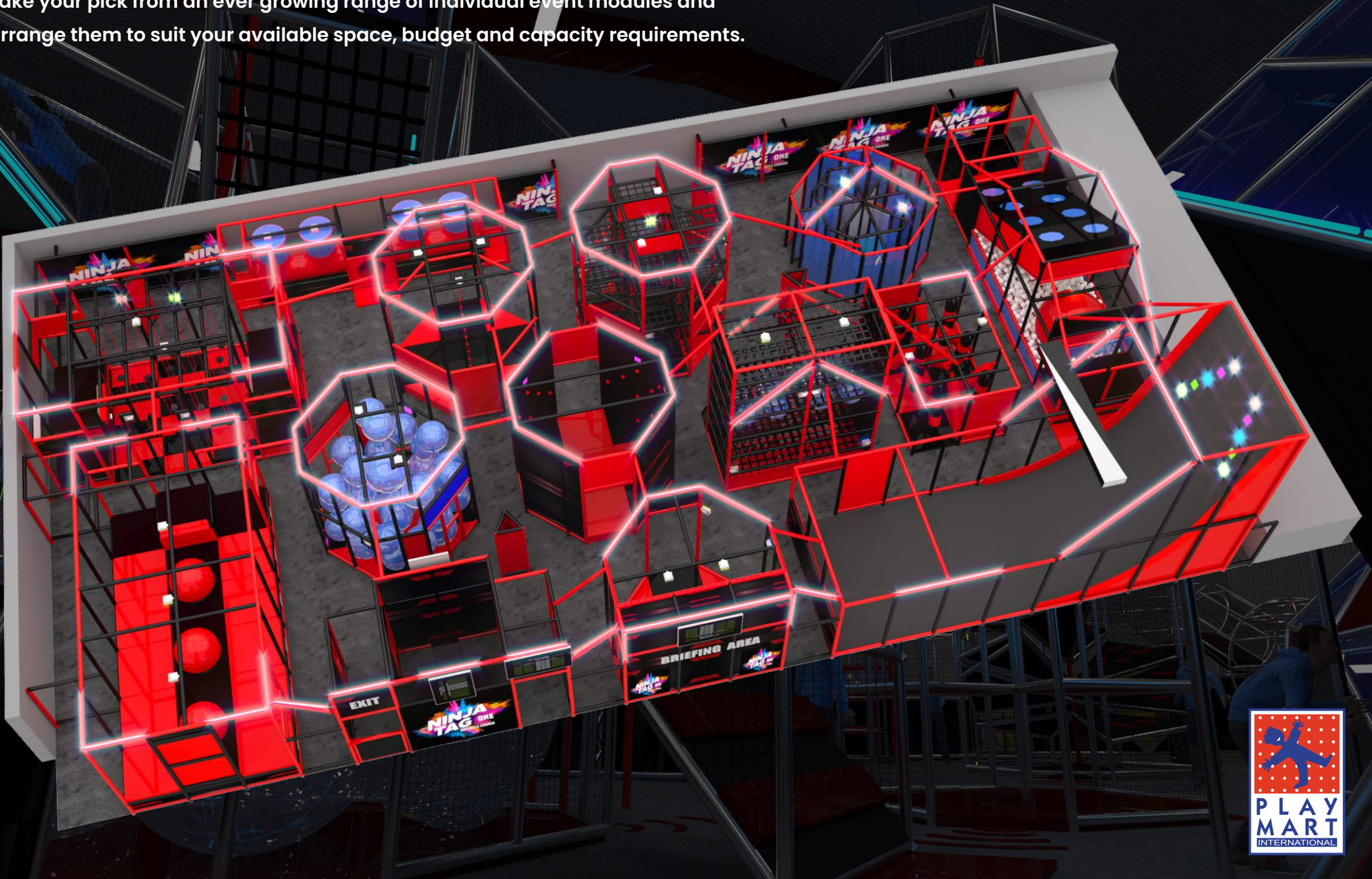
Custom Multi Level TAG Arena
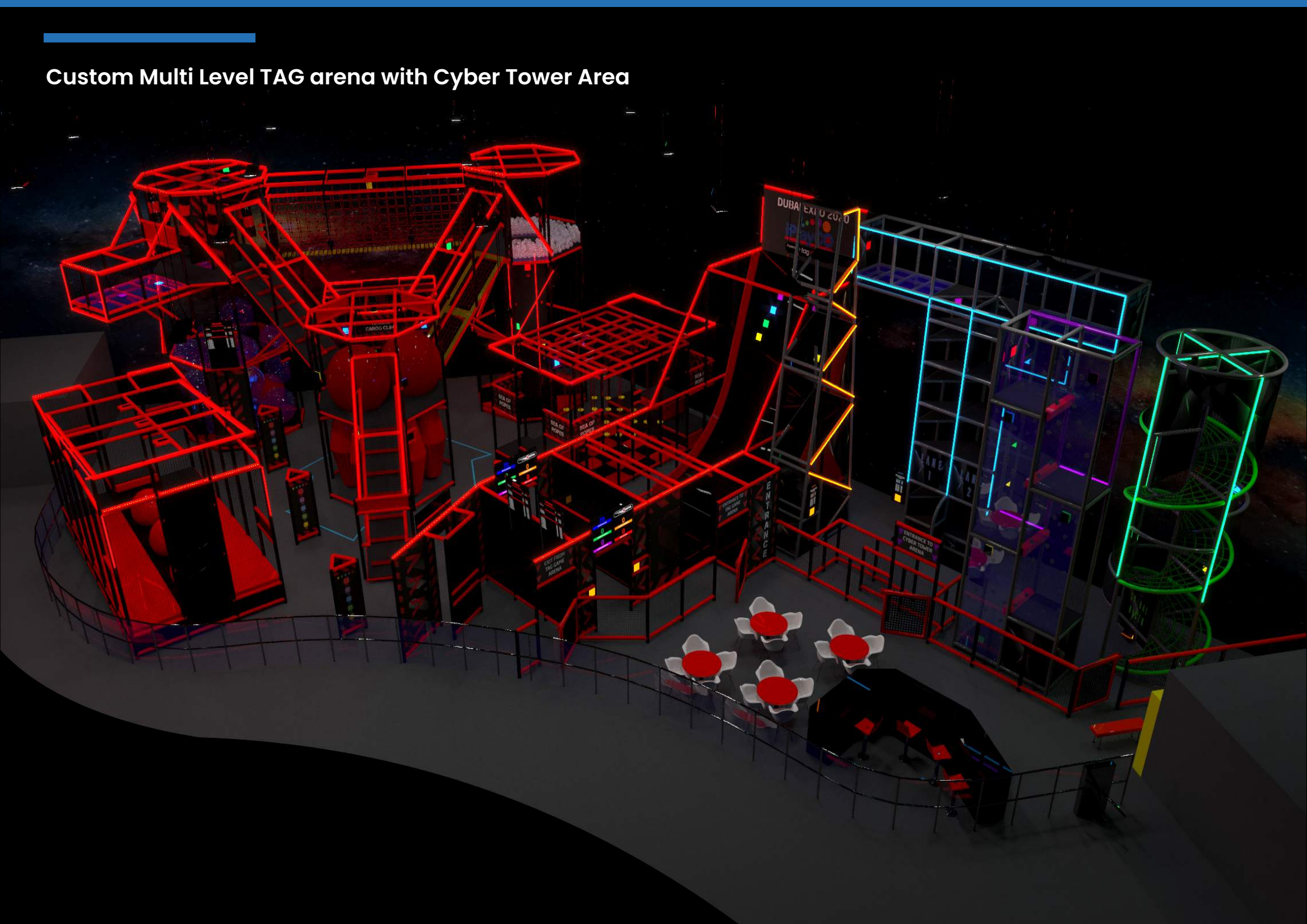

Custom Junior TAG arena

Multi Level TAG arena with Junior TAG Arena

Multi Level Custom TAG arena with Cyber Towers

Custom Multi Level TAG arena with Cyber Tower Area

TAG ARENA BENEFITS

INDIVIDUAL & TEAM GAMIFICATION

Through the use of player wearable technology and custom developed software we provide truly individual gamification experience in addition to team play.

REPEAT VISITS

Gamification of an event has proven to increase repeat visits as its inclusion introduces a measurable metric to the event for each of its players.

DURABLE CUSTOM BUILT TECHNOLOGY

Our enclosures and circuit boards have all been custom designed for their purpose. Ensuring strength, durability and stability.

AVAILABLE FOR ALL AGE GROUPS

TAG arenas have been developed with all ages in mind. This makes the equipment fully accessible for families to enjoy the arenas together.

PLAYER AND EQUIPMENT ANALYTICS

The system in naturally gathering rich player, event and arena analytics providing operators with levels of information not previously seen.

LIVE ARENA OCCUPANCY & IN GAME SCORE DISPLAY

Large screens can display live arena occupancy with player timings, In Game player and Team rank order scores and post game leaderboards.

COMPETITIVENESS

By introduction measurable metrics to an event, competition with either an individuals own results, a group/teams results or the global results of an activity become a key feature of an event.

DIGITISATION

Digitisation of real world activities appeals to extended age groups, especially millennial's and generation Z.

SYSTEM ADD ONS

We are continually developing system add ons to enhance your arena. From self registration Kiosks, software API's, In Arena Camera Systems, new scoreboard display features.

powered by tag active

PLAY MART INTERNATIONAL

<< Entry / Exit Module

This module acts as a main entry / exit to your arena. The central void is an ideal location for the game server.

