v.

Petitioner,

IMMERSION CORPORATION Patent Owner.

Case No. IPR2024-00556 U.S. Patent No. 9,748,507

EXHIBIT 2001

DECLARATION OF CRAIG ROSENBERG, Ph.D. IN SUPPORT OF IMMERSION CORPORATION'S PATENT OWNER RESPONSE



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- I, Craig Rosenberg, declare as follows:
- 1. I have been retained by Folio Law Group PLLC, counsel for Patent Owner Immersion Corporation ("Immersion") to assess the challenged claims of U.S. Patent No. 8,749,507 ("the '507 patent") in connection with this case which is the Petition for Inter Partes Review of the '507 patent ("the Petition").
- 2. I am being compensated for my work on this case and my fee is not contingent on the outcome of this case or on any of my opinions or the technical positions I explain in this report. In addition, I have no financial interest in the outcome of this case or any of the parties involved in this case.
- 3. I believe I am qualified to serve as a technical expert in this proceeding based on my educational and work experience, including my 30+ years of experience in human factors, user interface design, user interaction design, human-computer interaction, and software engineering from 1988 through today.
- 4. This declaration sets forth my opinions, which I formed based on my study of the evidence; my understanding as an expert in the field; and my training, education, research, knowledge, and personal and professional experience. All of my opinions stated in this declaration are based on my own personal knowledge, expertise, training, education, and professional judgment. In forming my opinions, I have relied on my knowledge and experience in human factors, user interface

design, user interaction design, human-computer interaction, and software engineering.

- 5. If I am called upon to do so, I would be competent to testify to the matters set forth herein. My qualifications to testify about the technical subject matter in this case and the relevant technology are outlined in my curriculum vitae and this section of this declaration. A copy of my current curriculum vitae is provided for this proceeding as Exhibit 2002.
- 6. This declaration is based on the information currently available to me. If additional information becomes available to me, I reserve the right to continue my analysis, which may include a review of documents and information that may be provided to me, as well as testimony from depositions that have not yet been taken at this time.

I. BACKGROUND AND QUALIFICATIONS

7. I earned my Bachelor of Science degree in Industrial Engineering, my Master of Science degree in Human Factors, and a Doctor of Philosophy in Human Factors from the University of Washington School of Engineering. For over 30 years, I have worked in human factors, user interface design, software development, software architecture, systems engineering, and modeling and simulation across various application areas, including aerospace, communications, entertainment, and healthcare.



- 8. I graduated from the University of Washington in 1988 with a Bachelor of Science in Industrial Engineering. After graduation, I continued my studies at the University of Washington College of Engineering. In 1990, I obtained a Master of Science degree in Human Factors. Human Factors is an engineering discipline that studies the design of products, processes, equipment, and systems to work more efficiently with humans. Human factors is concerned with reducing human error, increasing productivity and efficiency, and enhancing safety and comfort with a specific focus on the interactions and interfaces between humans and the products, processes, or systems with which they interact. In 1994, I graduated with a Doctor of Philosophy in Human Factors, focusing on advanced interface design. My Bachelor of Science, Master of Science, and Doctor of Philosophy degrees were all obtained at the University of Washington College of Engineering.
- 9. During my doctoral studies, I worked as an Associate Assistant Human Factors Professor at the University of Washington Industrial Engineering Department. My duties included teaching, writing research proposals, designing and conducting funded human factors experiments for the National Science Foundation, and hiring and supervising students. While studying at the University of Washington, I also worked as a human factors researcher. I designed and performed advanced human factors experiments relating to virtual environments and interface design, stereoscopic displays, and advanced visualization research, which the

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