

Turtle Beach's Exclusive, Patented Superhuman Hearing Audio Setting Proven to Improve Gaming Performance

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New College Student Gamer Study Shows Improved Gameplay Statistics When Using Turtle Beach's Superhuman Hearing Audio Setting

WHITE PLAINS, N.Y.–(BUSINESS WIRE)–Jul. 29, 2021– Leading gaming accessory maker **Turtle Beach Corporation** (Nasdaq: HEAR) today announced its exclusive, patented Superhuman Hearing® game audio setting has been shown to significantly improve gaming performance. In a recent study conducted in partnership with **Real Industry** – an educational nonprofit transforming how students interact with industry – Turtle Beach put over 100 college student gamers to the test playing a variety of popular games, including Call of Duty, Apex Legends, and Fortnite, to see what effect using Superhuman Hearing had on their gameplay performance. Turtle Beach's Superhuman Hearing amplifies key in-game sounds like approaching enemy footsteps and nearby weapon reloads, incoming enemy vehicles carrying reinforcements, and more. The study found that with Superhuman Hearing enabled, gamers increased their average gameplay time by nearly 20% and improved their in-game stats by over 40%.

This press release features multimedia. View the full release here:

<https://www.businesswire.com/news/home/20210729006103/en/>

Activate Turtle Beach's exclusive Superhuman Hearing sound setting on specially equipped Turtle Beach and ROCCAT gaming headsets and gain the advantage by being able to hear subtle yet game-changing sounds you might otherwise miss. Enemy footsteps sneaking-up for the stealth kill, other players reloading their weapon just before an ambush, and enemy

“These latest study results mirror our prior findings showing that Turtle Beach's Superhuman Hearing

vehicles off in the distance approaching with reinforcements are vital pieces of audio-based intelligence, informing split-second, life-or-death decisions that elevate great gamers above everybody else. When you have a gaming headset with Superhuman Hearing, you not only have phenomenal audio—you have competitive edge. Hear Everything. Defeat Everyone.

(Graphic: Business Wire)

delivers a competitive advantage and allows you stay in the game longer,” said Juergen Stark, Chairman and CEO, Turtle Beach Corporation. “Games have become increasingly more

competitive and every edge you can get matters, and Superhuman Hearing provides that edge through precision audio. With the ability to hear where an enemy is coming from sooner, you'll be better prepared for the encounter and more likely to win the exchange, and that's why Superhuman Hearing is more important than ever for serious gamers.”

Superhuman Hearing is a key feature on a variety of **Turtle Beach** and **ROCCAT** gaming headsets, including Turtle Beach's best-selling **Stealth 700 Gen 2** and **Stealth 600 Gen 2** wireless surround sound headsets for Xbox and PlayStation®, and ROCCAT's all-new **Syn Pro Air** wireless 3D surround sound PC gaming headset. Turtle Beach also recently unveiled the all-new **Recon™ Controller** for Xbox, with Superhuman Hearing headlining a variety of additional Turtle Beach-exclusive features that work with any connected headset.

In May 2021, Turtle Beach and Real Industry conducted a virtual event called the Turtle Beach Superhuman Hearing Challenge. More than 100 collegiate gamers from around the nation were selected from over 400 applicants, and the study participants were invited to test and determine the impact of the Company's Superhuman Hearing audio technology on gameplay performance. Students in the study indicated they played games including APEX Legends, Fortnite, and Call of Duty: Cold War on Xbox and PlayStation consoles. The students played games for an hour without Superhuman Hearing and documented their stats. Then the students repeated the process with Turtle Beach's Superhuman Hearing feature turned on. Slightly over half of the participants played their game of choice on the Xbox, whereas 45% played the PlayStation.

“In testing the impact of Superhuman Hearing, we sought to determine whether Turtle Beach's technology gave gamers an advantage in first-person action games, as evidenced by the number of opponents they were able to defeat and the length of gameplay,” said Humera Fasihuddin, Chief Designer, Real Industry. “The results show that with Superhuman Hearing turned off, most of the students had a Kill/Death Ratio (KDR) of 1.9 or less. In contrast, with Superhuman Hearing turned on, the number of players with a 4.0 K/D ratio or higher more than doubled. KDR is a common metric used in first-person action and Battle Royale games that measures a player's effectiveness of defeating enemy players.”

