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Cybernet Systems 3-D Modeling Technology Showcased During The National Science Foundation ESTME Expo

*Cybernet's Research and Development Expertise Helps Make the Apprenticeship in
Cyberspace Project a Reality for Nation's Students and Teachers*

Ann Arbor, MI, March 11, 2004 — Cybernet Systems Corporation, a research and development firm focused on advancing the state of human-machine interaction, today announced that two of its 3-D modeling applications – Astronomicon and Virtual Gorilla – will be showcased as part of the University of Georgia's Apprenticeship in Cyberspace project at this year's National Science Foundation (NSF) Excellence in Science, Technology and Mathematics Education (ESTME) Expo. Cybernet leveraged its research and development expertise to create Astronomicon and Virtual Gorilla through a joint venture with the University of Georgia. These applications serve as key components in the school's Apprenticeship in Cyberspace project, which is designed to educate teachers about new virtual modeling learning environments.

"The Apprenticeship in Cyberspace project has created a unique opportunity for teachers to learn how to use advanced learning technologies for students," said Dr. Kenneth Hay, professor of instructional technology at the University of Georgia's Learning and Performance Research Laboratory. "This technology has been made available by Cybernet's ability to transform its substantial investment and experience in high-end virtual reality environments into practical applications for classrooms. Being asked to participate in this year's ESTME Expo is a testament to the project's success."

Astronomicon is a 3-D modeling application that allows teachers and students to construct virtual solar systems and explore fundamental science concepts about the universe, including planetary motion and light. Users can construct their own virtual models of the solar systems within the context of answering questions about the solar

system. Using a direct manipulation interface, students can explore fundamental science concepts in a more exhaustive manner, and can collaborate with other users throughout the world via the Internet.

Virtual Gorilla is a virtual reality-based modeling kit that enables students to build virtual models of gorilla motion and social interaction within a web-based inquiry framework. By answering questions about gorilla behavior, the modeling made possible with the virtual environment – which is quantitative and logical in its underlying operation – can help students move beyond purely descriptive learning to an understanding of the relationships between relevant variables. The program enables users to experience a gorilla's social structure by interacting with virtual gorillas in believable 3-D environments.

The NSF ESTME Expo will be held in Washington, D.C., on March 15, 2004. Additional information is available online at <http://www.estme.org/events/expo.html/>. Attendees can see Cybernet technology and the Apprenticeship in Cyberspace project at booth # 21.

About Cybernet Systems

Cybernet Systems Corp. is a profitable, rapidly growing technology-based company focused on developing products that combine software and Internet intelligence with human-machine interaction. Cybernet has successfully leveraged its wealth of intellectual property to bring force feedback technology to market in the form of game controllers and joysticks, introduced a line of Linux-based Internet appliance software, and launched a PC game enhancement software product. The company continues to innovate in the areas of Internet medical systems, large-scale distributed network training and gaming and gesture control interface technology. Additional information on Cybernet Systems is available on the web at www.cybernet.com.

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