



Movella to Showcase Polyposed Grade Motion Capture at the Game Developers Conference GDC in San Francisco

March 16, 2022

MOVELLA **MR. GDC20220001** March 16, 2022 (Movella Holdings Inc. (NASDAQ:MOV) ("Movella"), a leading motion capture provider of services, software, and analysis that enables the digitization of movement, is excited to announce the digitization of movement, which will be at the Game Developers Conference (GDC) at the Moscone Center in San Francisco from March 22 through 25.



Bringing meaning to movement

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©2022 Movella will showcase the demonstration of their patented Xsens motion capture technology, currently being used by game developers such as Electronic Arts, EA, Ubisoft, and Bungie Studios. Movella's Xsens technology enables accurate motion capture every day, everywhere, and in any indoor or outdoor environment. Game developers can Xsens motion capture to bring better human motion to their digital characters.



