

embodied *interaction*

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intro

sensory receptors

sensory system

haptic virtual objects

tactile sensors

servomechanism systems

future medical applications

physical abuse

tactile stimulation

haptic technology

therapeutic touch

touch

proprioception

haptic capabilities

vibrations

human interaction

somatosensory system

somatic sense

positive effect touches

playful touches

tactile interaction

haptic perception

human touch

haptic communication

interpersonal relationships

contact with objects

platonic touch

emotionally touched

sexual touch

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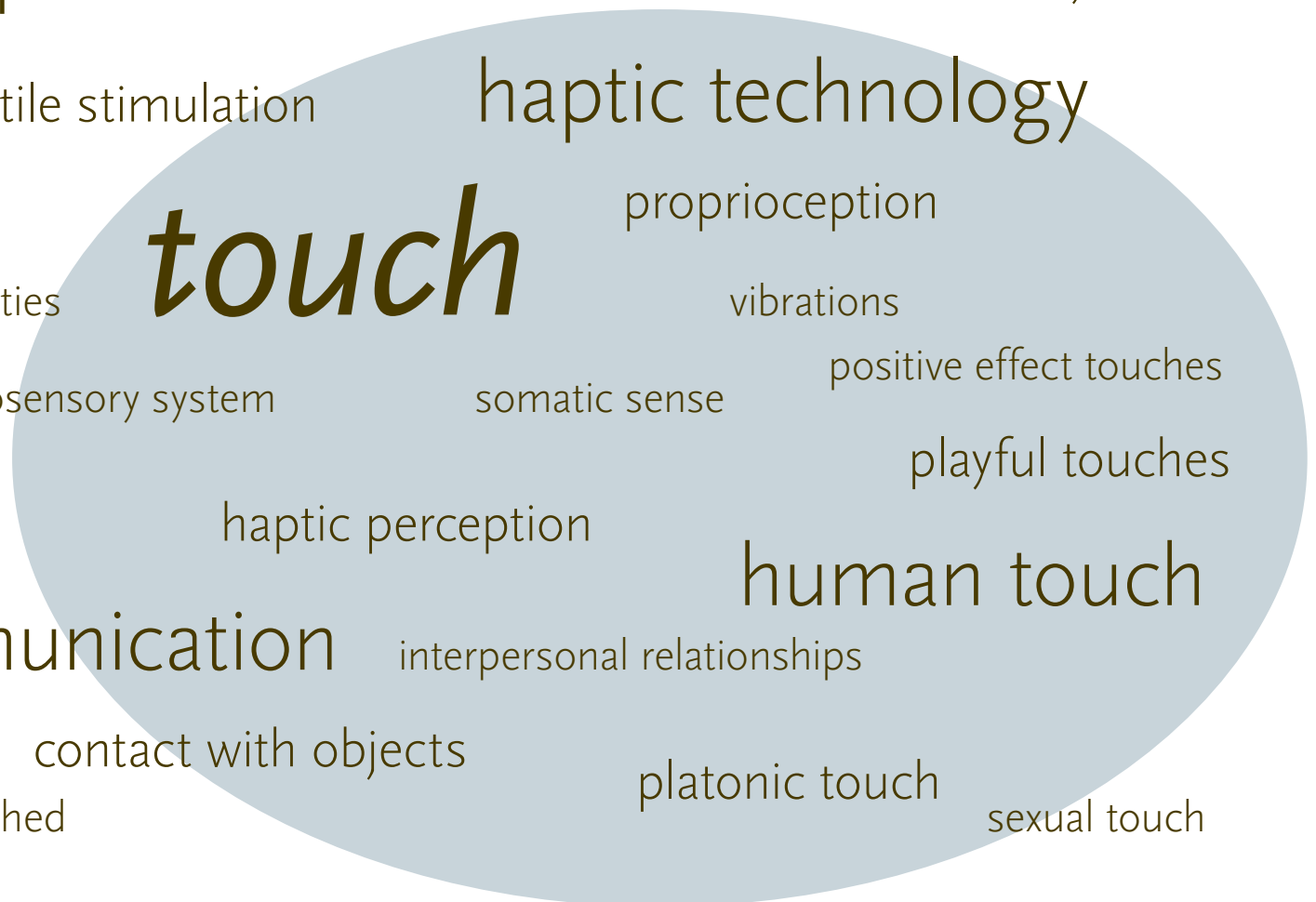
contact with objects