This module is also an ideal location for capacity, In-Game and Post game score screens to be located.

It is available in multiple dimensions to suit your layout and available space.
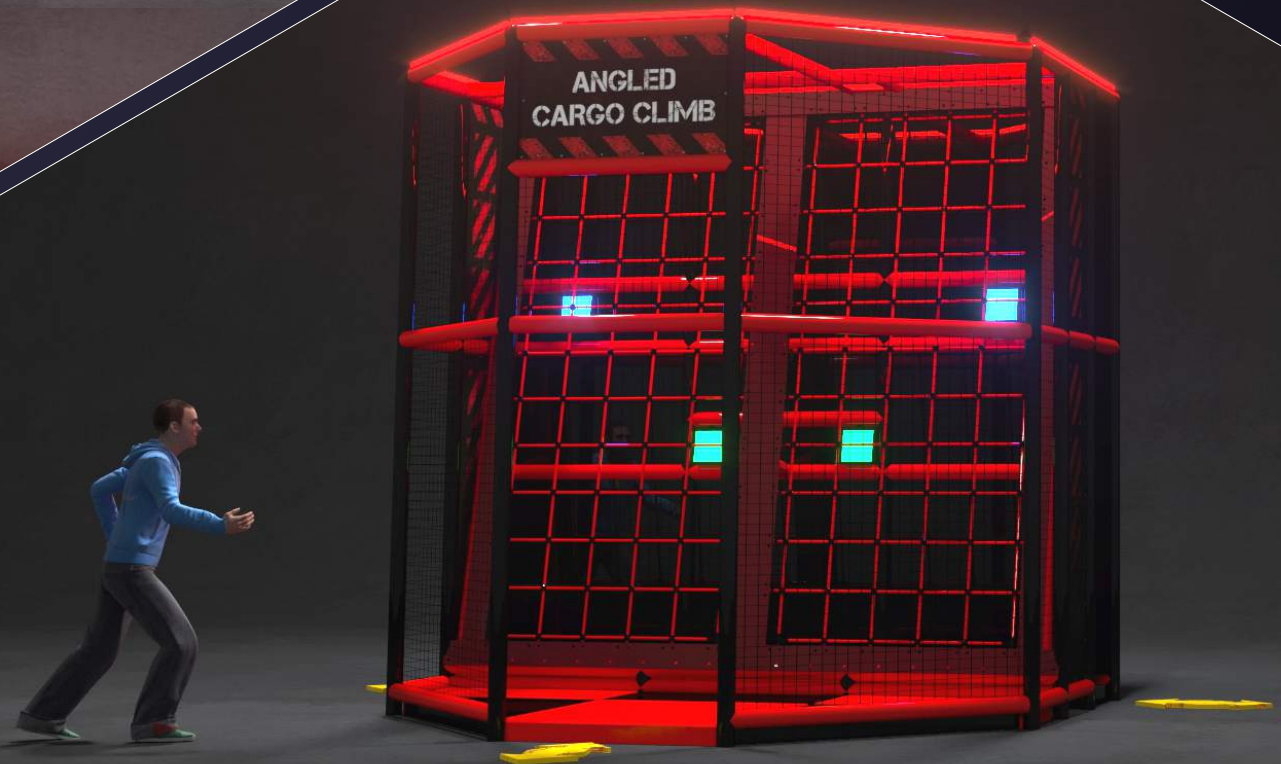
Recommended Capacity = 4
Transponder Count = 4

Angled Cargo Climb >>

This enclosed Angled Cargo climb module offers a safe climbing feature. At the rear of the module there is a 'dark' corridor with transponders hidden inside.

Recommended Capacity = 4
Transponder Count = 8

<< *Web Maze Climb*

This module has 22 individual webbed decks arranged over 5 levels to provide a safe and challenging climb event

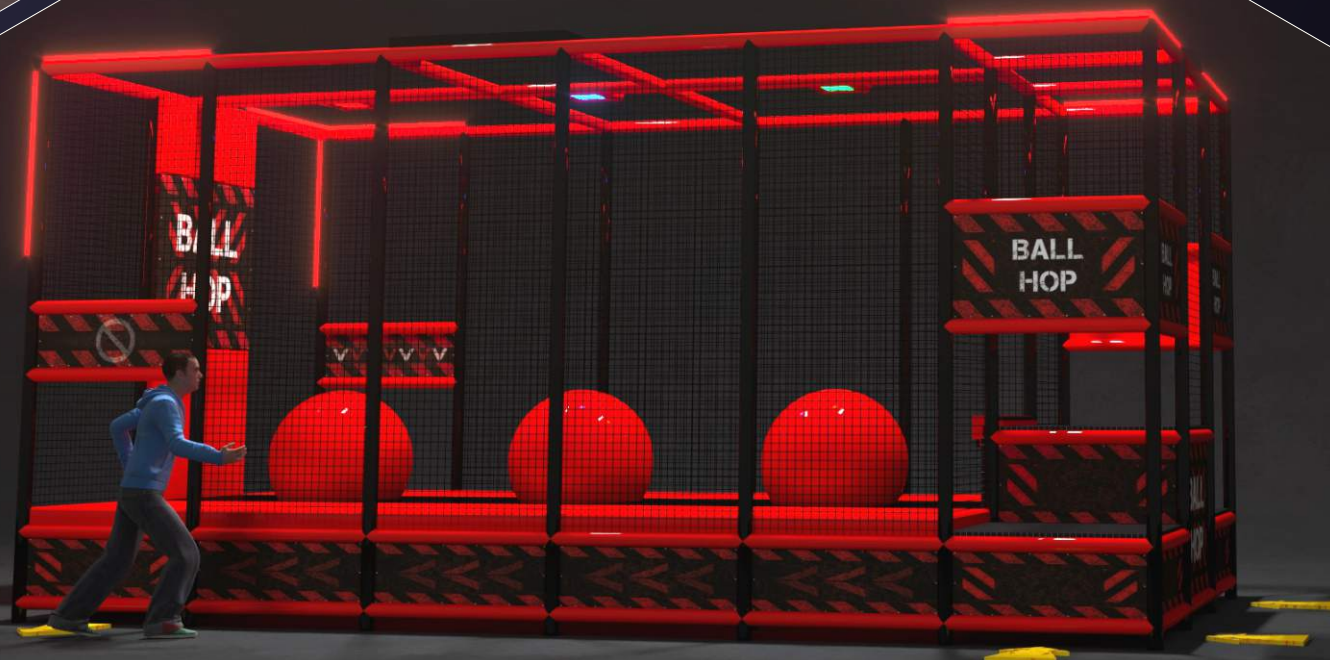Recommended Capacity = 8
Transponder Count = 8

Giant Ballhop >>

This fun and highly visible module challenges players to jump onto the large inflated buoys and balance on-top in order to hop up and reach the transponders located in the roof area.

Recommended Capacity = 2
Transponder Count = 3

‹‹ *HEX Climber*

This module has a central hexagonal shaped climb tower onto which the players must climb up and around using the hand and foot holds in order to reach the transponders.

Recommended Capacity = 2
Transponder Count = 6

Coffins / Ballpool ››

This module contains 2 full events.
The Coffin Climbs are two separate enclosed angled dark boxes with the transponder located along the floor.
The Ballpool is filled with pearlescent balls through which the submerged transponders glow to reveal their location

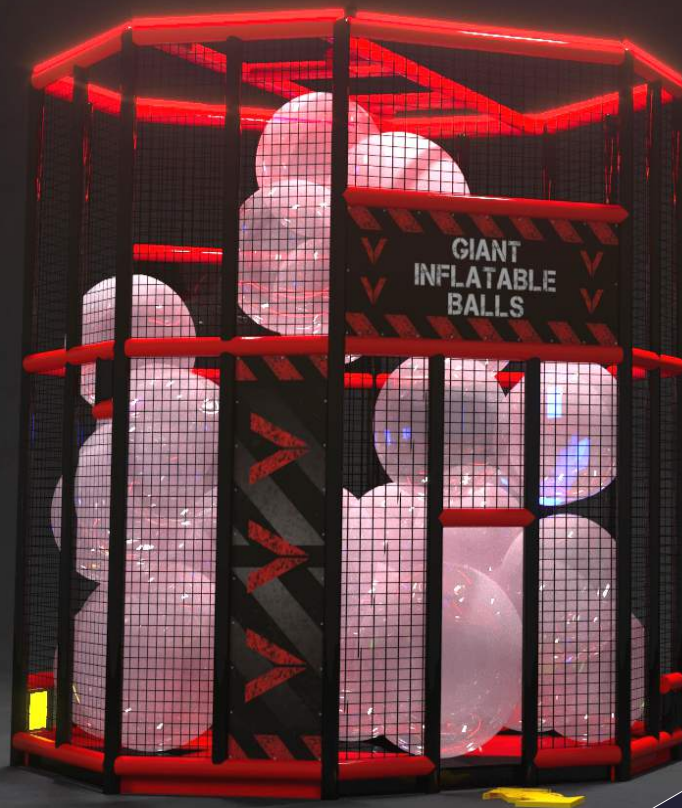Recommended Capacity = 8
Transponder Count = 14

<< *Giant Ballroom*

This module is filled with inflated clear balls of various diameters. Players must progress through the fluid environment in order to reach and TAG the transponders located within.