Ms. Fasihuddin added, “Turtle Beach was fantastic to work with, and after the event the students had the opportunity to speak with key Turtle Beach team members who addressed questions about the gaming industry

and accessories business, and offered insights into the various areas the gaming industry has to offer career-wise. Overall, it was a highly informative, impactful, and fun experience for all the students involved, and an activity that got everyone excited about potential future career options.”

In the Turtle Beach Superhuman Hearing Challenge, 78 different colleges were represented, from small private schools to large public schools and everything in between. Participants hailed from 32 different states, with half of the students enrolled in Arts and Humanities programs and the other half enrolled in STEM majors.

For more information on the latest Turtle Beach products and accessories, visit www.turtlebeach.com and be sure to follow Turtle Beach on **TikTok**, **Twitter**, **Instagram**, and **Facebook**.

About Real Industry

Real Industry is an educational nonprofit transforming how students connect with industry. Our mission is to educate, inspire, and empower university students to thrive in the arts and technology industry. Real Industry develops offline and online courses, workshops and partnerships with dozens of top universities, and a mentorship network that teaches students the roles, responsibilities, and skills within the tech industry. We create hands-on workshops (“design challenges”) where students work with industry mentors to tackle a real-world product, technical, or business problem. Students are exposed to new career paths in industry, develop new skills, and rapidly expand their professional networks. More at www.realindustry.org.

About Turtle Beach Corporation

Turtle Beach Corporation (www.turtlebeachcorp.com) is one of the world’s leading gaming accessory providers. The Turtle Beach brand (www.turtlebeach.com) is known for pioneering first-to-market features and patented innovations in high-quality, comfort-driven headsets for all levels of gamer, making it a fan-favorite brand and the market leader in console gaming audio for the last decade. Turtle Beach’s ROCCAT brand (www.roccat.com) combines detail-loving German innovation with a genuine passion for designing the best PC gaming products. Under the ROCCAT brand, Turtle Beach creates award-winning keyboards, mice, headsets, mousepads, and other PC accessories. Turtle Beach’s Neat Microphones brand (www.neatmic.com) creates high-quality USB and analog microphones for gamers, streamers, and professionals that embrace cutting-edge technology and design. Turtle Beach’s shares are traded on the Nasdaq Exchange under the symbol: **HEAR**.

Cautionary Note on Forward-Looking Statements

This press release includes forward-looking information and statements within the meaning of the federal securities laws. Except for historical information contained in this release, statements in this release may constitute

forward-looking statements regarding assumptions, projections, expectations, targets, intentions or beliefs about future events. Statements containing the words “may”, “could”, “would”, “should”, “believe”, “expect”, “anticipate”, “plan”, “estimate”, “target”, “goal”, “project”, “intend” and similar expressions, or the negatives thereof, constitute forward-looking statements. Forward-looking statements involve known and unknown risks and uncertainties, which could cause actual results to differ materially from those contained in any forward-looking statement. Forward-looking statements are based on management’s current belief and expectations, as well as assumptions made by, and information currently available to, management.

While the Company believes that its expectations are based upon reasonable assumptions, there can be no assurances that its goals and strategy will be realized. Numerous factors, including risks and uncertainties, may affect actual results and may cause results to differ materially from those expressed in forward-looking statements made by the Company or on its behalf. Some of these factors include, but are not limited to, risks related to, the substantial uncertainties inherent in the acceptance of existing and future products, the difficulty of commercializing and protecting new technology, the impact of competitive products and pricing, general business and economic conditions, risks associated with the expansion of our business including the integration of any businesses we acquire and the integration of such businesses within our internal control over financial reporting and operations, our indebtedness, the Company’s liquidity, and other factors discussed in our public filings, including the risk factors included in the Company’s most recent Annual Report on Form 10-K, Quarterly Report on Form 10-Q, and the Company’s other periodic reports. Except as required by applicable law, including the securities laws of the United States and the rules and regulations of the Securities and Exchange Commission, the Company is under no obligation to publicly update or revise any forward-looking statement after the date of this release whether as a result of new information, future developments or otherwise.

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