

# Live television, new 'Halo' coming to Xbox 360

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Don Mattrick, president of Interactive Entertainment Business for Microsoft, speaks at the Microsoft Xbox global media briefing during the E3 gaming convention in Los Angeles, Monday, June 6, 2011. (AP Photo/Matt Sayles)

(AP) -- Live television and another chapter of the "Halo" game are landing on Xbox 360.

Microsoft Corp. announced its plan for the video game console on Monday at a news conference kicking off the [Electronic Entertainment Expo](#), the industry's annual convention.

The company said live TV would be offered by domestic and international broadcasters, but no other details were revealed.

Partnerships with international broadcasters currently bring live TV to [Xbox 360](#) in the United Kingdom, Australia and France, but the service

unveiled Monday would be the first such offering available on a gaming console in the United States.

Xbox 360 and [Sony Corp.](#)'s [PlayStation 3](#) already provide the ability to stream and download movies and shows.

Meanwhile, Microsoft hinted that "Halo 4" would be the "dawn of a new trilogy" for the blockbuster, intergalactic shoot-'em-up series. The previous game, "Halo: Reach," earned \$200 million on its first day and sold 3.3 million copies in its first month on the market last year, according to Microsoft and industry tracker NPD Group.

The company also announced at the University of Southern California's Galen Center that increased functionality with its Kinect camera system was coming to Xbox 360, including the abilities to fully navigate menus with [voice commands](#), scour for online and hard drive content with Microsoft's Bing search engine, and play games such as "Mass Effect 3" in tandem in the traditional controller.

The feature was demonstrated with the sci-fi role-playing sequel to "Mass Effect 2," as Kinect recognized vocal commands while a player used an analog controller to navigate the virtual landscape and fire a blaster.

Other gaming franchises that will add Kinect functionality include shooter "Tom Clancy's Ghost Recon Future Soldier" and racer "Forza Motorsport 4."

"Kinect has been wildly successful, and we want to provide experiences with it for that broad audience but also the core crowd that made Xbox what it is," said Mike Delman, marketing vice president of Microsoft's interactive entertainment division. "For example, in 'Forza,' you'll be able to tilt your head to see different angles from the driver's

seat."

Other games that utilize Kinect included the virtual theme park explorer "Disneyland Adventures," hands-sweeping magical adventure "Fable: The Journey," gladiatorial sparring game "Ryse," a second season follow-up to "Kinect Sports," and a "Star Wars" game that turns players' movements into the powers of The Force.

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