



# Kidz Korner Indoor Playground Reveals BEAM from EyeClick at its Grand Opening



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## **EyeClick, specialists in creating inventive products that transform designated spaces into magical experiences, have installed one of their BEAM system at Kidz Korner.**

**Kidz Korner in Encino, California introduced BEAM in time for the facility's grand opening. So far this virtual playground has been getting positive responses from parents and children.**

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A **BEAM** system was installed at Kidz Korner Indoor Playground, which held its grand opening February 1, 2014. Located in Encino, California, Kidz Korner is a family owned and operated indoor playground for kids. The goal of the facility is to be "an imaginative, challenging and fun environment to exercise, play and explore both physically and mentally." In keeping with that theme, Kidz Korner decided to install a BEAM virtual playground.

The Kidz Korner facility includes a variety of play areas for children including a 3 level play structure. There is also a soft smaller area designed for toddlers. A third area at Kidz Korner focuses on games to promote hand and eye coordination and this is where the BEAM can be found.

Owner **Kameron Boudai** originally saw the BEAM at a shopping mall. He knew that it would be an ideal fit for Kidz Korner. Kameron comments that the BEAM is a "great added bonus" to the other activities at his indoor playground. Kameron says installing BEAM was a breeze and he has seen very positive visitor reactions since the grand opening. To date, parents have been pleased to products that are technologically advanced as well as educational.

BEAM is a unique entertainment system designed for children ages 2 and up. It allows kids to engage their entire bodies as they play a variety of motion activated games with different themes. BEAM offers 30 selections including Balloon Party, Piano, Frogs, Disco and much more.

Kameron pointed out the thought process that led him to select the BEAM system for the Kidz Korner facility, "We wanted virtual gaming that children can interact with," he explained. "BEAM is where video games meet the future of interactive games."