Recommended Capacity = 6
Transponder Count = 6

Crawl Tube Reach >>

This module has 3 opening into which players can crawl and then reach up to TAG the transponders within.

Recommended Capacity = 3
Transponder Count = 5

<< *Vertical Rope Climb*

This challenging module presents 3 various rope climb features to players with the level of climb difficulty associated with the points collected.

There are 2 Climb ropes with various quantity and spacing of climbing knots and 1 rope ladder which is also free to spin.
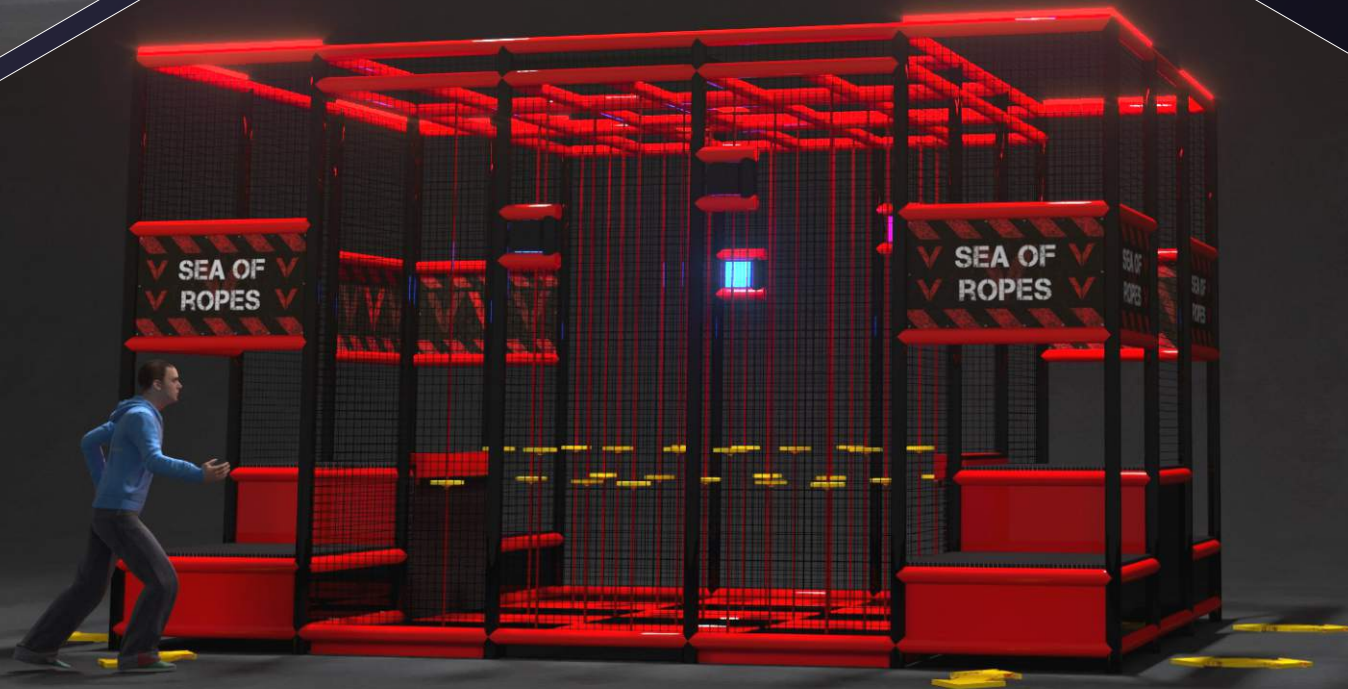
Recommended Capacity = 3
Transponder Count = 3

Sea of Ropes >>

This dynamic module contains numerous anchored ropes with circular standing platforms onto which players must navigate between in order to reach the transponders within the area.
Each rope is free to spin making the area fun and challenging.

Recommended Capacity = 6
Transponder Count = 6

‹‹ *Traverse Wall*

Two opposing traverse climb walls are present in this enclosed module with six transponders beacons to reach. Digitally printed external skin to the module protects the rear of the walls.

Recommended Capacity = 4
Transponder Count = 6

Quarter Pipe ››

With this highly visible module players must run up the quarter pipe in order to attempt to reach the transponders , players then slide back down the vinyl surface to the bottom.

Recommended Capacity = 2
Transponder Count = 10

<< *Hourglass Climber*

This 360 degree cargo net climber starts as an octagonal shape at the bottom and rises up to a climb cylinder.

Players must scamble over the net and then up and around the cylinder to reach the multiple transponders within

Recommended Capacity = 4
Transponder Count = 5

Mirror Maze >>

This maze of clear and mirrored panels creating a confusing environment in which to locate the transponders as the transponder lights are reflected off multiple surfaces

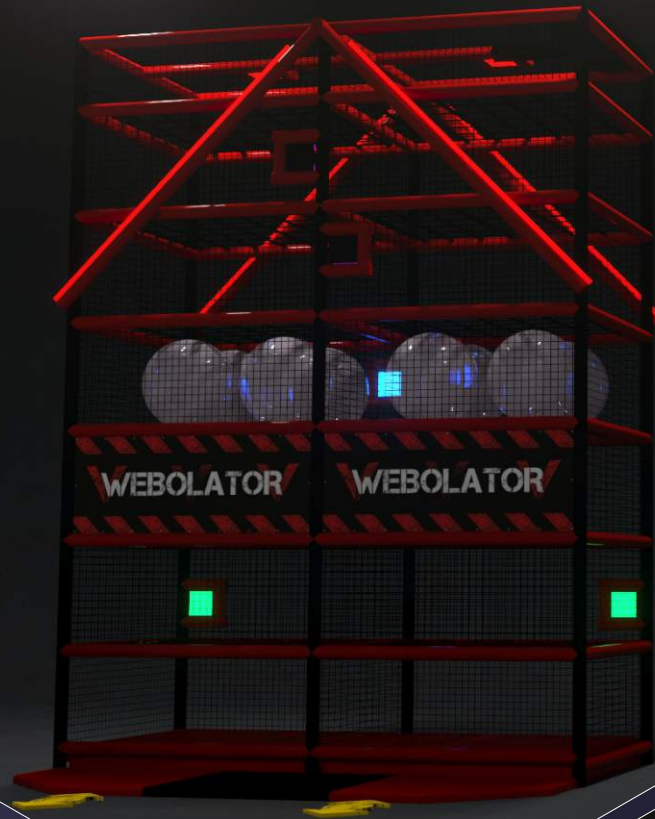Recommended Capacity = 4
Transponder Count = 6

<< *Webolator Tower*

This module contains 2 separate climb event towers. Each tower has 6 layers of interlaced elasticated straps that players must navigate through in order to reach the transponders located of differing levels.
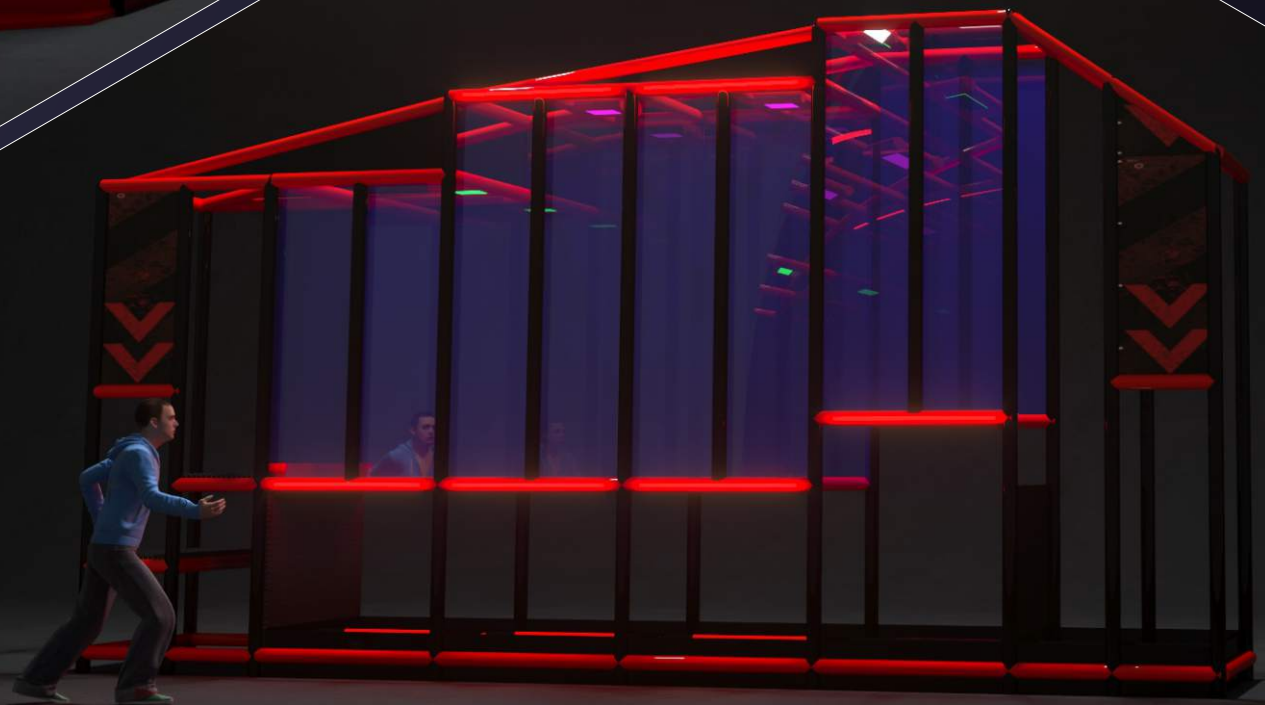
Recommended Capacity = 2
Transponder Count = 8

Spider Wall >>

Within this module players start on a elevated platform and must grip with their arms and legs the outer clear walls. They must then progress in this manner along and up the walls in order to reach the transponders.

