

Xbox Kinect = Dead

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Remember when the Microsoft Kinect was the next big thing and was going to revolutionize the gaming industry?

Well since the release back in late 2010, the Xbox Kinect has had a rocky road, at first it was setting records, but then it ended up being the accessory that gamers were wanting to have removed from the Xbox bundles so that they could save a couple bucks.

In the end the Kinect didn't do what everyone was hoping it would and even though it stuck around for nearly 7 years, Microsoft has pulled the plug and stopped manufacturing the accessory.

Now the whole story isn't all doom and gloom, some of the technologies have been morphed into the HoloLens, however, the Kinect-style gaming trend that some were banking on seems like it has long been forgotten about.

[The Verge has the full story.](#)

Microsoft is finally admitting Kinect is truly dead. After years of debate over whether Kinect is truly dead or not, the software giant has now stopped manufacturing the accessory. Fast Co Design reports that the depth camera and microphone accessory has sold around 35 million units since its debut in November, 2010. Microsoft's Kinect for Xbox 360 even became the fastest-selling consumer device back in 2011, winning recognition from Guinness World Records at the time.