

# Ubisoft music videogame uses real guitars

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"Rocksmith" is being crafted for play using guitars plugged into personal computers or into Microsoft [Xbox 360](#) or Sony PlayStation 3 consoles. [Ubisoft](#) promised gameplay that makes reading music intuitive and fun.

Ubisoft's US senior vice president of sales and marketing Tony Key described Rocksmith as "the most authentic and addicting music game ever created.

"Whether a beginner or a seasoned guitar vet, players progress at their own speed and walk away from the game with the ability to play songs by memory."

The game's library of music will range from classic rock bands to current artists, with tunes from groups such as The Animals, The Black Keys, David Bowie, Interpol, Nirvana and The Rolling Stones.

"Rocksmith" is slated for release in the second half of this year.

The announcement came on the heels of a decision by Southern California-based [videogame](#) publisher Activision Blizzard to bring the curtain down on a "Guitar Hero" music videogame franchise that lets players pretend to be rock stars.

Activision Blizzard said in February that it will not make any new versions of "[Guitar Hero](#)" due to "declines in the music genre."

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