platonic touch

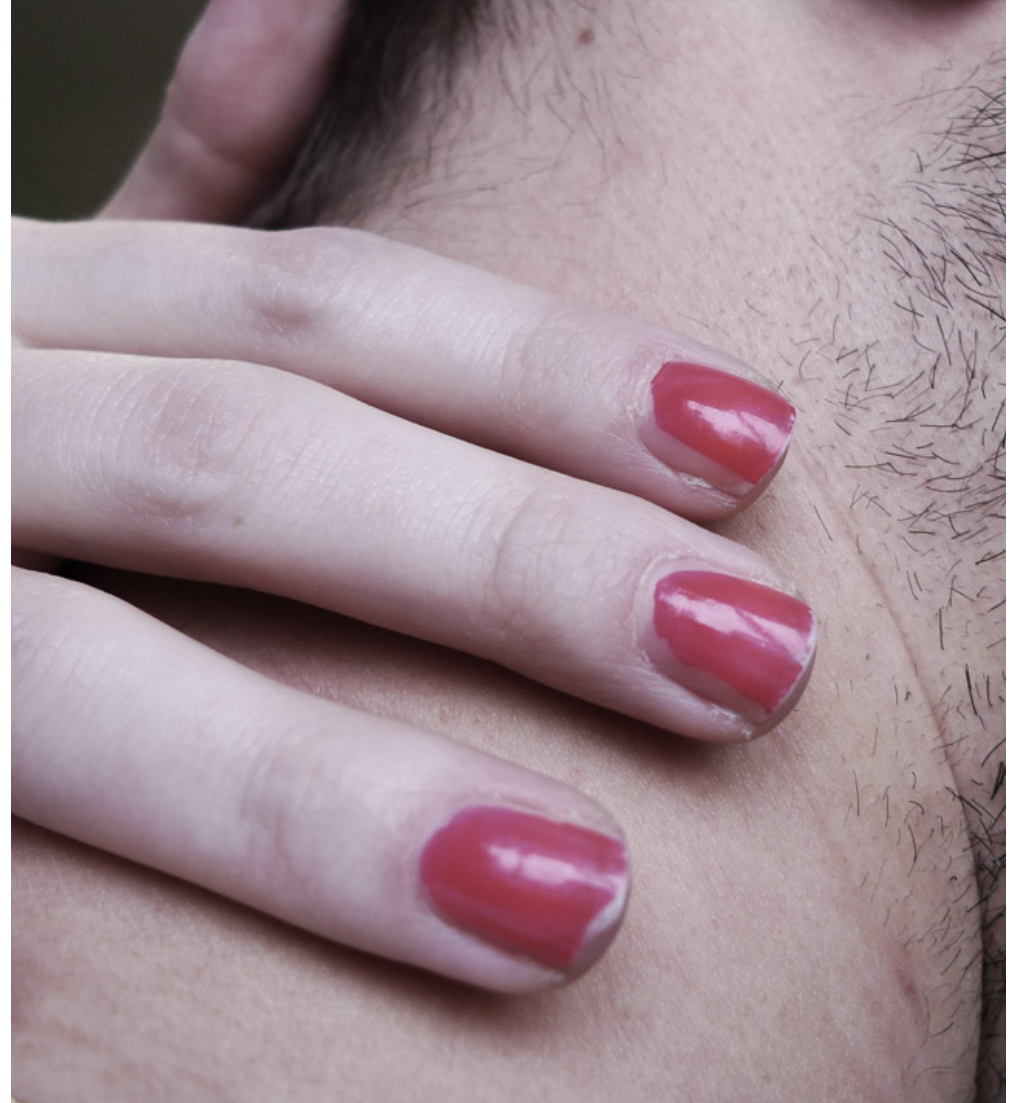
emotionally touched

sexual touch

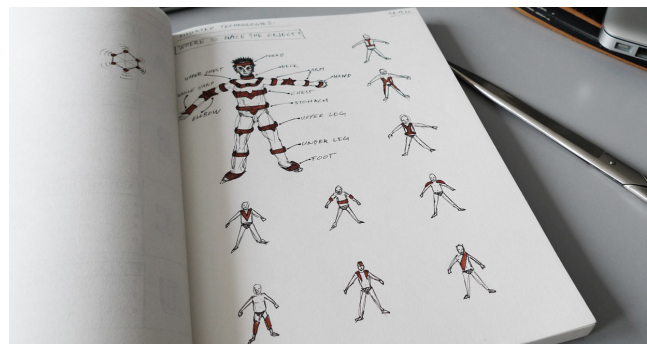
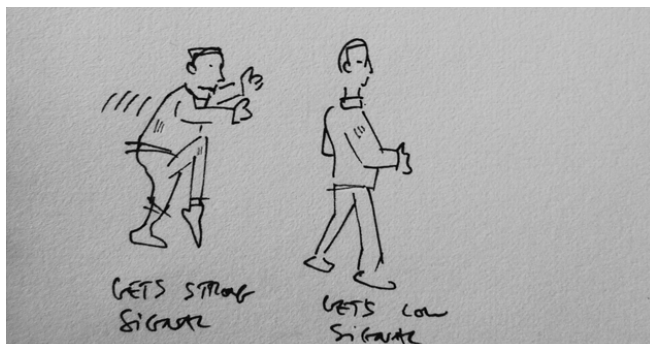
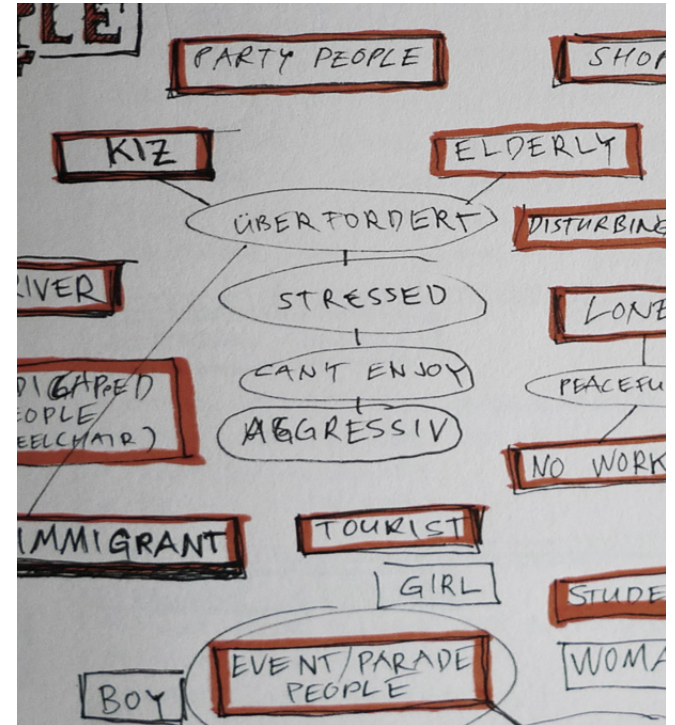
touch



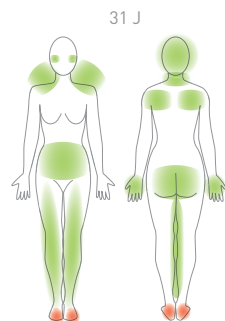
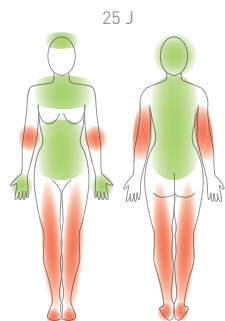
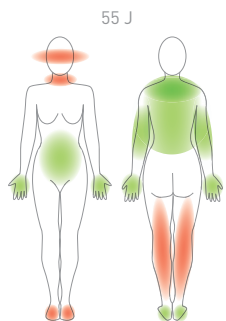
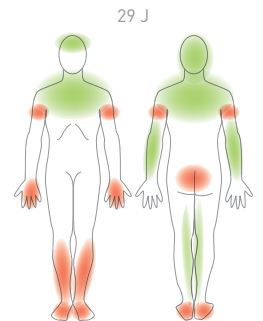
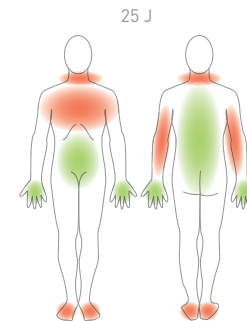
