



Knowledge Adventure and Fonix Partner to Deliver Educational Games Utilizing Fonix VoiceIn Speech Interface

Fonix's award-winning speech software expands game market, enables innovation in children's educational software products

SALT LAKE CITY, UT (April 13, 2005) Fonix Speech, an operating division of Fonix® Corporation (OTC BB: FNIX), an integrated communications carrier providing telecommunications services and value-added speech technologies, announces that Knowledge Adventure® will integrate Fonix VoiceIn™ for the PC into upcoming products aimed at providing innovative and entertaining learning opportunities for children. VoiceIn is Fonix's award-winning speech interface software for Xbox®, PlayStation®2, PC and Mac videogame developers.

"Knowledge Adventure is pleased to be partnering with Fonix to release the first product in our Voice Activated Learning™ series," says Leslie House, Knowledge Adventure Senior Vice President of Product Development. "VAL, or Voice Activated Learning, uses speech recognition to create an instructional base that responds to a child's voice input. Fonix's unique ability to recognize children's voices in particular was the perfect compliment to this innovative teaching method," says House. "In addition, Fonix worked with us, side by side, throughout our entire development process to ensure that the technology was seamless, providing an accurate experience every time."

"Fonix is thrilled to partner with one of the largest educational software groups in the world to deliver games utilizing speech interfaces," says Tim K. Hong, Fonix VP of Games. "We have always known that voice recognition has tremendous potential for many game genres. This relationship with Knowledge Adventure will showcase entirely new uses for Fonix speech technology. Fonix has promised to extend the market for voice recognition in games, and Knowledge Adventure's forthcoming speech-based educational games will be just one of the innovative new uses of speech technology to be used this year."

Fonix has optimized our neural network-based technology for children's voices, resulting in even more accurate speech recognition rates for younger game players. This advancement is especially relevant to publishers of educational titles such as Knowledge Adventure, which will release the company's first Voice Activated Learning (VAL) product for children this summer.

About Knowledge Adventure

Knowledge Adventure is a leader in developing, publishing and distributing award-winning multimedia educational software for use in both schools and homes. The company is internationally renowned for its Math Blaster, Reading Blaster and JumpStart Learning System brands, as well as other innovative multimedia titles for students of all ages. The first Voice Activated Learning product will be available this summer. With nearly 100 titles in a wide range of subjects, Knowledge Adventure is one of the largest educational software groups in the world. A subsidiary of Knowledge Holdings, Inc., the company is based in Los Angeles. For more information, visit www.knowledgeadventure.com.

Knowledge Adventure Contact: Amy Williams
(310) 533-3451
amy.williams@adventure.com

About Fonix VoiceIn

As videogames become increasingly more complicated to design and make, game developers are looking for ways to spend less time writing code and more time being creative. Fonix VoiceIn allows game developers to add cool, innovative features and voice interfaces without needing to develop specific expertise in voice recognition. Fonix's simple, cross platform tools make it easy for any game developer to implement the technology. The result is an interesting new game interface on the cutting-edge of innovation. For more information about Fonix VoiceIn, call (801) 553-6600 and say "games" or visit our website at www.fonix.com/games.

About Fonix Speech

The Fonix Speech Group, an operating division of Fonix Corp., currently offers voice technology solutions for mobile/wireless devices; interactive videogames, toys and appliances; computer telephony systems; the assistive market and automotive telematics. Visit www.fonix.com for more information or call (801) 553-6600 and say "Sales."

About Fonix

Fonix Corp., based in Salt Lake City, Utah, is an innovative communications and technology company that provides integrated telecommunications services and value-added speech technologies through Fonix Telecom Inc. and The Fonix Speech Group.

Fonix Investor Contacts: John Nesbett or Gino De Jesus

Media Contact: Andrea Faville

The Investor Relations Group

11 Stone St., 3rd fl

New York, NY 10004

(212) 825-3210

mail@investorrelationsgroup.com

Fonix Contact: Elizabeth Sweeten

(801) 553-6600

mediainfo@fonix.com

Statements released by Fonix that are not purely historical are forward-looking within the meaning of the "Safe Harbor" provisions of the Private Securities Litigation Reform Act of 1995, including statements regarding the Company's expectations, hopes, intentions and strategies for the future. Investors are cautioned that forward-looking statements involve risk and uncertainties that may affect the Company's business prospects and performance. The Company's actual results could differ materially from those in such forward-looking statements. Risk factors include general economic, competitive, governmental and technological factors as discussed in the Company's filings with the SEC on Forms 10-K, 10-Q and 8-K. The Company does not undertake any responsibility to update the forward-looking statements contained in this release.

Xbox is a registered trademark of Microsoft Corporation in the United States and/or other countries. "PlayStation" is a registered trademark of Sony Computer Entertainment Inc.

###