Recommended Capacity = 4
Transponder Count = 4

‹‹ *Spinning Columns*

This module is a maze of spinning columns through which players must navigate and locate the transponders. As the columns spin player will be dis-orientated.
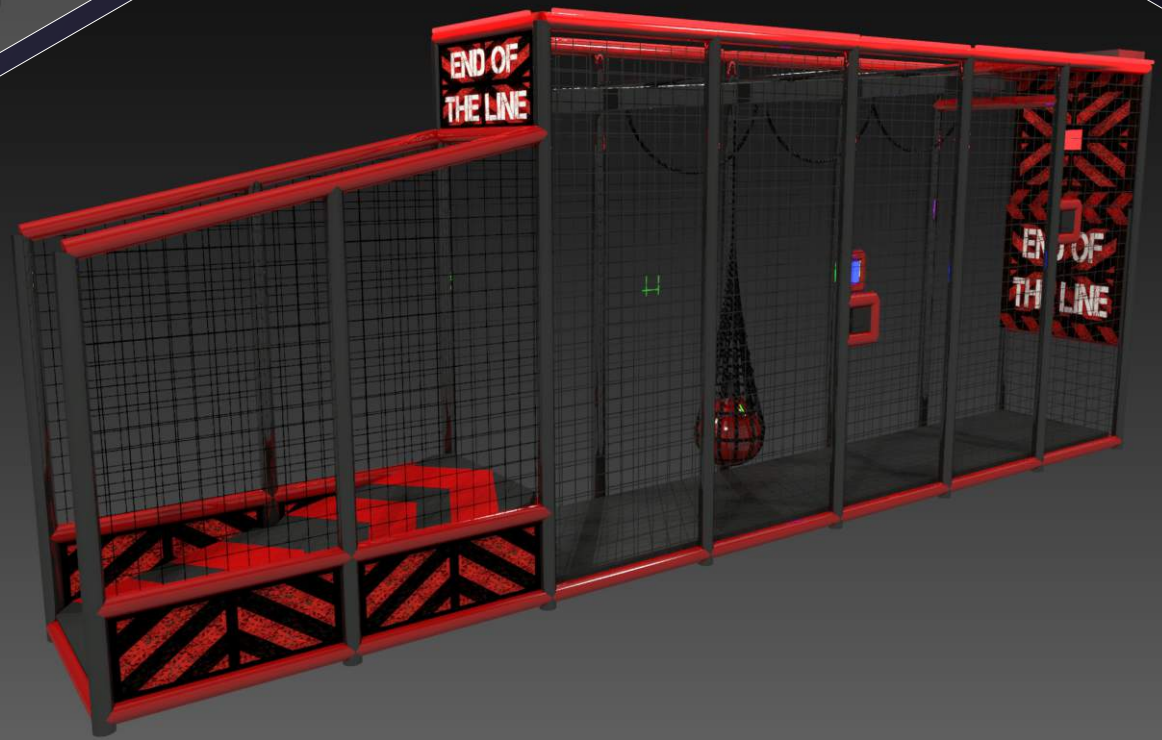
Recommended Capacity = 4
Transponder Count = 4
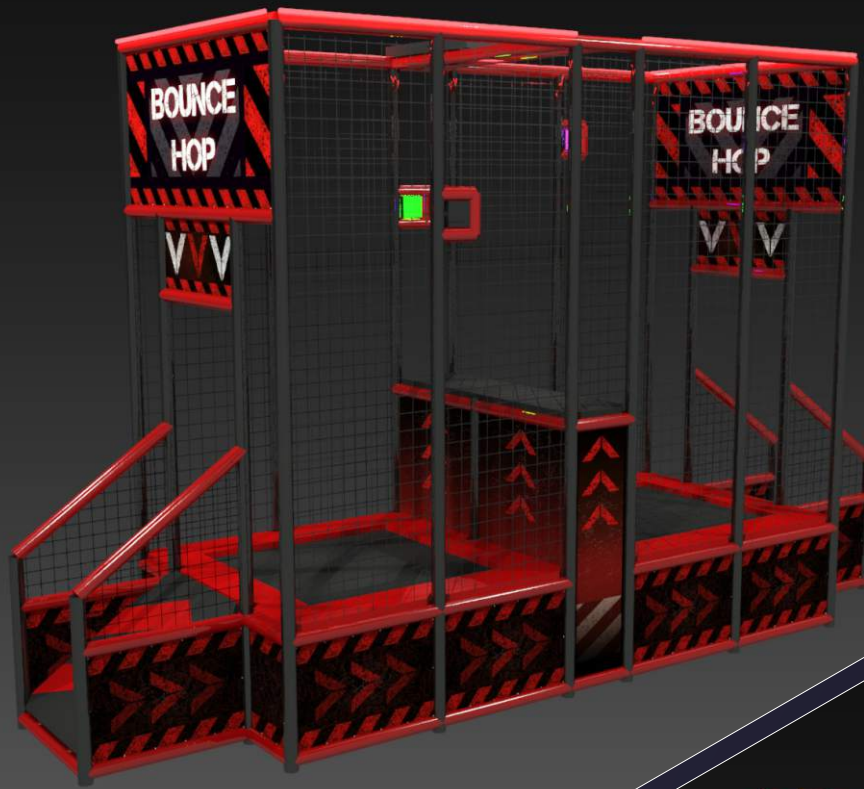
End of the Line ››

With this event, player must run up the access ramp and onto the swinging buoy in order to gather momentum along the track to reach the transponders with the module.

Recommended Capacity = 1
Transponder Count = 4

<< *Bounce Hop*

This module contains 2 square trampoline beds and a central platform onto which players must jump and gain enough height to reach the transponders.

Recommended Capacity = 2
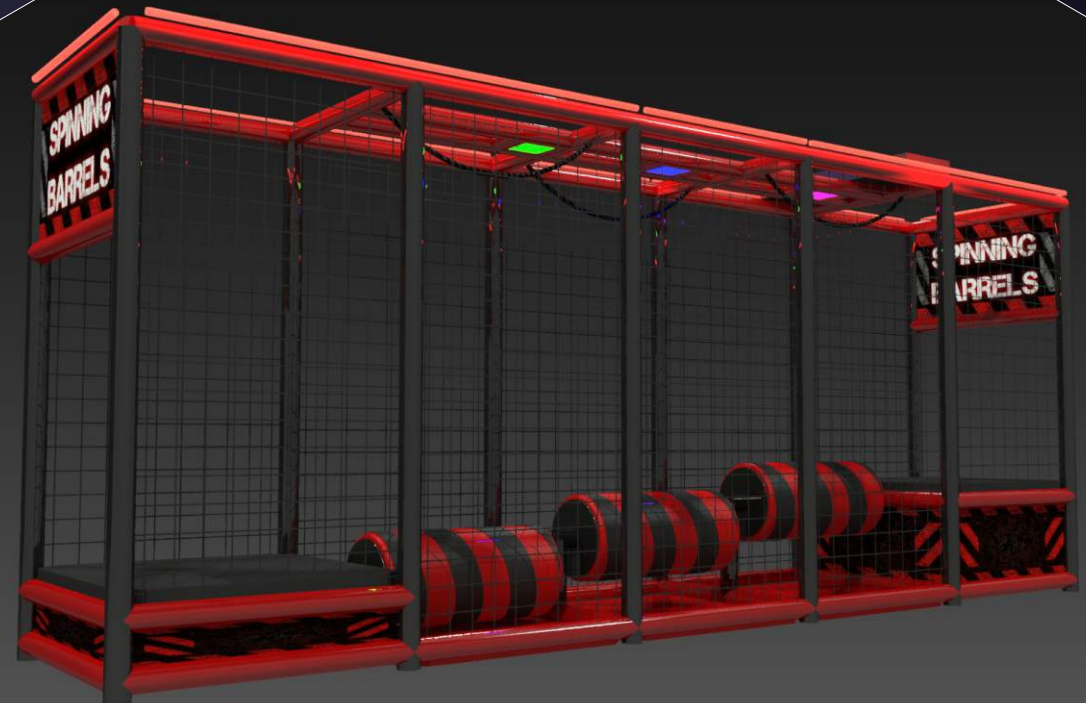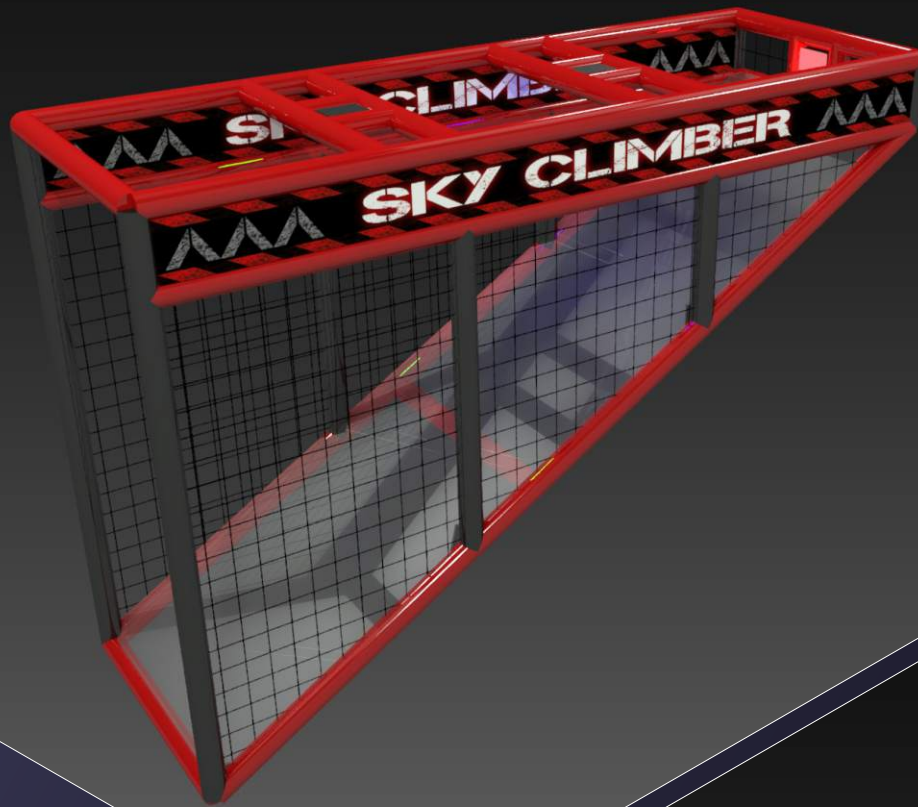Transponder Count = 4