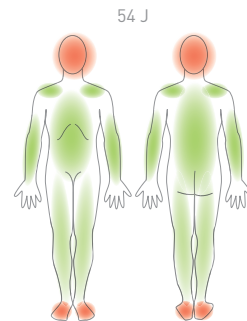
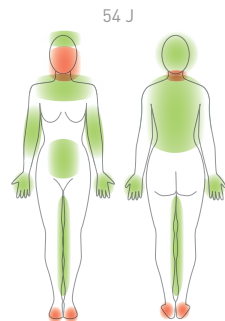
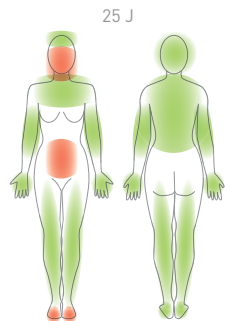
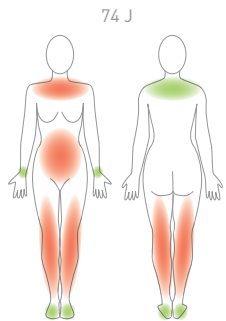
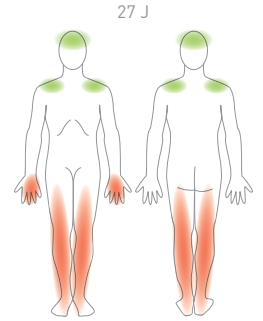
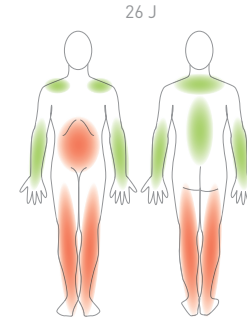
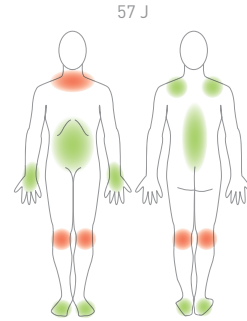
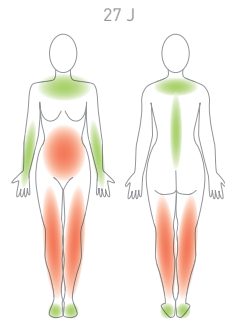
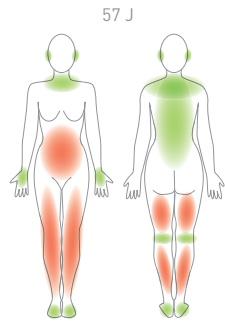
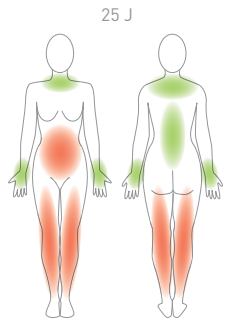
human touch



