

# How Haptics can Improve Subjective Experience in Virtual Reality

Lecuyer, Anatole<sup>1</sup>

<sup>1</sup> INRIA, France

## TO CITE

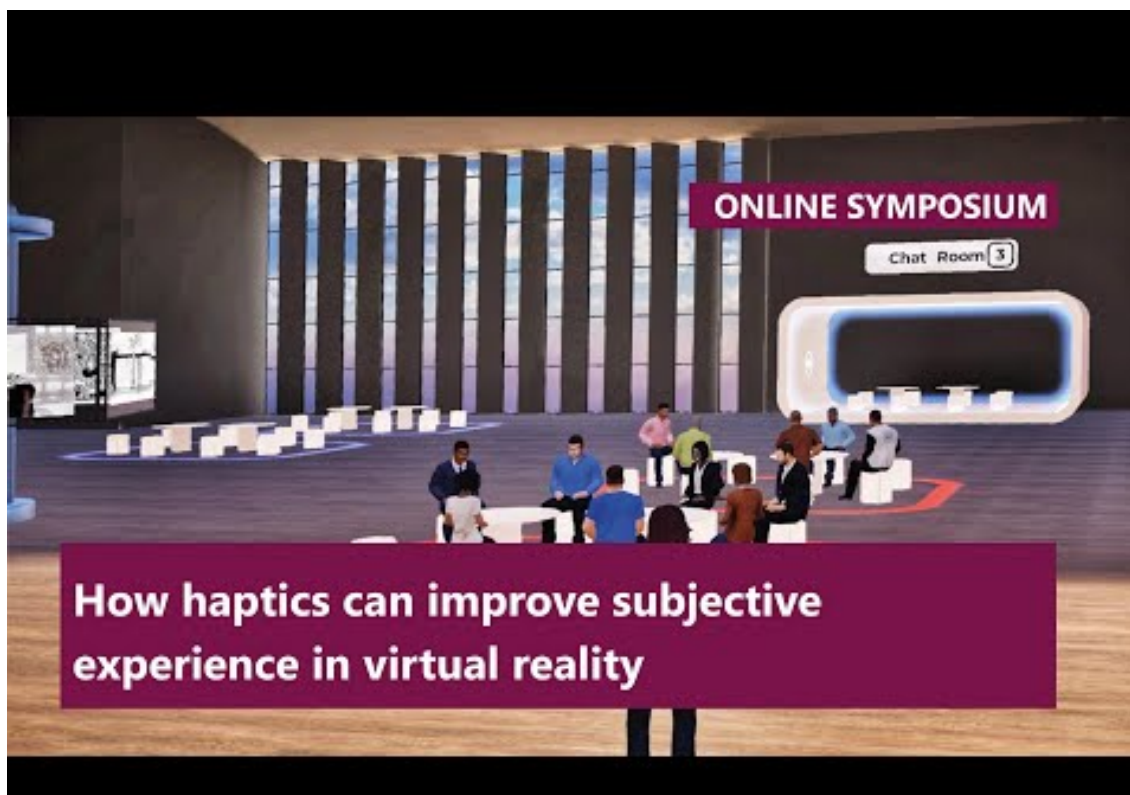
Lecuyer, A. (2023). How Haptics can Improve Subjective Experience in Virtual Reality. *Proceedings of the Paris Institute for Advanced Study*, 6. [https://paris.pias.science/article/VIRT\\_2022\\_4\\_how-haptics-can-improve-subjective-experience-in-virtual-reality](https://paris.pias.science/article/VIRT_2022_4_how-haptics-can-improve-subjective-experience-in-virtual-reality)

## PUBLICATION DATE

17/02/2022

## ABSTRACT

*Virtual Realities, real experiences. Perspectives from behavioral and neuroscience studies. Paris IAS, 17 February 2022*



Lecuyer, A. (2023). How Haptics can Improve Subjective Experience in Virtual Reality. *Proceedings of the Paris Institute for Advanced Study*, 6. [https://paris.pias.science/article/VIRT\\_2022\\_4\\_how-haptics-can-improve-subjective-experience-in-virtual-reality](https://paris.pias.science/article/VIRT_2022_4_how-haptics-can-improve-subjective-experience-in-virtual-reality)

2022/6 - virtual-realities - Article No.1. Freely available at [https://paris.pias.science/article/VIRT\\_2022\\_4\\_how-haptics-can-improve-subjective-experience-in-virtual-reality](https://paris.pias.science/article/VIRT_2022_4_how-haptics-can-improve-subjective-experience-in-virtual-reality) - 2826-2832/© 2023 Lecuyer A.

This is an open access article published under the [Creative Commons Attribution-NonCommercial 4.0 International Public License \(CC BY-NC 4.0\)](https://creativecommons.org/licenses/by-nc/4.0/)