Spinning Barrels >>

In this module players must navigate along the spinning barrels to reach the transponders in the roof area. Roof ropes assist the players with balancing.

Recommended Capacity = 2
Transponder Count = 3

<< Sky Climber

This angled clear lean out can be attached onto the front of various structures or events to provide a daring crawl over the clear panel in order to reach the transponders.

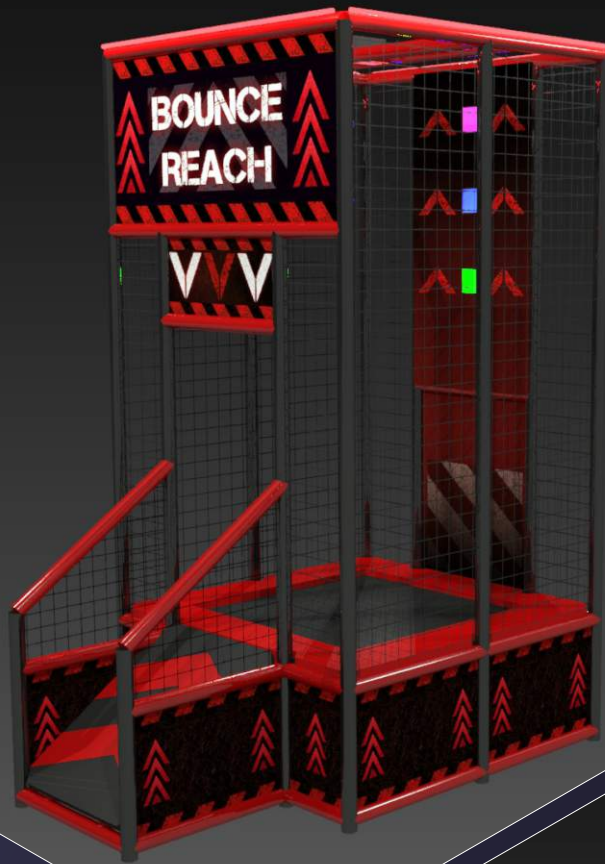Recommended Capacity = 1
Transponder Count = 3

Balance Poles >>

Players start on the elevated platforms and must then progress along the various balance poles in order to reach the transponders within.

Recommended Capacity = 2
Transponder Count = 4

‹‹ Bounce Reach

This module contains a single square trampoline bed onto which players must bounce to gain enough height to reach the 4 transponders.
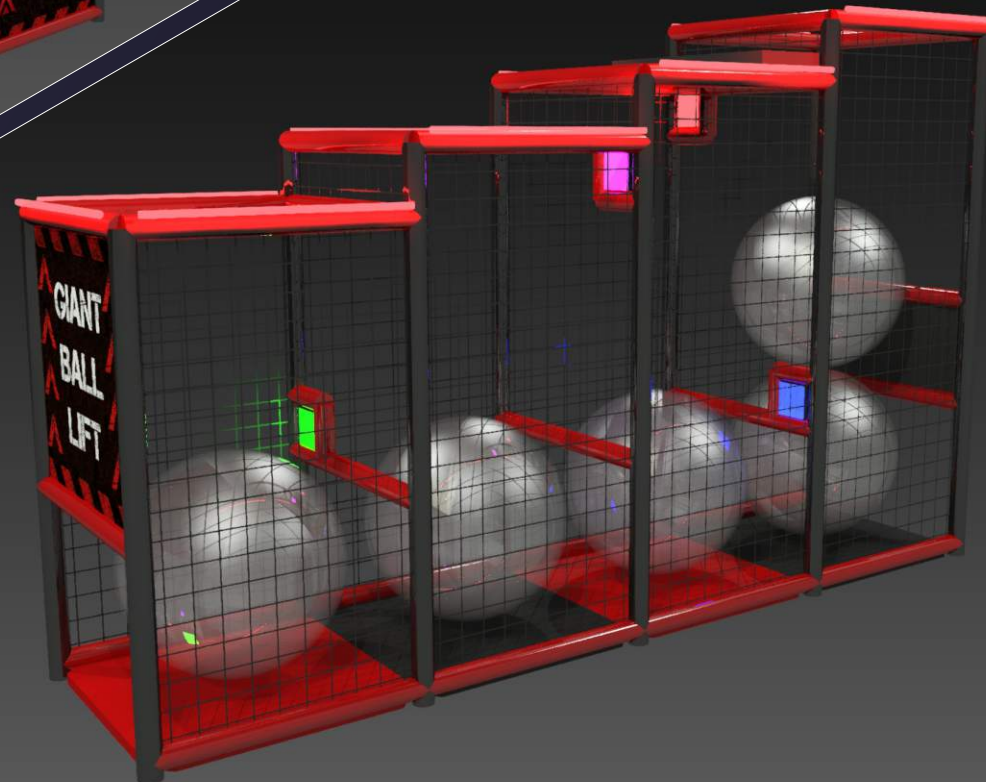
Recommended Capacity = 1
Transponder Count = 4

Giant Ball Lift ››

Players must progress along this event by lifting the inflatable balls into the void above.

Recommended Capacity = 2
Transponder Count = 4

<< *Q Pipe Escape*

With this variation of the quarter pipe module, players must run up the quarter pipe to reach the transponders along the way and at the top platform. They then exit the event by descending the vertical pole.

Recommended Capacity = 2
Transponder Count = 4
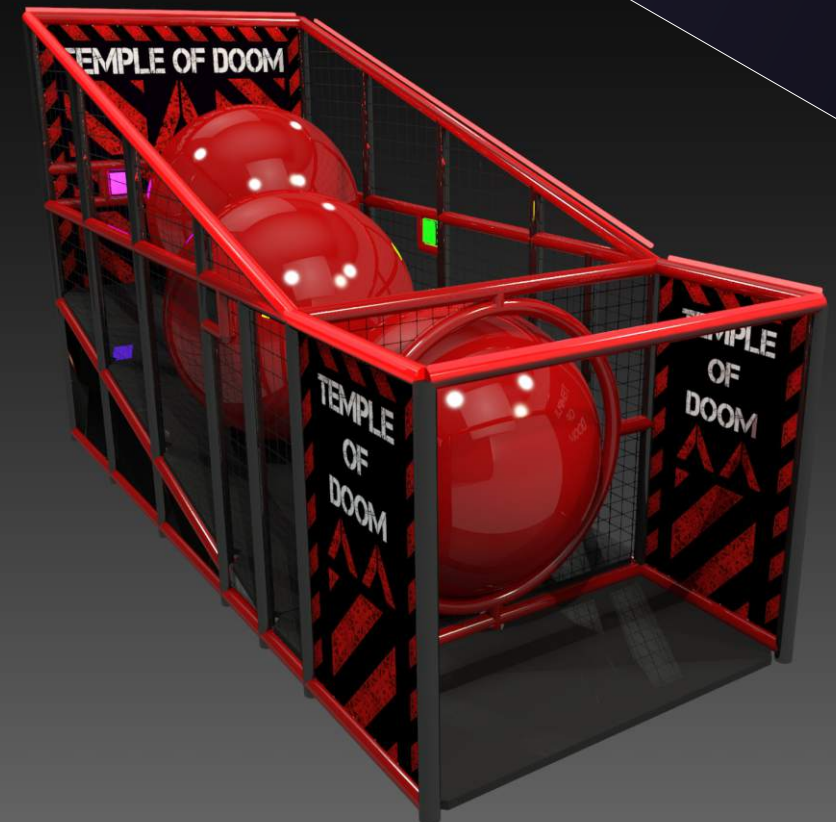
Temple of Doom >>

With this module players must navigate around the 3 large inflatable balls and progress up the slope in order to reach the transponders.

Recommended Capacity = 4
Transponder Count = 4

‹‹ *Elevated Ball Crawl*

This elevated link module contains a clear floor over which players must pass.

The roof area contains netted bags of pearlescent balls with the transponder lights glowing through from behind to which players must locate and tag.