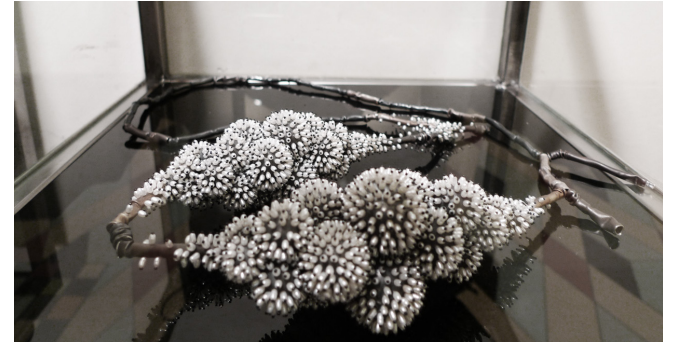
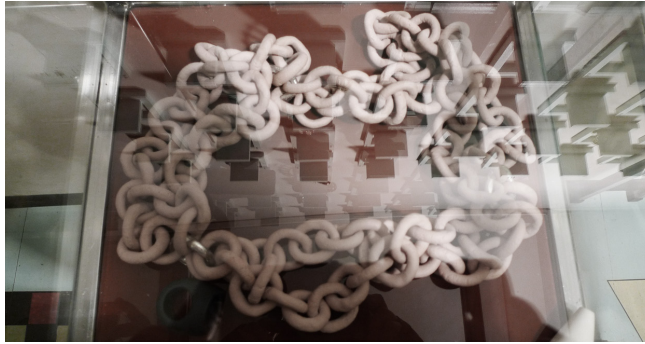
collecting ideas



interviews



friends of carlotta

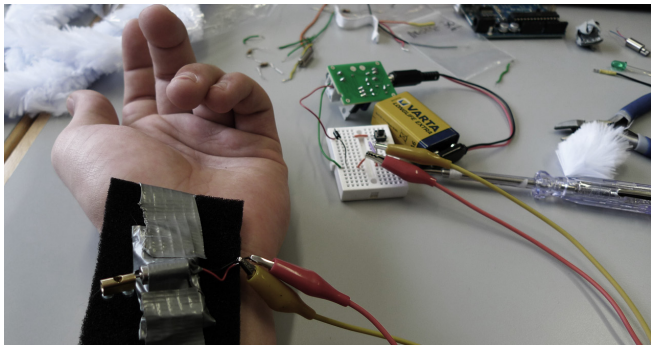
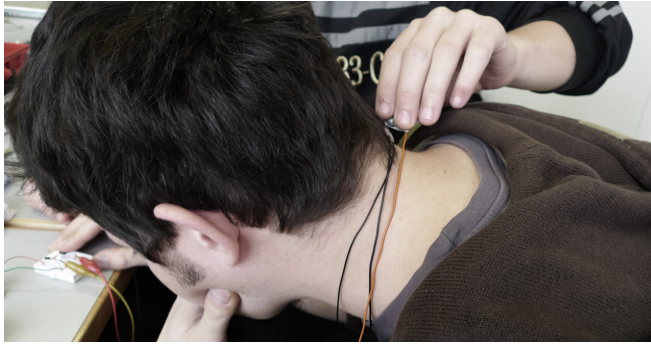


fleamarket



love needs no words

touch research



conclusion

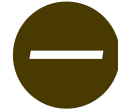


material:

