

Hiroyuki Kajimoto
Hideyuki Ando
Ki-Uk Kyung
Editors

Haptic Interaction

Perception, Devices and Applications

Haptic Interaction Perception Devices And Applications

Lecture Notes In Electrical Engineering

Camilla Rothe



Haptic Interaction Perception Devices And Applications Lecture Notes In Electrical Engineering:

Haptic Interaction Hiroyuki Kajimoto, Hideyuki Ando, Ki-Uk Kyung, 2015-06-29 This book is aimed not only at haptics and human interface researchers but also at developers and designers from manufacturing corporations and the entertainment industry who are working to change our lives This publication comprises the proceedings of the first International AsiaHaptics conference held in Tsukuba Japan in 2014 The book describes the state of the art of the diverse haptics touch related research including scientific research into haptics perception and illusion development of haptics devices and applications for a wide variety of fields such as education medicine telecommunication navigation and entertainment

Haptic Interaction Hiroyuki Kajimoto, Dongjun Lee, Sang-Youn Kim, Masashi Konyo, Ki-Uk Kyung, 2019-05-13 This book constitutes the proceedings of the third international conference AsiaHaptics 2018 held in Songdo Korea It presents the state of the art of the diverse haptics touch related research including perception and illusion development of haptics devices and applications to a wide variety of fields such as education medicine telecommunication navigation and entertainment This book is a valuable resource not only for active haptics researchers but also for general readers wishing to understand the status quo in this interdisciplinary area of science and technology

Haptic Interaction Shoichi Hasegawa, Masashi Konyo, Ki-Uk Kyung, Takuya Nojima, Hiroyuki Kajimoto, 2017-07-06 This book comprises the proceedings of the second International Conference AsiaHaptics 2016 held in Kashiwanoha Japan The book treats the state of the art of the diverse haptics touch related research including scientific research of haptics perception and illusion development of haptics devices and applications to a wide variety of fields such as education medicine telecommunication navigation and entertainment This work helps not only active haptic researchers but also general readers to understand what is going on in this interdisciplinary area of science and technology

Multisensory Human-Food Interaction Carlos Velasco, Anton Nijholt, Kasun Karunanayaka, 2018-07-26 Our food experiences can be significantly influenced by both intrinsic and extrinsic multisensory information Therefore it is crucial to understand and apply the principles that govern the systematic connections that exist between the senses in the context of Human Food Interaction HFI In our Research Topic namely Multisensory Human Food Interaction MHFI several studies that consider such connections in the context of HFI are presented We also have contributions that focus on multisensory technologies that can be used to share and reproduce specific HFIs This eBook which resulted from the Research Topic presents some of the most recent developments in the field of MHFI In particular it consists of two main sections and corresponding articles The eBook begins with the Editorial which provides an overview of MHFI Then it includes six articles that relate to principles in MHFI and three on technologies in MHFI We hope that the different contributions featured here will support future developments in MHFI research

Multi-point Interaction with Real and Virtual Objects Federico Barbagli, Domenico Prattichizzo, Kenneth Salisbury, 2005-07-07 The problem of robotic and virtual interaction with physical objects has been the subject of research for

many years in both the robotic manipulation and haptics communities Both communities have focused much attention on human touch based perception and manipulation modelling contact between real or virtual hands and objects or mechanism design However as a whole these problems have not yet been addressed from a unified perspective This edited book is the outcome of a well attended workshop which brought together leading scholars from various branches of the robotics virtual reality and human studies communities during the 2004 IEEE International Conference on Robotics and Automation It covers some of the most challenging problems on the forefront of today s research on physical interaction with real and virtual objects with special emphasis on modelling contacts between objects grasp planning algorithms haptic perception and advanced design of hands devices and interfaces **Assistive Technology** C. Sik-Lányi,E.-J. Hoogerwerf,K.