Recommended Capacity = 4
Transponder Count = 4

Twisted Box Tunnel ››

This elevated link module is a rotated square cargo tunnel, each step and hand surface has a different orientation.

The transponders are located on arms outside of the tunnel so players must also lean out to reach them.

Recommended Capacity = 4
Transponder Count = 3

<< *Diamond Tunnel*

This elevated link module contains a long diamond shaped cargo net. Player must navigate along and either climb up or lean out in order to reach the transponders.
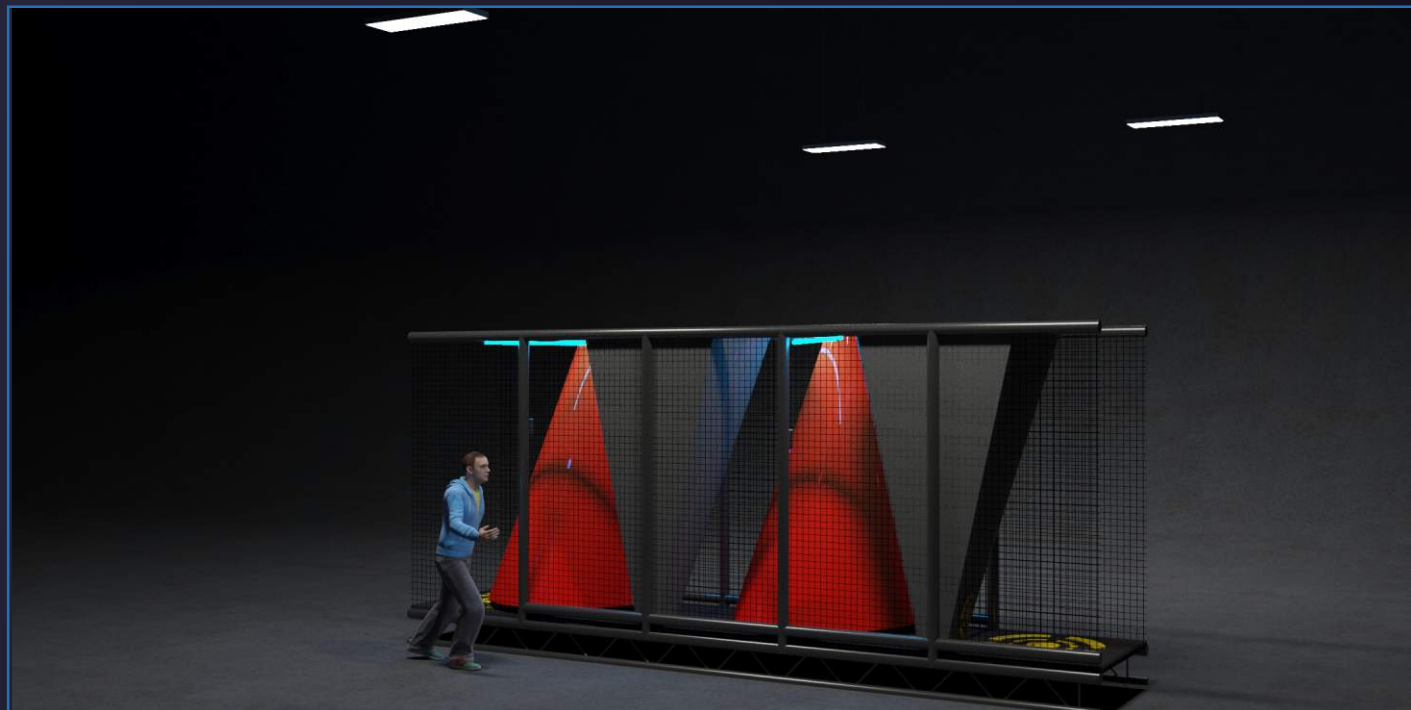
Recommended Capacity = 4
Transponder Count = 4

Cone Push >>

This elevated link module contains staggered half cones creating a dynamic disorienting corridors which players must navigate through and locate the transponders within.

Recommended Capacity = 4
Transponder Count = 3

<< *Wall Lift*

This elevated link module contains full wall sections that players must lift up in order to progress and reach the transponders.
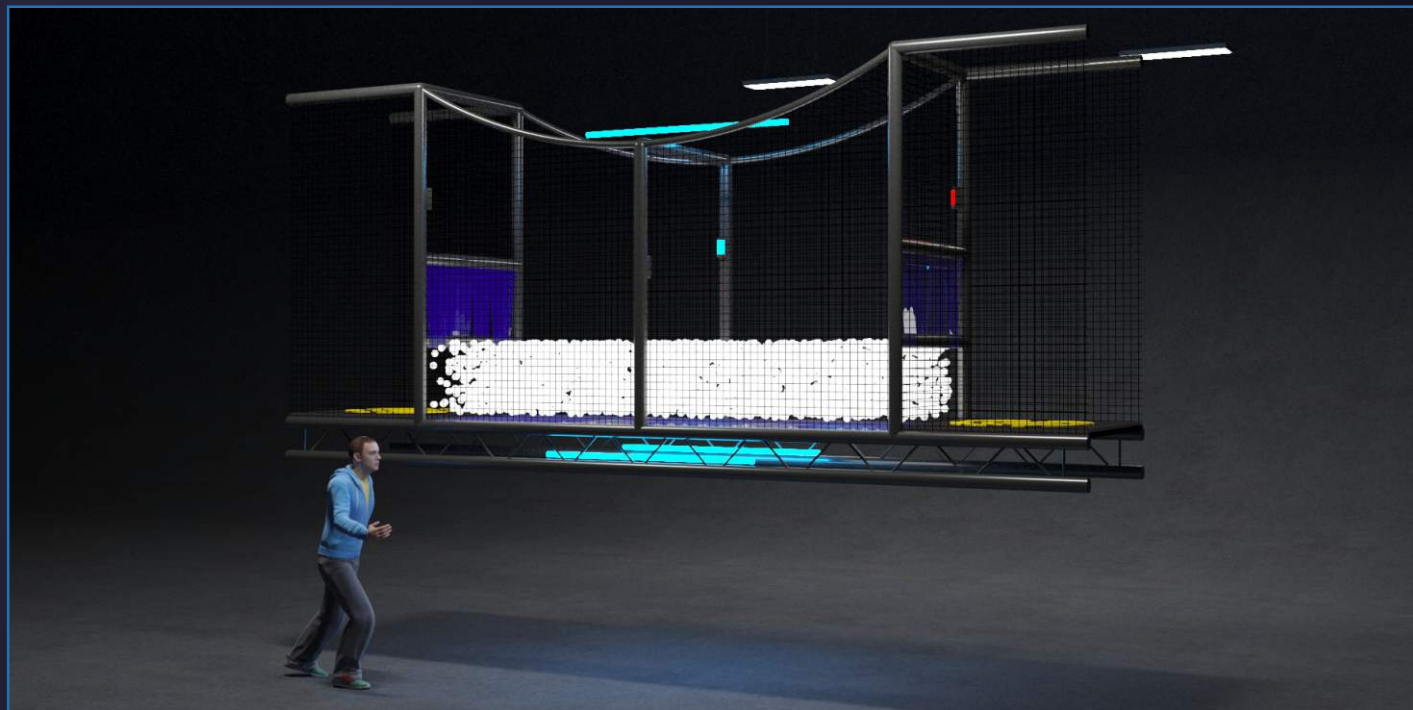
Recommended Capacity = 2
Transponder Count = 2

Elevated Ballpool Reveal >>

This elevated link module contains a clear floor with a ballpit of pearlescent ballpools. The transponders are located underneath the clear floor. Players must clear the balls away to reveal the transponders and also the view of the drop to the floor below.

Recommended Capacity = 4
Transponder Count = 4

‹‹ *Burma Bridge*

This elevated link module contains large cargo net burma bridge.

The transponders are located on arms away from the bridge so players must lean out from the bridge and swing the bridge to reach the transponders.

