



Wireless Content Provider GeoTel Signs License Agreement for Immersion's VibeTonz® System for KTF's Network

Content Providers Can Create Touch-Enabled Games, Ringtones, Music, and More for KTF Subscribers

SAN JOSE, Calif., Nov 06, 2006 (BUSINESS WIRE) -- Immersion Corporation (Nasdaq:IMMR), a leading developer and licensor of touch feedback technology, announces that South Korea wireless content aggregator GeoTel will work with its development community to bring VibeTonz-enhanced content to Korea Telecom Freetel (KTF) subscribers. KTF is South Korea's second largest wireless operator.

GeoTel developers will be able to create a wide variety of touch effects and add them to content tailored for specific market segments. Using the VibeTonz SDK, which is compatible with KTF's WIPI platform, developers can add a wide range of tactile effects to make content more fun, engaging, and interactive. VibeTonz effects can also be used to add a cool new dimension to existing content.

A key solution provider for KTF, GeoTel was selected to commercialize KTF's WIPI platform in 2002; launch its downloadable game portal, GPANG, in 2004; and manage its music portal site, Dosirak. GeoTel operates the Coolshot messaging service, an integrated messaging hub system for major mobile operators in Korea. In addition, it provides a multimedia mobile browser; multimedia content, such as video-on-demand; and downloadable games, music, ringtones, and other wireless services for KTF. GeoTel is an MSN Mobile Premium Edition developing partner, providing the Microsoft MSN Mobile service for KTF.

"Our focus is on providing new fun content for KTF subscribers," said Mr. Jong Min Lee, CEO, GeoTel. "We think this audience will greatly appreciate the value that the VibeTonz System adds to mobile games, music, ringtones, messaging, and other content and applications. For example, now, along with high performance graphics, gamers will be treated to a startling improvement in realism. They will be able to feel a wide variety of touch effects similar to the force feedback in video console systems."

"GeoTel's vision for the VibeTonz System makes use of its extensive capability to improve the user communications experience, including game play," said Immersion CEO Vic Viegas. "Their vision reinforces what we believe -- that when you connect with a third sense, touch, along with sight and sound, you can more fully engage consumers to increase loyalty, as well as help drive revenue and create differentiation and brand value."

About GeoTel (www.geoteli.com)

GeoTel, a recognized leader in the wireless Internet service sector in Korea, is fast evolving as a global company based on its solid technological foundation. Since its foundation in 2000, GeoTel has been quick to take the initiative in technological development on the forefront of the Korean mobile industry. It has taken an active part in the development projects for a national standard wireless Internet platform and adoption of the WIPI standard and is leading the way in KTF's WIPI commercialization.

About Immersion (www.immersion.com)

Founded in 1993, Immersion Corporation is a recognized leader in developing, licensing, and marketing digital touch technology and products. Using Immersion's advanced touch feedback technology, electronic user interfaces can be made more productive, compelling, entertaining, or safer. Immersion's technology is deployed across automotive, entertainment, industrial controls, medical training, mobility, and three-dimensional simulation markets. Immersion's patent portfolio includes over 600 issued or pending patents in the U.S. and other countries.

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 any projections of earnings, revenues, or other financial matters; any statements of the plans, strategies, and objectives of management for future operations; any statements concerning the breadth of and timeline to implement force feedback technology into handset models or into games or other content, release of VibeTonz-enabled handsets, release of content by service providers, or any change in revenue that may occur from such implementation; any statements regarding consumer response that may occur as a result of having touch feedback in handsets or content, or consumer and market acceptance of force feedback products in general; proposed products or services; any statements regarding future economic conditions or performance; statements of belief; and any statement or assumptions underlying any of the foregoing. 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 products or a delay in or failure to achieve the acceptance of force feedback as a critical user experience.

For a more detailed discussion of these factors, and other factors that could cause Immersion's actual results to vary materially, interested parties should review the risk factors listed in Immersion's most current Form 10-Q, which is 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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