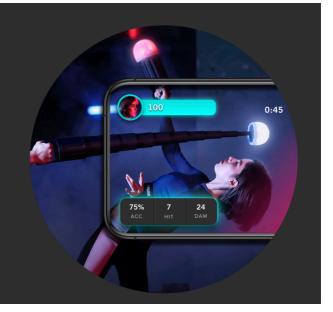
EMPOWER YOUR STRIKE

a real-life extension of your arm.



MATCH-MODE ENGAGED

CUSTOMISE YOUR BATTLE

health points.

That's it - you're ready for a fun match!

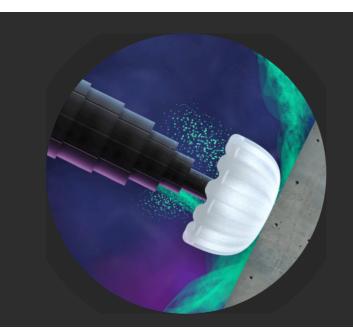
RECORD & SHARE YOUR VICTORY

The advanced sensors track your every twist, dodge, and jab! Record battles with real-time AR health bars on the app - and share your victory with friends on social media.



FEATURES





FLEXIBLE FORTITUDE

Make your moves!

This durable JABII can take any hit. Comes with built-in airbag function, a soft rubber pillow bumper front and a flexible layered arm to improve reach and stabilise your strike.



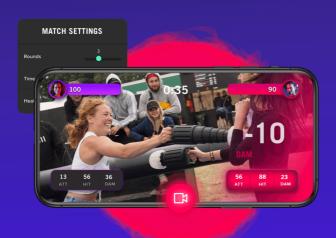
CROSS-OVER GAMEPLAY

Play on the edge of real and digital life.

Your advanced extendable arm connects to your phone using the JABII app.

Here you can customise your avatar, change combat settings, track stats, and record matches real-time.

ORDER YOUR JABII



LEVEL UP, HEROES

CLIMB THE LADDER

Spot your highest ranking JABII friends and compare statistics to see win percentage, damage per second, and your all-time best hit!

CUSTOMISE YOUR AVATAR

Your player profile displays ranking, lifetime achievements and records of your previous matches.

Virtual Reality evokes raw emotions

"It's Alice in Wonderland!" That's what Dan Moskowitz from Oculus tells us at Spil Bar, VR THE WORLD, where he shared his thoughts.

Morten Brunbjerg April 14th, 2015

■ Dan Moskowitz held a talk with the headline: "Making the Most of VR - Building Content for Virtual Reality". An audience of VR interested filled the movie theater at Cinemateket.

"When VR is done well, it gives the player a deep experience," Dan Moskowitz explains and continues: "Right now we are only scratching the surface."

Dan believes that VR technology is an incredible game media, just as many Danish game developers repeatedly demonstrate on game jams. However, he also asks the question: What else can VR do?

Exclusive VR experiences

One certain experience works particularly well in VR, according to Dan.
The sense of scale. In VR, you have to physically look up at large objects and down at small ones. Dan explains how a VR experience can feel real and inclusive. "The brain simply stores VR memories in the same way as real memories." He calls the memories "raw".

How to avoid VR seasickness

"You can't look away from a VR experience," Dan says, pointing out that many people feel seasick during a VR experience. "It gives you responsibility as a developer."

Oculus' research concludes that your VR experience needs to feature 90-120 frames-per-second for a human brain to perceive it as real. This number will probably raise the eyebrows of many game developers.

Dan stresses: "A high frames-per-second count is critical, but so is the way you translate head movements to on-screen actions." He suggests giving players a reference point when developing VR experiences. A cockpit for instance

VR forces us to relate

"When VR becomes more mainstream, it can have both positive and negative consequences for society." Dan shows a photo of a city in rubles after an earthquake.

"If a picture says more than 1000 words, what does a VR experience say?" A research project from 2011 got people to set aside twice as much money for their retirement by letting them experience an older version of themselves in VR.

Use restrictions creatively

Dan's closing statement was clear.

Developers should use VR technology's limitations creatively to create games and experiences that iron out the technology's current limitations and exploit its shortcomings. "It's all up to us."

The number one eco-friendly (and free) activity in Copenhagen



How about giving Mother
Earth a helping hand and
have some fun at the same
time? Lend a kayak and
sail the many canals and

harbors of Copenhagen – for free. In return, pick up the trash you spot on your way. Sailing is a perfect way to experience many of the must-see wonders of Copenhagen. From the water, you can see parliament, the famously colorful Nyhavn, countless towers and spires - and best of all, skip the crowds flocking around the Little Mermaid. Keep it green on the blue.

http://greenkayak.org



Visit a place most Copenhageners don't even know about

The Culture Tower used to be closed for the public but a group of creatives and artists have recently opened the 60-year-old control tower of Knippel's Bridge. The charm of visiting this unique copper tower comes from never knowing what you're in for. Sometimes the top hides a pop-up restaurant, sometimes an intimate concert, a talk or simply a café. The tower is located close to sights like the opera house, parliament, and the royal library. Remember: Great things happen at the top of towers!

Entry: 20 DKK (2,7 € / 3\$)

Contact: info@kulturtaarnet.dk / +45 28712815