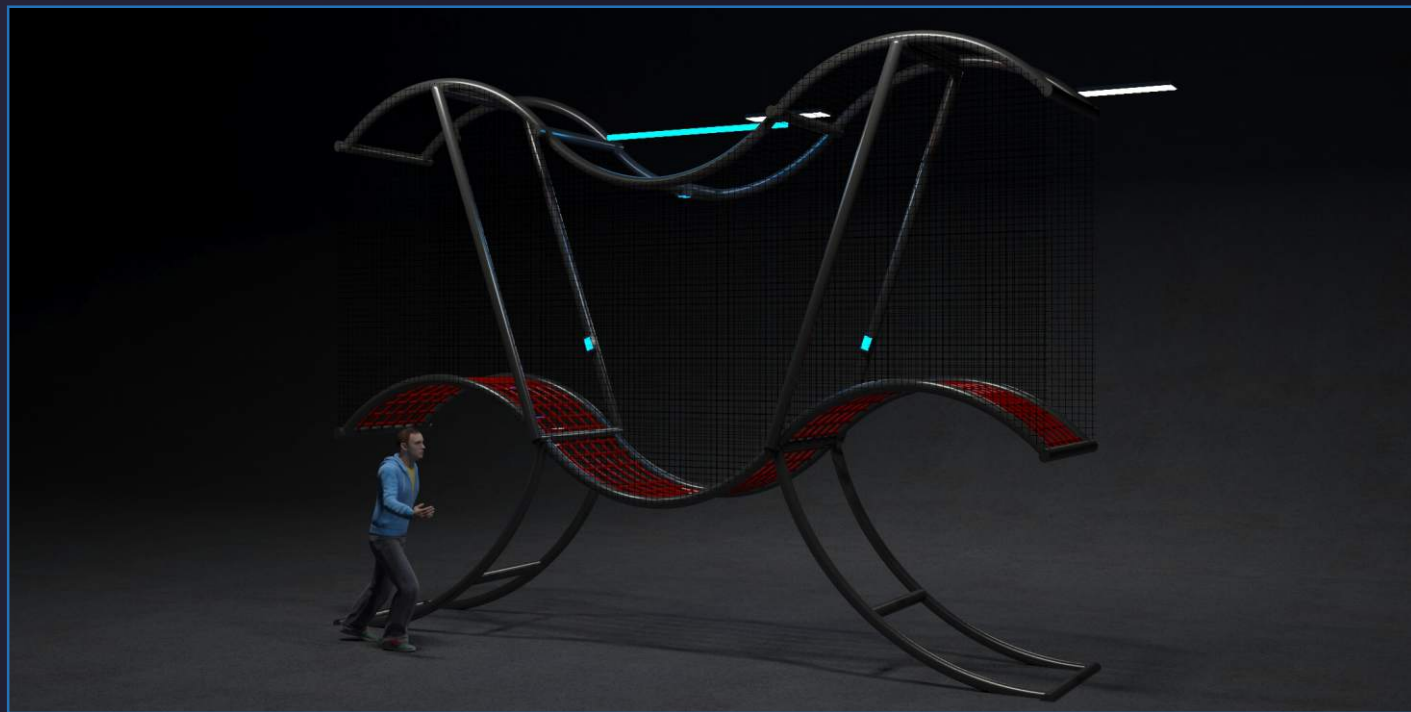Recommended Capacity = 4
Transponder Count = 3

Cargo Roll ››

This elevated link module has a rolling surface of cargo net over which the players must navigate in order to reach the transponders.

Recommended Capacity = 4
Transponder Count = 3

Basic Single Zone Arena System Topology

PLAYER REGISTRATION OPTIONS

TAG Admin Computer

Existing Site Computers

Self Registration Kiosk

TAG active® JSON rest API

IN-ARENA SAMPLE SYSTEM TECHNOLOGY LAYOUT

TAGS

Network Cable

TAGS

TAGS

Network Cable

TAGS

DATA & POWER HUB

DATA & POWER HUB

LIVE IN-GAME SCORE SCREEN'S

SITE POWER SUPPLY

SITE POWER SUPPLY

SITE POWER SUPPLY

OUTSIDE ARENA OPTIONS

POST GAME SCORE SCREEN'S

SITE POWER SUPPLY
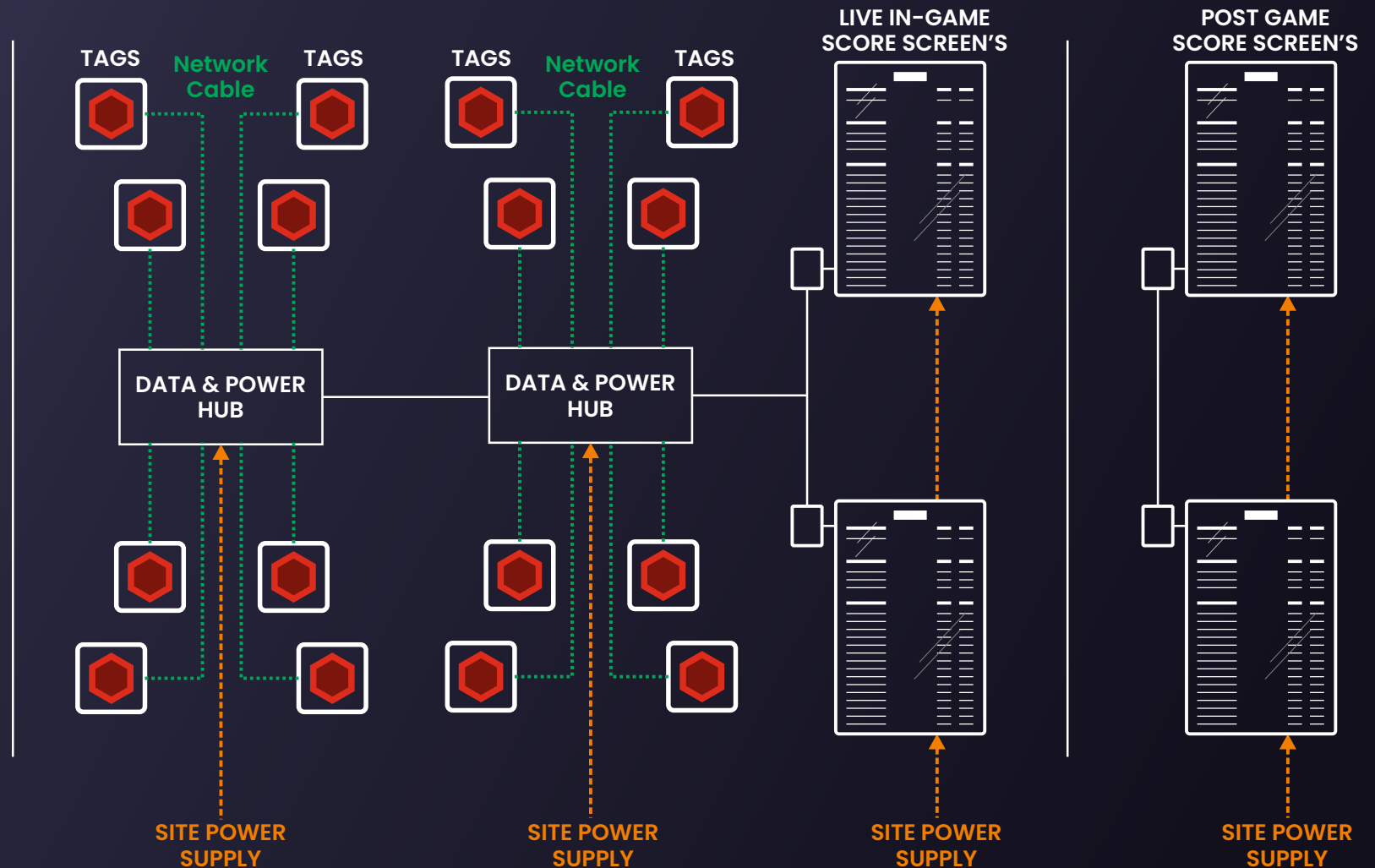
GENERAL GAME FLOW

The flow diagram below illustrates the basic player flow for a single zone arena using the 5 colour points game as an example.

Single zone arena's are just one type of product into which the hardware and software can be used as a gamification tool.

1 — REGISTER PLAYERS INTO THE TAG SYSTEM WITH A WRISTBAND

2 — PLAYERS CAN ENTER THE ARENA AS THEY WISH. THEIR OWN GAME TIME STARTS WHEN THEY ENTER

3 — PLAYERS TRY TO TAG AS MANY BEACONS AS THEY CAN IN THE GAME TIME

4 — IN-GAME SCORE SCREENS PROVIDE 'LIVE' LEADER BOARD SCORES PER PLAYER

5 — THE BEACONS INFORM THE PLAYERS WHEN THEIR GAME IS OVER

6 — AFTER EXITING THE ARENA FINAL SCORES ARE DISPLAYED ON SCREENS

7 — IF A PLAYER HAS CREDITS REMAINING THEY CAN ENTER THE ARENA AGAIN OR BUY MORE CREDITS

ARENA CAPACITY IS CONSTANTLY MONITORED AND DISPLAYED BY THE SYSTEM

PLAYERS GAME HISTORY CAN BE VIEWED, PRINTED OR EXPORTED VIA API

NON PLAYER SPECIFIC DATA FEEDS INTO YOUR ARENA ANALYTICS PACKAGE

Purpose Built Design

The TAG active® transponder has been designed and manufactured specifically as a physical gamification unit. We don't believe in using off the shelf door entry components or hobbyist kits like others.

Our product is UKCA, CE & KCC certified

Custom Electronics

Our components are custom designed and manufactured.

Our RFID aerial is a unique design, providing a full area read surface.

Our 11 x 11 LED matrix capable of 16.4m colours and unlimited display options.

Our main boards run a dedicated 16MHz microcontroller.

POE Powered

Our transponders run on POE+ power.

This means one low voltage cable carries both DATA & POWER to/from the transponder.

There are no distance or interference issues from using bluetooth or wifi.

Your staff will not need to worry about constantly changing batteries.

We have created our own transponder firmware permitting 'remote network updates' to all transponders.

This allow upgrades and updates to be applied without needing to access any of the transponders.

