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## Immersion Expands TouchSense Force Haptic Lab to Unity Game Developers

*Developers can now design with intuitive haptic design tool for multiple endpoints, including the Nintendo Switch™ system*

**SAN JOSE, Calif.**, October 3, 2017 – Immersion Corp. (NASDAQ: IMMR), the leading developer and licensor of touch feedback technology, has extended its TouchSense® Force solution to game developers building on the Unity Technologies (Unity) engine. With the TouchSense Force Haptic Lab, developers can easily design and integrate high-quality touch effects into their games to leverage the advanced capabilities of newer gaming consoles, including those for the Nintendo Switch™ system.

Immersion's Haptic Lab allows developers to adopt faster, real-time workflows for designing, testing, feeling and integrating haptics into their games. In addition to faster workflows, the Haptic Lab maximizes haptic capabilities of commercial game controllers, including TouchSense Force technology-enabled peripherals, allowing developers to give users realistic, immersive experiences.

Unity is a popular software solution for creating video games, simulations and other interactive 3D, 2D and VR/AR content. The launch of Haptic Lab for Unity follows Immersion's February 2017 announcement of its TouchSense Force solution for another major game platform, the Unreal® Engine. With a haptic design toolset for each platform, game developers can now design for multiple controllers through a single intuitive interface, integrating compelling tactile feedback experiences for both major game engines.

"Since more games are made with Unity than with any other game technology, expanding our TouchSense Force solution to be compatible with Unity adds tremendous opportunity for those developing games on this industry-leading platform," said Chris Ullrich, Vice President of User Experience and Analytics at Immersion. "Developers can make their games much more engaging through the power of touch, including those for the wildly popular Nintendo Switch system."

### See Immersion's TouchSense Force Solution at Unite Austin 2017

Immersion will demonstrate its TouchSense Force technology at Unite Austin 2017, the annual developer conference for Unity, on October 3-5 in Austin, Texas. Please visit Immersion in Booth 207, where the company will display Haptic Lab for Unity, as well as an example of a game created for the advanced haptic capabilities of the Nintendo Switch system. Immersion is offering early access for Haptic Lab to select developers. Developers can also [sign-up](#) to request early access to the tool.

### Immersion Makes an Impact in Gaming

Enabling gamers to become truly immersed in the experience, Immersion has been instrumental in creating compelling haptic experiences for games with its tools, software, and services. For more than 20 years, Immersion has enabled game developers and peripheral manufacturers to differentiate their products with high-quality touch effects. To learn more about Immersion in gaming, please visit: [www.immersion.com/gaming](http://www.immersion.com/gaming)

### 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](http://www.immersion.com).

### 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, statements regarding the benefits or broad market appeal of Immersion's touch feedback technology and the appeal of haptic effects to consumers of video games and gaming consoles.

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 (including with respect to Immersion's touch feedback technology) by Immersion and its licensees (including Nintendo); unanticipated changes in the video gaming industry, including any unanticipated changes in the popularity of the Unity platform for creation of video games, simulations and other interactive 3D, 2D and VR/AR content; adverse outcomes in any future intellectual property-related litigation and the costs related thereto; the effects of the current macroeconomic climate; and delay in or failure to achieve adoption of or commercial demand for Immersion's products or third party products incorporating Immersion's technologies. 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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