- fur
- light cotton
- silk
- hair

mechanic:

- indirect movement or touch



mechanic:

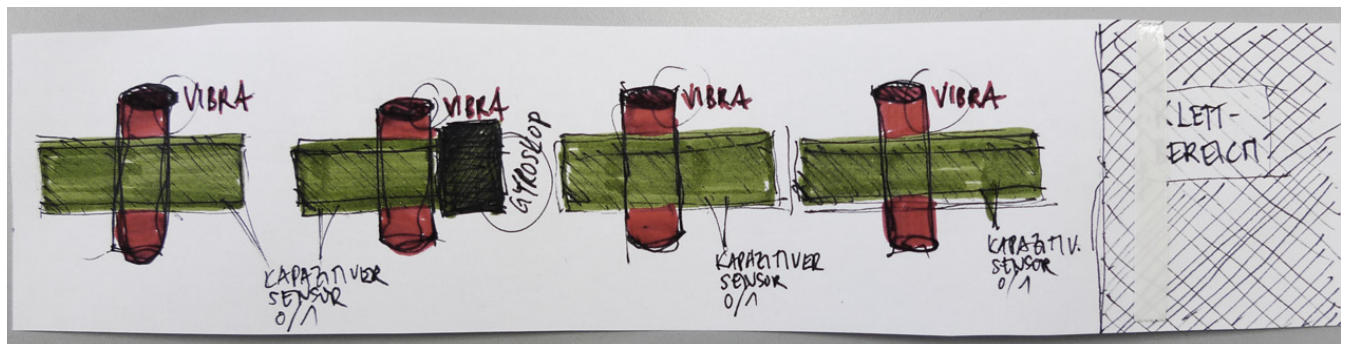
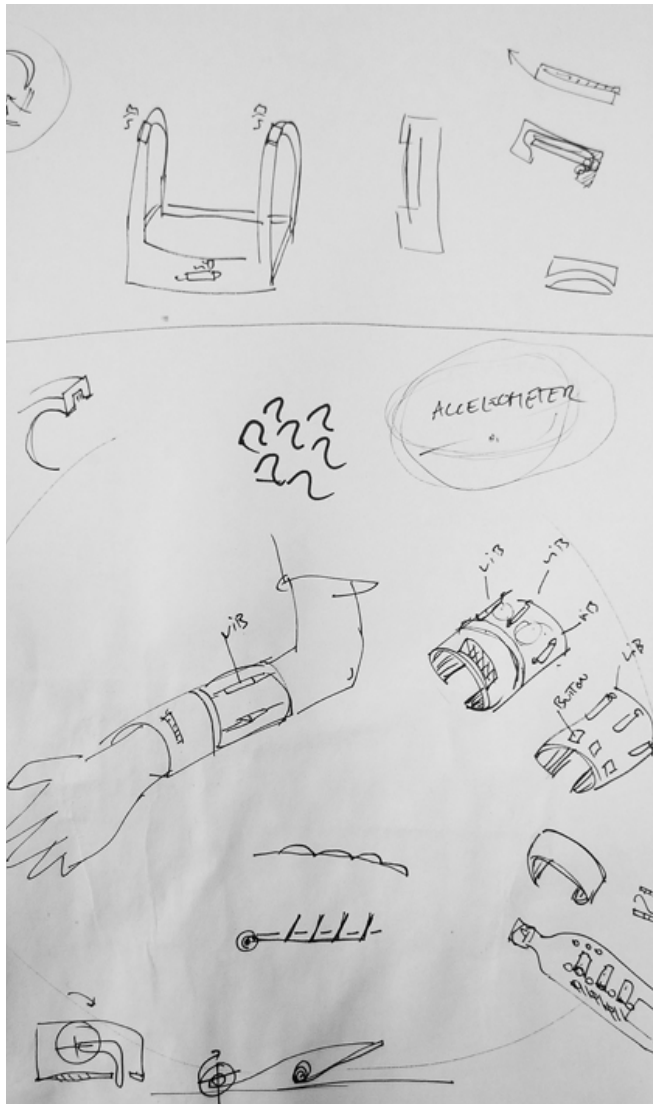
- big construction
- vibration and rotation
don't feel like human touch

