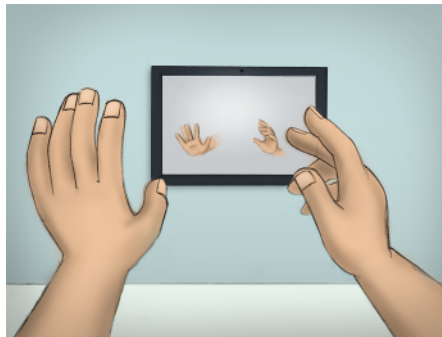
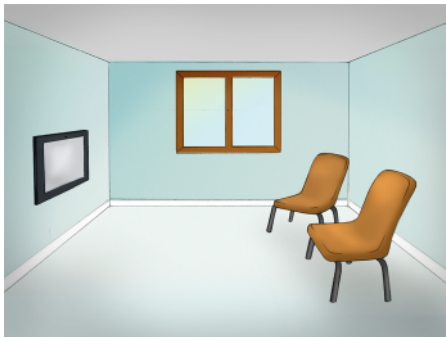


The **GestureTek® Interactive Virtual Entertainment Center** is a complete wall-mounted activity center providing over 30 immersive applications for enhanced play. Intended for use in medical and dental offices, the unit makes any waiting room more child-friendly. Children can make music, engage in virtual play or immerse themselves in a variety of simulated environments. Unique to the Interactive Virtual Entertainment Center is that the children do not have to hold or touch anything.

The Experience

Using GestureTek's patented gesture-control technology, children only have to move their bodies to experience the latest in immersive gaming. Whether relaxing in a virtual sensory environment, engaging in virtual play or exploring the interactive music world, children enjoy low impact activation and motivation.

Immersive technology has been the subject of extensive research, and GestureTek has been at the forefront of this research, working with a number of universities around the world to develop gesture-based applications. Medical research confirms that virtual immersive activity is enjoyable and motivating.



GestureTek Inc. is the inventor and world leader in camera-enabled, gesture-based computer control. GestureTek's numerous patents for single and multiple camera solutions are the basis for a wide variety of interactive display solutions. Users interact with on-screen computer content using hand and body gestures, without the need for peripheral devices.

GestureTek technology is protected under numerous comprehensive patents in the United States and other countries. U.S. patents include 5,534,917 (Video image based control system), 7,058,204 (Multiple camera control system) and 7,227,526 (3D-vision image control system). All trademarks and registered trademarks are the property of their respective owners.

The Interactive Virtual Entertainment Center incorporates GestureTek's patented gesture-control technology, allowing patients to interact with any virtual environment by simply moving their body.

Benefits:

1. Full suite of over 30 applications maintains children's interest.
2. Research has shown that Immersive Therapy can play an important role in pain diversion for many patients.
3. GestureTek applications have been proven to provide important patient distraction, motivation and engagement.
4. Motion-based software means unencumbered operation and eliminates patient cross-contamination.
5. Separate dedicated programs for delivering the benefits of sensory stimulation and music therapy.
6. GestureTek's flexible software can be customized to provide cause/effect outcomes even for patients with limited mobility and range of motion.

Product Group	Playmersion <i>Gesture-controlled Immersive Play</i>	My Music World <i>Music Making Fun</i>	Sensory World <i>Relaxation and Sensory Stimulation</i>	My Music Composer <i>In-Depth Music Instruction and Therapy Program</i>
Titles/Features	Coconut Juggler Ninja Orbosity Tilt Soccer Volleyball Sharkbait Wizards Cavern	Farm Animals Dance Musical Instruments Horns	Balloon Fun Autumn Leaves Undersea World Misty Lake Grid Break Soccer Time Lily Pond Cloudy Day Flower Power Candy Scatter	Ten instruments Four pre-loaded scales Twelve songs at Beginner and Advanced levels Independent Play and Follow Along options

About GestureTek

GestureTek Health is a business unit of GestureTek Inc. —the world leader in computer vision for gesture-based control of interactive display systems. GestureTek's patented video gesture control software lets users control interactive content, manipulate special effects, access information or immerse themselves in an interactive 3-D virtual world - simply by moving their hands and body. GestureTek Health delivers the benefits of virtual therapy and gesture control to patients and care givers. Headquarters are in Sunnyvale, California, with additional offices in Toronto and Ottawa.



GestureTek technology is protected under numerous comprehensive patents in the United States and other countries. U.S. patents include 5,534,917 (Video image based control system), 7,058,204 (Multiple camera control system) and 7,227,526 (3D-vision image control system).

All trademarks and registered trademarks are the property of their respective owners.

