



Press release

Stockholm, June 8, 2017

E3 2017: Tobii Announces 15 New Game Titles with Eye Tracking Integrations

Tobii announced today an expansion of its gaming portfolio to provide new eye tracking features for the PC versions of 15 games. Partnering with top publishers and studios like Deep Silver, Tobii is providing gamers greater immersion by making eye tracking more accessible. These PC games will be available June 12th on Tobii's Game Hub, software that houses all eye tracking enabled games. These new titles continue to further Tobii's goal of implementing eye tracking in more than 100 games by the end of 2017.

"Tobii empowers game studios by giving developers an additional method of game control, the gaze of the gamer, that is more natural and can offer a further immersive experience for their gamers," said Oscar Werner, President of Tobii Tech. "It is our goal to continue driving widespread adoption of eye tracking in games and offer both gamers and developers the opportunity to explore the benefits of this technology."

Eye tracking technology integration in PC gaming is building more momentum than ever before, and with this bundle of integrated games, Tobii's newest eye tracking titles span across a variety of genres that include:

- [Agents of Mayhem \(Deep Silver\)](#)
- [Unturned \(Smartly Dressed Games\)](#)
- [Thea: The Awakening \(MuHa Games\)](#)
- [Slime Rancher \(Monomi Park\)](#)
- [Clustertruck \(Landfall Games AB\)](#)
- [GunFleet \(Areo Gaming\)](#)
- [Through the Woods \(Antagonist\)](#)
- [7 Days to Die \(The Fun Pimps Entertainment LLC\)](#)
- [The Forest \(Endnight Games\)](#)
- [Creativerse \(Playful, Inc.\)](#)
- [Event\[0\] \(Ocelot Society\)](#)
- [Distance \(Refract Studios\)](#)
- [Salt \(Lavaboos Studios\)](#)
- [Valley \(Blue Isle Studios\)](#)
- [Dungeons 2 \(Kalypso Media Group GmbH\)](#)

These titles are supported by a diverse range of gaming devices, suiting a wide variety of gamer preferences, including: gaming notebooks: Alienware 17, Acer Predator 21X, Acer Aspire V17 Nitro and MSI GT72; monitors: Acer Predator Z301CT, XB271HUT and X27; peripherals: the Tobii Eye Tracker 4C.

Available on Tobii's Game Hub beginning June 12, gamers can explore and customize eye tracking features for these new titles (excluding *Agent of Mayhem*). This hub, which houses all 75+ titles in Tobii's game portfolio and also allows users to control settings for nonnative implementations.

Eye Tracking Features in Deep Silver's *Agents of Mayhem*

In *Agents of Mayhem* (available August 15 in the US / August 18 in all other territories), eye tracking creates a fast-paced gaming experience with features that effortlessly enhance gameplay and create a more real-life experience. Extended view allows players to rotate the in-game camera using eye and head tracking, allowing characters to quickly glance over their shoulders. With the addition of

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Awareness, the character's head moves in the same direction as the players and makes the environment aware of where the player is looking. Clean UI and Dynamic Light remove UI elements when not in use and make the brightness of the game adapt to different light environments. With Aim at Gaze, it is possible for players to aim using their eyes, as in real-life, by looking directly at their targets. Alienware 17 owners can expect advanced AlienFX lighting features associated with the gameplay to bring the game to life.

"Using Tobii eye tracking in *Agents of Mayhem* feels completely natural and makes the whole game experience more seamless" said Eric Arnold, Project Technical Director at Deep Silver Volition. "The way that all of the features interact in a consistent, intuitive way really makes it shine."

Tobii will showcase *Agents of Mayhem* and other eye-tracking demos next week at the Electronic Entertainment Expo (E3), Alienware booth: South Hall #3023, in Los Angeles, CA from June 13-15.

Find Out More

- [Learn](#) more about Game Hub and its new features to customize eye tracking features
- [Download](#) Game Hub and begin exploring all Tobii eye tracking supported games
- Visit tobiigaming.com to browse Tobii's PC gaming portfolio and learn more about the benefits of eye tracking in gameplay

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About Tobii

Tobii is the global leader in eye tracking. Our vision is a world where all technology works in harmony with natural human behavior. Tobii operates through three business units: Tobii Dynavox makes specially designed computers that are controlled by eye movement or touch screens for use by people with special needs due to spinal cord injuries, CP, ALS or other medical conditions. Tobii Pro develops and sells eye-tracking equipment and services used today by more than 3,000 companies and 2,000 research institutions, including all of the world's 50 highest ranked universities. Tobii Tech further develops Tobii's technology for new volume markets, such as computer games, personal computers, virtual reality and smartphones. Tobii is headquartered in Sweden and is listed on Nasdaq Stockholm (TOBII). The group has over 750 employees. For more information, please visit www.tobii.com.

About Deep Silver

Deep Silver develops and distributes interactive games for all platforms. The Deep Silver label means to captivate all gamers who have a passion for thrilling gameplay in exciting game worlds. Deep Silver works with its partners to achieve a maximum of success while maintaining the highest possible quality, always focusing on what the customer desires.

Deep Silver has published more than 200 games since 2003, including its own brands like the open world extravaganza *Saints Row*, the zombie action franchise *Dead Island*, the irreverent super-hero action game *Agents of Mayhem* and the grim post-apocalyptic future of the *Metro* series. Deep Silver also owns the development studios Deep Silver Dambuster Studios in Nottingham, UK; Deep Silver

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Fishlabs in Hamburg, Germany, and Deep Silver Volition based in Champaign, IL, USA. For more information, please visit www.deepsilver.com.

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