playband 

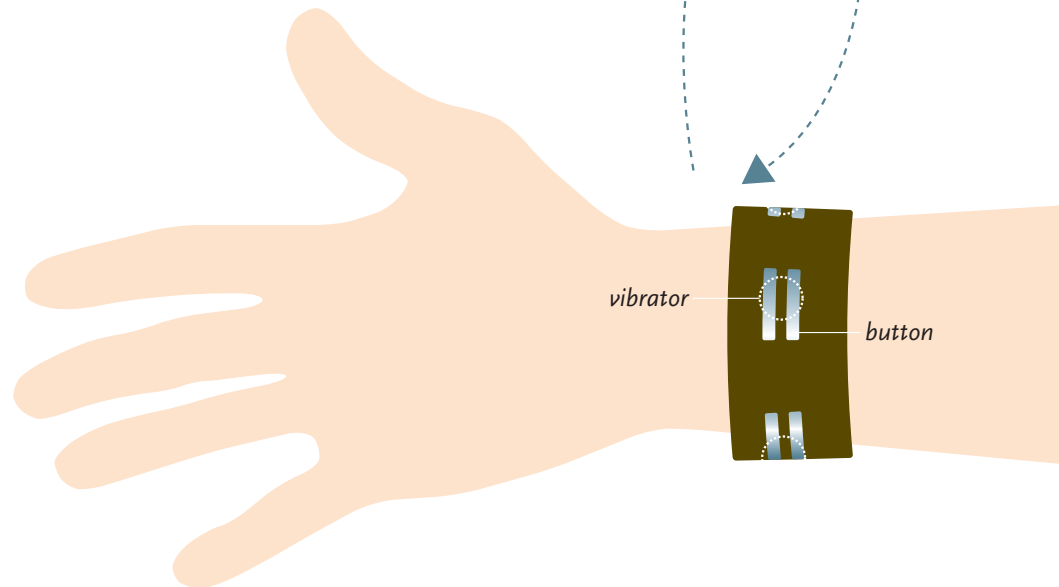
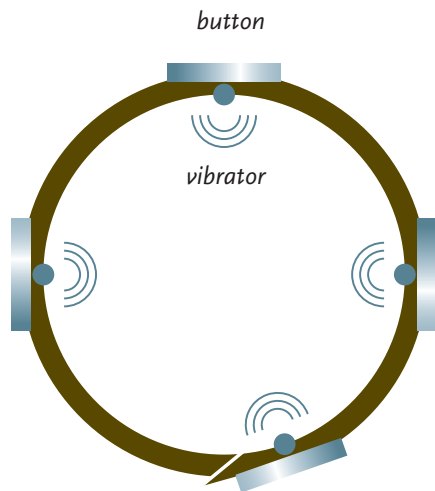
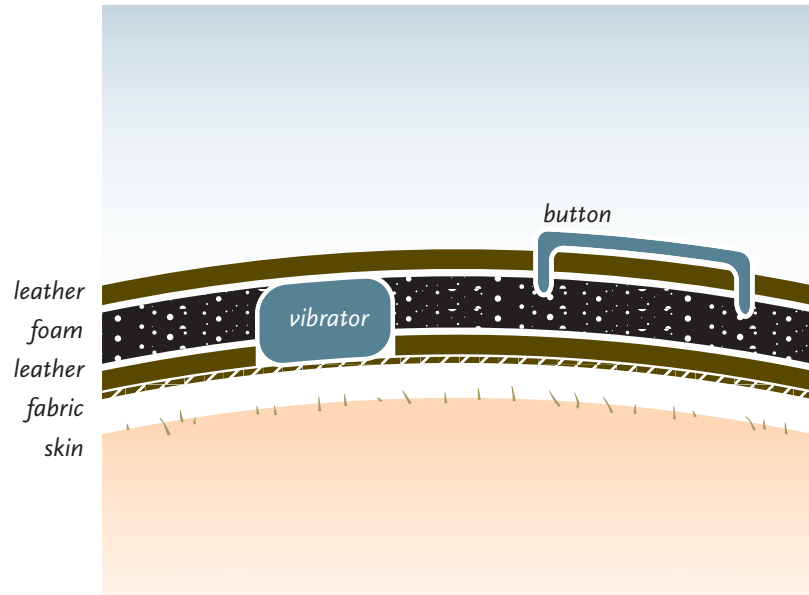
new approach

