The Diverse Tasks of Haptic Design and how to support them

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— the most over-appropriated word **ever**.

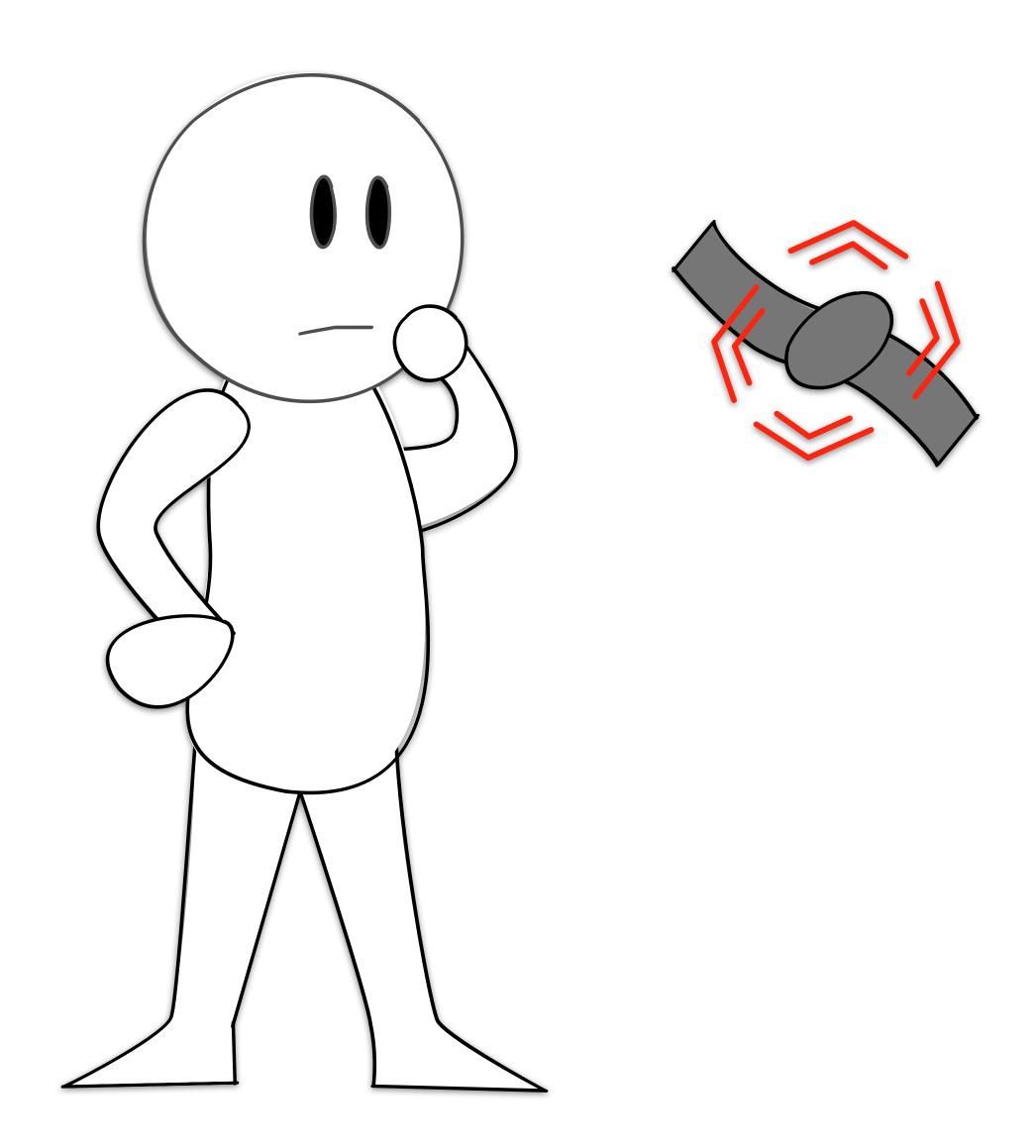
Each interpretation has its methods and values.

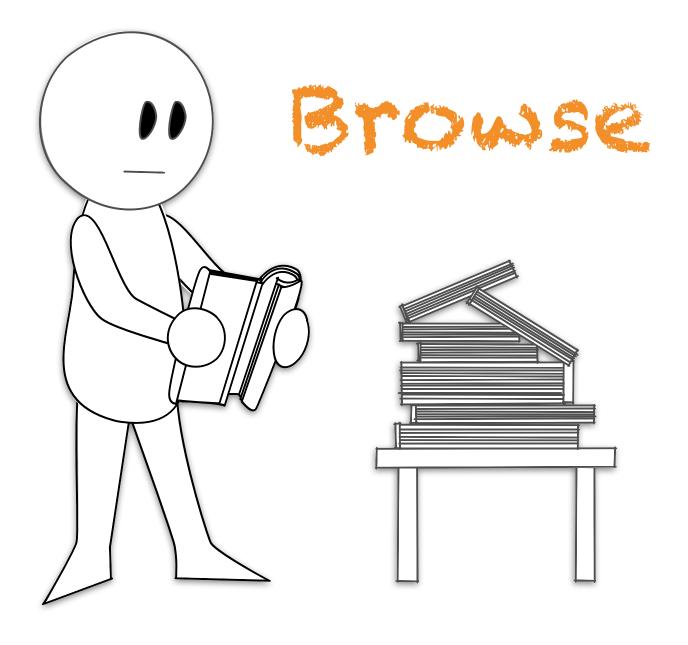
Here: the **process** of connecting complex **technologies** to solve human problems

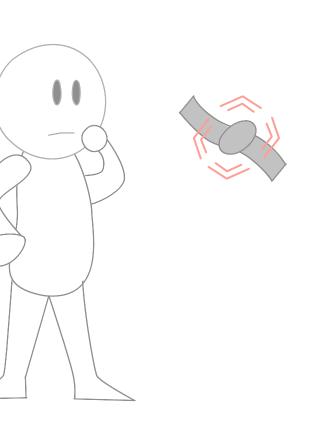
using **techniques** from engineering and human-computer interaction.

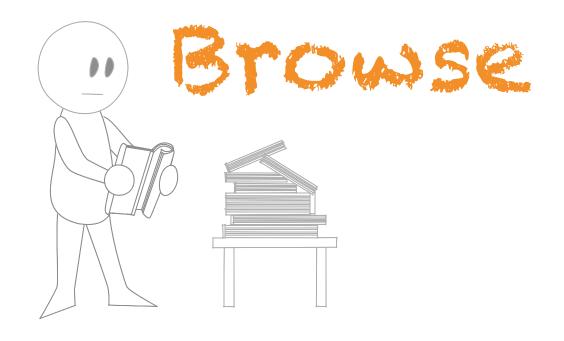
Design

There are *types* of things we do at different stages of haptic design.

