GAMES ON THE PLATES · FOR WINDOWS 11

Movetrics Play

More than a game: your whole body is the controller, and every lean, push, twist and jump is read from measured force.



Movetrics Play on a TV: step on, and the game starts.

What the games read

Reaction
How fast you answer a cue to push, hold, switch, twist or stomp.

Balance
Lean to steer, push to dodge, twist to carve, squat to duck.

Symmetry
How evenly left and right share the load.

Reach
How far you shift your weight towards a target.

Jump
How long you fly, and how evenly you land.

Aim
Lean to aim, push to throw, twist to curve.

A LIFETIME OF RESULTS

Round by round, the results add up to one score that follows how someone moves, across a lifetime, calculated in the background.

WHAT YOU NEED

Windows 11 (64-bit), an FDT and one or more plates. No account. Games stay playable offline, and a demo mode plays without a plate.

TRAINING FEEDBACK

Values in the games are relative training feedback, not medical measurements. To measure, use Movetrics Studio, the Movetrics app or Movetrics Cloud.

Intended use. Movetrics systems measure forces and moments, calculate metrics and display them, for sport, research, education, and practitioner-led training and rehabilitation. They are not medical devices. They do not diagnose, treat, monitor or predict any disease or condition, and their results do not replace professional judgement.

Specifications may change. The current edition of this sheet is at movetrics.com/play. Questions: +49 15678 616 529 or contact@movetrics.com.

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