- human touch → • *secret code*
- two object → • *one object*
- jewelery → • *jewelery*
- intimacy → • *hidden communication*

new approach



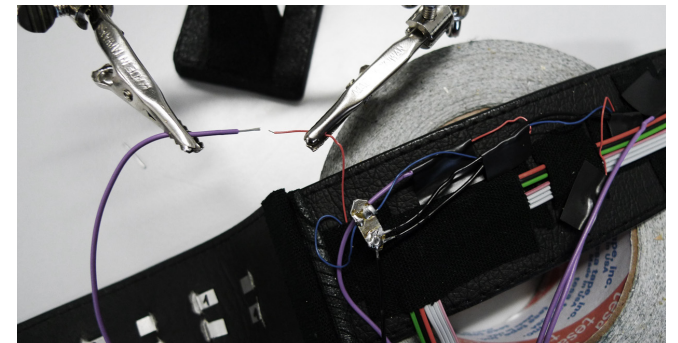
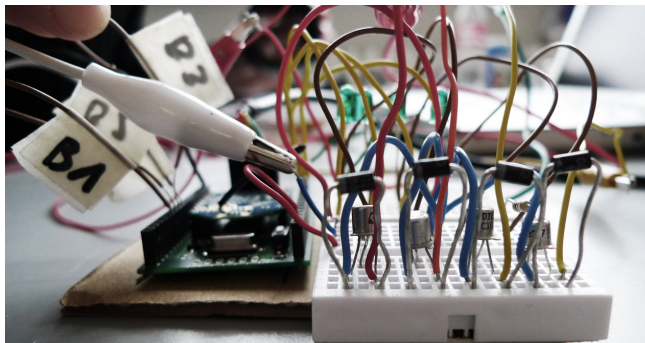
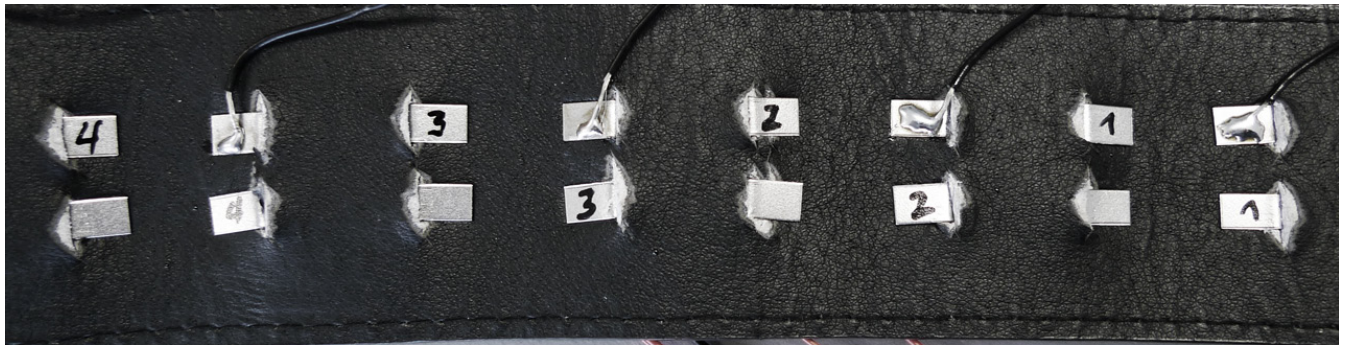
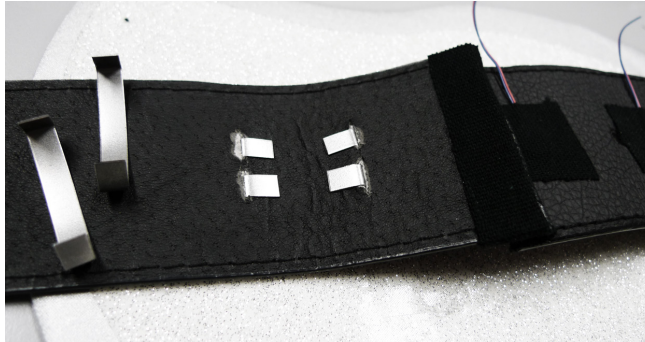
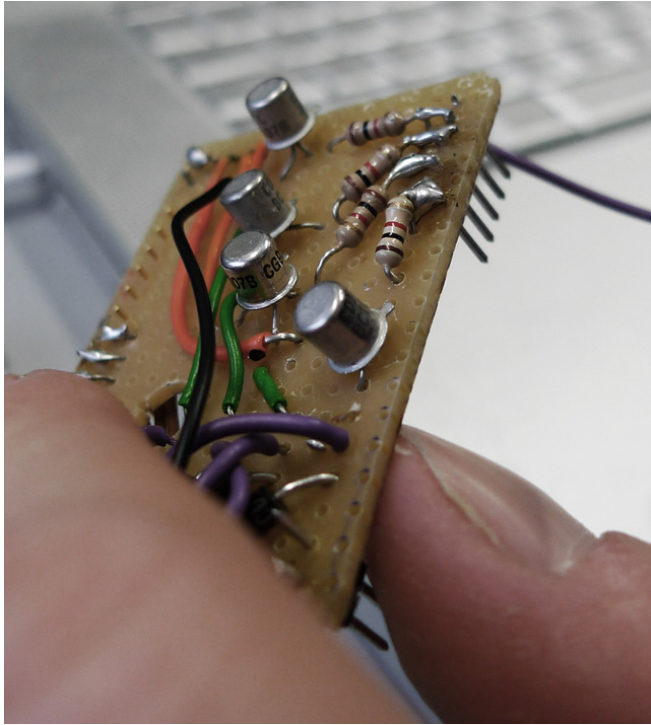
blueprint