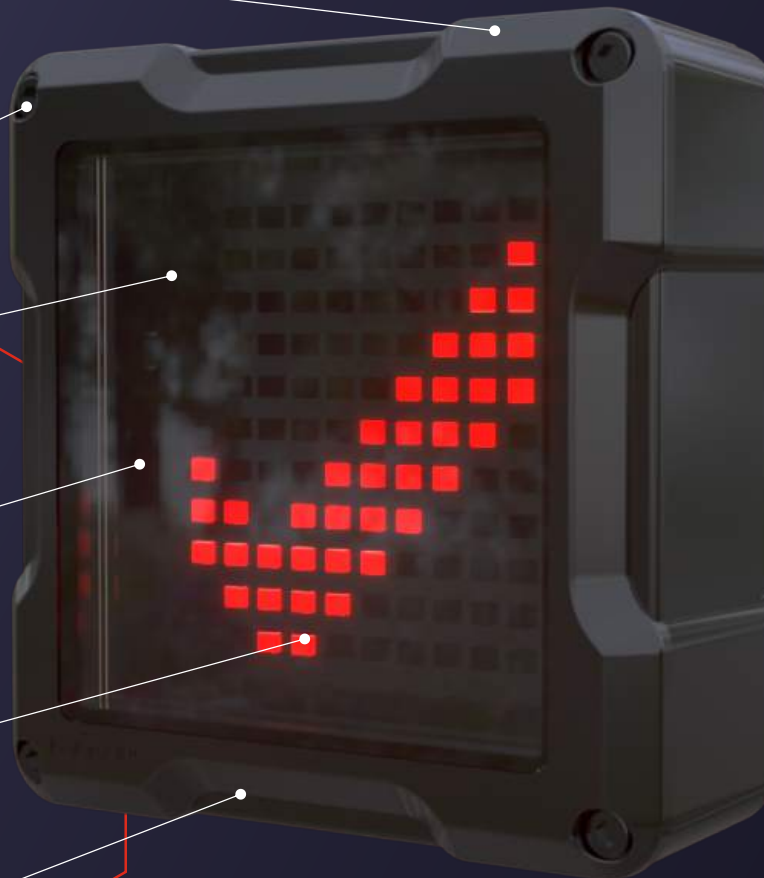Ergonomic design with rounded edges

Recessed fixings

Tough 6mm thick clear polycarbonate screen

Full area RFID/NFC aerial

11 x 11 Full addressable LED Matrix

Strong ABS injection moulded enclosure

FRONT
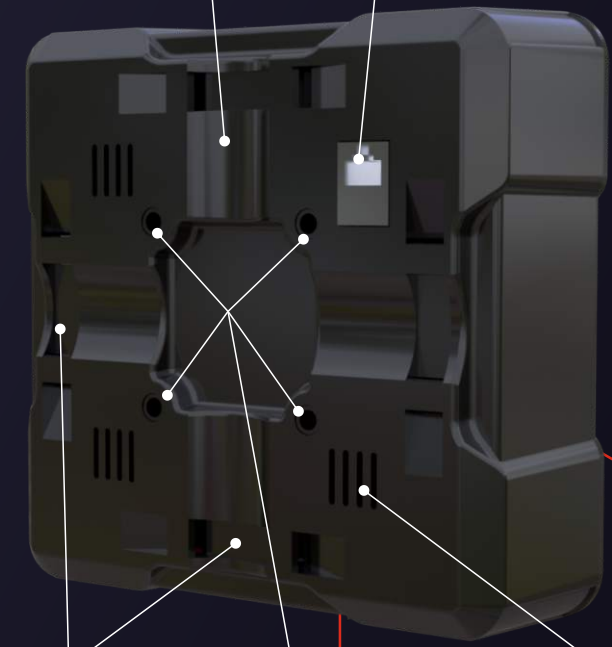
Curved recesses for tubular mount

RJ45 Cat5e Power / Data Port

4 x Zip Tie fixing loops (vertical or horizontal)

Universal fixing anchors

Ventilation Holes

REAR

## TAG active® Webportal Management Software

The TAG active® webportal management software is an internal webportal based software that is used to administer players, and TAG system settings. Being a web portal, the software can be accessed from multiple machines in various locations within a facility. The software has individual staff login's and credit tracking. The software if fully multi lingual and can be immediately switched between languages. As our core front of house software, continual upgrades, languages and features are being added to the webportal .

Individual Staff Login
(with full assignment history)

Player Administration
- Add, edit or delete -
- View player game history -
- Add or remove event credits -
- Interactive player search -
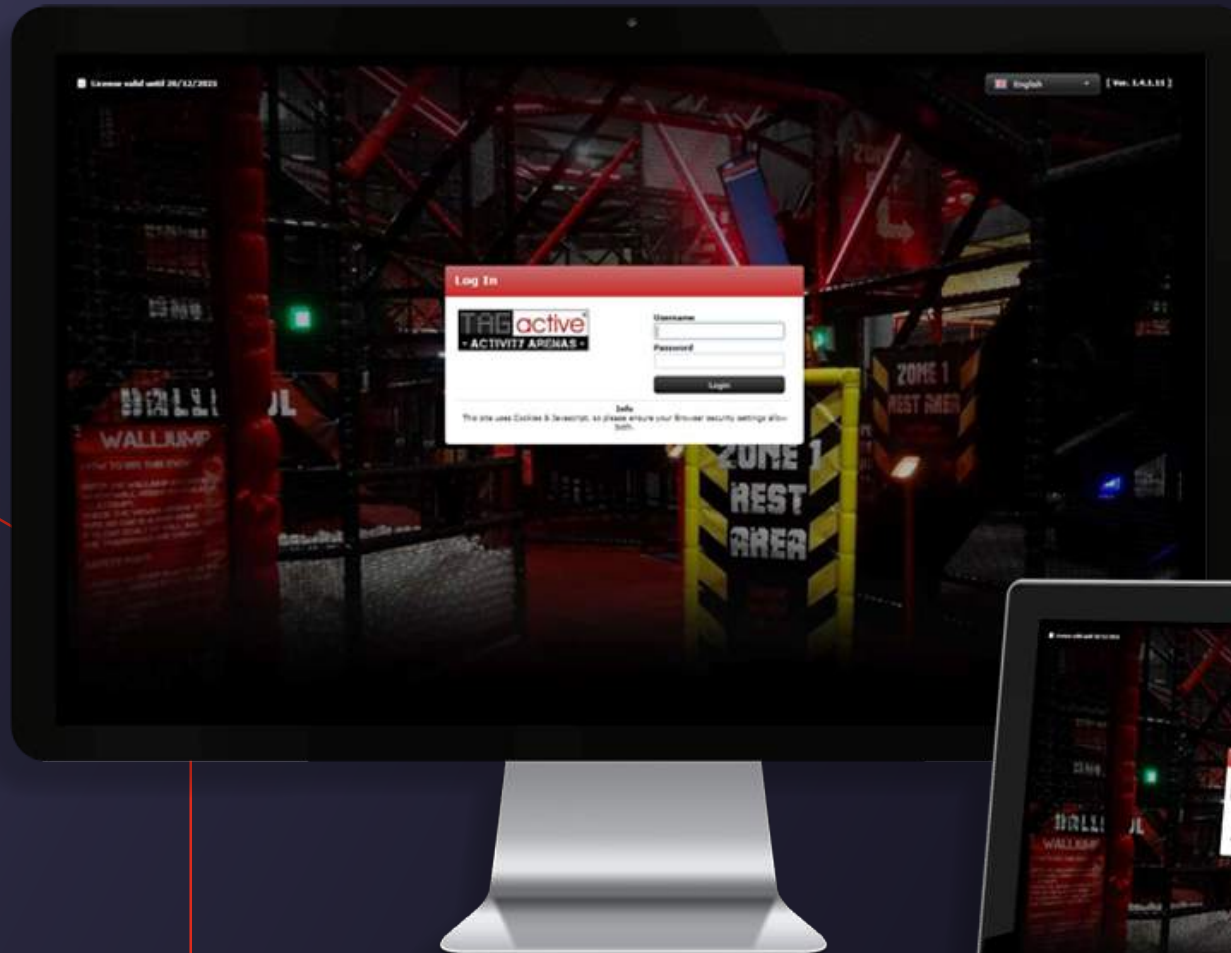
Fully Multilingual
Current languages
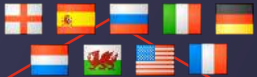
Easy to Use Interface
with intelligent error prompts

Wristband assignment and management

Specific player results grouping feature

View all live scoreboards and occupancy screens

Available on administration PC's directly connected to TAG network

Can be loaded onto any other facility based computers.
(requires USB wristband reader and TAG® reader software)

Scoreboards to display player information

TAG active® Wallboards have been developed so that they can display a range of player information on any television unit. The wallboard computer unit is located in a small enclosure that fixes to the back of a TV, connected via a HDMI cable. The wallboard is also POE powered so data & power for the unit can be managed through a single cable.

Customisable

The background image of each individual wallboard can be fully customised using layout templates provided and changed whenever you wish.

Adjustable

Each wallboard can be changed between a number of pre - configured displays for your site

Scalable

Additional wallboard boxes can be added to a system at any time and work on any HD television with a spare HDMI port.

STANDARD

THEMED DESIGN

SAMPLE DESIGN

TAG active® Analytics Packge

Analytics Package

Analytics packages provide a clear insight in the data being automatically being created by players using the equipment.

Our analytics packages are created in house and tailored to any specific client requests or use case differences. The analytics are available through the TAG active ® website enabling the data to be securely viewed from anywhere.

The information presented can be easily analysed with the ability to change date ranges and filter setting to only display the relevant information that you require.

Some of the standard data set's that are included in all analytics packages are filterable by date :-

Total Players Registered -

Total Games Played -

Total Transponder Hits -

Average Distance per Player -

Longest distance by a player -

Total distance by all players -

Repeat visit % splits -

Game Time use per player -

Player Age Groups -

Player Gender -

Hits per event & transponder -

TAG active Arenas

For further information on TAG Arenas and additional gamified products please contact a relevant supplier.

playmartgroup.com

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