Miesenberger,2015-08-27 Assistive Technology AT is the term used to describe products or technology based services which support those with disabilities or other limitations to their daily activities enabling them to enjoy a better quality of life This book presents the proceedings of the 13th European Conference on the Advancement of Assistive Technology AAATE 2015 held in Budapest Hungary in September 2015 This biennial conference has established itself as a leading forum in the transdisciplinary area of Assistive Technology providing a unique platform for the gathering of experts from around the world to review progress and challenges in the interdisciplinary fields which contribute to AT such as research development manufacturing supply provision and policy The theme of the 2015 conference is Attracting new areas and building bridges and this book contains 138 reviewed papers and 28 poster presentations delivered at the conference covering AT themes as diverse as aging blindness mobility assisted living and accessibility for people with dementia and cognitive impairment Offering a current overview of many aspects of AT this book will be of interest to all those from researchers and manufacturers to healthcare professionals and end users whose work or daily life involves the relationship between technology and disability Digital Touch Carey Jewitt,Sara Price,2024-05-29 Touch matters It is fundamental to how we know ourselves and each other and it is central to how we communicate Digital touch is embedded in many technologies from wearable devices and gaming hardware to tactile robots and future technologies What would it be like if we could hug or touch digitally across distance How might this shape our sense of connection How might we establish trust or protect our privacy and safety Digital Touch is a timely and original book that addresses such questions Offering a rich account of digital touch the book introduces the key issues and debates as well as the design and ethical challenges raised by digital touch Using clear accessible examples and creative scenarios the book shows how touch how we touch as well as what whom and when we touch is being profoundly reshaped by our use of technologies Above all it highlights the importance of digital touch in our daily lives and how it will impact our relationships and way of life in the future The first work of its kind Digital Touch is the go to book for anyone wanting to get to grips with this crucial emerging topic especially students and scholars of Digital Media and Communication Studies Digital Humanities Sensory Studies and Science and Technology Studies

Dissertation Abstracts International ,1978 **Haptics: Perception, Devices, Control, and Applications** Fernando Bello,Hiroyuki Kajimoto,Yon Visell,2016-07-01 The two volume set LNCS 9774 and 9775 constitutes the refereed proceedings of the 10th International Conference EuroHaptics 2016 held in London UK in July 2016 The 100 papers 36 oral presentations and 64 poster presentations presented were carefully reviewed and selected from 162 submissions These proceedings reflect the multidisciplinary nature of EuroHaptics and cover topics such as perception of hardness and softness haptic devices haptics and motor control tactile cues control of haptic interfaces thermal perception robotics and sensing applications

Engineering Haptic Devices Thorsten A. Kern,2009-07-21 Tactile perception and haptics are essential for us as we gain information about structures and surface properties of physical objects by using the sense of touch Haptics also enables us to manipulate the physical world The emphasis of this book is put on technologies for artificially deceiving our haptic perception First examples and a definition of haptics from a physiological point of view are given Thereby one focus is on cases of loss of haptics in everyday professional routine in order to emphasize the impact of haptics Then an overview of products with extraordinary haptic properties leads to a more precise terminology In the second part of the book concrete technical aspects of haptic manipulation and manipulators are considered beginning with higher level subjects like control and kinematics and proceeding with a detailed discussion of actuators and sensors and the interfaces to and from the mechanical environment In the final chapter fundamental software engineering is introduced including haptic interaction in virtual reality simulations Engineering Haptic Devices is intended to be a reference book for technologies of haptic relevance as well as a textbook on methods of haptic engineering and applications It is addressed to students and professionals of engineering disciplines or natural sciences *Haptics: Perception, Devices, Control, and Applications* Fernando Bello,Hiroyuki Kajimoto,Yon Visell,2016-07-01 The two volume set LNCS 9774 and 9775 constitutes the refereed proceedings of the 10th International Conference EuroHaptics 2016 held in London UK in July 2016 The 100 papers 36 oral presentations and 64 poster presentations presented were carefully reviewed and selected from 162 submissions These proceedings reflect the multidisciplinary nature of EuroHaptics and cover topics such as perception of hardness and softness haptic devices haptics and motor control tactile cues control of haptic interfaces thermal perception robotics and sensing applications