building phase



building phase



testing in the classroom

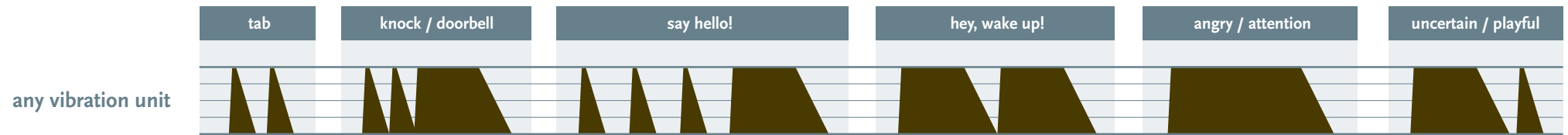


testing in the classroom

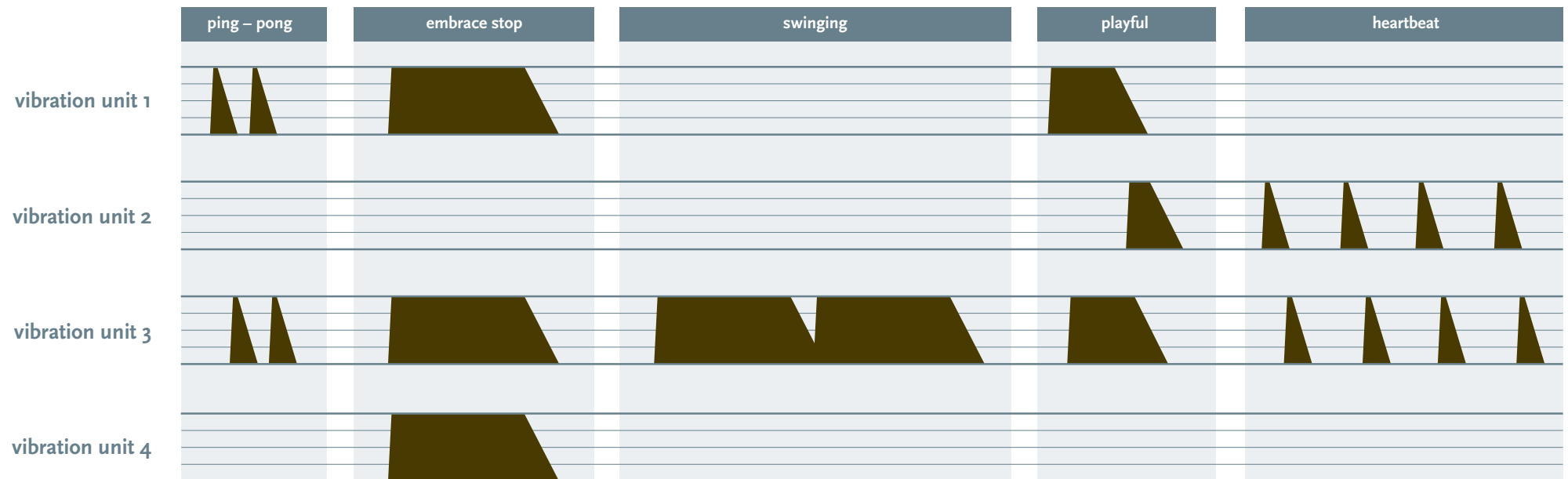


vibration patterns

single vibration patterns:



multi vibration patterns:



user testings

overall conclusion

- sceptical first response
- surprising, unusual haptical effect
- animates to play around
- playful learning of patterns
- developing of personal tactile language

future

- implementation of the gyroscope
- refining as a playful instrument
- distinguishable vibration-outputs / -units
- improve visual help for simpler communications
- expand bracelet for rehabilitation (haptic perception and coordination)
- upgrade the bracelet as a remote

thanks for your attention

<http://blogs.iad.zhdk.ch/embodied-interaction/playband>