

Kinect



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[Manager] 24 November X-box Kinect: A change in gaming History The Kinect software for Xbox 360 is considered to be a “ controller-free gaming and entertainment experience” according to Microsoft. Its premise is based upon a peripheral webcam-style addition to the existing Xbox 360 console. This unique add-on allows users to interact and control game functions without the use of a game controller. This is done through a ‘ natural user interface’ by using spoken commands and body gestures/movements. The project was a direct aim at expanding the Xbox’s audience beyond its usual gamer base. With the development of the Nintendo Wii and the PlayStation Move, Xbox needed a suitable competitive product to secure its market share. As a result, the company had to expand the product lines current competencies and develop new technology in order to obtain the desired product capabilities. The software behind connect was a necessary change in game development for Xbox in order to compete with its competitors. The Kinect technology is based upon a software technology developed internally by Rare, a subsidiary of Microsoft Game Studios. This software was also based upon range camera technology, which interprets 3D scene data from a continuously projected infrared structured light. (Wikipedia). This device features an RGB camera, a ‘ multi-array microphone’ which runs proprietary software, and a depth sensor. The primary competency difference according to Microsoft is the Kinect software technology that allows for advanced gesture movement recognition, voice recognition, and even facial recognition. In order to develop a revolutionary product Microsoft had to expand its current software’s game limitations and focus on an overall experience. According to Phil Spencer, Microsoft Games Studios VP, “ What we see playing out is us focusing on Xbox 360 and Live becoming more of an

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integral part in somebody's overall entertainment platform, as opposed to just purely the thing they play Halo or Call of Duty on. And when we looked at it from that perspective, frankly there are some things about the first Xbox 360 we've always wanted to do..." He also goes on to state the fundamental difference between the Kinect, and the Move and Wii, " For us there is no hardware interface between you and what goes on on the screen. If you want to jump on the screen, you just jump. If you want to kick the soccer ball on the screen you raise your leg. If you want to steer the car, you put your hands out and steer" (Hinkle, joystiq. com) The Xbox's core competencies rely on the overall immersion in the experience. The company pride's itself and distinguishes its gaming as an interface where there is nothing tracking a person's motion other than the people themselves. Kinect is a revolutionary step in gaming in terms of creativity and development. Developers will now begin to look at total body immersion and movement as opposed to learning how to operate a piece of equipment. In this scenario the technology is the first to learn the player. Xbox is aiming to have one seamless gaming and entertainment experience that unlocks as soon as the player is ready. The software truly is fundamentally different from any other platform out there. Reference: Greenwald, Will. " Kinect vs. PlayStation Move vs. Wii: Motion-Control Showdown". PCmag. 6 November 2010. Hinkle, David. " Phil Spencer Confident in Kinect: It's ' Fundamentally Different' from PlayStation Move." Joystiq. com. 25 October 2010. " Kinect". Wikipedia. Wikipedia. com 30 April 30 2011.