



May 23, 2017

## **Immersion Signs License Agreement With Realtime Adding Haptics to Pacewear Smart Wearables**

SAN JOSE, Calif.--(BUSINESS WIRE)-- Immersion Corp. (NASDAQ: IMMR), the leading developer and licensor of touch feedback technology, today announced that it has signed a license agreement with Shenzhen-based Realtime Technology Co., Ltd to embed Immersion's TouchSense® Premium solution in Realtime's Pacewear smart wearable products.

Realtime can now dramatically enhance its Pacewear wearables, such as smart watches, with tailored tactile effects using Immersion's TouchSense Premium solution. It complements Immersion's Intuitive Alerts Framework for wearables, turning notifications into intuitive tactile messages to make them more meaningful. For example, notification of a calendar appointment will feel different than an incoming text message on one's smart watch.

"Touch is the latest design language of wearable devices, and I am confident that Pacewear can offer an enhanced user experience with our TouchSense technology," said Shuo Liu, General Manager of Immersion China. "Working together, we can bring even more possibilities to smart wearable products through the power of touch."

Offering the highest quality haptics available, TouchSense Premium is a best-in-class solution that includes effect customization services and onsite haptics design and software technical support, with HD and multi-actuator options offered as add-on modules. Immersion's TouchSense technology has been adopted by companies creating mobile devices in China. For recent announcements and more information about Immersion's licensees in China, see <http://ir.immersion.com/releases.cfm>.

### **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 2,400 issued or pending patents, Immersion's technology has been adopted in more than 3 billion digital devices, and provides haptics in mobile, automotive, advertising, gaming, medical and consumer electronics products. Immersion is headquartered in San Jose, California with offices worldwide. Learn more at [www.immersion.com](http://www.immersion.com).

### **About Realtime Technology**

Established in September 2016, Realtime Technology Co., Ltd is the intelligent wearable equipment developer and provider with office in Shenzhen, Beijing, and Qingdao. Realtime has received first-round financing from Tencent, GoerTek and other organizations. With rich experience in system and software service and consumer electronics products development, its core team members are from Tencent Technology, Motorola, Nokia and GoerTek. This provides strong support for intelligent wearable product development and software service design. Realtime launched Pacewear, its intelligent wearables brand, in October of 2016, to focus on high-quality smart products and convenient life experience for consumers.

### **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, statements regarding the benefits of Immersion's TouchSense technology, the continuing availability of Realtime Technology's Pacewear products with Immersion's TouchSense technology, and future business relationship between Immersion and its customers, including Realtime Technology.

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 TouchSense Technology) by Immersion and its licensees; unanticipated difficulties and challenges encountered in implementation efforts by Immersion's licensees; 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 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.

Immersion, the Immersion logo, and TouchSense are trademarks of Immersion Corporation in the United States and other countries. All other trademarks are the property of their respective owners.

(IMMR - C)

View source version on [businesswire.com](http://www.businesswire.com): <http://www.businesswire.com/news/home/20170523005059/en/>

Media Inquiries:

Edelman

Colleen Kuhn, 650-762-2804

[colleen.kuhn@edelman.com](mailto:colleen.kuhn@edelman.com)

or

Investor Inquiries:

The Blueshirt Group

Jennifer Jarman, +1-415-217-5866

[jennifer@blueshirtgroup.com](mailto:jennifer@blueshirtgroup.com)

Source: Immersion Corporation

News Provided by Acquire Media