

September 16, 2015



## **Vuzix to Present iWear Video Headphones at Tokyo Games Show 2015**

### **iWear Video Headphones with Brainwave and Ring Gesture Accessories Create Immersive Virtual Reality (VR) Experience**

ROCHESTER, N.Y., Sept. 16, 2015 /PRNewswire/ -- [Vuzix® Corporation](#) (NASDAQ: VUZI), ("Vuzix" or, the "Company"), a leading supplier of video eyewear and smart glasses products in the consumer, enterprise and entertainment markets, is pleased to announce that the company will showcase its iWear® Video Headphones at the 2015 Tokyo Games Show. The event will be held September 17 - 20, 2015 in the Chiba Prefecture, Japan at the Makuhari Messe venue. It is organized by the Computer Entertainment Supplier's Association (CESA). The event agenda and other information is available online at: [tgs.cesa.or.jp/english/](http://tgs.cesa.or.jp/english/)

The Vuzix iWear Video Headphones is a high-end pair of video headphones that has won multiple Consumer Electronic Show awards. It provides users with a mobile wearable video display and gaming solution featuring dual high-definition displays and a field of view equivalent to a 125" home theatre screen viewed from 10 feet away. The iWear works with any device with HDMI outputs, including 3D media, enabling the user to connect to their mobile phones, tablets, console systems, PCs, and 3D Blu-ray players in order to enhance and better enjoy content.

In addition, two Vuzix' partners will be in attendance at the Vuzix booth, Logbar and University of Aizu. Logbar will demonstrate VR gaming and control using its finger gesture device, *Ring Zero*, which recognizes gestures in order to control the iWear Video Headphones and the M100 Smart Glasses. Logbar's goal of building a future where a device worn on the index finger can virtually "Shortcut Everything" is consistent with Vuzix' mission to develop interactive products that make everyday activities more convenient to perform. The University of Aizu, which has a longstanding relationship with Vuzix in the VR space, will demonstrate a shooting game using their brain wave technology, an exciting new user interface in the iWear HD gaming space.

Vuzix plans, by exhibiting at TGS, to recruit new Japanese game developers to support its iWear Video Headphones in order to maximize the interactive 3D gaming experience of developer's new and existing software titles, as well as 3D video content. Vuzix is already working with more than 60 developers to-date from a variety of international markets. These developers have been porting and developing titles to leverage what many feel is the superior technology of the Vuzix iWear Video Headphones. The Company is helping

to drive the standard of the Open Source Virtual Reality (OSVR) platform to ease developer support requirements and offer one of the best VR gaming experience available. Additionally Vuzix' platform-agnostic iWear supports gamers under the umbrella of the Open Gaming Alliance (OGA) and its mission to keep the gaming ecosystem "open," and The Media Indie Exchange (MIX).

Please be sure to visit the Vuzix booth in Hall 6 6-C07 for the opportunity to review the best new gaming technology at the Tokyo Games Show from the leaders in Video Eyewear.

### **About Vuzix Corporation**

Vuzix is a leading supplier of Video Eyewear and Smart Glasses products in the consumer, commercial and entertainment markets. The Company's products include personal display and wearable computing devices that offer users a portable high quality viewing experience, provide solutions for mobility, wearable displays and virtual and augmented reality. Vuzix holds 41 patents and 11 additional patents pending and numerous IP licenses in the Video Eyewear field. The Company has won Consumer Electronics Show (or CES) awards for innovation for the years 2005 to 2014 and several wireless technology innovation awards among others. Founded in 1997, Vuzix is a public company (NASDAQ: VUZI) with offices in Rochester, NY, Oxford, UK and Tokyo, Japan.

### **Forward-Looking Statements Disclaimer**

Certain statements contained in this news release are "forward-looking statements" within the meaning of the Securities Litigation Reform Act of 1995 and applicable Canadian securities laws. Forward looking statements contained in this release relate to the iWear Video Headphones, third party accessories, developer adoption and software titles supporting the iWear, the market success and technological advancements of the iWear products, among other things, and the Company's leadership in the Video Eyewear, VR and AR display industry. They are generally identified by words such as "believes," "may," "expects," "anticipates," "should" and similar expressions. Readers should not place undue reliance on such forward-looking statements, which are based upon the Company's beliefs and assumptions as of the date of this release. The Company's actual results could differ materially due to risk factors and other items described in more detail in the "Risk Factors" section of the Company's Annual Reports and MD&A filed with the United States Securities and Exchange Commission and applicable Canadian securities regulators (copies of which may be obtained at [www.sedar.com](http://www.sedar.com) or [www.sec.gov](http://www.sec.gov) ). Subsequent events and developments may cause these forward-looking statements to change. The Company specifically disclaims any obligation or intention to update or revise these forward-looking statements as a result of changed events or circumstances that occur after the date of this release, except as required by applicable law.

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