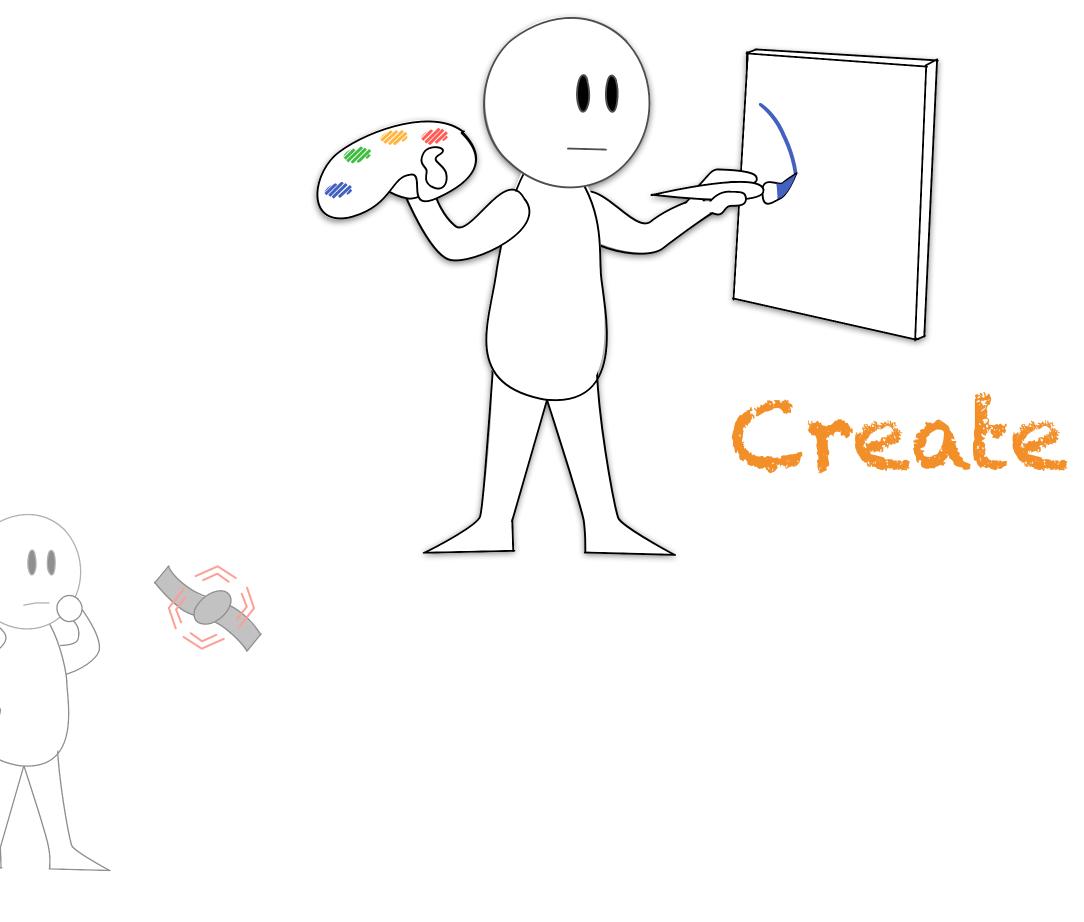


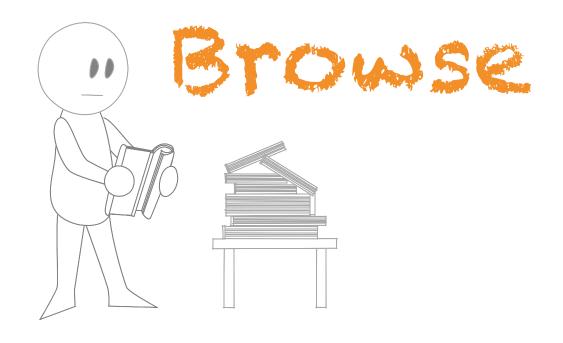




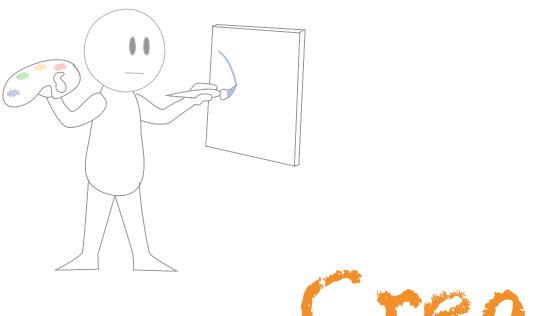




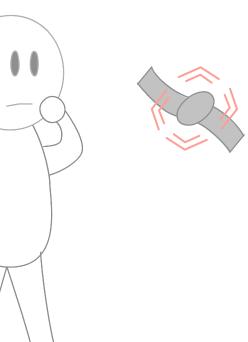


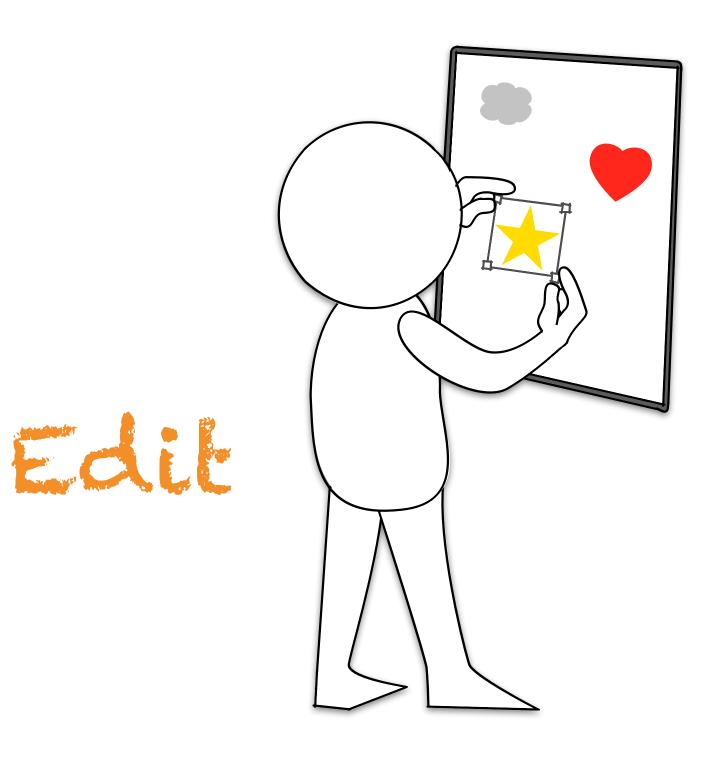




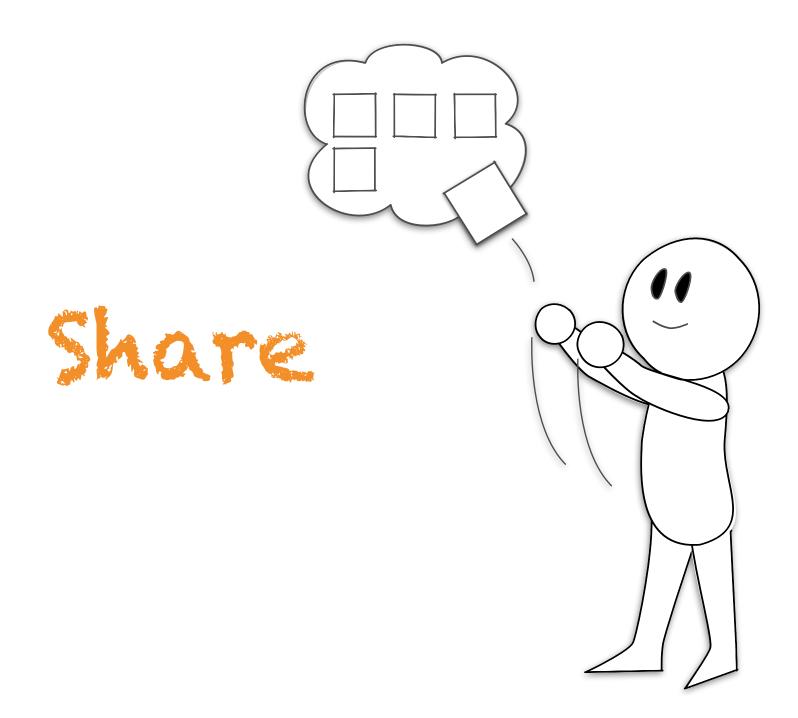


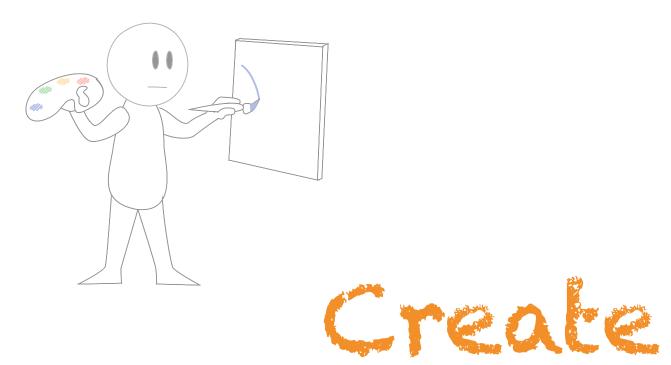


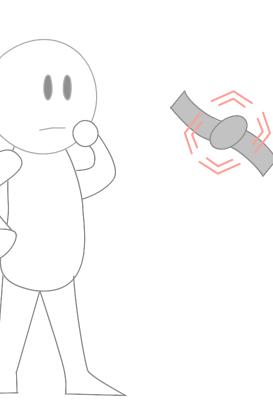




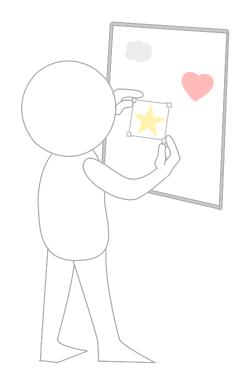


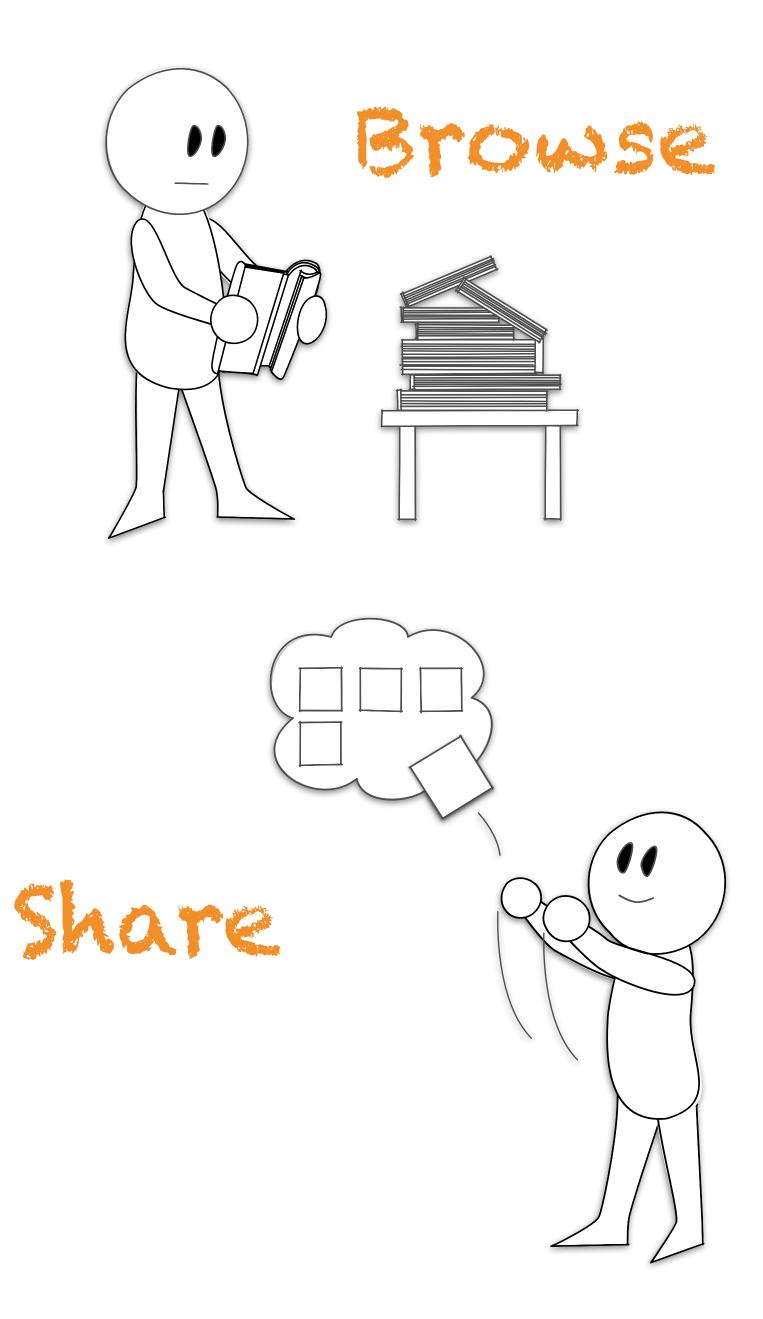


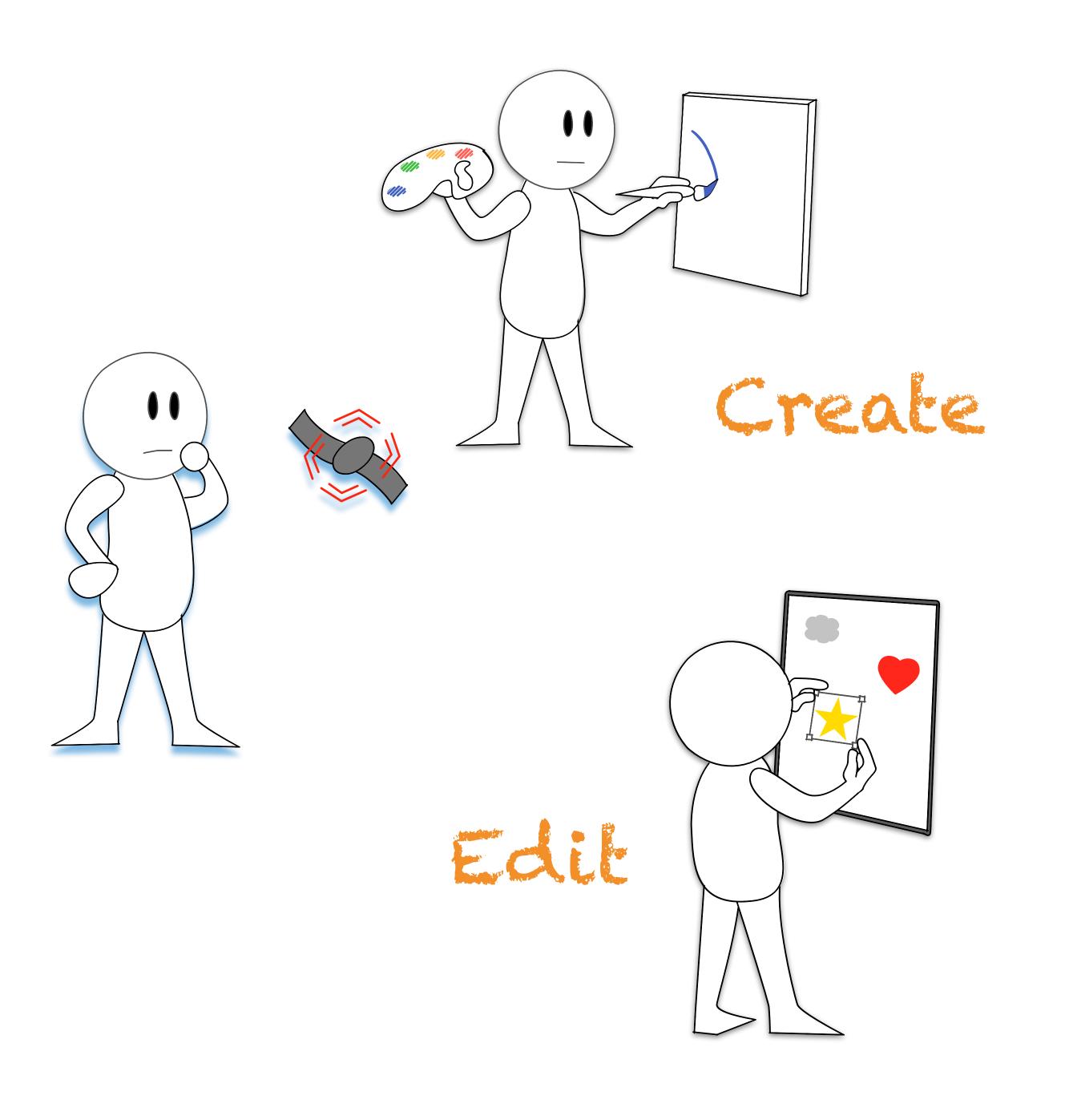




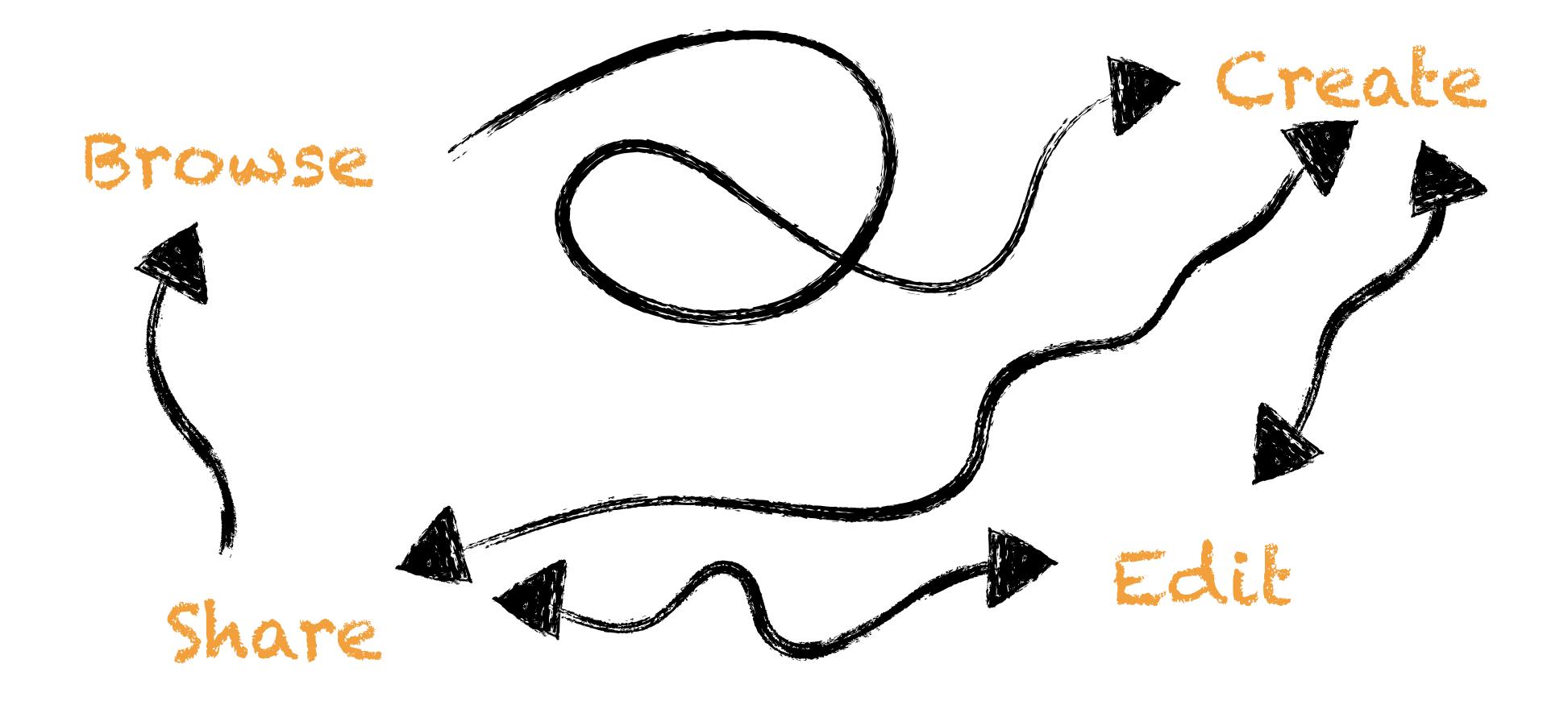








These "tasks" blend, loop and feed material and ideas to one another



prototyping looks different for each of these tasks

 peruse examples materials and other prototypes

Share

Browse

depends: on who needs to experience it

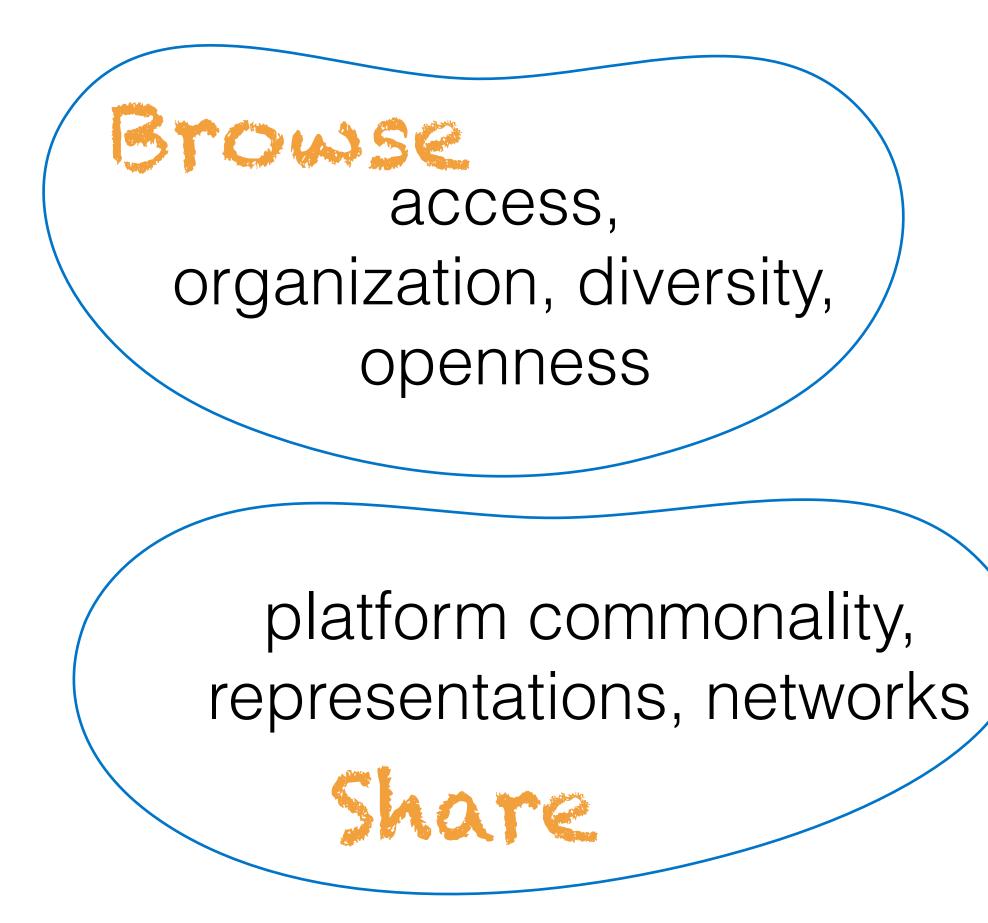
lots of throw-away sketches

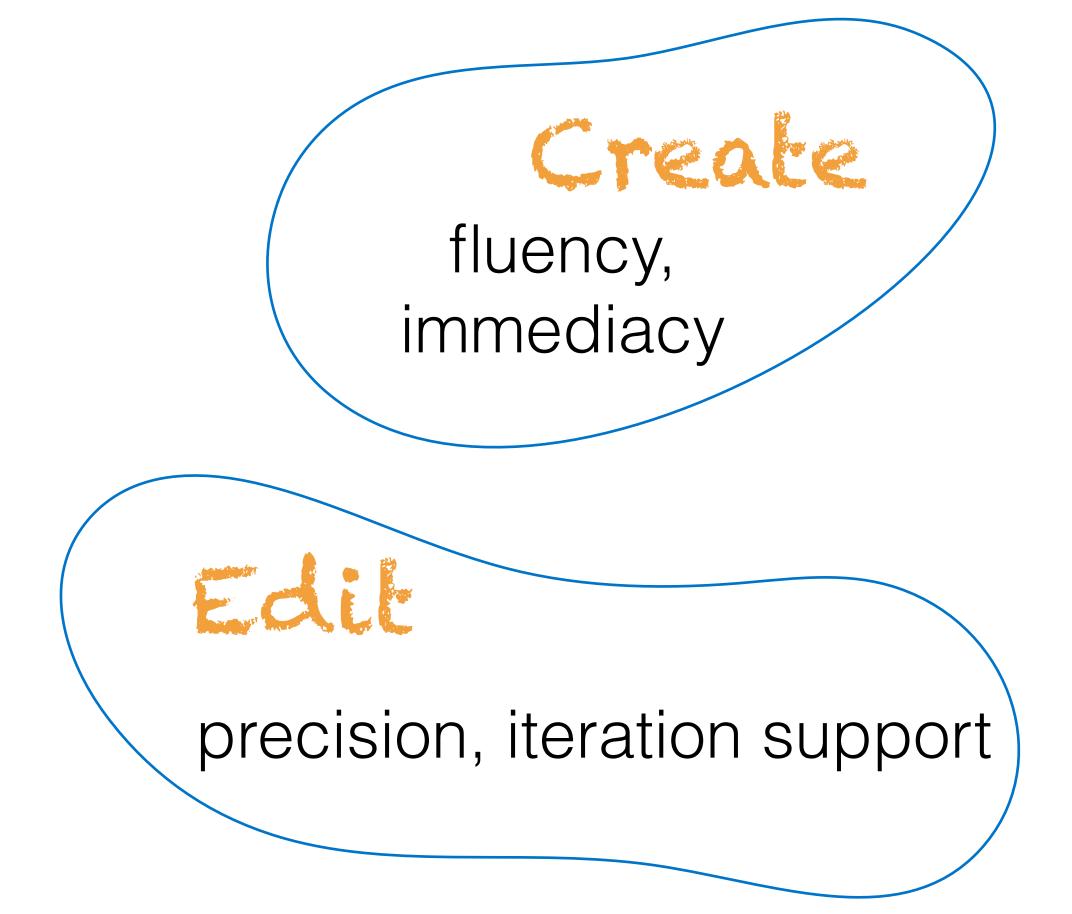
Edil

Creale

increasingly polished, functional and committing

tools to support that prototyping and ideation need to be different too.





of course, there's a lot more to design than this

like,

- Goal of design (notify, inform, evoke, ...)

