

Sony videogame line-up flexes motion control

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Visitors test the Sony Playstation Move at the 2010 E3 in Los Angeles. Sony on Thursday unveiled a holiday season line-up of PlayStation 3 videogames tailored for motion control using the Japanese entertainment titan's Move gear.

Sony on Thursday unveiled a holiday season line-up of PlayStation 3 videogames tailored for motion control using the Japanese entertainment titan's Move gear.

Move-enabled titles slated for release during the year-end gift-buying season ranged from "Everybody Dance" and "LittleBigPlanet" to role-playing action game "inFAMOUS."

"The holiday promises to be exceptional for PlayStation gamers, with blockbuster software titles scheduled for release in a variety of genres," said [Sony Computer Entertainment](#) America (SCEA) product marketing vice president Scott Steinberg.

Sony released Move late last year.

The controllers, reminiscent of small black flashlights topped with brightly colored orbs, allow gamers to control [PlayStation 3](#) (PS3) [videogame consoles](#) with swings, jabs and other natural movements.

More than 80 Move videogames have been released or are in development, according to SCEA.

Sony boasted having sold approximately 51.8 million PS3 consoles worldwide.

Sony also revealed plans to release a kit for software developers to create content for the company's gaming hardware, including new Vita [handheld gadgets](#) set for release in Japan in December.

The range of devices encompassed by PlayStation Suite software development kits will include Sony tablet computers powered by Google-backed Android software.

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