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Immersion Enters Into Licensing Agreement With Yomuneco for Gaming and VR Applications

Immersion's TouchSense® Force solution adds haptics to Yomuneco's gaming applications

SAN JOSE, Calif.--(BUSINESS WIRE)-- Immersion Corporation (NASDAQ:IMMR), the leading developer and licensor of touch feedback technology, today announced it has signed an end-user license agreement with Tokyo-based Yomuneco, Inc., which is an equity-method company of gumi Inc. The agreement enables Yomuneco to add tactile feedback to its gaming applications using Immersion's TouchSense® Force solution for the Unreal® Engine design tool. Yomuneco is now developing a new VR role-playing game which is scheduled to be released in 2018.

With Immersion's TouchSense Force solution, Yomuneco can develop haptic effects for its games and gaming platforms to create rich, multi-dimensional user experiences.

"The sense of touch is an essential part of the digital experience in gaming, creating presence and a sense of immersion with realistic sensations that transport gamers into a virtual world," said Nobumitsu Shimada, Immersion's Representative Director and Country Manager, Japan. "We are proud to have Yomuneco as a licensee and look forward to its next-generation gaming and VR applications, enhanced with our TouchSense Force technology."

Immersion has a long and rich history in the gaming industry. For more than 20 years, it has enabled game developers and peripheral manufacturers to differentiate their products with high-quality touch effects. In February 2017, Immersion announced TouchSense Force solution for gaming and virtual reality, allowing game developers and peripheral manufacturers to take their products to a whole new level. With TouchSense Force solution, game developers can create sensations of pushing, pulling, grasping, and pulsing with high-quality touch effects in their games and devices.

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 2,500 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.

About Yomuneco

Yomuneco Inc. is a specialized company of VR game development and is an equity-method company of gumi who has created numerous hit titles in Japan and abroad by mobile online game. Yomuneco released the VR escape game "Enigma Sphere" released in 2016, has developed an arcade version at the Umeda Joypolis of the indoor entertainment park of CA Sega Joypolis Ltd. and is gaining high popularity. Currently, they are developing a new VR role playing game scheduled to be released in 2018.

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, the statement regarding the benefits of using Immersions' TouchSense Force solution, along with the statement regarding Yomuneco's release of haptically enabled next-generation gaming and VR applications and the impact on Immersion's business.

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 by Immersion and its licensees (including Yomuneco);

unanticipated changes in the gaming industry; 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.

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