

Vuzix to Showcase Award Winning iWear at 2016 Game Developers Conference

Company will also participate in Open Gaming Alliance Networking Lounge

ROCHESTER, NY, March 14, 2016 – [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 it will be showcasing its iWear[®] Video Headphones at the Game Developers Conference (GDC) at the Moscone Center in San Francisco, CA, March 16-18, 2016. Visitors to the Vuzix exhibit at booth No. 942 will be able to see first-hand how the iWear Video Headphones enable an immersive, unique gaming experience and obtain further information on the Company's latest software developer kits for iWear.

Vuzix will also participate in The Open Gaming Alliance's OGA Networking Lounge at SF Green Space, located just steps away from the Moscone Center, during GDC, and will be available for meetings. The Open Gaming Alliance (OGA) is a non-profit trade association focused on the business of the games industry, in which Vuzix is a member.

"GDC is the preeminent conference for game developers and we look forward to meeting with many of our existing partners and engaging with potential new ones at the industry's largest and most established event," said Paul Travers, President and CEO at Vuzix. "We are confident that developers who experience the iWear Video Headphones will agree that it offers a unique entertainment and gaming option."



iWear Video Headphones

The Vuzix award winning [iWear Video Headphones](#) are the ultimate mobile entertainment system, compatible with any device supporting HDMI output, such as mobile phones, tablet devices, gaming consoles, PC's and Blu-Ray players. Featuring dual HD Displays and revolutionary nano-optics the iWear provides the equivalent experience of a 125" home television from 10 feet and allows the wearer to play games, interact with apps, watch

2D, 3D and 360° VR movies and even fly drones. With an integrated battery, the iWear Video Headphones are completely portable so users can enjoy them at home or on-the-go.

The iWear Video Headphones support more than 120 gaming titles and the list continues to grow. Popular content supported, include high profile games such as *Assassin's Creed*, *Avatar*, *Call of Duty*, *Halo* and *MS Flight Simulator*. With SteamVR compatibility via OSVR, titles such as *Half-Life 2*, *Team Fortress 2* and *Live for Speed* are also supported by the iWear Video Headphones.

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 42 patents and 15 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 2015 and several wireless technology innovation awards among others. Founded in 1997, Vuzix is a public company ([VUZI](#)) with offices in Greater 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 new M300 Smart Glasses and its commercial production availability, 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 or 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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