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MEDIA ALERT

Cybernet to Present OpenSkies Massive Multi-Player Network Engine at Game Developers Conference

Lead Programmers to Demonstrate How New API Enables Developers to Dramatically Increase Player Interaction and Reduce Development Time/Costs

Ann Arbor, Michigan, March 18, 2002 – Cybernet Systems, an Ann Arbor-based research and development firm focused on advancing the state of human-machine interaction, today announced that Xiaodong Tan, Ph.D., senior scientist, and Doug Haanpaa, OpenSkies lead programmer, will speak at the Game Developers Conference in San Jose March 19-23, 2002. Tan and Haanpaa will discuss OpenSkies' massive multi-player network architecture, which enables tens of thousands of players to simultaneously interact in the same virtual environment. This discussion will detail how the technology works, as well as the time and cost-savings benefits it offers game developers and publishers. The sponsored session will take place on March 22, 2002 at 10:30 AM PT.

In addition to its speaking engagement, Cybernet will exhibit and make a new client announcement at the conference. Interested parties can pick-up information and an OpenSkies demo disk at Cybernet's booth, #1819, Exhibit Hall 3, at the San Jose Convention Center. Information is also available at Cybernet's OpenSkies web site, www.openskies.net/pr.html.

Organized by the Gama Network and now in its 16th year, the annual Game Developers Conference (GDC) is the official trade event "by game developers for developers" of computer, console, mobile, arcade, online games, and location based entertainment. The conference provides a forum for game designers, producers, and other professionals involved in all aspects of interactive game development to gather and exchange ideas, network, and shape the future of the industry. Industry luminaries will lead more than 300 classes and round-table discussions on a comprehensive selection of game development topics during the five-day event. The GDC Expo, open March 21-23, hosts the most innovative companies in the game development industry. For further information, visit www.gdconf.com.

About Xiaodong Tan, Ph.D.

Xiaodong Tan's extensive study in mathematics and physics has facilitated his mastery of computer software programming. Prior to joining Cybernet Systems, Tan was chief technical officer and vice president of software development at Wesson International, Inc. There he developed a 3D visual subsystem, an audio subsystem, and networking software for TowerPro, an air traffic control tower simulator. He joined Cybernet in 1997 as senior scientist, and has since been an integral part of Cybernet's initiative to develop a flight simulator for the US Navy. Cybernet's OpenSkies massive multi-player gaming network architecture is adapted from the distributed network software system the company originally developed for use in this naval flight simulator. Tan has authored several software titles, including Crossword 3D, KiddyCAD and EasyInstall. He received his Ph.D. in mathematics from Temple University.

About Doug Haanpaa

Doug Haanpaa joined Cybernet as a research engineer in 1993, and in 1996 became lead programmer and team leader for the OpenSkies project. He is responsible for much of the design of OpenSkies' open-standard network architecture, as well as the implementation of flight dynamics, collision, and force-feedback algorithms. Haanpaa also acted as a key designer for many of the OpenSkies subsystems, including the terrain parsing/rendering/LOD system, scenegraph, weather model and parallel thread/timer system. Haanpaa has co-authored several articles on man-machine interfaces, and co-presented a session on force-feedback at the 1997 International Conference on Systems, Man, and Cybernetics in Orlando, Fla. He received an M.S. in Computer Science and a B.S. in Applied Physics from Michigan Technological University.

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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