



## **Immersion Corporation Awarded 10 US Patents in 1999; Technology Innovations Provide an Enhanced Experience for Computer Users by Adding Sensory Interaction**

SAN JOSE, Calif. Dec. 28, 1999--Immersion Corporation, (Nasdaq:IMMR) a technology innovator and leader of sensory interaction technology, received additional patent protection from the US patent office during calendar year 1999.

Over the last twelve months, Immersion has been awarded ten US Patents pertaining to a specific technology area - technology that allows computer users to experience their sense of touch when interacting with software environments. Known as TouchSense technology, Immersion's innovations allow the computer experience to convey more than just graphics and sound, touch is enabled through computer peripheral devices.

US Patent No. 5,956,484 entitled "Method and Apparatus for Providing Force Feedback over a Computer Network" is a key innovation, providing technical infrastructure for enabling the sense of touch over the Internet. Proprietary technology allows tactile sensations such as textures, weight, surfaces, divots and buttons to be felt on HTML web pages. The end result is a more realistic sensory experience for web surfing - sight, sound and touch coordinated between server and client.

"Our patented technology will enhance the power and usefulness of the Internet, allowing more realistic experiences to be conveyed for e-commerce, education, business, and entertainment," said Louis Rosenberg, founder and CEO of Immersion Corporation. "In addition, Immersion expects this innovation will have benefits for the disabled, the sense of touch providing enhanced accessibility for web users with visual impairments."

The first shipping product incorporating this patented Internet technology is the WingMan Force Feedback Mouse from Logitech. Numerous other products are on the market today that employ licensed patented technology from Immersion Corporation, including products from leading hardware and software manufacturers like Logitech, Microsoft and Interact.

Immersion Corporation continues its strong commitment to the innovation and development of sensory interaction technology. Immersion has been awarded additional US patents this calendar year including: No. 5,999,168, Haptic accelerator for force feedback computer peripherals, No. 5,959,613 Method and apparatus for shaping force signals for a force feedback device, No. 5,929,846 Force feedback interface device including grounded sensor system, No. 5,929,607 Low cost force feedback interface with efficient power sourcing, No. 5,907,487 Force feedback device with safety feature, 5,889,672 Tactilely responsive user interface device and method, 5,889,670 Method and apparatus for tactilely responsive user interface, No. 5,880,714 Three-dimensional cursor control interface with force feedback, and 5,872,438 Whole-body kinesthetic display.

About Immersion Corporation ([www.immersion.com](http://www.immersion.com))

Founded in 1993, Immersion Corporation develops hardware and software technologies that enable users to interact with computers using their sense of touch. Immersion's patented TouchSense technologies, enable computer peripheral devices to deliver tactile sensations that correspond to on-screen events. Immersion licenses its hardware and software technology, on which it holds 42 issued patents worldwide, to industry-leaders in order to integrate and implement its sensory feedback into professional simulation and modeling, consumer devices, and enabling technologies.

This press release contains forward-looking statements reflecting management's current forecast of certain aspects of the company's future. It is based on current information, which we have assessed but which by its nature is dynamic and subject to rapid and even abrupt changes. Forward looking statements include statements regarding (1) the growth of the use of Immersion's products and technologies for internet-related applications and (2) the growth of the use of Immersion's products and technologies by visually-impaired computer users.

The company's actual results might differ materially from those stated or implied by such forward looking statements due to risks and uncertainties associated with the company's business which include, but are not limited to, the ability of Immersion and its licensees to develop consumer demand for Immersion's licensees' products and the lack of Immersion's control over its licensees' manufacturing, promotion, distribution, and pricing of royalty-bearing products. Such risks and uncertainties are further outlined in Immersion's Prospectus dated November 12, 1999 included in its Registration Statement on Form S-1 filed with the Securities and Exchange Commission. These factors may not constitute all factors that could cause actual results to differ materially from those discussed in any forward-looking statement. The Company is not obligated to revise or update any forward-looking statements in order to reflect events or circumstances that may arise after the date of this release.