• Mechanism of design (technical innovation to meet requirements)

• The many ways we can prototype and get feedback on our design

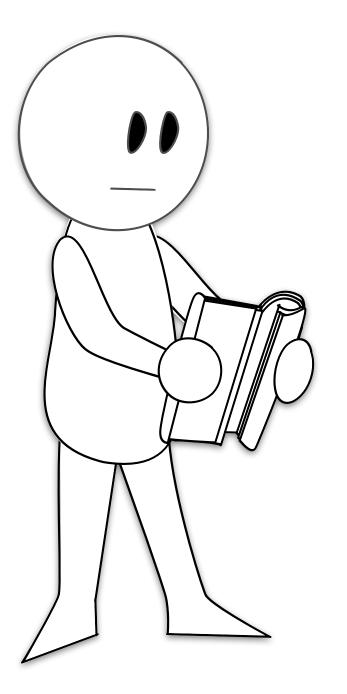
These are topics for another day.

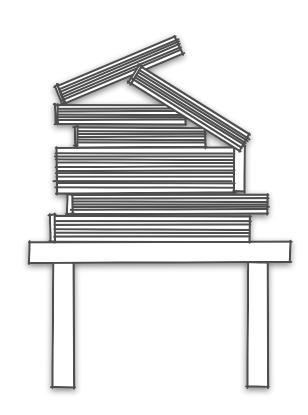


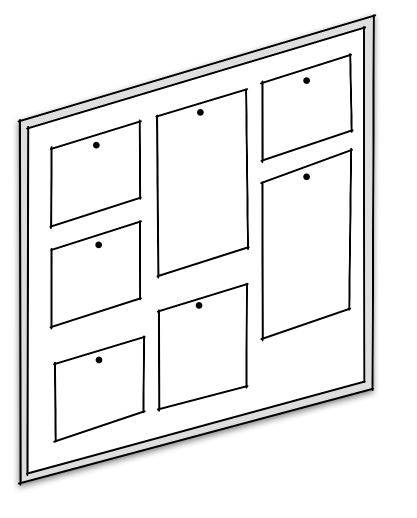
for each task, we'll offer

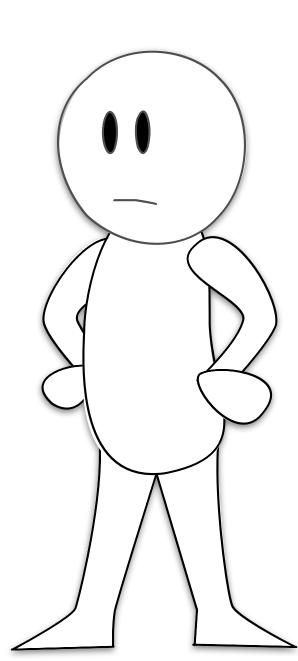
- 1. some elaboration on what we might want of that task for haptic design
- 2. examples of support tools in other media
- 3. example of a haptic tool for this kind of task
- → where we need **better tools**











— discover, and be inspired



Browsing in other media:

a musicbrowsing system

| musicovery | | | | | |
|------------------|-----------|----------|-----------|---------|-----------|
| Search an a | artist, g | genre, | tag | Q | |
| Artis Popular | ts, | Tag | gs | | |
| dubstep i | nstrume | ntal I | Lou Reed | Autumn | |
| party dance | party of | chillout | party chi | llout | |
| classical ball | et cla | assical | salsa | cinema | |
| classical con | certos | electro | o ambient | dance e | uphorical |
| | | | | | |

