



Immersion Adds NYKO as Newest Licensee for Video Game Console Peripherals

SAN JOSE, Calif., Dec 12, 2001 -- Immersion Corp. (Nasdaq:IMMR), the leading developer and licensor of tactile feedback technologies, today announced that NYKO Technologies(TM) has become a licensee of Immersion's patented TouchSense(TM) technology for its current line of touch feedback video console gaming products. NYKO makes gaming peripherals that are compatible with Sony PlayStation® and PlayStation 2®, Nintendo 64 and Game Cube(TM) and Microsoft Xbox. NYKO is best known for its patented LED lighting technology for all portable gaming systems. In addition, the Worm Light(TM) has been the number one accessory for the last 24 months in the portable category. The two companies will work together to bring touch feedback to new gaming peripherals in the future.

"Immersion's patented TouchSense technology, which was once a product differentiator, is now an essential feature in the console market," said Patrick Reutens, vice president of strategic relationships and legal affairs at Immersion. "Our patented technology for spinning-mass tactile feedback and force feedback devices is penetrating the market at low-end and high-end price points respectively."

"The addition of touch sensations in gaming peripherals is very exciting to gamers, and is something consumers want," said Bill Bast, vice president of sales at NYKO. "Touch adds an increased level of realism enhancing the consumers' gaming experience."

About NYKO Technologies Inc.

Founded in 1996, Los Angeles-based NYKO focuses on bringing to market innovative products with a broad appeal for major entertainment systems including Sony PlayStation 2, Microsoft Xbox, and Nintendo GameCube and Game Boy. These products include brands such as its signature line of lighting accessories for Game Boy, the Worm Light(TM), UFO Light(TM), Shock 'n' Rock(TM), Viper2(TM), Sony-licensed 8MB Memory Card, Interceptor(TM), and Star Pad(TM). NYKO currently catalogs more than 60 different products for all major video game platforms. For further information on NYKO products and local retailers, please call 888/444-NYKO or visit NYKO at www.nyko.com.

About Immersion (www.immersion.com)

Founded in 1993, Immersion Corp. (Nasdaq:IMMR) develops, licenses and markets advanced hardware and software technologies and products that let people touch the digital world. Immersion's haptic technology can be applied to virtually every digital experience including personal computing, entertainment, medical training, automotive interfaces, and three-dimensional simulation. Immersion's patented TouchSense(TM) technology can dramatically improve computer users' performance and productivity by unlocking their sense of touch and allowing them to feel what they see and do on the computer screen. Immersion's medical simulation systems allow healthcare professionals to improve their procedural skills and increase patient safety by using 'digital patients.' Immersion and its wholly owned subsidiaries hold over 140 issued patents worldwide.

Statements made in this press release other than statements of historical fact are forward-looking statements, including those that reflect management's current forecast of certain aspects of Immersion's future. 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. Forward-looking statements include statements regarding the market for a touch-enabled gaming peripherals. 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, commercial acceptance of a touch-enabled gaming peripherals.

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.