Engineering Haptic Devices Christian Hatzfeld,Thorsten A. Kern,2014-09-15 In this greatly reworked second edition of *Engineering Haptic Devices* the psychophysics content has been thoroughly revised and updated Chapters on haptic interaction system structures and design methodology were rewritten from scratch to include further basic principles and recent findings New chapters on the evaluation of haptic systems and the design of three exemplary haptic systems from science and industry have been added This book was written for students and engineers that are faced with the development of a task specific haptic system It is a reference book for the basics of haptic interaction and existing haptic systems and methods as well as an excellent source of information for technical questions arising in the design process of systems and

components Divided into two parts part 1 contains typical application areas of haptic systems and a thorough analysis of haptics as an interaction modality The role of the user in the design of haptic systems is discussed and relevant design and development stages are outlined Part II presents all relevant problems in the design of haptic systems including general system and control structures kinematic structures actuator principles and sensors for force and kinematic measures Further chapters examine interfaces and software development for virtual reality simulations Engineering Haptic Devices Thorsten A. Kern,Christian Hatzfeld,Alireza Abbasimoshaei,2022-11-05 This is an open access book In this third edition of Engineering Haptic Devices the software part was rewritten from scratch and now includes even more details on tactile and texture interaction modalities The kinematics section was improved to extend beyond a pure knowledge explanation to a comprehensive guideline on how to actually do and implement haptic kinematic functions The control section was reworked incorporating some hands on experience on control implementation on haptic systems The system actuator and sensor design chapters were updated to allow easier access to the content This book is written for students and engineers faced with the development of a task specific haptic system Now 14 years after its first edition it is still a reference for the basics of haptic interaction and existing haptic systems and methods as well as an excellent source of information for technical questions arising in the design process of systems and components Following a system engineering approach it is divided into two parts with Part I containing background and reference information as a knowledge basis Typical application areas of haptic systems and a thorough analysis of haptics as an interaction modality are introduced The role of users in the design of haptic systems is discussed and relevant design and development stages are outlined Part II presents all related challenges in the design of haptic systems including general system architecture and control structures kinematics actuator principles and all types of sensors you may encounter doing haptic device development Beside these hardware and mechanical topics further chapters examine state of the art interfaces to operate the devices and hardware and software development to push haptic systems to their limits **Tactile Perception by Electro vibration** Yasemin Vardar,2020-11-09 This book explains the mechanisms underpinning the tactile perception of electrovibration and lays the groundwork for delivering realistic haptic feedback on touchscreens via this method Effective utilization of electrovibration can only be accomplished by simultaneously investigating both the physical and perceptual aspects of the finger touchscreen interaction Towards this goal present work blends the available knowledge on electromechanical properties of the human finger and human tactile perception with the results of new psychophysical experiments and physical measurements By following such an approach that combines both theoretical and experimental information the study proposes new methods and insights on generating realistic haptic effects such as textures and edges on these displays Besides state of the art research on the field is reviewed and future work is discussed The presented interdisciplinary methods and insights can interest students broad communities of haptics neuroscience engineering physics and cognitive sciences as well as user interaction experts and product designers from the