New 🕨







Avicii

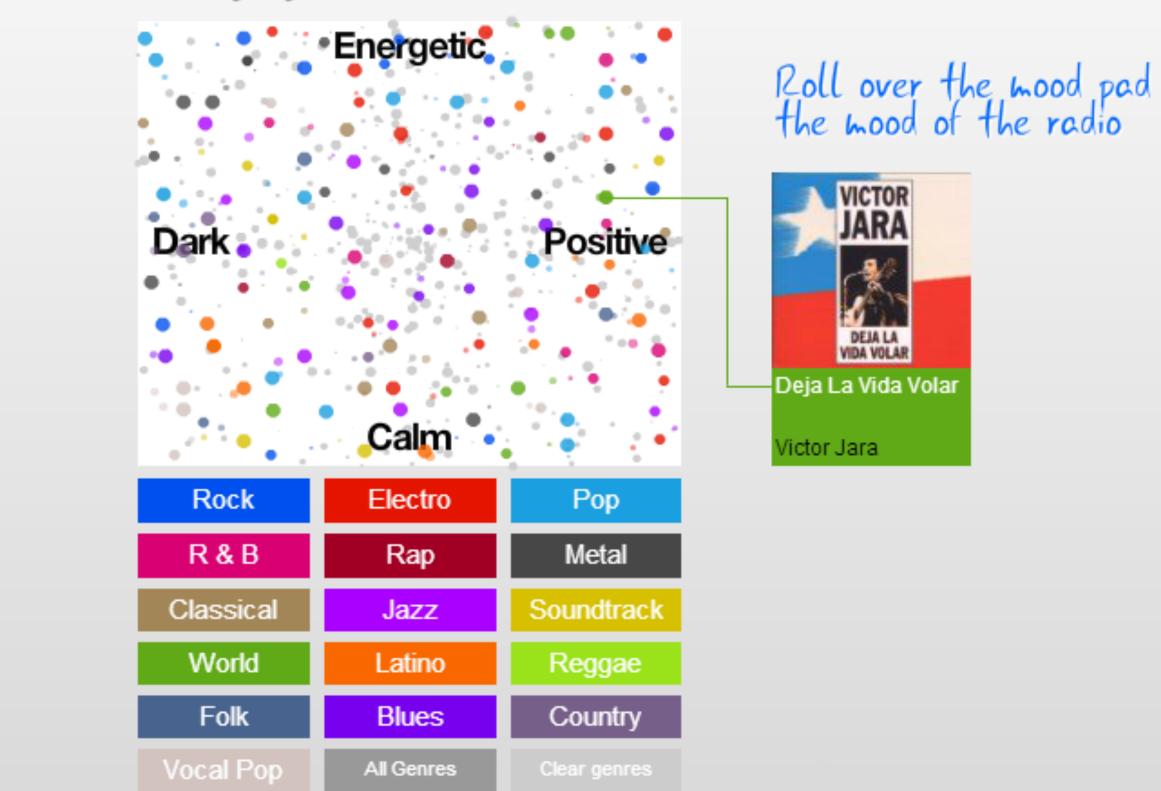




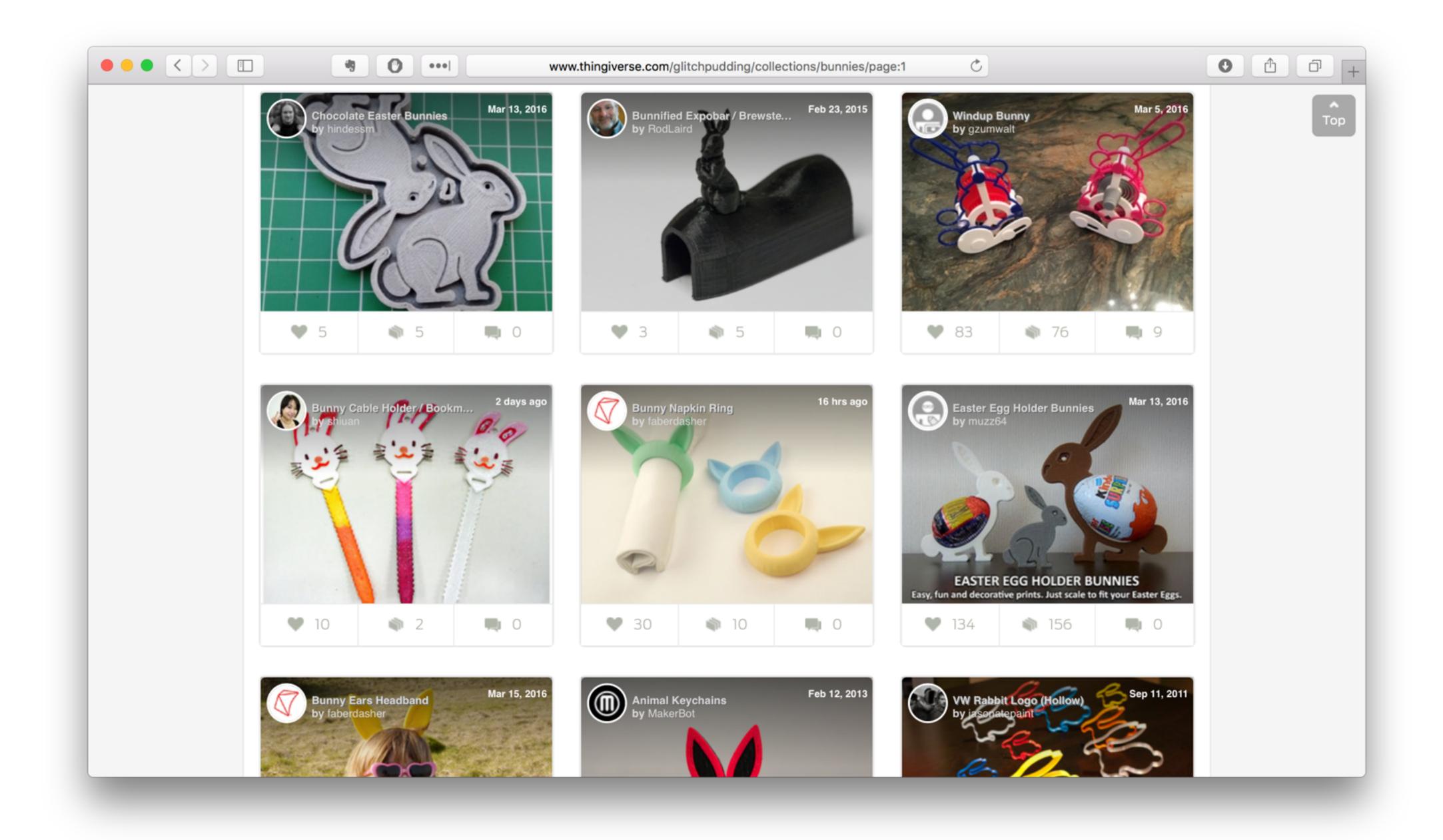


LAB MOBILE APP MUSICOVERY B2B API MY MUSIC OS

Play your mood

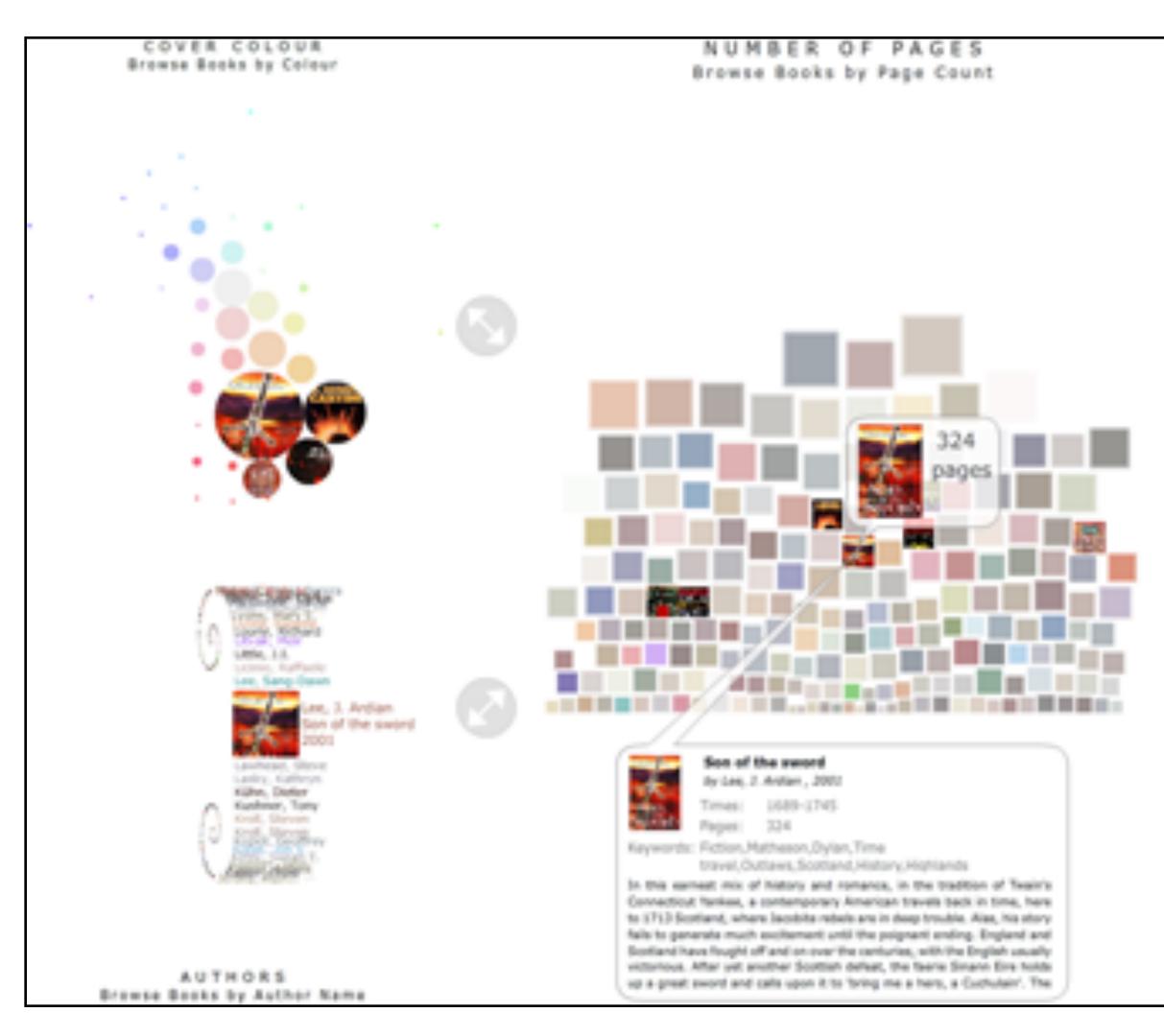


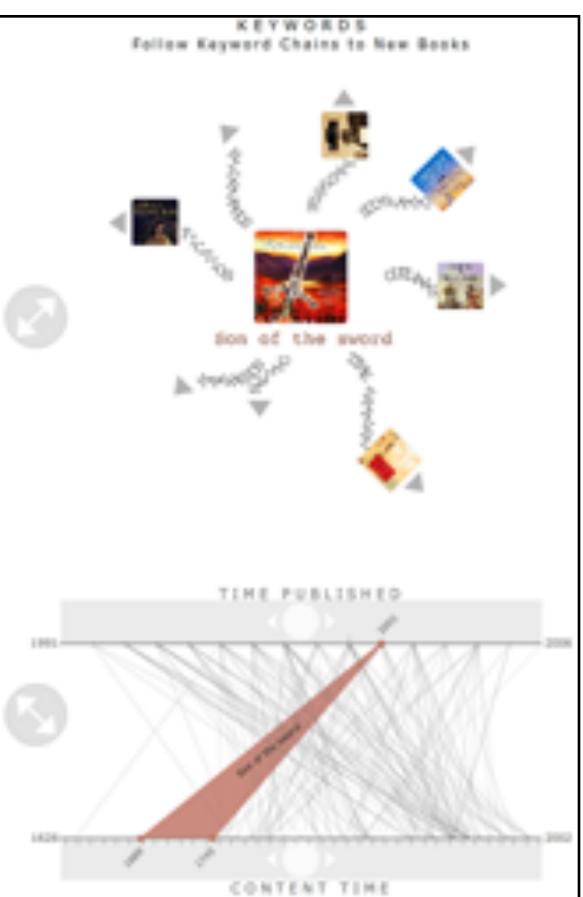


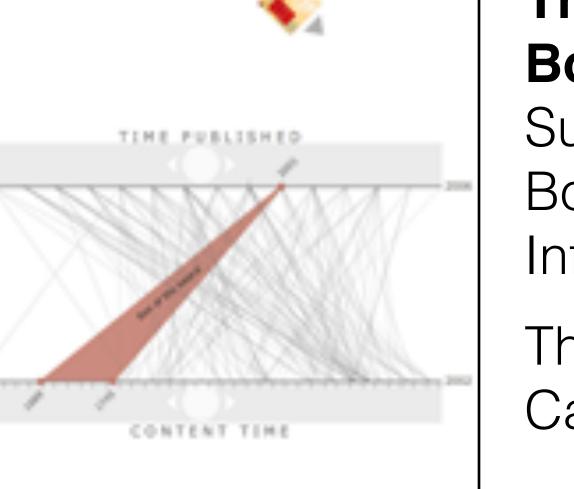


www.thingiverse.com

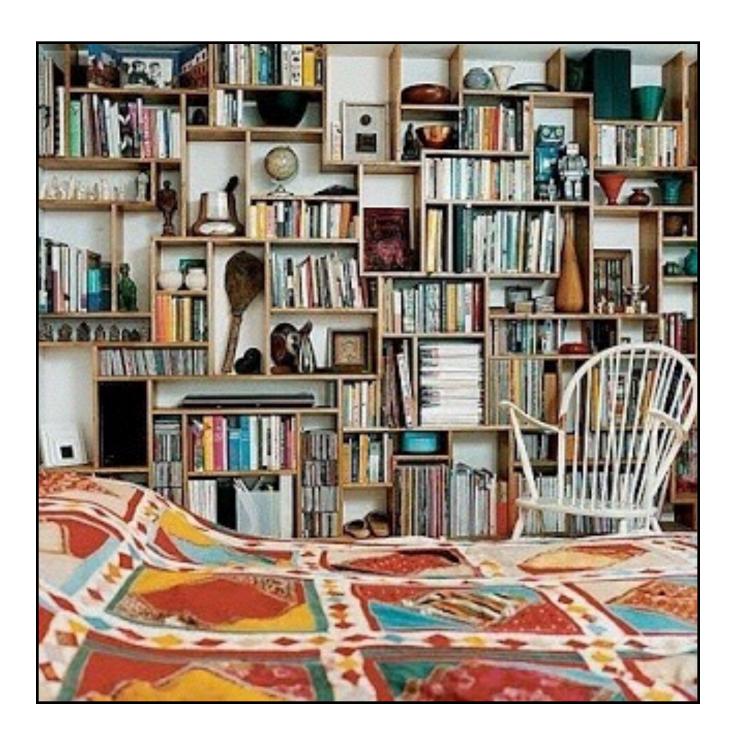
Non-visual media must be represented (prepared) — for browsing.











The Bohemian Bookshelf:

Supporting Serendipitous Book Discoveries through Information Visualization.

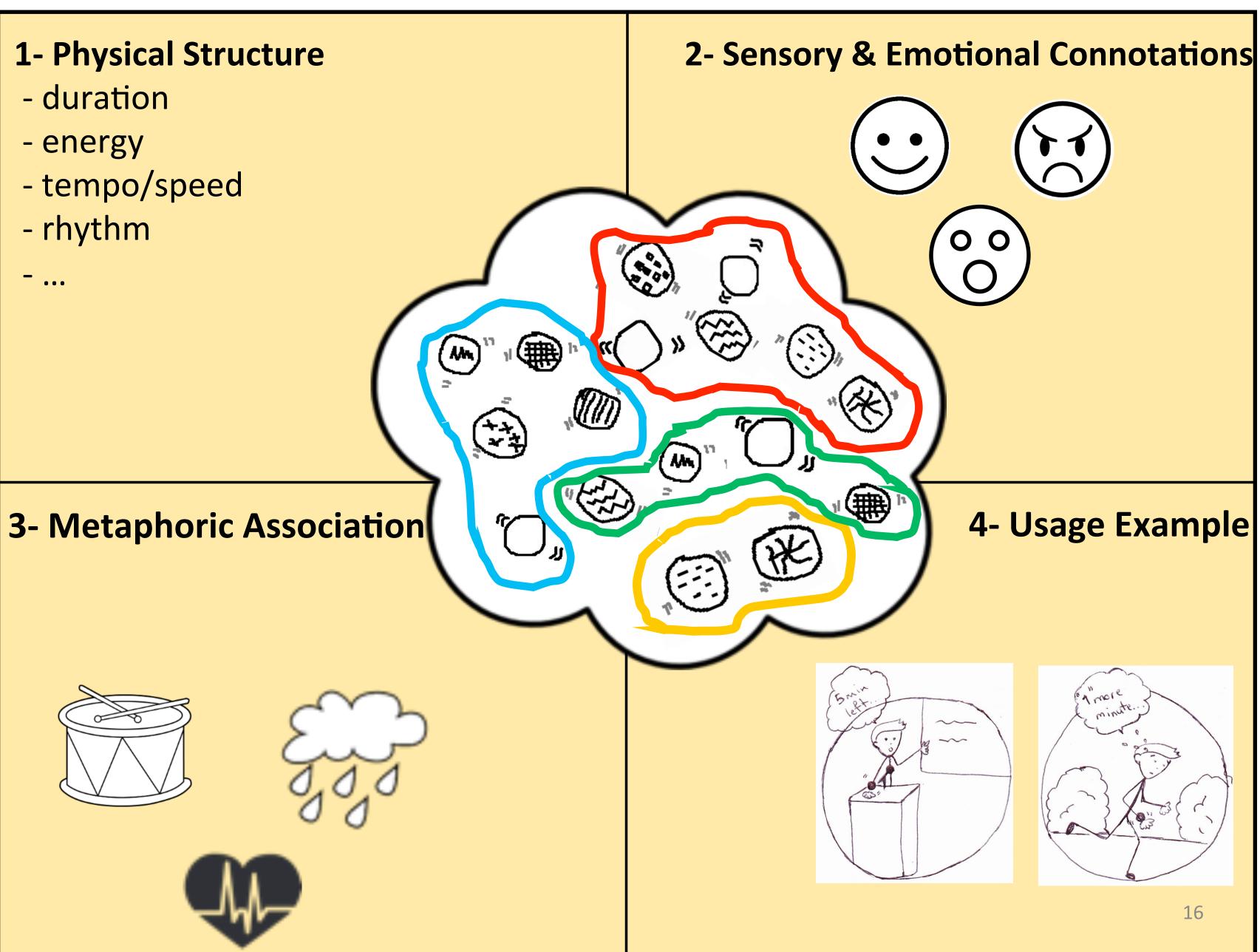
Thudt, Hinrichs and Carpendale, CHI 2012.





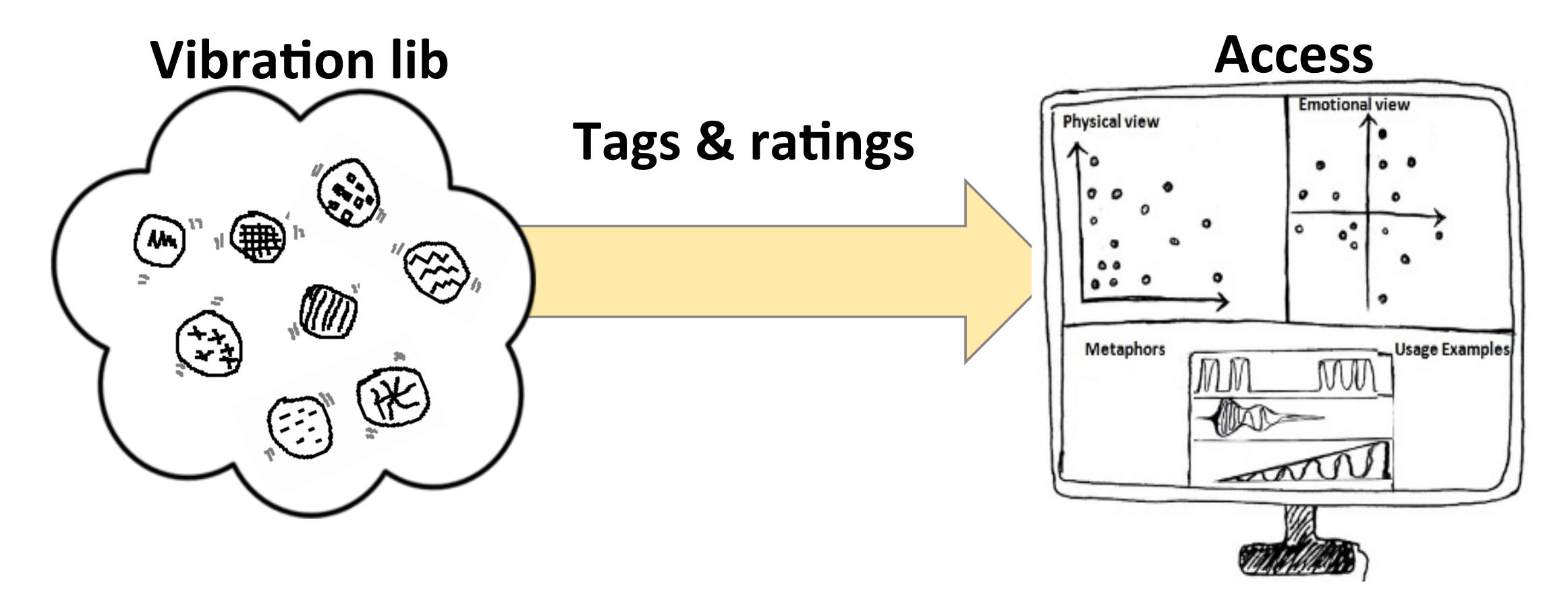
a set of vibrations could be browsed in different ways

1- Physical Structure - duration - energy - tempo/speed - rhythm - ...



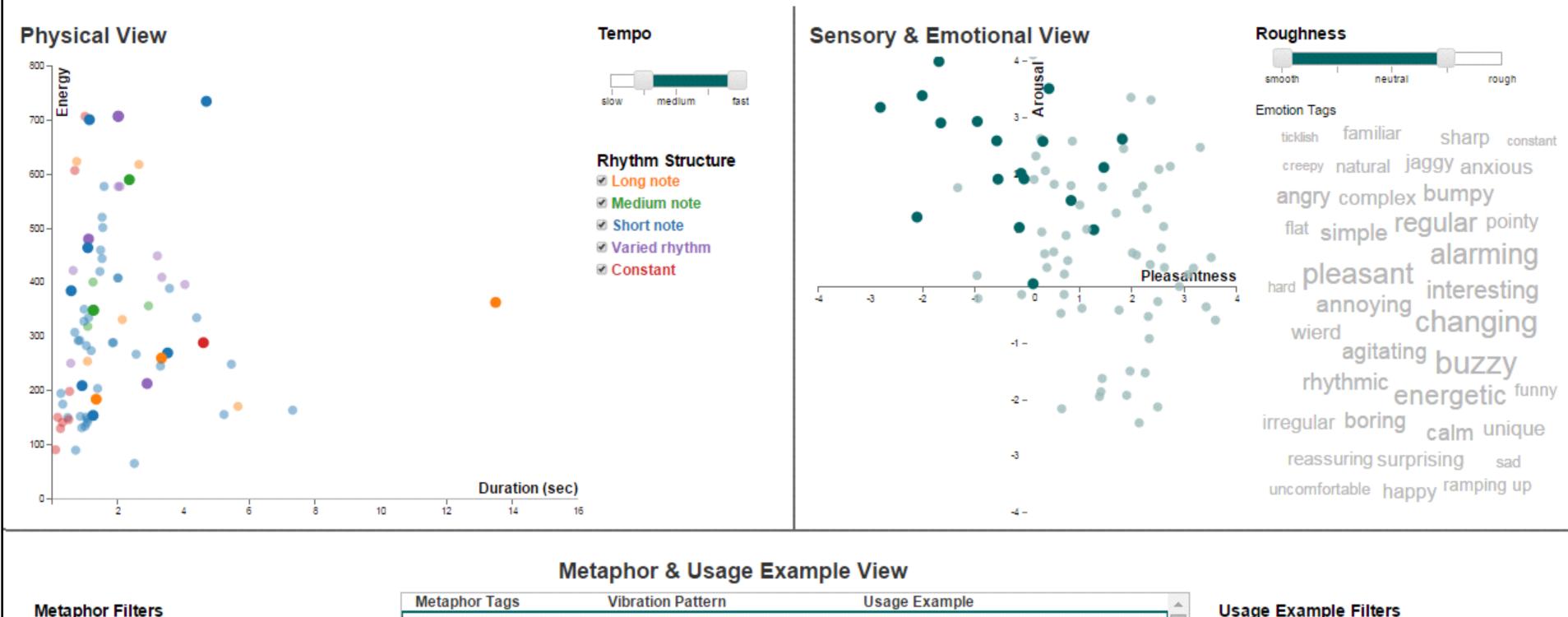


—> a haptic browser can use facets too



VibViz: Organizing, visualizing and navigating vibration libraries. Seifi and MacLean, WorldHaptics 2015.





