



**SoftKinetic™**  
The Interface is You

SoftKinetic Studios, based in Jumet near Charleroi (Belgium), is the leading provider of gesture based interactive entertainment experiences.

SoftKinetic Studios, a wholly owned subsidiary of SoftKinetic, is a collective of highly skilled, experienced game developers building the next generation of interactive entertainment using gesture recognition.

Officially formed in September 2009, the SoftKinetic Studios team has created several games and serious games projects (including for Disney, eedoo, Asus and Guru Training Systems), while developing a platform independent engine and toolset designed specifically for creating full-body, gesturebased entertainment.

SoftKinetic Studios' solid foundation is its passion for making great entertainment using gesture control, with a goal to build and foster a studio that inspires and sustains innovation and creativity. We support a company culture that celebrates and develops individual skills, and will continue to invest in the best talent to work in a dynamic and collaborative environment. At SoftKinetic Studios, our best asset is our people, and it pays to invest time and effort to build great teams. SoftKinetic Studios supports a culture that provides outlets for innovation.

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### Market(s)

**Intercative media, gaming, transmedia, web, mobile, social networks**

### Strategic lines

**2D/3D Animation, Image analysis, Image processing MPEG4, JPEG2000 Compression, Motion capture, R&D, Serious game, Video game**