

Fonix Presents VoiceIn at Microsoft Gamefest

Reps discuss voice recognition capabilities for Xbox 360 and Windows

SALT LAKE CITY, UT (August 14, 2006) Fonix Speech, Inc., a wholly owned subsidiary of Fonix Corporation® (OTC BB: FNIX) specializing in embedded speech interfaces for mobile devices, handheld electronic products and systems and processors, will participate in this year's Microsoft Gamefest, August 14-15, Washington State Convention and Trade Center, Seattle, Washington. Fonix representatives will give a presentation titled "An Overview of Voice Recognition Implementation" created to inform game developers of the myriad possibilities for adding voice recognition to the gaming experience. During the Gamefest Expo, Fonix will have a booth to exhibit Fonix VoiceIn® Game Edition voice recognition interface for the Xbox® 360 and Windows platforms.

"Fonix has a long-running relationship with Microsoft's videogame experts," says Tim K. Hong, VP of Games, Fonix Speech. "Fonix developers built our first voice recognition engine for the Microsoft Xbox gaming platform over three years ago. Today, we've seen over a dozen Xbox videogames released into the market featuring Fonix VoiceIn, our voice command and control SDK. We're pleased to participate in Gamefest, a forum that offers a wonderful opportunity for middleware providers like Fonix to showcase our technology to developers. We're convinced voice interfaces are the wave of the future for next-generation gaming experiences, and we relish this opportunity to discuss the technical capabilities of voice recognition with developers and to demonstrate its capabilities on Xbox 360 and Windows."

Game developers incorporate VoiceIn to provide players with a speech interface to control certain aspects of game play. Players can direct game play, operation and multiple functions with voice commands, which can increase the excitement and realism of the game experience.

Fonix VoiceIn® Game Edition for Xbox 360 and Windows has been shipping since March 2006 and is available directly from Fonix Corp. For more information, visit www.fonix.com, call 801-553-6600 and say "Games," or email games@fonix.com.

About Gamefest: Microsoft Game Technology Conference

Gamefest is the premier conference for game development from the company behind the industry leading tools and technologies used to create games. Game community members will discover how the business of creating and distributing games is maturing and how the unique set of Microsoft tools and technologies can help prepare participants for the continued wave of innovation that is gaming. Visit www.microsoftgamefest.com for more details.