Metaphor Filters

pawing clock ticking bumpy road morse code hearbeat fly/bee nature drums walking pulsing jumping engine snoring cheers knocking blip animal poking horn knocking game ^{gun} bell sliding SOS tapping phone explosion take off alarm coming & going breathing electric shock whistle incorte

| Metaphor Tags | Vibration Pattern | Usage Example | Usage Example Filters |
|--|-------------------|---|---|
| alarm, take off, bell, horn, jumping, game | | encouragement, warning, alarm, resume, overtime, running out of time, speed up, start, above threshold, below threshold | battery low speed up start running out of time stop |
| alarm, gun, tapping, knocking | | alarm, overtime, get ready, resume, one minute left, warning, stop, running out of time, below threshold, above threshold | overtime one minute left pause warning encouragement reminder reach milestone |
| bumpy road, tapping, knocking, animal, gun, pulsing | | warning, stop, reach milestone, incoming msg, overtime, get ready, running out of time, speed up, one minute left, pause, encouragement | alarm get ready resume confirmation below threshold incoming msg |

http://www.cs.ubc.ca/~seifi/VibViz/



for haptics, representations can be a real problem more on that in a moment.

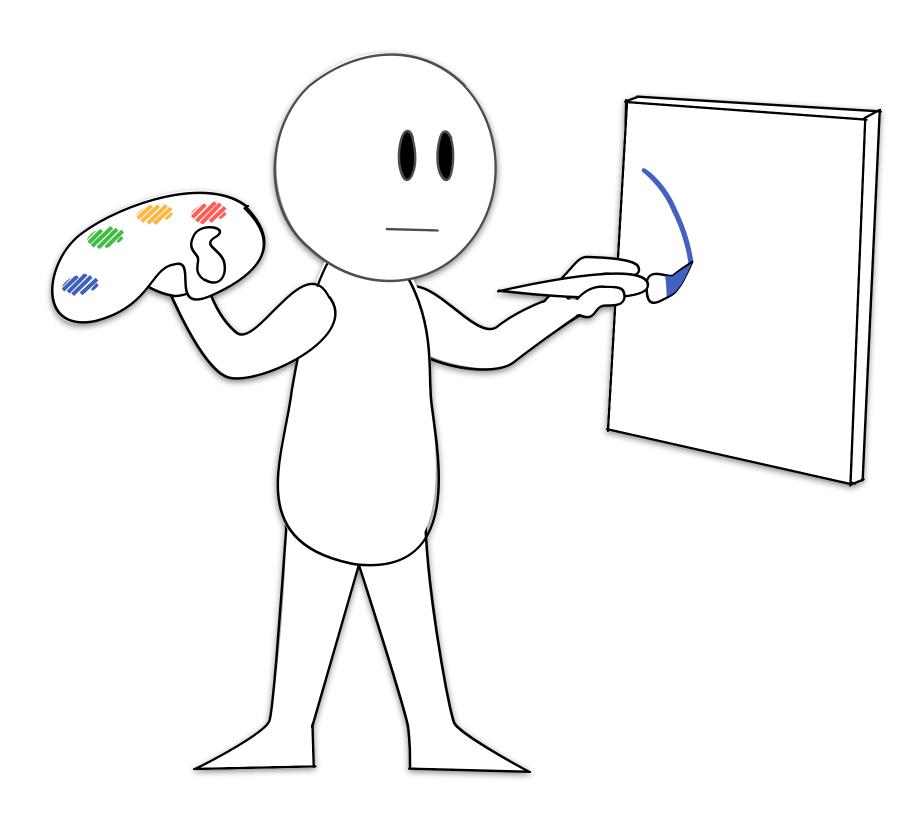
but...

- browsers often aren't very good for creating and editing.
- even for sharing, they need some special capabilities.

facets are good; what are the right ones for a given job?







explore many ideas as we make something new









"Step into the Page" Glen Keane



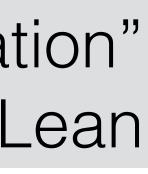


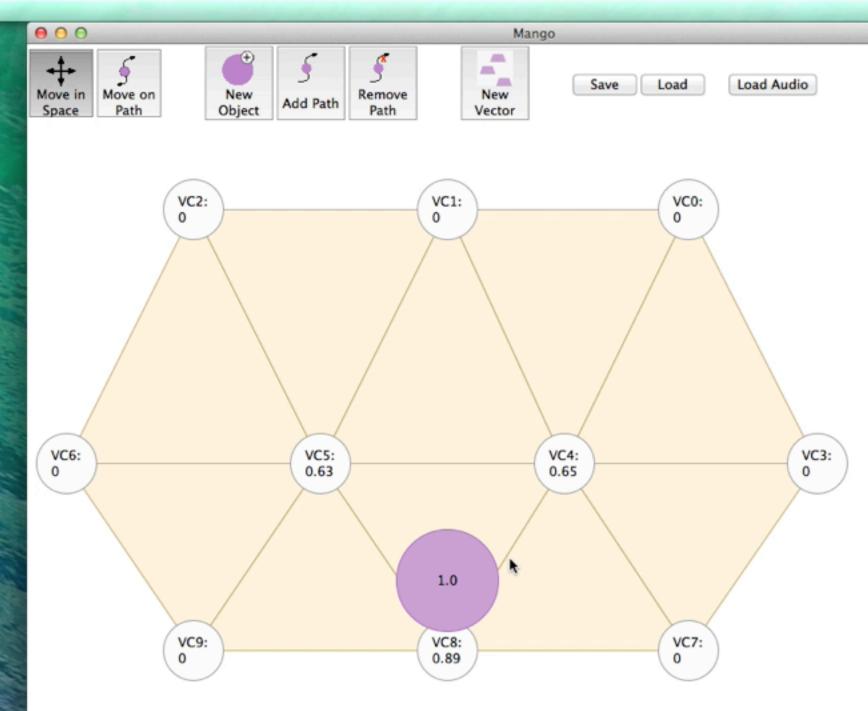
"Haptic Instrument" Schneider & MacLean



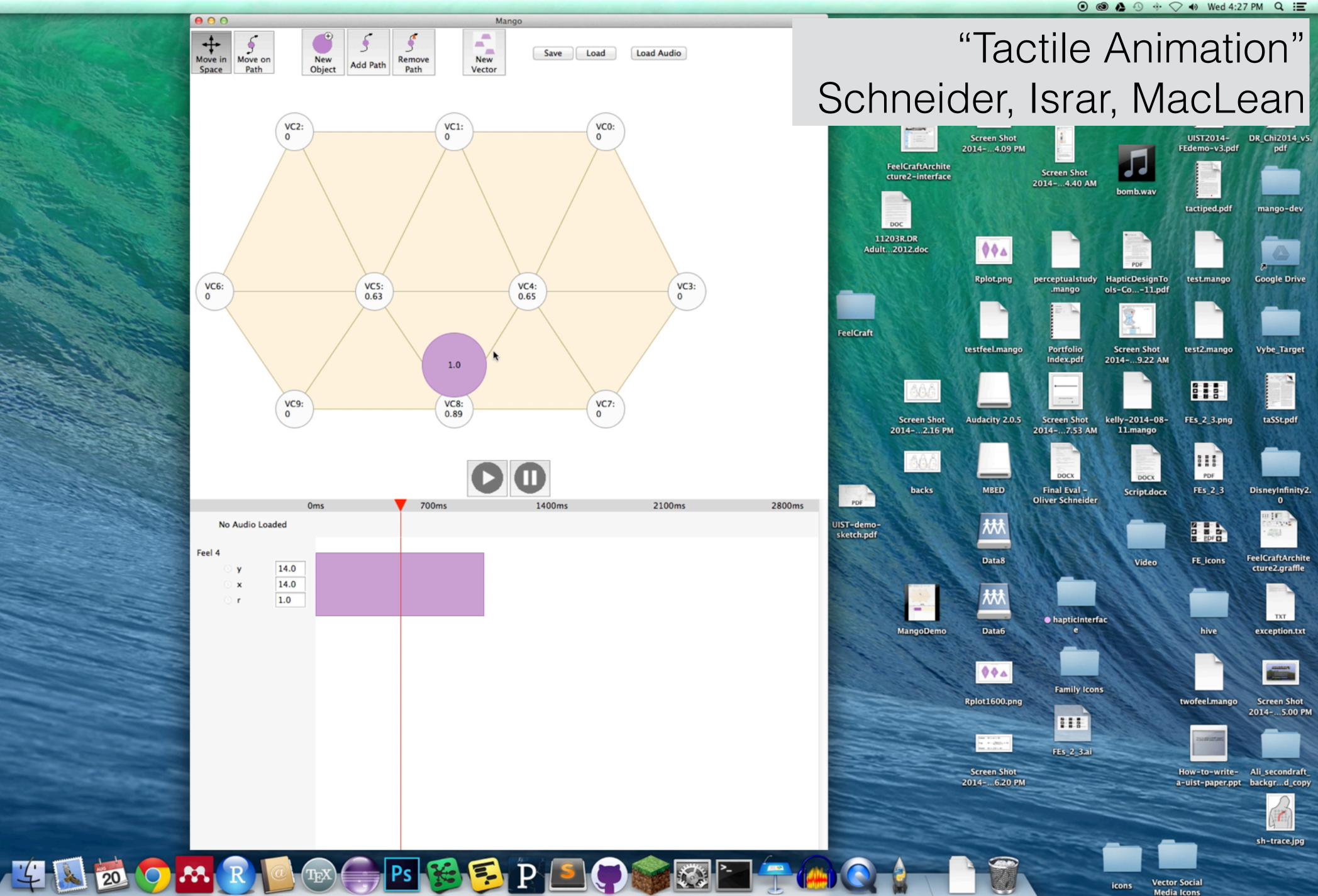


"Tactile Animation" Schneider, Israr, MacLean





| | 0 | ms | 700ms |
|-----------------|------|----|-------|
| No Audio Loaded | | | |
| Feel 4 | | | |
| ं प्र | 14.0 | | |
| ं × | 14.0 | | |
| \odot r | 1.0 | | |
| | | | |

