

Surfaces Get Interactive with Lumo

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A startup named Lumo Play presents a charming take on consumer interactive projection-- the Lumo, a device combining a pico projector, Android software, a motion IR sensor and wifi connectivity into a wall-mountable sphere.



Marketed mainly at parents with kids aged 2 to 12, the Lumo projects 1.2 x 1.8m images on flat surfaces. Said images are interactive, allowing users to play simple games with physical gestures such as kicking, jumping and hand waving.

Additionally it also works as a regular projector and able to handle non-gesture based Android games and apps through the connection of a Bluetooth controller.

The projector launches with over 100 games, but it also allows kids to design their own with an online game template tool. The company says it will also provide a software development kit (SDK) to developers wanting to develop further apps and games for the device.

The Lumo is currently available in preorder form on the Indiegogo crowdfunding platform, with shipments expected to kick off from June 2016.

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