

Haptics related action		
One stimuli		Constant stimuli
applauding	fencing (sport)	arguing
archery	flint knapping	arm wrestling
base jumping	gymnastics tumbling	biking through snow
bouncing on bouncy castle	hitting baseball	bull fighting
bouncing on trampoline	kicking field goal	cracking neck
breaking boards	kicking soccer ball	falling off bike
burping	opening wine bottle	marching
catching or throwing baseball	playing drums	pillow fight
catching or throwing frisbee	popping balloons	riding mechanical bull
catching or throwing softball	punching bag	tickling
chopping meat	punching person (boxing)	tackling
chopping vegetables	ripping paper	wrestling
chopping wood	slapping	
clapping	smashing	
dunking basketball	sneezing	
falling off chair	sword fighting	

Figure 1. Collection of action categories related to haptics. One stimuli columns represent haptic stimulus that correspond to one certain point in the event, and constant stimuli correspond to haptic vibration that happens during the whole event.