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FOR IMMEDIATE RELEASE

RIM and Adobe to Simplify Delivery of Rich Content and Applications for BlackBerry Smartphones

Adobe to Deliver Support for BlackBerry Smartphones within Adobe Creative Suite; RIM to Incorporate Flash Platform into BlackBerry Platform

SAN FRANCISCO — Nov. 9, 2009 — At the 2009 BlackBerry® Developer Conference, Research In Motion (RIM) (Nasdaq:RIMM; TSX:RIM) and Adobe Systems Incorporated (Nasdaq:ADBE) today expanded their collaboration and announced that creative professionals and application developers will be able to use the Adobe® Flash® Platform technology and Adobe Creative Suite® content development and authoring tools to easily create rich content and application experiences for BlackBerry® smartphones.

"There is tremendous opportunity for RIM and Adobe to align our platforms to help developers create BlackBerry applications that are highly engaging and deeply integrated in order to deliver the best user experience in the market," said Jim Balsillie, Co-CEO, Research In Motion. "We are working closely with Adobe to enable our developer communities to build rich content services and BlackBerry Widgets that leverage the latest runtime environments, APIs and network services through Adobe's industry leading design and development tools."

"RIM is at the forefront of driving smartphone innovation, and it's only natural that further integrating our respective platforms will set new standards for engaging content and applications," said Shantanu Narayen, president and CEO of Adobe. "The expanded partnership between both companies will open up great new opportunities by making it even easier for content designers and mobile application developers to create rich and compelling content for the BlackBerry platform."

Future versions of Adobe Creative Suite starting with Adobe Creative Suite 5 will provide the ability for designers to create optimized graphic assets, such as image and video content, from tools such as Adobe Photoshop®, Adobe Illustrator® and Adobe After Effects®, for the BlackBerry platform. These graphics assets can then be easily imported into BlackBerry application development tools, including the BlackBerry® Java® Plug-in for Eclipse™

(www.blackberry.com/developers/java) and the BlackBerry® Web Plug-in for Eclipse™

(www.blackberry.com/developers/web), for use in applications and user interfaces. Backgrounds, icons and images created with Adobe tools such as Adobe Photoshop will also be able to be used in the new BlackBerry® Theme Studio (www.blackberry.com/developers/themes) to create compelling BlackBerry themes.

Adobe Dreamweaver®, Adobe Fireworks® and Adobe Device Central software will also be enabled to support the creation and testing of BlackBerryWidgets and web content optimized for the BlackBerry® Browser. Additionally, users will be able to directly import photos and video captured on their BlackBerry smartphones and edit them using Adobe's consumer offerings including Photoshop Elements and Photoshop.com.

The collaboration aims to accelerate the mobile application and content development workflow between BlackBerry application and web content developers and creative professionals that use Adobe tools. It will also reduce the re-creation of graphic assets and iterations that designers and developers have to go through to generate rich application user interfaces, animations, images and video content when supporting multiple platforms.

Today's news builds upon the recent announcement that the two companies are working together as part of the Open Screen Project to bring the Adobe Flash® Player browser runtime to BlackBerry smartphones. The two companies will also be collaborating to adapt other key components of the Flash Platform including Adobe AIR®.

RIM and Adobe are demonstrating a sneak peek of the enhanced mobile authoring workflow during the keynote address today at the 2009 BlackBerry Developer Conference. To learn more about this collaboration, developers can visit the BlackBerry® Developer Zone (www.blackberry.com/developers/adobe) and Adobe Developer Site (www.adobe.com/devnet).

About Adobe Flash Platform

The Adobe Flash Platform is the leading Web design and development platform for creating expressive applications, content, and video that run consistently across operating systems and devices and reach over 98 percent of Internet-enabled desktops. According to comScore Media Metrix, approximately 75 percent of online videos viewed worldwide are delivered using Adobe Flash technology, making it the number one format for video on the Web. For more information about the Adobe Flash Platform visit www.adobe.com/flashplatform.

About Adobe Systems Incorporated

Adobe revolutionizes how the world engages with ideas and information - anytime, anywhere and through any medium. For more information, visit www.adobe.com.

About Research In Motion (RIM)

Research In Motion is a leading designer, manufacturer and marketer of innovative wireless solutions for the worldwide mobile communications market. Through the development of integrated hardware, software and services that support multiple wireless network standards, RIM provides platforms and solutions for seamless access to time-sensitive information including email, phone, SMS messaging, Internet and intranet-based applications. RIM technology also enables a broad array of third party developers and manufacturers to enhance their products and services with wireless connectivity to data. RIM's portfolio of award-winning products, services and embedded technologies are used by thousands of organizations around the world and include the BlackBerry® wireless platform, the RIM Wireless Handheld™ product line, software development tools, radio-modems and software/hardware licensing agreements. Founded in 1984 and based in Waterloo, Ontario, RIM operates offices in North America, Europe and Asia Pacific. RIM is listed on the Nasdaq Stock Market (Nasdaq: RIMM) and the Toronto Stock Exchange (TSX: RIM). For more information, visit www.rim.com or www.blackberry.com.

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