

Scottish audio company, Drown, launches game-changing tactile earphones on Indiegogo today

Get ready for a gaming evolution.

EDINBURGH, SCOTLAND, UNITED KINGDOM, August 20, 2019

[/EINPresswire.com/](https://EINPresswire.com/) -- Scottish-based audio hardware company, Drown, are thrilled to announce that their tactile gaming earphones are launching via Indiegogo today.

Our introductory model, designed especially for gamers, makes the most of Drown's patented technology, activating all three of your brain's audio pathways. Drown transforms ordinary sounds into the most realistic, immersive audio experience ever.

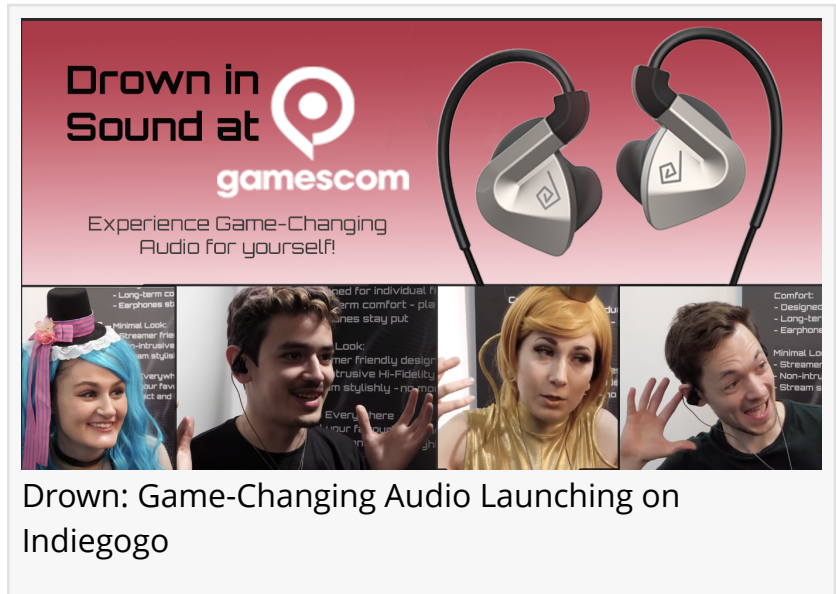
Whether it's streaming, competing online, or playing your favourite games to relax - Drown will elevate your experience, even with titles you've played hundreds of times.


Drown Founder Mark O'Callaghan: "It is so life-like gamers everywhere keep telling us Drown makes them feel like they are actually there, in their favourite games."

With Drown, know where sound is coming from with pinpoint accuracy, for unparalleled immersion into your favourite titles. You'll hear everything in those tense, critical gaming moments, but that's not all. Appreciate the small but impactful nuances that aren't amplified in standard audio, like flies buzzing around tall grass in Red Dead Redemption 2. Drown tactile earphones are truly game-changing.

Drown CEO David Law: "From the moment I put the prototype earphones into my ears, I knew this was a remarkable product and was very excited to get involved."

With the Indiegogo campaign, Drown hopes to raise funding for tooling and mass production.



Drown in Sound at  **gamescom**

Experience Game-Changing Audio for yourself!

Drown: Game-Changing Audio Launching on Indiegogo

The advertisement features a red background with the Gamecom logo and the text "Drown in Sound at gamescom". Below this, it says "Experience Game-Changing Audio for yourself!". The bottom half of the ad is a collage of four images showing people wearing the earphones. The images are partially obscured by text overlays that list features: "Long-term", "Minimal Look", "Intrusive", "Very", "Designed for individual", "Warm comfort - pla", "Ears stay put", "Look: mer friendly design", "Intrusive Hi-Fidelity", "Stylishly - no", "Even here", "your focu", "Comfort:", "Designed", "Long-term", "Earphone", "Minimal Lo", "Streamer", "Non-intru", "Stream s".

We will begin production as soon as the funding goal is met and the first Drown earphones will be shipping early 2020.

The Drown team will be at [gamescom](#) all week for our global launch. We can't wait to be part of Europe's leading trade fair for digital games culture. Find us in the UK Industry stand, Hall 3.2 - Stop by to experience Drown for yourself.

For more information on the product and crowdfunding campaign, visit our [Indiegogo launch page](#).

[About Drown](#)

Drown is a Scottish-based audio hardware company. We are an experienced team of gamers, visionaries, engineers and creative thinkers, launching the world's first tactile earphones for gaming.

Contact us: media@drownaudio.com

Simon Marshall

Drown, Ltd.

+44 131 644 3000

[email us here](#)

Visit us on social media:

[Facebook](#)

[Twitter](#)

[LinkedIn](#)

This press release can be viewed online at: <https://www.einpresswire.com/article/494037651>

EIN Presswire's priority is source transparency. We do not allow opaque clients, and our editors try to be careful about weeding out false and misleading content. As a user, if you see something we have missed, please do bring it to our attention. Your help is welcome. EIN Presswire, Everyone's Internet News Presswire™, tries to define some of the boundaries that are reasonable in today's world. Please see our Editorial Guidelines for more information.

© 1995-2021 IPD Group, Inc. All Right Reserved.