



Sierra Incorporates Immersion's TouchSense Technology Into New TRIBES 2 Game; Gamers to Experience New Tactile Feedback Effects

SAN JOSE, Calif. March 22, 2001--Immersion Corp., (Nasdaq:IMMR), pioneering the science of haptics to improve life and lifestyle through digital touch interaction technology, today announced that Dynamix, a division of Sierra, one of the world's most respected computer game publishers, has incorporated TouchSense(TM) technology into its newest release, TRIBES (TM) 2, one of the gaming industry's most anticipated team-based action games.

"Immersion's TouchSense technology adds another way for gamers to feel connected with the game," said Dave Georgeson, senior producer/director at Dynamix. "Now, they can experience new, refined tactile sensations like how the Plasma Gun fires versus the Blaster. Gameplayers will be much more involved in the game once they can feel what's going on."

Using Immersion's patented TouchSense technology, Sierra added high-quality tactile sensations that correspond to onscreen action events within TRIBES 2. These sensations add the missing sense of touch to visual and audio effects, bringing a whole new dimension of realism to the gaming experience. TRIBES 2 offers PC gamers new tactile weapon effects as they explore and battle in massive and breathtaking worlds. A computer user can feel a wide range of physical sensations that have been incorporated into the game using a computer mouse with TouchSense technology such as the Logitech iFeel(TM) Mouse or Saitek's Touch Force Optical Mouse.

"TRIBES 2 illustrates the value tactile sensations can add to action games," says Dean Chang, Immersion's senior director of evangelism and development. "With our technology team-based action games become more compelling and more fun."

TRIBES 2 and several hardware products with Immersion's TouchSense will be on display at the Game Developers Conference in San Jose, California, March 22-24 in Immersion's booth No. 528.

Sample tactile sensations can be experienced at the weapons section of the TRIBES 2 web site (www.tribes2.com).

About TRIBES 2

TRIBES 2 offers PC gamers massive and breathtaking worlds for exploration and battle, as well as unprecedented innovations in team-based, tactical gameplay. On March 19th, Sierra announced TRIBES 2, Dynamix's eagerly awaited sequel, went gold. The original TRIBES game won the 1999 Online Action/Strategy Game of the Year Award from the Academy of Interactive Arts and Sciences. TRIBES 2 is expected to be on store shelves the first week of April.

About Dynamix

Dynamix, a division of Sierra Entertainment, has been a mainstay in the Eugene, Oregon software development market since the mid eighties. It has brought the computer entertainment world many of its favorite titles, including recent classics such as the 3-D Ultra(TM) Line, the Trophy Bass(TM) fishing simulators, and the TRIBES Universe.

About Sierra

Sierra On-Line, Inc. <http://www.sierra.com>, a subsidiary of Vivendi Universal Publishing and part of the Vivendi Universal Games division, is one of the original developers and largest worldwide publishers of interactive entertainment and productivity software. Sierra is renowned for releasing critically acclaimed and award winning titles that represent a wide variety of computer entertainment on both next generation console and PC platforms.

Vivendi Universal Games (VUG) is a division of Vivendi Universal Publishing, a world leader in mass-market multimedia communications. A leading publisher of online, PC and console-based interactive content, VUG's portfolio of entertainment software brands includes Blizzard Entertainment, Flipside.com, Sierra and Universal Interactive Studios. Interactive entertainment is one of parent company Vivendi Universal's key content areas, along with movies, music and other publishing activities. Vivendi Universal aims to be the world's preferred creator and provider of personalized information, entertainment and services to consumers everywhere, and across all distribution platforms.

About Immersion Corporation (www.immersion.com)

Founded in 1993, Immersion Corp. develops and licenses advanced hardware and software technologies that let people use

their sense of touch to better interact with the digital world around them. 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) technologies 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 95 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 the statement that TRIBES 2 is expected to be on store shelves the first week of April. 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, whether TRIBES 2 will ship on schedule, the degree of consumer demand for TRIBES 2, and the degree to which users of TRIBES 2 will purchase royalty-bearing, touch-enabled mouse 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, its Quarterly Reports on Form 10-Q and its registration statement on Form S-3 filed Jan. 3, 2001. These reports and the registration statement 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.

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