

Fonix Announces VoiceIn Karaoke Edition — Specialized Voice Recognition for Karaoke Games

SALT LAKE CITY, UT (December 20, 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, video game systems and processors, announces VoiceIn™ 4.1 Karaoke Edition (KE), a new Fonix speech solution specifically designed for karaoke game developers. Fonix VoiceIn KE is available directly from Fonix under a software license agreement.

Since 2003, karaoke games have become an increasingly popular segment of the game market. Karaoke games have shipped in the United States, Japan and Europe (from the United Kingdom to Sweden). Available games span multiple genres and audiences, from pop music to country to children's songs. With the production of karaoke-themed games on the rise, Fonix anticipates increased interest in VoiceIn voice recognition technology as developers look for specialized tools for the karaoke genre. With this turnkey solution, Fonix makes it very easy for game developers to create karaoke-themed games and anticipates addressing the needs of a whole new set of customers.

“In the past, Karaoke games have only analyzed a singer's pitch and timing,” explains Tim K. Hong, VP, Fonix Games. “By utilizing Fonix voice recognition technology, the game can now also analyze how well the player sings the words of the song. This function allows game developers to add another layer of accuracy to their scoring systems.”

Fonix VoiceIn KE provides a customized solution for karaoke game developers. Fonix technology compares the timing, pitch and voice of the karaoke singer to the reference song and reports on the accuracy of the karaoke singing. Karaoke singers can better enjoy the experience, and improve future performances, by accurately measuring their talent against a professional song track.

“VoiceIn Karaoke Edition allows developers to provide karaoke game players with feedback about whether they are singing the words to a song accurately and on pitch – a technological voice coach, so to speak,” says Walt Nawrocki, Senior VP and GM, Fonix Speech, Inc. “Because of the dynamic nature of the gaming industry, Fonix continually looks for ways to improve our voice recognition for game developers. Our new karaoke tool is another arrow in our gaming quiver, giving developers another specialized tool for a specific development function in gaming.”

Fonix VoiceIn KE supports multiple languages: US English, UK English, French, Italian, Spanish, German, Korean and Japanese. VoiceIn KE is available for Microsoft Xbox®, Xbox 360™, Sony PlayStation® 2 and Windows development platforms.

For more information about Fonix VoiceIn Karaoke Edition, call (801) 553-6600 and say “games.”

About Fonix

Fonix Corporation (OTC BB: FNIX), based in Salt Lake City, Utah, is an innovative speech recognition and text-to-speech technology company that provides value-added speech solutions through its wholly owned subsidiary, Fonix Speech, Inc., currently offering voice solutions for mobile/wireless devices; interactive video games, toys and appliances; computer telephony systems; the assistive market and automotive telematics. Fonix provides developers and manufacturers with cost-effective speech solutions to enhance devices and systems. Visit www.fonix.com for more information, or call (801) 553-6600 and say “Sales.”

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