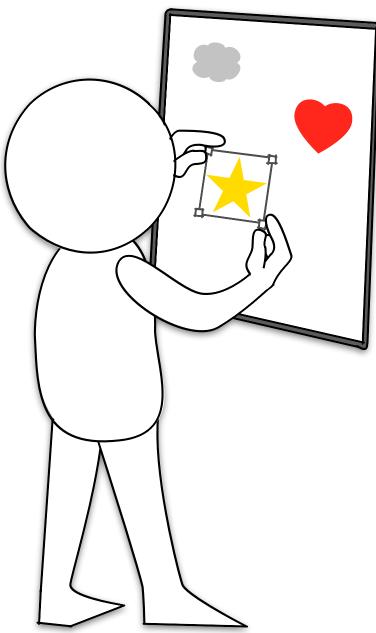


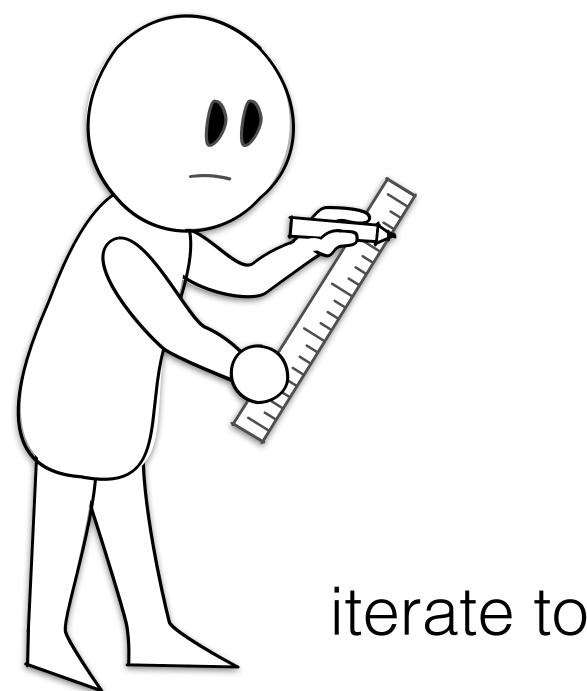




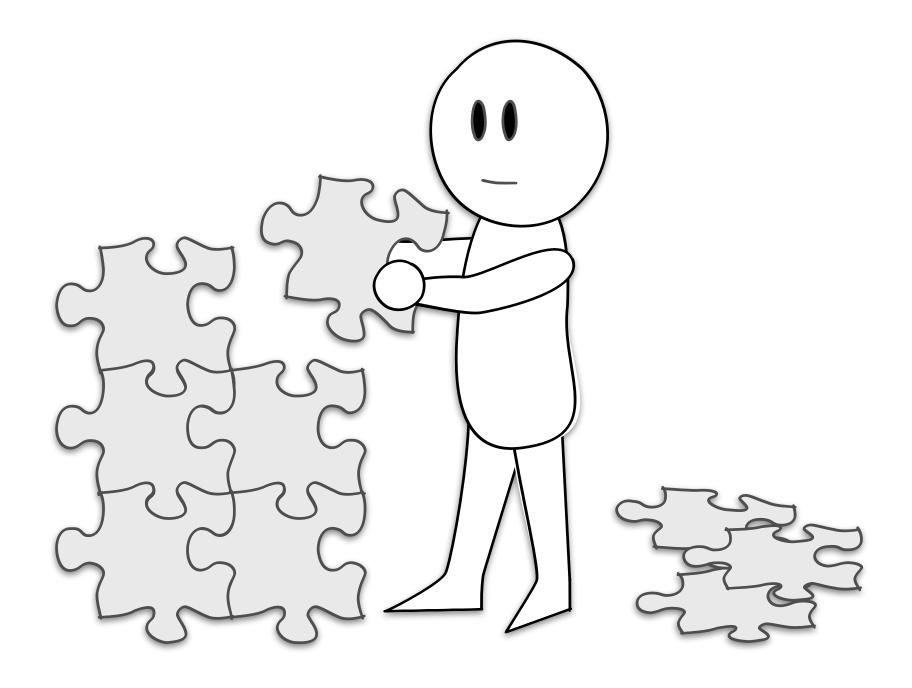
2100ms

Vector Social icons Media Icons





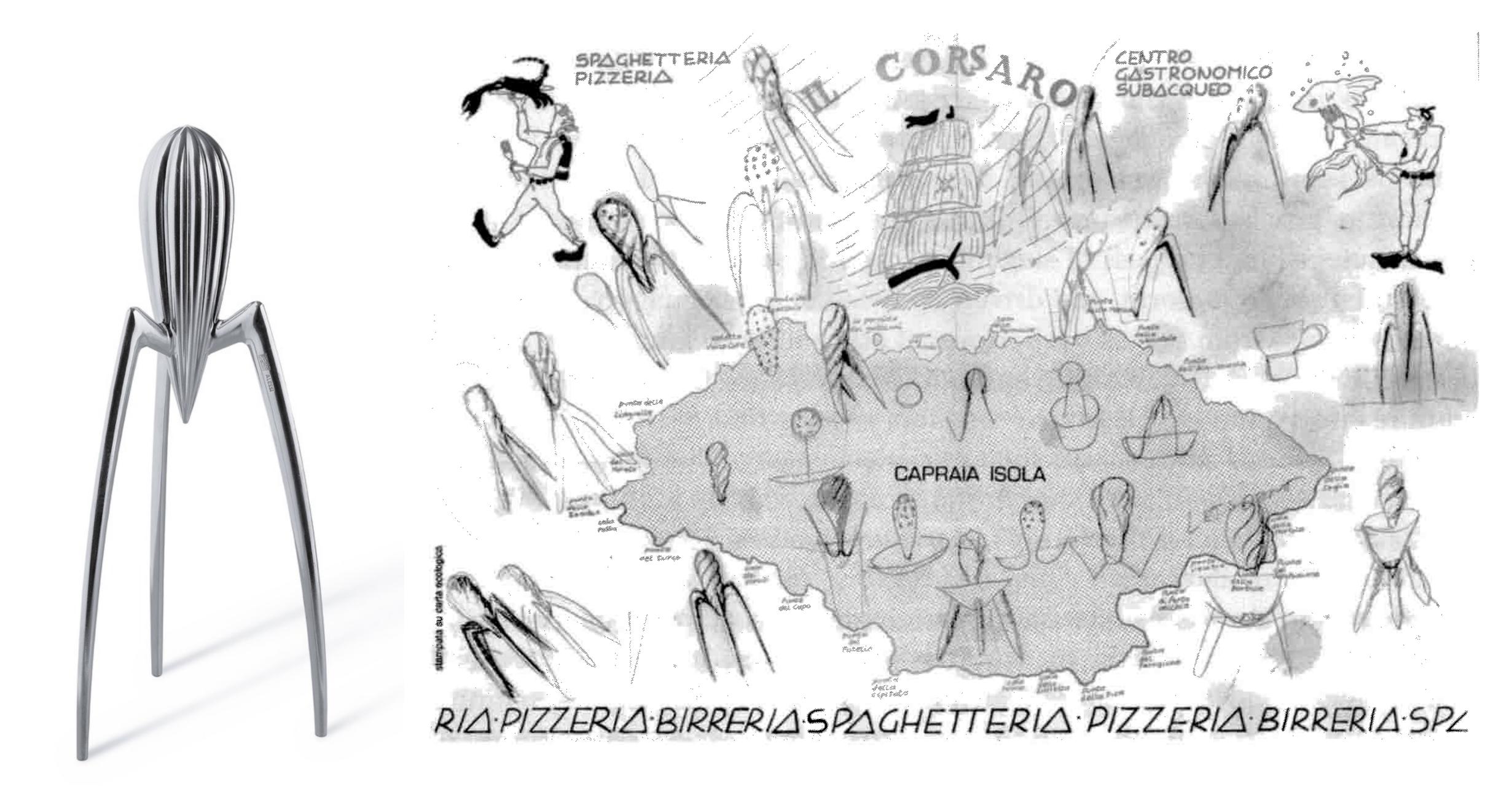
Editing build upon, assemble, refine



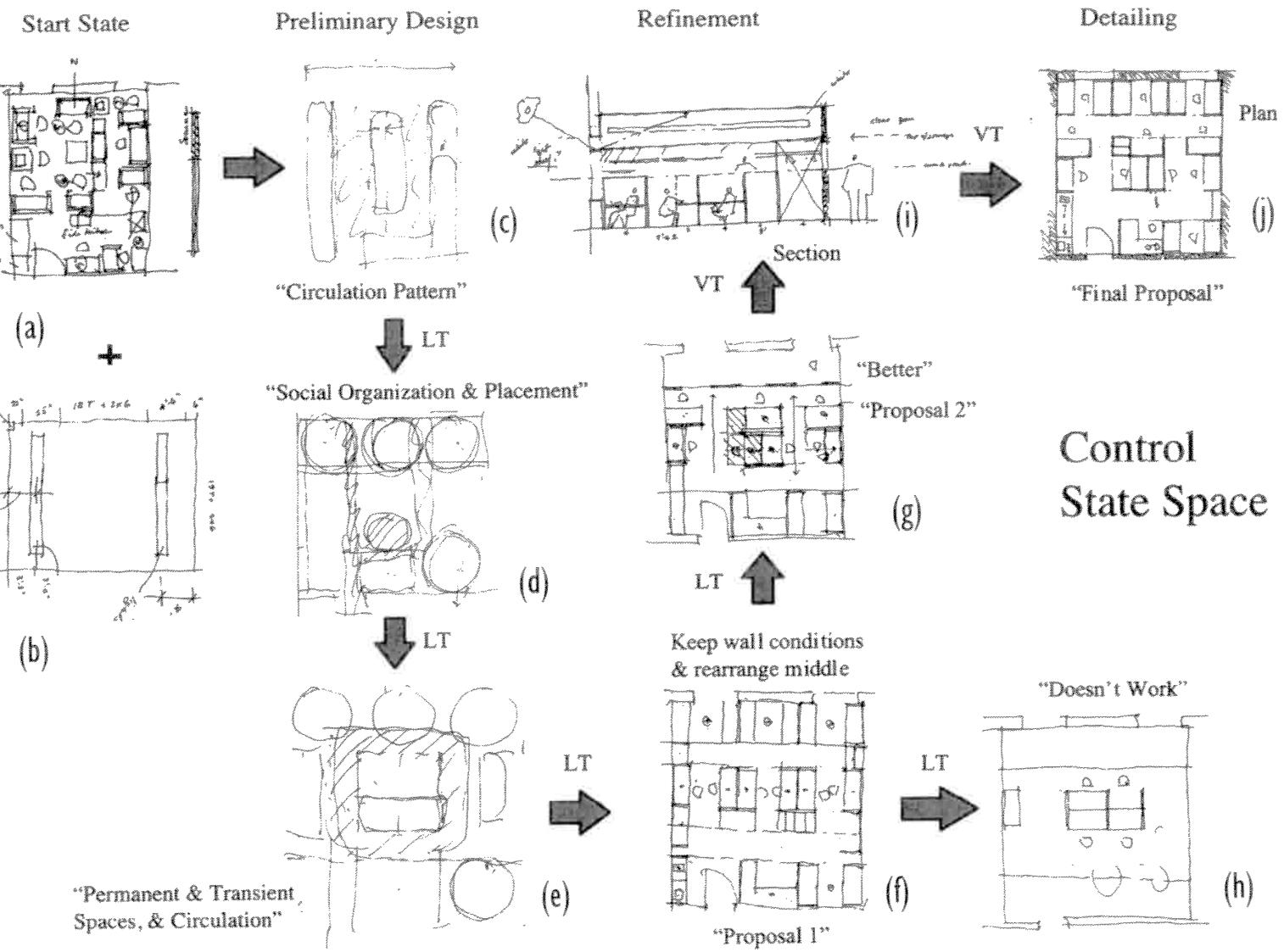
iterate to approach an ideal, or meet a requirement







Cross 2007, Design Thinking



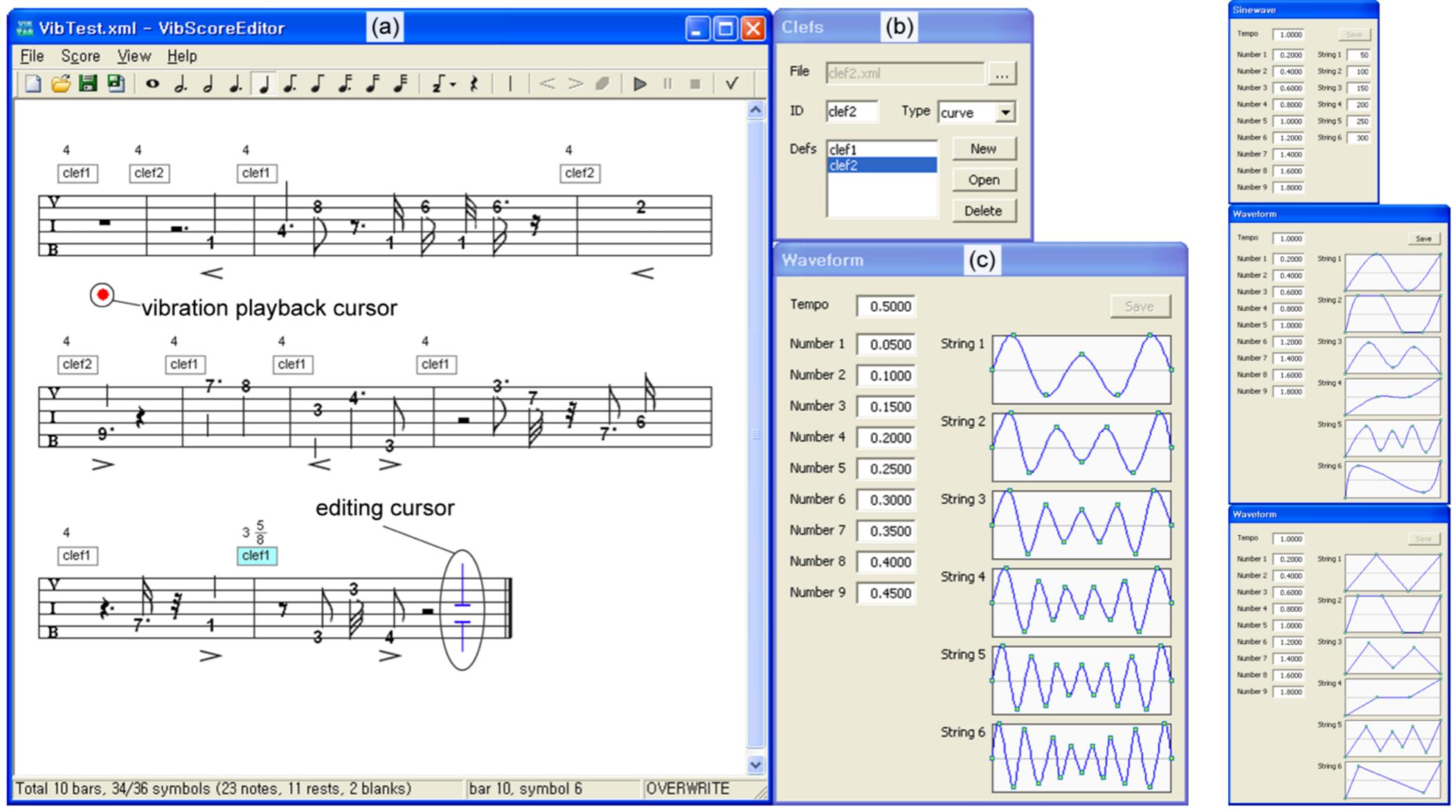
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Cross 2007, Design Thinking

