

## Schedule D

### [Connected Entertainment by Anne-Marie Roussel](#)

#### **Vollee: Gaming in 3D on your cell phone**

Vollee's service basically streams 3D console gaming experience to 3G phones. It enables any virtual world game and multiplayer game to be accessible from a cell phone with amazing graphics quality. I saw a demo of a shooting game set in a 3D virtual environment—looked like Second Life in a futuristic war zone. Graphics resolution was way beyond anything I expected—especially for the small screen of a cell phone. [Vollee](#) delivers this service through tools they have developed and patented—which deliver their compelling graphics and also have an interesting time-to-market value proposition for publishers who want to bring their games to mobile platforms. Vollee can adapt the apps in a matter of weeks because they don't touch the source code and for just about all types of 3G handsets—they support Windows Mobile, Java, iPhone and BREW on the handset side; on the server side, they run Windows XP. Their business model is subscription-based and ad-supported. They have received \$11.5M in funding from BlueRun Ventures and Benchmark.

#### **[About Anne-Marie Roussel](#)**

Anne-Marie Roussel manages the Entertainment portfolio (Zune, Video, Xbox). She came to Microsoft in December 2005, with over 22 years of IT experience most recently as Vice President, Research at Gartner. During her ten year career at Gartner, she was responsible for Gartner predictions on the future of IT, launched Gartner's Cool Vendors publication and headed the launch of Gartner's Internet practice in Europe.