Kinect

Fact Sheet

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**WHAT IS KINECT?**

Kinect for Xbox 360 brings games and entertainment to life in extraordinary new ways, no controller required. While everyone else puts more gadgets and gizmos into your hands, Kinect removes the last barrier between you and the experiences you love. Best of all, when Kinect arrives this November, it will work with every Xbox 360 console.1

Simply step in front of the sensor and Kinect recognizes you and responds to your gestures. See a ball? Kick it. Want to watch a movie? Say “Xbox, play.” Want to join a friend? Whether they are across the room, across the street or across the globe, connecting in a whole new way is as easy as a wave of your hand.

**CONTROLLER-FREE FUN.** No matter what your age or where you’re from, you already know how to use Kinect. With Kinect for Xbox 360, technology evaporates, letting the natural magic in all of us shine. Kinect responds to your body’s every move, transforming how you play, entertain, and connect with family members and friends.

* **Entertainment.** Kinect for Xbox 360 works with Xbox LIVE to transform your living room. Xbox LIVE is the exclusive home for a new era of controller-free entertainment allowing you to interact with your favorite movies, music and TV shows with the wave of your hand or the sound of your voice.
	+ **Video Kinect.** Share a smile and a wave with faraway friends and family members as you come together from living rooms around the world with Video Kinect, no headset required.2
	+ **Sports.** New this holiday, ESPN on Xbox 360 takes sports to the next level by combining the leader in sports with the power of Xbox LIVE. The magic of Kinect gets you right in the action and brings the stadium experience into your living room.3
	+ **Movies, TV and music.** Control your entertainment with a simple gesture and the sound of your voice.
* **Social.** The one-of-a-kind Kinect Hub puts all your favorite controller-free experiences in one place. Kinect recognizes you, so you can easily sign in to your profile by stepping in front of the sensor. Access and browse your entertainment with just the wave of your hand.
* **Games.** Kinect gives you the freedom to play the way you want. Jump, duck, spin. It’s made for you and is designed to get everyone off the couch and cheering together. More than 15 games available this holiday will bring new ways to have fun with Kinect, made by the most talented artists in the industry.
* **“Kinect Adventures.”** Float in outer space. Experience the thrill of roaring rapids. Tackle mountaintop obstacle courses. And dive into the deep to explore a leaky underwater observatory — all from your living room. With “Kinect Adventures,” you are the controller as you jump, dodge and kick your way through exciting adventures set in a variety of exotic locations.
* **“Your Shape: Fitness Evolved.”** Burn calories your way – choose a personal trainer to help you meet your specific fitness goals, take a yoga or Martial Arts class, or play fun family-friendly mini-games. Unlike other games, the proprietary Player Projection technology of “Your Shape**:** Fitness Evolved” puts your body into the game for the ultimate experience. As you exercise, you’ll receive specific feedback on your every move, thanks to the game's real-time precise tracking system.
* **“Kinectimals.”** A wide-eyed Bengal tiger cub cocks its head to the side and playfully peers at you. Memories of your first trip to the zoo come rushing back. “Kinectimals” invites children, their parents and animal lovers of all ages to build lasting friendships with some of the world’s most exotic creatures. Just like real pets, your “Kinectimals” will come running when they hear your voice, respond to commands like “jump,” “roll over” and “play dead,” and purr with joy when you scratch them behind the ears.
* **“Kinect Joy Ride.”** 3, 2, 1 … go! “Kinect Joy Ride,” the first controller-free racing game, will take you and your friends on the ride of your lives — no driver’s licenses required. “Kinect Joy Ride” reinvents driving and kart racing by adding massive jumps and full body stunts to the classic kart-racing action. With a host of cool features and game modes, you can find your inner Mario Andretti by going solo, pick up a co-pilot, or team up with your friends and family members to take on the world.
* **“Kinect Sports.”** Turn your living room into a world-class stadium, bowling alley, soccer pitch, or track and field arena. With “Kinect Sports” you’re not only the star player, you are the controller through the magic of Kinect for Xbox 360. See a ball? Kick it. Spike it. Even give it a little topspin. “Kinect Sports” features soccer, beach volleyball, bowling, table tennis, track and field, and boxing.
* **“Dance Central.”** The first full-body, controller-free dance video game with fun choreography for beginners and experts. The magic of Kinect allows you to experience real dance with your friends and family while connecting with the music you love.

**MAGIC OF KINECT TECHNOLOGY.** Kinect provides a whole new way to play — no controller required. It uses a sensor to track your body movement and recognize your face. If you know how to move your hands, shake your hips or speak, you and your friends will be able to jump instantly into any Kinect experience. Here’s a quick look at how we do it:

* **Kinect sensor.** Kinect combines an RGB camera, depth sensor and multiarray microphone running proprietary software that brings Kinect experiences to every Xbox 360 console.1 The Kinect sensor tracks full-body movement and individual voices, turning you into the controller for social entertainment available only on Xbox 360.
* **RGB camera.** Kinect has a video camera that delivers the three basic color components. As part of the Kinect sensor, the RGB camera helps enable facial recognition and more.
* **Depth sensor.** An infrared projector combined with a monochrome CMOS sensor allows Kinect to see the room in 3-D (as opposed to inferring the room from a 2-D image) under any lighting conditions.
* **Multiarray microphone.** Kinect has a microphone that will be able to locate voices by sound and extract ambient noise. The multiarray microphone will enable headset-free Xbox LIVE party chat and more.
* **Microsoft software.** A proprietary software layer makes the magic of Kinect possible. This layer differentiates Kinect from any other technology on the market through its ability to enable human body recognition and extract other visual noise.

1 175 MB of memory required.

2 Requires Xbox LIVE Gold Membership.

3 ESPN on Xbox 360, providing great content from ESPN3.com and ESPN.com, is only available to Xbox LIVE Gold members. For access to ESPN3.com content, Xbox LIVE Gold members must have an ESPN3 affiliated broadband provider. See [ESPN3.com](http://espn.go.com/espn3/index) for details and providers.

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