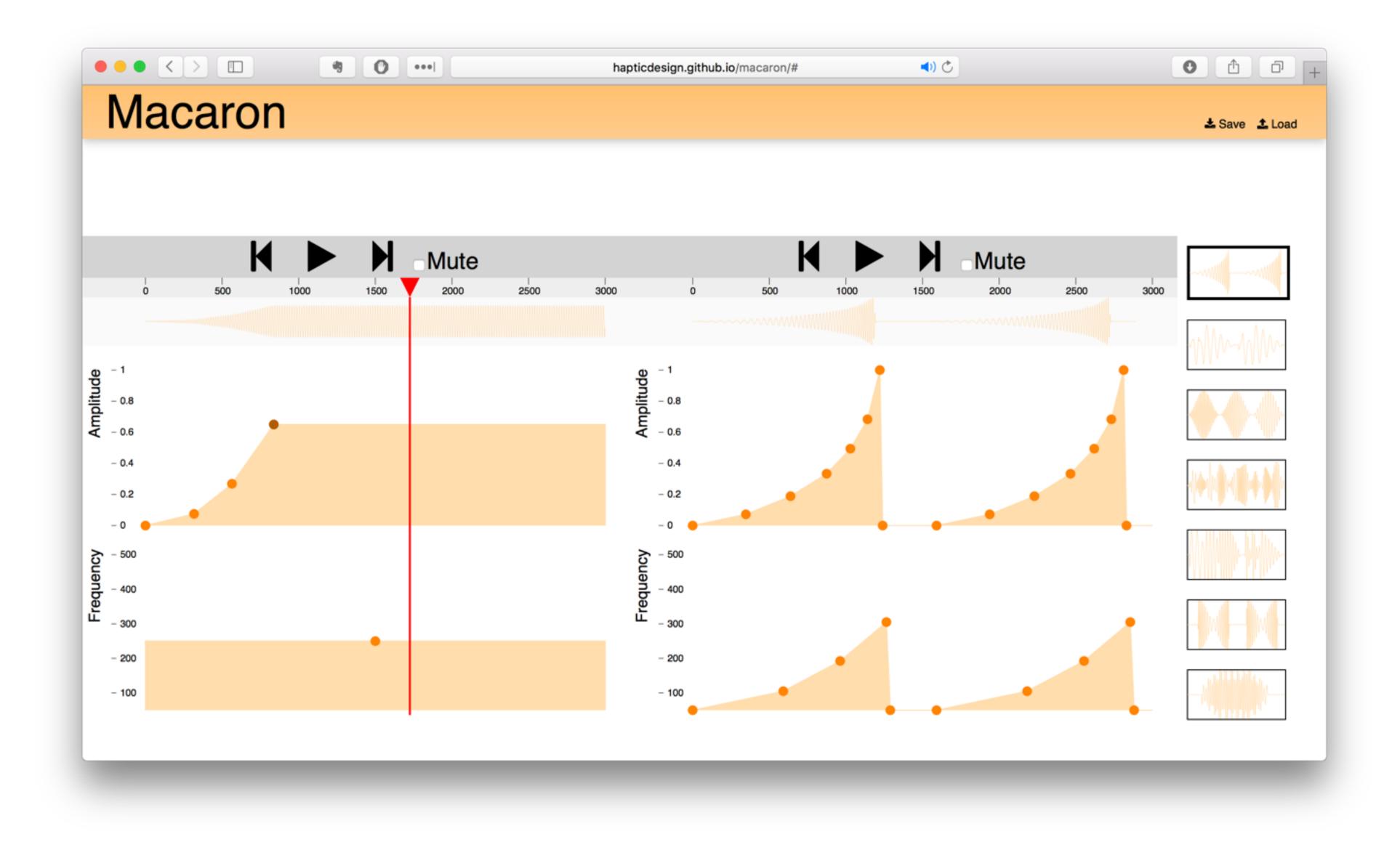




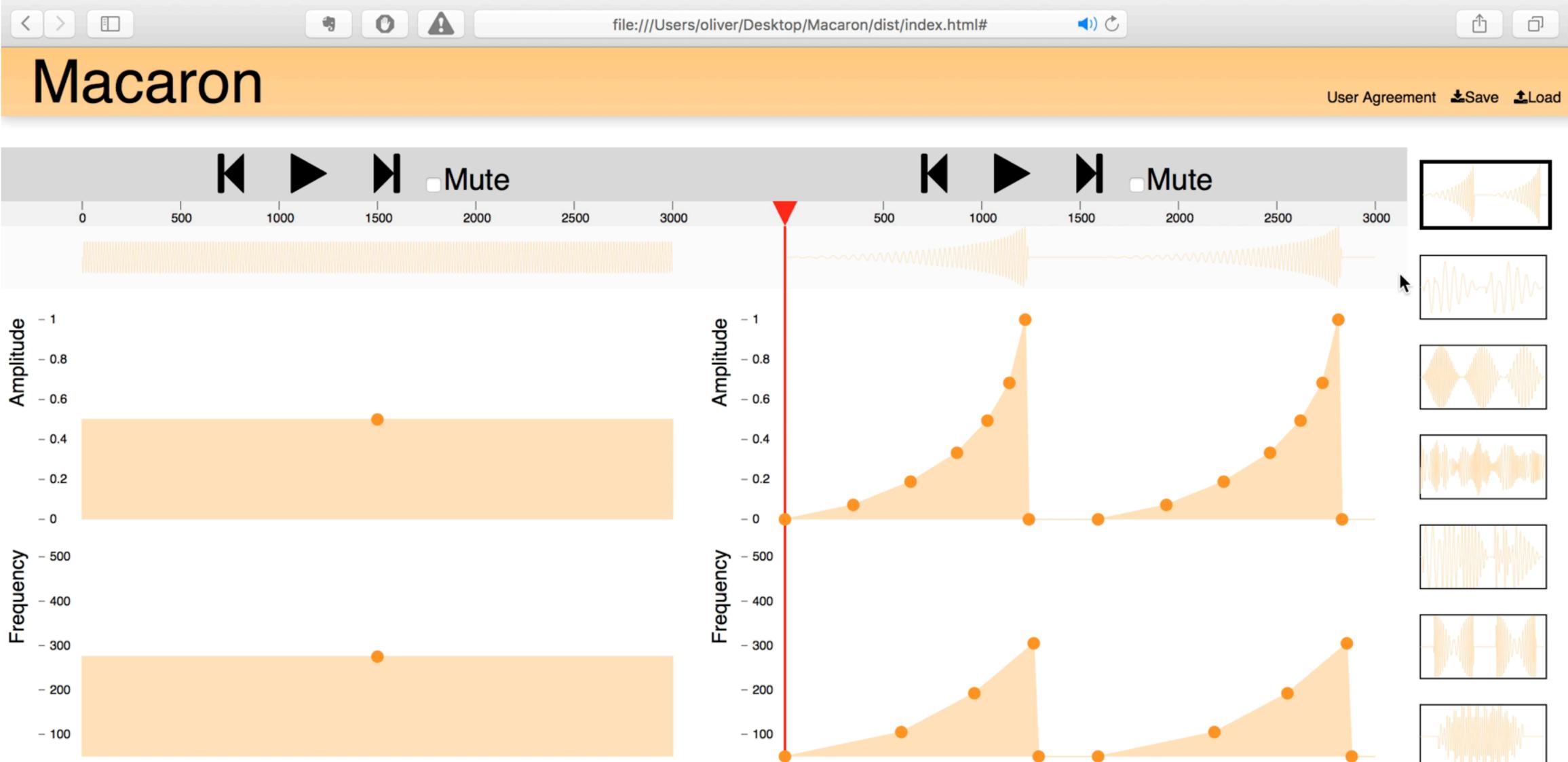


"Vibrotactile Score" Lee, Ryu, Choi





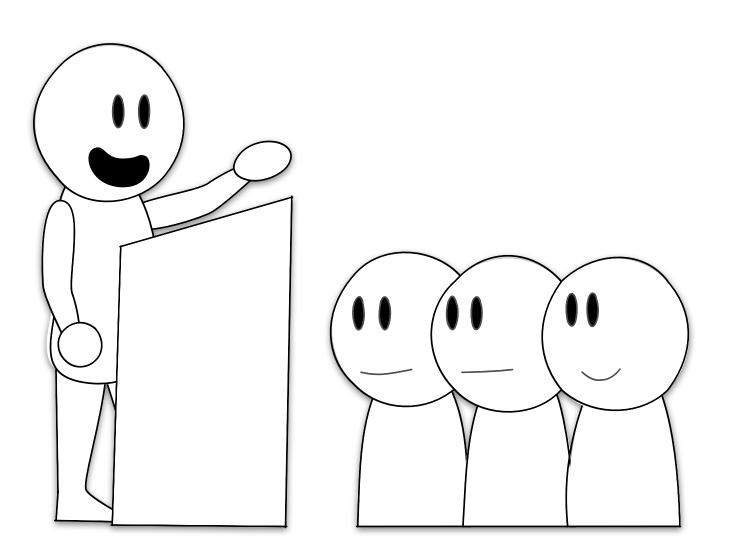
http://hapticdesign.github.io/macaron

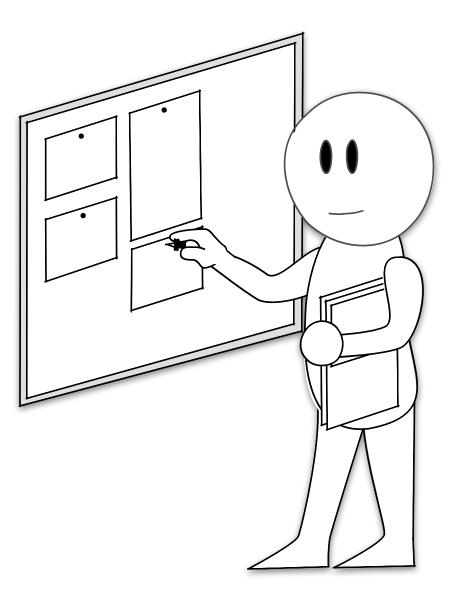


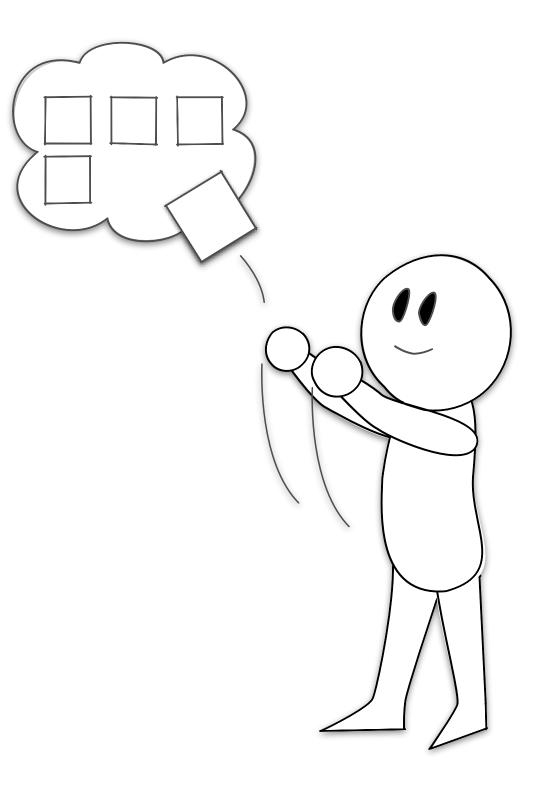
| Desktop/Macaron/dist/index.html# | (*) | 1 D |
|----------------------------------|-------------------------|-----|
| | | |





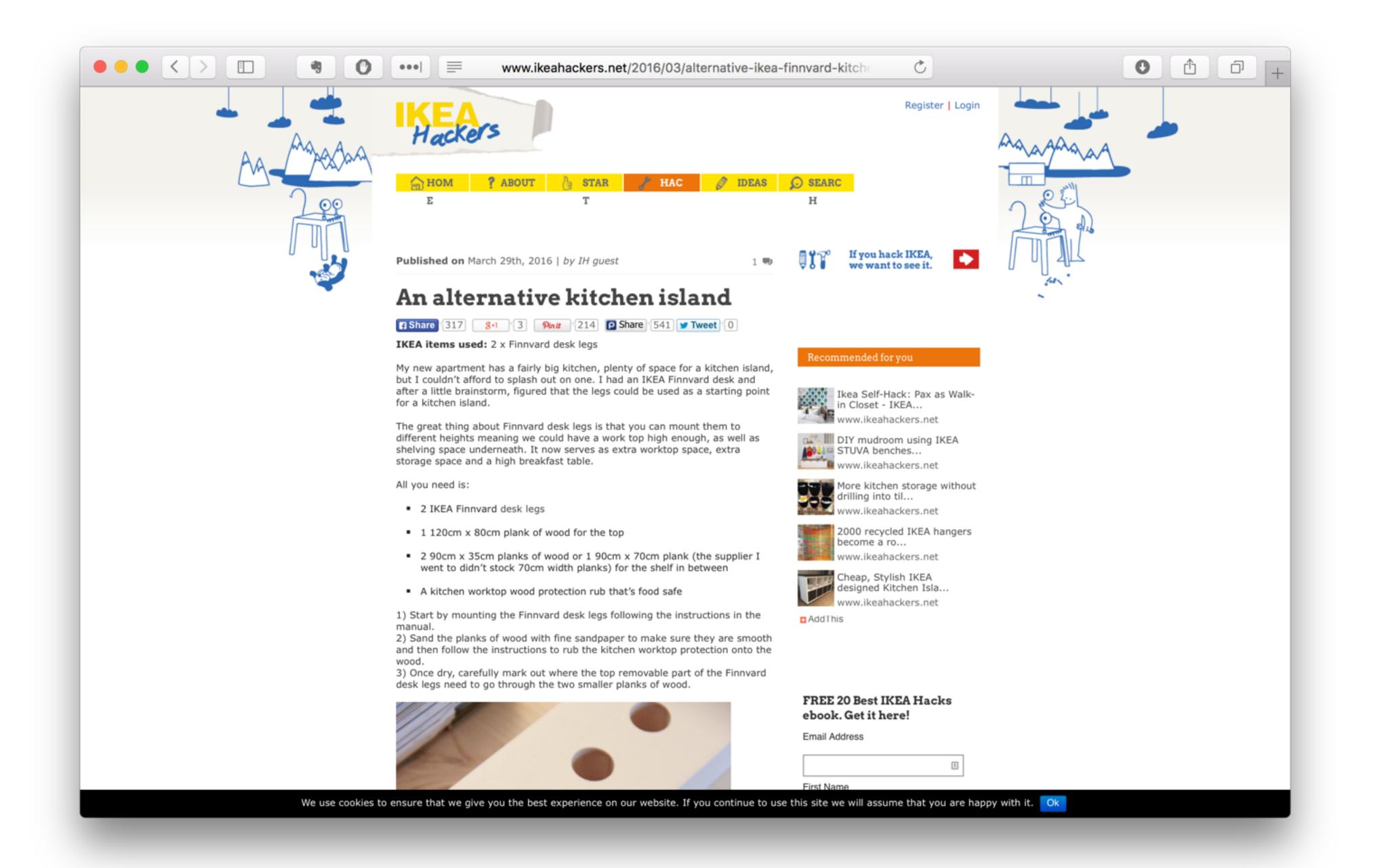


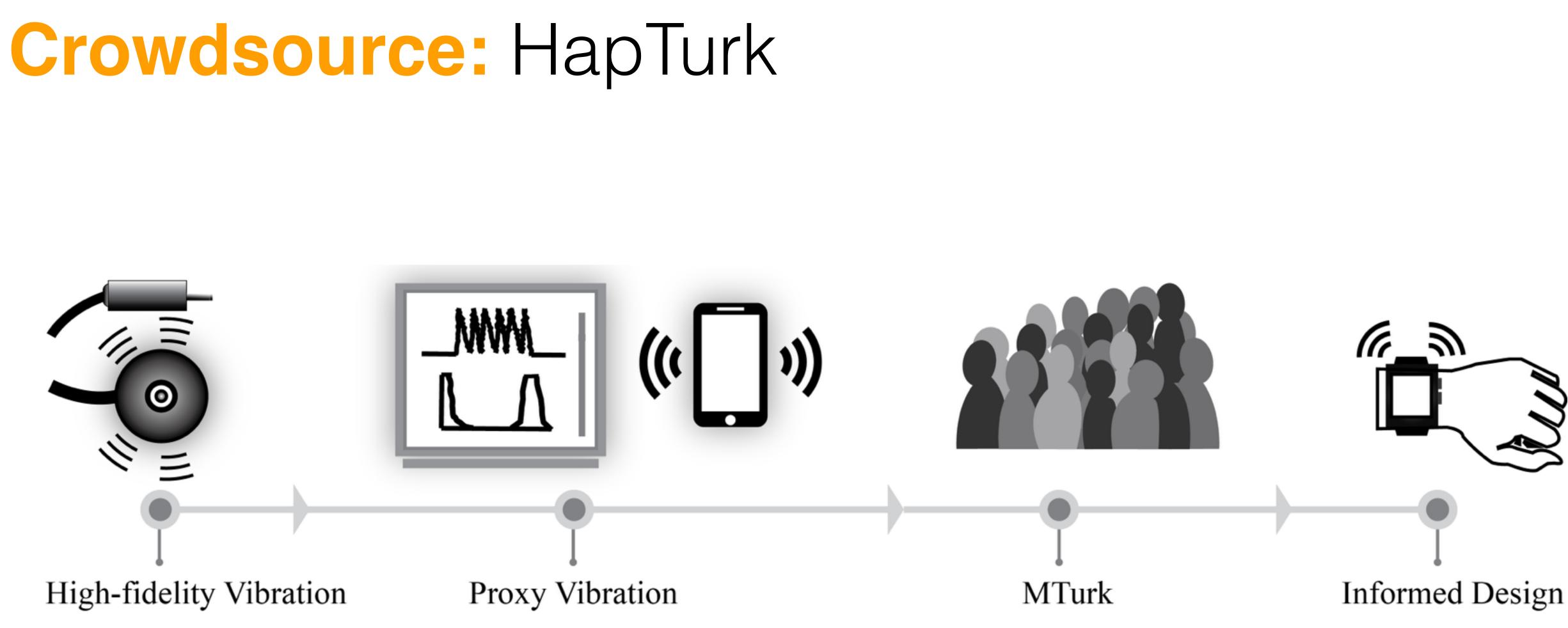




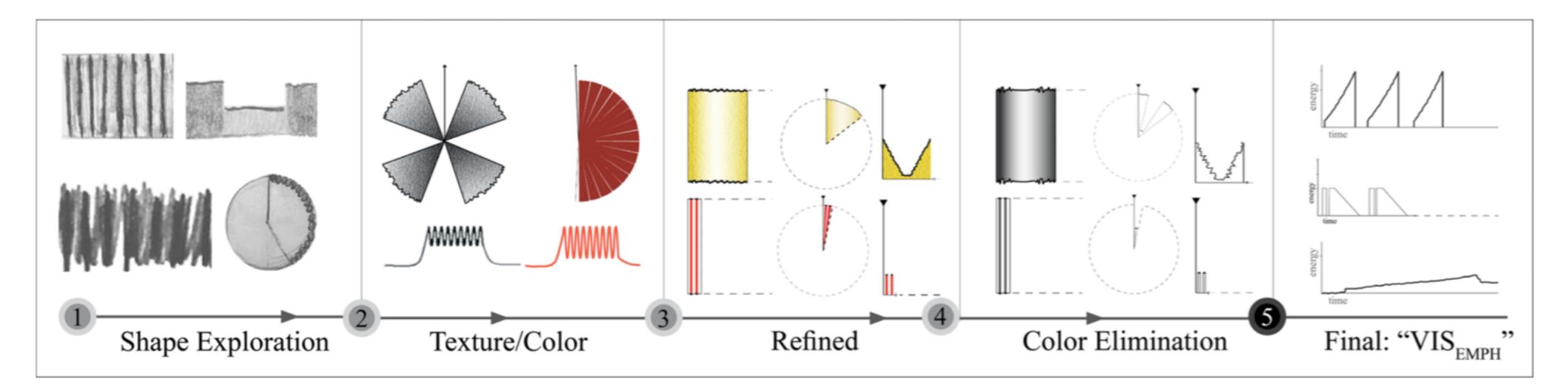
including — to places where others can browse.







