

# Fonix Showcases Game Development Tools at 2007 Game Developers Conference

*VoiceIn Game Edition for new gaming platforms includes added features*

**SALT LAKE CITY, UT (March 6, 2007)** 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, will showcase its award-winning Fonix VoiceIn® Game Edition at the 2007 Game Developers Conference (GDC), Booth 942 WH, March 5th – 9th in San Francisco, CA.

The improved Fonix speech software that will be presented at GDC is based on experience working with the industry's top developers to optimize solutions for advanced game design. Fonix technology is now featured on 20 retail titles from key gaming companies. Fonix gaming products consist of the following:

**Fonix VoiceIn Karaoke Edition** – 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.

**Fonix VoiceIn Phonetic Edition** – Fonix VoiceIn PE speech technology aligns word phonetics with audio data, allowing animators to more precisely synchronize an animated characters' facial movements with the phonetic components of speech recognition.

**Fonix Text-to-Speech** – With Fonix DECTalk® text-to-speech (TTS), developers can use TTS voices as a “place-holder” until recorded dialog can be added. It can also be used during actual game play to articulate written text when players engage chat features.

**Fonix VoiceIn Game Edition** – The original voice recognition software for game development, VoiceIn is state-of-the-art software that allows game developers to add voice recognition to videogames. VoiceIn is available for Microsoft Xbox®, Xbox 360™, Sony PlayStation®2, PlayStation®3 and Windows development platforms and is

available in multiple languages: U.S. and U.K. English, French, Italian, Spanish, German, Korean and Japanese. VoiceIn now supports the use of dynamic vocabularies; game players can now create their own sets of dynamic voice commands, rather than merely using pre-set game commands.

“We believe Fonix VoiceIn to be the best voice recognition software for developers working on multiple platforms,” says Tim K. Hong, Fonix VP of Games. “This past year, we’ve introduced upgrades to VoiceIn specifically for Karaoke game developers and animators working to synchronize audio and facial animation. Fonix continually looks for ways to provide developers with cutting-edge tools to bring interesting new interfaces and features to video games.”

Fonix VoiceIn Game Edition is designed to save memory and processing power and is built upon Fonix’s proprietary neural network-based automatic voice recognition. A total of 20 video games are available on the retail market featuring Fonix speech technology.

For information, call (801) 553-6600 and say “Games.”

### **About GDC**

The Game Developers Conference defines the future of the \$10 billion game industry and shapes the next generation of entertainment. The conference provides an independent forum for expert developers from around the world to share ideas, build skills and learn about the latest tools and technologies. Visit [www.gdconf.com](http://www.gdconf.com) for more information.

### **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](http://www.fonix.com) for more information, or call (801) 553-6600 and say “Sales.”

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