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[Project Natal Officially Announced, Now Called Kinect for Xbox 360](#)

Motion controlled gaming will be available this year on the Xbox 360 as well



Kinetic for Xbox 360
engadget

I know all of you were waiting for [Project Natal](#) to launch and Microsoft knew about this as well. On Sunday, they unveiled their take on wireless, movement/gesture-based gaming and they did it in style, so that nobody forgets this event. There were celebrities present there (probably thanks to the partnership with MTV Networks) and the whole show was based on performances from [Cirque du Soleil](#) artists. But why am I saying Project Natal? This event revealed the true name of the gaming device you can see pictured here and that is Kinect. Thanks to [Joystiq](#), we now know this for sure.

At Microsoft's booth at E3 Expo 2010 (June 15-17), motion controller Kinetic will be presented to all the visitors. For now, all the information we have is based on what others saw at the official launch. It was there that Microsoft demoed the first few titles, which rely entirely on the Kinect, the piece of equipment they hope will beat the PlayStation Move. Unlike the Sony wireless solution to motion controlled gaming, the Kinect does everything without the need for extra controllers.

All you get is the gadget pictured here, which currently has no [specs list](#). The few details we have are the fact that it will also integrate a microphone and there will be even a video chat function supported. According to [engadget](#), up to four people can simultaneously talk and share photos (most likely over Xbox Live).

[USA Today](#) compiled a list of all the games demoed by Microsoft at the pompous launch event of the Kinect and this includes Kinectimals, a pet-training experience, which lets you pet and play with 20-different cats, Kinect Sports, a Wii-like suite that includes six games, from which volleyball and soccer would be the original additions on behalf of Microsoft. The rest you already know from Nintendo (boxing, bowling, table tennis). Other games include a racing one called Joyride, users holding an imaginary steering wheel they can move forward and backwards for accelerating purposes, while the rest of the body is the controller for jumps and tricks.

Now, things start to heat up a little, as Kinect Adventures will be a little more complicated. It includes a river-raft time trial and obstacle course. The fun factor is that it can be played by four people, in pairs of two. Each team controls one boat, using synchronized body movements. Keep in mind that most of the games will also be playable on Xbox Live. Dance Central is the one developed by MTV Games. And, finally, probably the best title presented by Microsoft at Kinect's public unveiling, the Star Wars game based on realistic Jedi experience. This one is developed in collaboration with LucasArts.

As far as the Kinect interface goes, it is very simple to use, even though you don't have any controllers. Wave your hands and mimic a pushing forward gesture when you want to click. There will be an official announcement later this year about the platform's commercial release, but the Holiday season will most likely have it worldwide. We don't know the price yet and we'd rather not speculate right now. The [official website](#) has more info.

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