

SENcastle

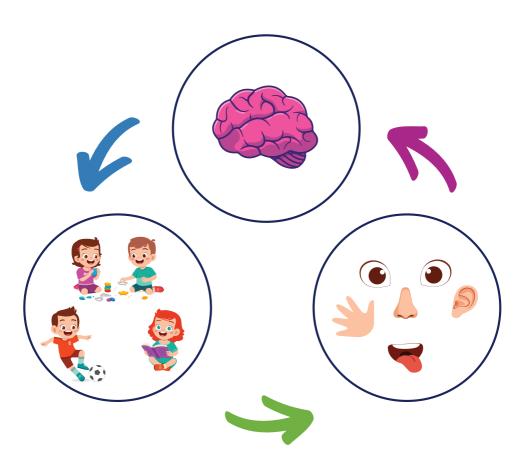
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SENSORY INTEGRATION

Sensory integration represents the neurobiological activity of collecting sensory information, organizing them within the central nervous system, and using it for smooth functioning in everyday life (Ayres, 2002).



Imagine a compact sensory room that takes less space, is affordable, quick for installation and mobility, and provides each user with high-quality, comprehensive, and individually tailored sensory input.



SENSORY SYSTEMS

SENcastle provides children with the necessary, controlled amount of sensory input through 5 sensory systems (visual, auditory, tactile, vestibular, and proprioceptive) in everyday life situations.

PROPRIOCEPTIVE SYSTEM

It enables awareness of the body and movement of body parts through information from muscles, tendons, and joints.

VESTIBULAR SYSTEM

It detects motion and changes in the position of the head and body through the inner ear, providing a sense of balance and spatial awareness.

AUDITORY SYSTEM

It enables locating and recognizing sounds in the environment.

TACTILE SYSTEM

It gathers data from skin receptors about touch, pressure, temperature, pain, and hair movement.

VISUAL SYSTEM

It provides information about the color, shape, distance, and movement of objects and people.

SENcastle is a unique multimodal sensory device that connects a child's sensory needs with assistive technology.

It can be adapted to any space and used as a standalone unit.

It provides the necessary sensory input using carefully selected elements with targeted sensory functions.



INTENDED USE

SENcastle is primarily intended for children aged 3 to 18 years, but it can also be used by adults.

Given its characteristics, it is intended for the following groups:

- children with sensory integration difficulties (problems with registration, modulation, discrimination)
- children with autism spectrum disorders
- children with ADD and ADHD
- children with intellectual disabilities
- children with various motor difficulties
- children with multiple disabilities
- children with rare genetic diseases
- children with speech-language difficulties
- children with learning difficulties
- people with mental health difficulties
- and anyone who needs a calming and relaxation zone,
 as well as a space with a controlled amount of sensory input



SENSORY CARDS

You can activate sensory scenes by placing individual cards next to the light column.

SENcastle consists of a total of 42 cards with 210 sensory scenes.



Each card contains 5 sensory scenes that cover different themes.

RELAXATION AND STIMULATION

Children often require sensory input that will stimulate or calm their sensory systems.

This customized type of input is facilitated by the use of sensory scenes within these 6 cards.

TIME ORIENTATION

This group consists of 3 cards that facilitate an easier understanding of concepts related to time orientation.









INTERACTIVE CARDS

This set includes 7 interactive SENcastle cards that allow recording sets of messages and active user participation, promoting better concentration and understanding of cause-and-effect relationships.





SENcastle is conceived as a sensory corner to meet children's sensory needs in various environments, such as:

- kindergartens
- schools
- rehabilitation centers
- healthcare homes
- hospitals
- specialized clinics
- associations
- family houses or apartments
- shopping centers
- airports



SENcastle is a compact sensory room with high-quality materials and a spacious interior with a light column controlling visual and auditory elements.

SENcastle delivers a unique and comprehensive sensory experience thanks to a carefully designed usage approach that provides maximum safety and satisfaction for children and professionals.

Equipped with thematic sensory cards that activate various sensory scenes tailored to children's needs and interests, further enriched by sensorial diverse cushions.

In addition to playing predesigned sensory scenes, SENcastle also offers the unique option of recording custom messages.

SENSORY CUSHIONS

