



FONIX

VoiceIn

SDK

Get Fonix VoiceIn and Get In the Game

Fonix delivers superior voice recognition for video games, allowing developers to easily add voice-enabled command and control functions that increase the excitement and realism of game play.

VoiceIn Game Edition

Fonix's award-winning speaker independent voice recognition allows developers to easily add voice command and control to video games. The software is optimized to use very little processing power or memory and is available in multiple languages.

VoiceIn Karaoke Edition

With this specialized turnkey solution, Fonix makes it easy for developers to create karaoke-themed games. Fonix voice recognition technology compares the timing, pitch and voice of the karaoke singer to the reference song and reports on the accuracy of the player's singing.

VoiceIn Phonetic Edition

Designed for videogame developers and animators, Phonetic Edition aligns word phonetics with audio data, allowing animators to more precisely synchronize an animated character's facial movements with the phonetic components of speech. The result is more realistic facial movement as animated characters "speak."

Development Consoles

Wii™
Xbox 360™
Xbox®
PlayStation®3
PlayStation®2
PC

Available Languages

English and UK English • German • French • Spanish • Japanese • Italian
• Korean

Partners and Customers

Nintendo
Microsoft
Sony Computer Entertainment
Electronic Arts
Ubisoft
Novalogic
Knowledge Adventure

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Call 553-6600 and say
"Games"



The VoicelIn Advantage

VoicelIn features:

- Fast, accurate voice recognition
- Multiple platforms
- Multiple languages
- Minimal processing requirements
- Out-of-vocabulary rejection

Accurate recognition with no voice training required

Game developers and players do not have to spend any time training or preparing for voice recognition

Easy to implement

The included tools and examples make it easy for developers to add voice recognition to games. No special voice recognition expertise is required to implement the technology.

Grammar support

Developers can now use word spotting or grammar recognition (recognizing multiple words in a single utterance).

Memory optimization

A typical implementation requires less than 300k. As game developers continue to push the envelope creating innovative games, memory is one of the first limitations they encounter.

Minimal processor requirements

A typical implementation requires less than nine percent of the system's processing power. With game developers adding more functions, improving graphics and audio, and providing gamers with more options, processing power is at a premium.

Cross-platform tools

Game developers can save time and money by using the same tool-set across multiple platforms.

Development support

VoicelIn's language tools can be seamlessly integrated into the developer's build process.

- International dictionaries
- Pre-process language tools
- Sample programs
- Comprehensive documentation

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