

# Microsoft touts games for Xbox 360 motion controller

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Photographers take pictures of the Kinect peripheral and the new Xbox 360 console at a Microsoft press briefing in Los Angeles, California, in June 2010. Microsoft unveiled an array of Xbox 360 videogames tailored for play using the movement-sensing Kinect controller set to debut in November.

Kinect uses a 3-D camera and motion recognition software to let people play videogames using natural [body movements](#) and [voice commands](#) instead of hand-held controllers.

Microsoft said "Kinect for Xbox 360" that will sell for 149.99 dollars will include the Kinect Sensor and the videogame "Kinect Adventures," which features a river raft ride through an obstacle course.

The Kinect Sensor will work with the 42 million Xbox 360s already sold worldwide.

Microsoft also announced that a four-gigabyte Xbox 360 console will include the Kinect Sensor and "Kinect Adventures" and sell for 299 dollars.

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Kinect games set for release next month range from exercise and sports titles to "Harry Potter and the Deathly Hallows," which lets people play as the fictional young wizard battling the forces of "Lord Voldemort."

A "Kinectimals" videogame tailored for children lets players befriend and train wild on-screen animals with words and gestures.

Studios with titles ready for the Kinect launch include Ubisoft, [Electronic Arts](#), MTV Games/Harmonix, Microsoft Games, and Warner Brothers Interactive Entertainment.

Microsoft's new gesture-sensing system for the [Xbox 360](#) console will go on sale in the United States on November 4.

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