



***IntuiLab announces support for
Microsoft Kinect™ in all its interactive software solutions***

Kinect brings the world of distant gesture interaction to all IntuiLab's products and solutions.

Labège, France – April 13th, 2011 – For immediate release. IntuiLab, a global leader in surface computing software applications, today announced support for the revolutionary Microsoft Kinect device across its full line of IntuiFace products and solutions including IntuiFace Presentation and IntuiFace Commerce.

Microsoft Kinect brings distant gesture control to interactive solutions. These gesture controls allow users to interact with displayed digital assets from a distance at their own pace and path - for example, browsing through a large quantity of products in a store catalog or manipulating 3D models (such as a mobile phone) - all without having to actually touch the screen.

Kinect's distant gesture control is supported alongside IntuiLab's other touch and input interaction mediums. This support has enabled IntuiLab, a long time innovator in natural user interactions, to start supplementing the predefined gestures offered by Kinect with new gestures (such as "grab" or "wave") better adapted to interactive multi-media presentations as well as product catalog browsing for retail applications.

Furthermore, recognizing that distant gesture complements (multi-) touch interaction as part of a seamless interactive user experience, the IntuiLab solutions enable end-to-end scenarios for a Kinect-enabled multi-touch device, such as user (or customer) attention capture followed by distant gesturing with an invitation to perform touch interactions on the screen.

From a technology perspective, Kinect is now being integrated with IntuiLab's IntuiFace Platform Interaction Engine, enabling all IntuiLab interactive solution customers to benefit from gesture controls provided by Kinect.

"As an early innovator in natural user interaction, we not only saw value in the addition of distant gesture control through support for Microsoft Kinect, we also saw an opportunity to extend that value by devising gestures better suited to the interactive presentation and digital retail markets we are serving," said Vincent Encontre, IntuiLab's CEO, *"as well as to propose a seamless distant-gesture-to-touch user experience unseen on the market, enabling our customers to take advantage of this new capability with little additional investment".*

More information (images, video, technical specs, etc.) about the Microsoft Kinect integration to the IntuiLab's product line can be found at www.intuilab.com/showroom/kinect. Market availability is Q2 or Q3 2011 depending on the product.

About IntuiLab

Founded in 2002 and headquartered in Toulouse, France, IntuiLab is a global leader in the design and development of surface computing-based applications. Through IntuiFace, the company's portable, scalable and extensible surface computing software platform, IntuiLab delivers and deploys applications that bring tangible returns on investment to its clients by providing their customers and users with a more natural, immersive and memorable interactive experience. IntuiLab is a Microsoft and 3M partner, and has clients in a wide variety of industries such as retail, digital media, banking, telecoms and hospitality. More information at www.intuilab.com.