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# MicroVision Delivers Unmatched Gaming Experience for Apple Device Users

PicoP in-motion laser display technology uniquely delivers big-screen immersive movement

LOS ANGELES--(BUSINESS WIRE)-- This week at the E3 Expo, MicroVision, Inc. (NASDAQ: MVIS) is inviting attendees to visit its booth #546 in the South Hall to experience how mobile gaming can offer a much larger, more exhilarating experience when combined with PicoP(R) in-motion laser display technology. MicroVision is showcasing several prototype devices, along with its "Made for iPod, iPhone, and iPad" [SHOWWX+\(TM\)](#) laser pico projector, that enable game play on any surface at up to nine feet in diagonal image size. Unlike competitive technologies, MicroVision's laser display technology produces images that are always in focus with no color breakup even in constant motion and on uneven display surfaces--two critical criteria for mobile gaming applications.

In four gaming stations at MicroVision's booth, and at locations around the show floor, E3 attendees can experience how gamers can achieve a "larger than living room" experience from a device that easily slips into their shirt pocket. The SHOWWX+ plugs directly into personal media players such as an iPod, iPhone, iPad, mobile phones, handheld gaming consoles and other devices with TV-Out or VGA functionality, casting a large, vibrant, non-fixed display that amplifies the immersive movement of mobile games. MicroVision is also displaying new accessories that can make big-screen mobile gaming even easier including the new iGrip swivel carrier that connects the SHOWWX+ to partner devices such as the iPhone 3G and above, third- and fourth-generation iPod Touch devices, and iPad and iPad 2.

Also on display are several prototype devices that offer varied connectivity, multiple user experiences and innovative embedded solutions based on PicoP laser display technology including an Android-based mini-tablet unveiled at CES 2011 and a disc-shaped motion game controller.

Combining SHOWWX+ and a mobile device with games that support video-out creates a bigger, more immersive experience than most console-based gaming. Prototype efforts, from MicroVision's own "Sultan's Rings" to Disney Research's [MotionBeam](#) project, continue to demonstrate exciting future possibilities when gaming and display solutions are coupled and why MicroVision's laser display technology is a perfect complement to mobile gaming.

## Availability

The SHOWWX+(TM) laser pico projector is available now at an MSRP of \$349. A full suite of optional accessories, including the new iGrip swivel carrier, tripods, spare batteries, extended cables, VGA connectors, car chargers and carrying cases are available on the [MicroVision online store](#) and from authorized distributors.

## About MicroVision

MicroVision provides the PicoP(R) display technology platform designed to enable next-generation display and imaging products for pico projectors, vehicle displays and wearable displays that interface with mobile devices. The company's projection display engine uses highly efficient laser light sources that create vivid images with high contrast and brightness. For more information, visit us on:

Our company website: [www.microvision.com](http://www.microvision.com)

Our corporate blog: [www.microvision.com/displayground](http://www.microvision.com/displayground)

Twitter: [www.twitter.com/microvision](http://www.twitter.com/microvision)

Facebook: [www.facebook.com/MicrovisionInc](http://www.facebook.com/MicrovisionInc)

YouTube: [www.youtube.com/mvisvideo](http://www.youtube.com/mvisvideo)

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### Forward-Looking Statements

Certain statements contained in this release, including those using words such as "future possibilities" or references to prototypes, are forward-looking statements that involve a number of risks and uncertainties. Factors that could cause actual results to differ materially from those projected in the company's forward-looking statements include the following: our ability to raise additional capital when needed; our customers' failure to perform under open purchase orders; our financial and technical resources relative to those of our competitors; our ability to keep up with rapid technological change; government regulation of our technologies; our ability to enforce our intellectual property rights and protect our proprietary technologies; the ability to obtain additional contract awards; the timing of commercial product launches and delays in product development; the ability to achieve key technical milestones in key products; dependence on third parties to develop, manufacture, sell and market our products; potential product liability claims; and other risk factors identified from time to time in the company's SEC reports, including the company's Annual Report on Form 10-K filed with the SEC. Except as expressly required by federal securities laws, we undertake no obligation to publicly update or revise any forward-looking statements, whether as a result of new information, future events, changes in circumstances or any other reason.

Source: MicroVision, Inc.