

(54) Title of the invention : INTERACTIVE TOY AND ENTERTAINMENT SYSTEM

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(57) Abstract :

An interactive toy and entertainment system includes a frame 1 that store different kinds of toys 2, that popped-up via multiple slots 3 plotted on frame 1 for allowing a child to hit toy 2 using a portable-hammer 8 to construct focus and attention of child, a computing-unit 5 connected to frame 1 via communication-module to input information regarding child's favorite toy 2, a roller-conveyer-arrangement 6 fixed in frame 1 to pop-out child's favorite-toy 2 to grab interest of child to improve eye and hand-coordination while hitting, a rotatable-artificial-intelligence-powered-thermal-imaging-module 7 for determining facial-expressions, child's mood and evaluating child's efficiency in hitting toys 2 to modulate function of toy 2 accordingly and a speaker 4 mapped on frame 1 for producing a first and second type of sound as per every right and wrong hit delivered by child to notify concerned user and child regarding mistakes.

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