



Immersion and Sony Interactive Entertainment Enter into Licensing Agreement for Advanced Haptics

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SAN JOSE, Calif.--(BUSINESS WIRE)--May 13, 2019-- Immersion Corp. (NASDAQ: IMMR), the leading developer and licensor of advanced touch feedback technology, today announced that it has signed an agreement with Sony Interactive Entertainment ("SIE") to license Immersion's advanced haptics patent portfolio. Under the agreement, SIE can also leverage Immersion's haptics technology for gaming controllers and VR controllers.

Integrating high-quality touch effects into devices brings gaming to a whole new level, creating sensations of pushing, pulling, grasping, and pulsing. Adding the sense of touch to games heightens the experience and keeps players engaged. "Research shows that haptics makes games come to life, increasing players' satisfaction and enjoyment through peripherals and games enhanced with the power of touch," said Ramzi Haidamus, Immersion's CEO. "We are thrilled to work with SIE, a true pioneer in gaming, to provide incredible experiences to their customers."

"We are pleased to reach agreement with Immersion," said Riley Russell, Chief Legal Officer, Sony Interactive Entertainment. "High quality haptics technology enhances the sense of presence and immersion for gamers, and this agreement is consistent with SIE's desire to provide the best gaming experiences to gamers around the world."

About Immersion

Immersion Corporation (NASDAQ: IMMR) is the leading innovator of touch feedback technology, also known as haptics. The company provides technology solutions for creating immersive and realistic experiences that enhance digital interactions by engaging users' sense of touch. With more than 3,500 issued or pending patents, Immersion's technology has been adopted in more than 3 billion digital devices, and provides haptics in mobile, automotive, gaming, medical and consumer electronics products. Immersion is headquartered in San Jose, California with offices worldwide. Learn more at www.immersion.com.

Forward-looking Statements

This press release contains "forward-looking statements" that involve risks and uncertainties, as well as assumptions that, if they never materialize or prove incorrect, could cause the results of Immersion Corporation and its consolidated subsidiaries to differ materially from those expressed or implied by such forward-looking statements.

All statements, other than the statements of historical fact, are statements that may be deemed forward-looking statements, including, but not limited to, the statement that SIE can leverage Immersion's haptics technology for gaming and VR controllers, the statement that high-quality touch effects bring gaming to a new level, heightens the experience, and keeps players engaged, Mr. Haidamus' statement that haptics makes games come to life and increases players' satisfaction and enjoyment, and Mr. Haidamus' statement concerning Immersion's work with SIE to provide incredible experiences to SIE's customers.

Immersion's actual results might differ materially from those stated or implied by such forward-looking statements due to risks and uncertainties associated with Immersion's business, which include, but are not limited to: unanticipated difficulties and challenges encountered in product development efforts (including with respect to Immersion's touch feedback technology) by Immersion and its licensees (including SIE); unanticipated difficulties and challenges encountered in implementation efforts by Immersion's licensees (including SIE); unanticipated changes in the gaming industry; adverse outcomes in any future intellectual property-related litigation and the costs related thereto; the effects of the current macroeconomic climate; delay in or failure to achieve adoption of or commercial demand for Immersion's products or third party products (including gaming products) incorporating Immersion's technologies; and a delay in or failure to achieve the acceptance of touch feedback as a critical user experience. Many of these risks and uncertainties are beyond the control of Immersion.

For a more detailed discussion of these factors, and other factors that could cause actual results to vary materially, interested parties should review the risk factors listed in Immersion's most current Form 10-K, and Form 10-Q, both of which are on file with the U.S. Securities and Exchange Commission. The forward-looking statements in this press release reflect Immersion's beliefs and predictions as of the date of this release. Immersion disclaims any obligation to update these forward-looking statements as a result of financial, business, or any other developments occurring after the date of this release.

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