



## **Immersion Adds Intec as Newest Licensee for Video Game Console Peripherals**

### **Console Gaming Accessories Supplier Offers a Range of Controllers with Immersion® Haptic Technology**

SAN JOSE, Calif., Jul 23, 2002 --Immersion Corp. (Nasdaq:IMMR), the leading developer and licensor of haptic feedback technology, and Intec Inc. today announced that Intec has licensed Immersion's haptic technology. Intec is the eighth company to license and use Immersion's growing patent portfolio for its line of force feedback video console gaming products. Immersion's haptic technology enables a compelling and realistic gaming experience. For example, a gamer could feel the recoil of a laser cannon, the tires slip as they lose traction on an icy patch, or the crack as a bat hits a ball.

Intec is a leading provider of gamepads and other peripherals for dedicated gaming systems such as the Sony PlayStation and PlayStation 2, the Nintendo 64, GameCube, and GameBoy and the Microsoft Xbox.

"Gamers want to have a truly interactive experience from their games and haptics are essential for providing that type of experience," said Tom Kruszewski, vice president of Intec Inc. "Immersion's haptic technology provides an increased sense of realism, allowing us to make products that add value to the gaming experience."

"Intec is the premier third party supplier of console gaming peripherals to Toys "R" Us, the second largest retailer of console games and peripherals in the United States," said Ramon Alarcon, director, gaming and entertainment, at Immersion. "This makes Intec a key player in bringing our patented tactile feedback technology to the masses."

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

Founded in 1993, Immersion Corp. is a recognized leader in developing, licensing and marketing haptic technology and products. Bringing value to markets where user/ product interaction needs to be made more compelling, safer or productive, Immersion helps its partners develop and increase competitive advantage and broaden market reach by making the use of touch sense feedback as critical a user experience as sight and sound. Immersion's technology is deployed across personal computing, entertainment, medical training, automotive and three-dimensional simulation markets. Immersion and its wholly owned subsidiaries hold over 160 issued patents worldwide.

This media alert contains forward-looking statements, including in particular statements about future development plans and efforts. Forward-looking statements made in this press release are based on current information, which we have assessed but which by its nature is dynamic and subject to rapid and even abrupt changes. Immersion does not undertake any obligation to update or revise publicly any forward-looking statement, whether as a result of new information, future events or otherwise. Forward-looking statements include statements regarding the development and performance of touch-enabled 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, delay in or failure to achieve commercial demand for Immersion's touch-enabled technology products.

Risks and uncertainties related to Immersion's business in addition to those described above are further outlined in Immersion's Annual Report on Form 10-K and its Quarterly Reports on Form 10-Q. These reports are 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. Immersion 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.

Note to Editors: Immersion is a trademark of Immersion Corporation. All other trademarks are the property of their respective owners.