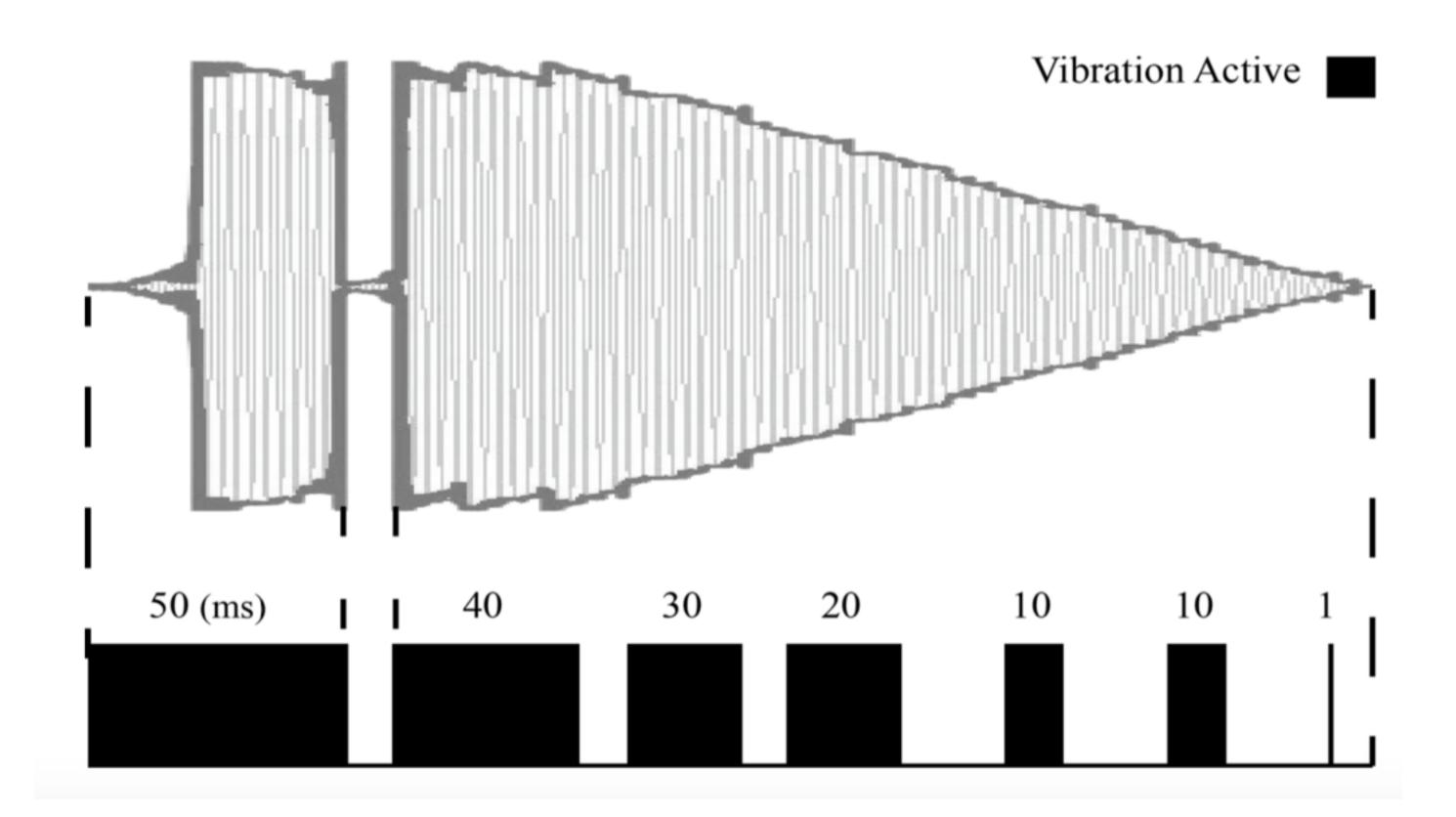
Schneider, O., Seifi, H., Kashani, S., Chun, M., & MacLean, Karon. HapTurk: Crowdsourcing Affective Ratings of Vibrotactile Icons. CHI 2016.



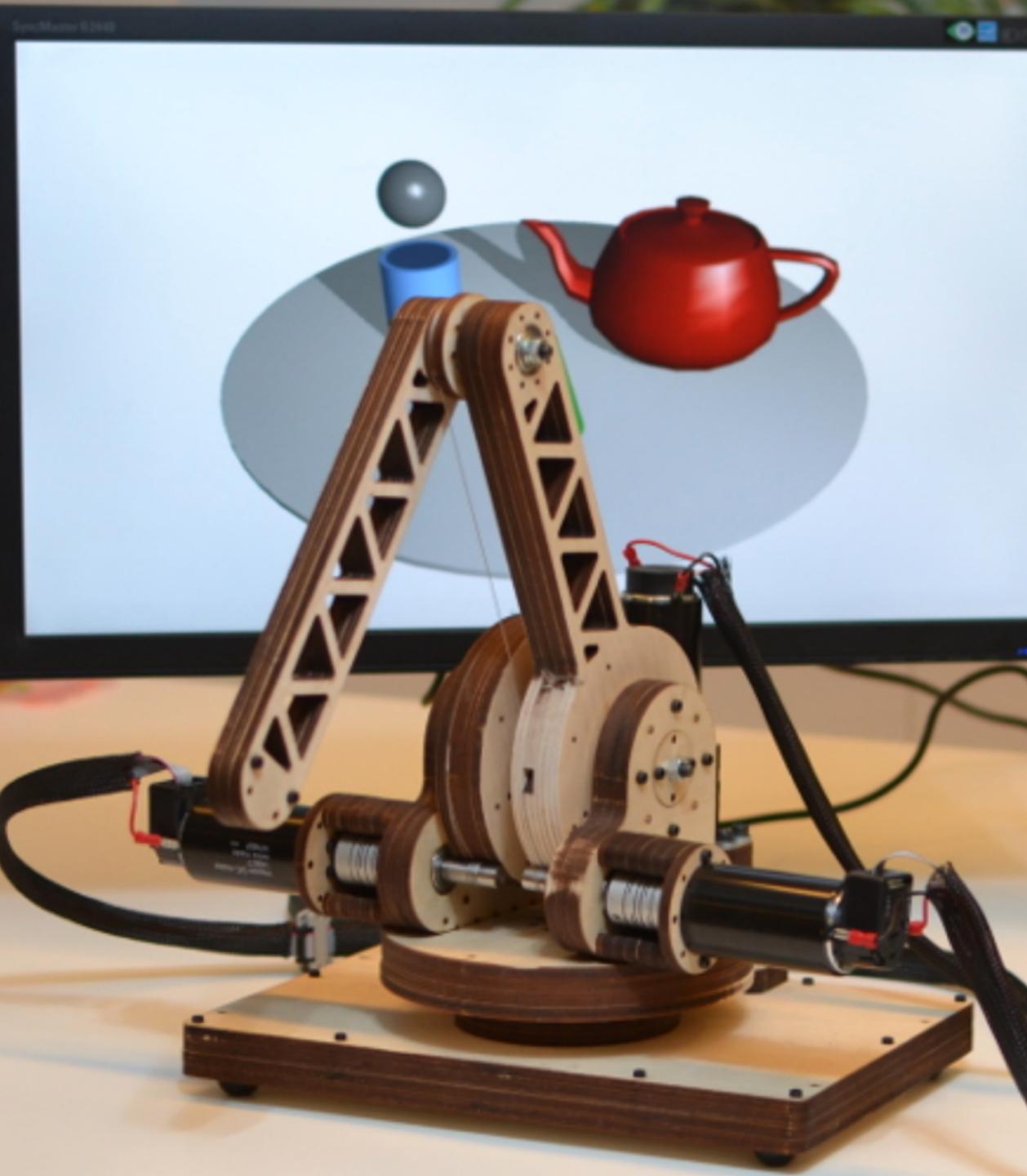
| Example | Roughness | Energy | Duration |
|---------|--|---|---|
| | by the line's roughness | by the line's thickness & by height | by the length of the x-axis |
| | rough ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ | high high | longest |
| | so-so smooth | low low | short — – – – – (compared to the longest) |

Figure 4: Visualization design process. Iterative development and piloting results in the VIS_{EMPH} visualization pattern.

HapTurk: visualizations



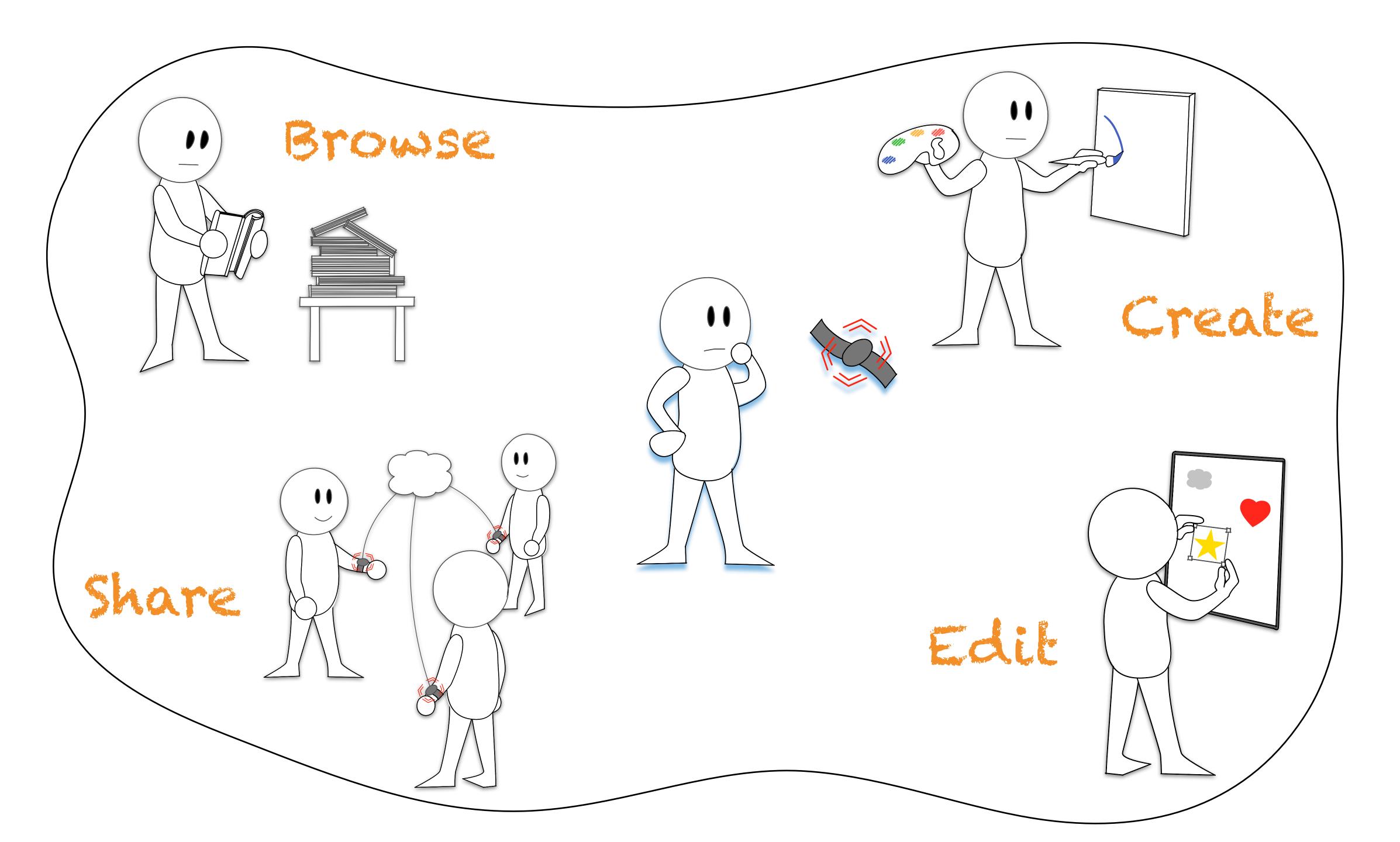
HapTurk: low-fidelity phone vibrations



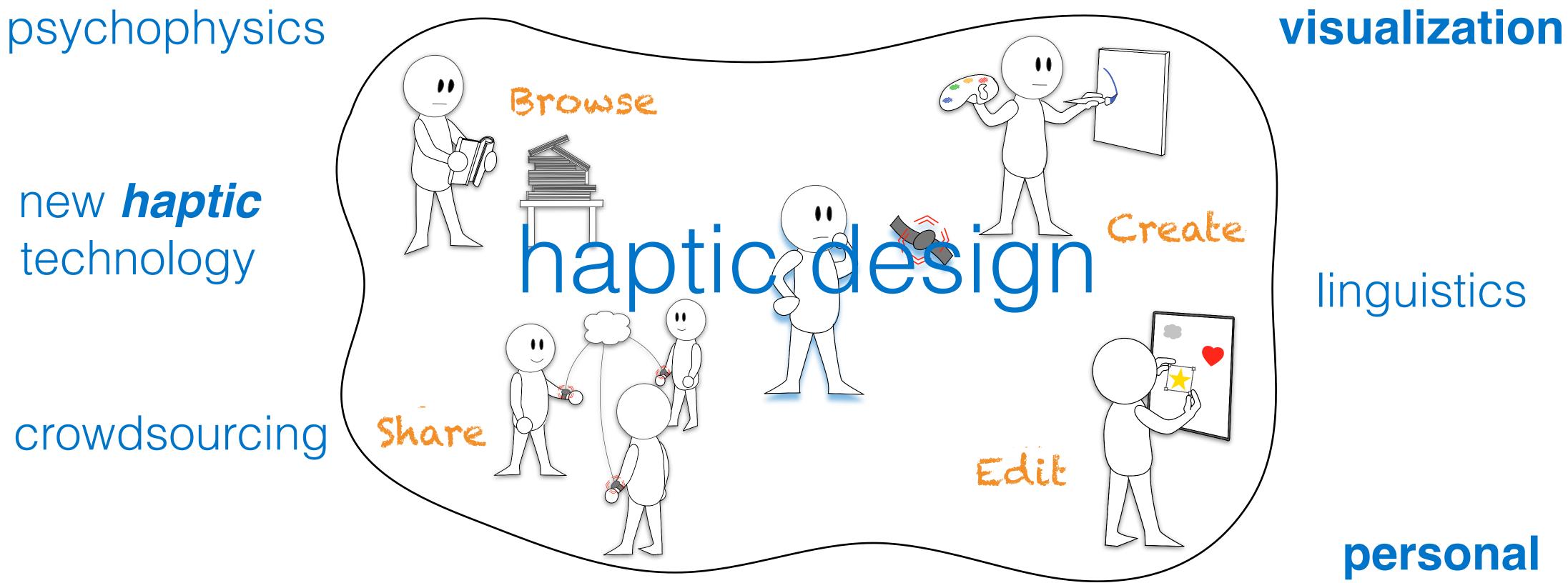
WoodenHaptics Forsslund et al.







many other domains feed into this some of them are changing fast too



sketching & prototyping methods / technology

sensing: wearables, digital materials personal fabrication

message: Haptic design practice is not monolithic. It requires a rich, interconnected ecosystem of tools.

- We actually **have** a lot of tools already.
- Some of them are pretty good for their specific jobs.
 - But, many other jobs are not supported, and isolated tools are far from a workflow.
 - —> as the technology matures, we need to focus on how to build things with it.

support Haptic Design

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