industry Haptics Technologies Abdulmotaleb El Saddik, Mauricio Orozco, Mohamad Eid, Jongeun Cha, 2011-09-15 The term haptics refers to the science of sensing and manipulation through touch Multiple disciplines such as biomechanics psychophysics robotics neuroscience and software engineering converge to support haptics and generally haptic research is done by three communities the robotics community the human computer interface community and the virtual reality community This book is different from any other book that has looked at haptics The authors treat haptics as a new medium rather than just a domain within one of the above areas They describe human haptic perception and interfaces and present fundamentals in haptic rendering and modeling in virtual environments Diverse software architectures for standalone and networked haptic systems are explained and the authors demonstrate the vast application spectrum of this emerging technology along with its accompanying trends The primary objective is to provide a comprehensive overview and a practical understanding of haptic technologies An appreciation of the close relationship between the wide range of disciplines that constitute a haptic system is a key principle towards being able to build successful collaborative haptic environments Structured as a reference to allow for fast accommodation of the issues concerned this book is intended for researchers interested in studying touch and force feedback for use in technological multimedia systems in computer science electrical engineering or other related disciplines With its novel approach it paves the way for exploring research trends and challenges in such fields as interpersonal communication games or military applications Haptics: Perception, Devices and Scenarios Manuel Ferre, 2008-05-27 This book constitutes the refereed proceedings of the 6th International Conference on Human Haptic Sensing and Touch Enabled Computer Applications EuroHaptics 2008 held in Madrid Spain in June 2008 The 119 revised full papers presented were carefully reviewed and selected from 150 submissions The papers are organized in topical sections on control and technology haptic perception and psychophysics haptic devices haptics rendering and display multimodal interaction and telepresence as well as haptic applications **Multi-finger Haptic Interaction** Ignacio Galiana, Manuel Ferre, 2014-07-08 Multi finger Haptic Interaction presents a panorama of technologies and methods for multi finger haptic interaction together with an analysis of the benefits and implications of adding multiple fingers to haptic applications Research topics covered include design and control of advanced haptic devices multi contact point simulation algorithms interaction techniques and implications in human perception when interacting with multiple fingers These multi disciplinary results are integrated into applications such as medical simulators for training manual skills simulators for virtual prototyping and precise manipulations in remote environments Multi finger Haptic Interaction presents the current and potential applications that can be developed with these systems and details the systems complexity The research is focused on enhancing haptic interaction by providing multiple contact points to the user This state of the art volume is oriented towards researchers who are involved in haptic device design rendering methods and perception studies as well as readers from different disciplines who are interested in applying multi finger haptic technologies and methods to their field

of interest **Pervasive Haptics** Hiroyuki Kajimoto,Satoshi Saga,Masashi Konyo,2016-04-27 This book examines the state of the art in diverse areas of haptics touch related research including the psychophysics and neurophysiology of haptics development of haptics displays and sensors and applications to a wide variety of fields such as industry education therapy medicine and welfare for the visually impaired It also discusses the potential of future haptics interaction such as haptics for emotional control and remote haptics communication The book offers a valuable resource not only for haptics and human interface researchers but also for developers and designers at manufacturing corporations and in the entertainment industries **Haptics: Understanding Touch; Technology and Systems; Applications and Interaction** Hiroyuki Kajimoto,Pedro Lopes,Claudio Pacchierotti,Cagatay Basdogan,Monica Gori,Betty Lemaire-Semail,Maud Marchal,2024-11-02 The two volume set LNCS 14768 14769 constitutes the refereed proceedings of the 14th International Conference on Human Haptic Sensing and Touch Enabled Computer Applications EuroHaptics 2024 held in Lille France during June 30 July 3 2024 The 81 full papers presented were carefully reviewed and selected from 142 submissions They were organized in topical sections as follows understanding touch technology and systems applications and interaction **Haptics: Science, Technology, and Applications** Domenico Prattichizzo,Hiroyuki Shinoda,Hong Z. Tan,Emanuele Ruffaldi,Antonio Frisoli,2018-06-04 The two volume set LNCS 10893 and 10894 constitutes the refereed proceedings of the 11th International Conference EuroHaptics 2018 held in Pisa Italy in June 2018 The 95 papers 40 oral presentations and 554 poster presentations presented were carefully reviewed and selected from 138 submissions These proceedings reflect the multidisciplinary nature of EuroHaptics and cover all aspects of haptics including neuroscience psychophysics perception engineering computing interaction virtual reality and arts

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