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Product Name: Novint Falcon
MSRP: \$100
Availability: June 18, 2007

The Falcon, a 2007 Innovations Honoree, is the first and only 3D interactive touch device for the home PC that allows users to feel weight, shape, texture, dimension, dynamics, 3D motion and force effects when playing enabled games. Used for applications that a computer's mouse or joystick would typically control, users hold onto the interchangeable handle of the Falcon which moves right, left, forward, backwards, up and down – giving you a tangible experience while interacting with objects during a PC-based video game. Say you're playing a game and your character picks up a box, the Novint Falcon applies a down force to the grip, effectively creating a truly realistic sensation of real-life weight. Even gunfire is realistic with each weapon having it's own particular recoil effect. The Falcon will come with a game pack that has 24 original touch-enabled microgames in nearly all game genres. The Novint Falcon connects to a PC through a USB port and the base measures 9" x 9".



Who cares?

In the past, the cost of 3D touch hardware made the technology impractical for consumer applications, but the Falcon, which performs comparably to commercial devices that cost thousands of dollars, is designed to retail for under \$100 making it affordable and accessible to consumers.

Why bother?

The Wii has proven that physical interaction is the next-big thing in gaming, the Falcon is a PC game controller that will open your eyes to not just going through the motions of playing a game but actually feeling a game.