WebAudioHaptics: Tutorial on Haptics with Web Audio

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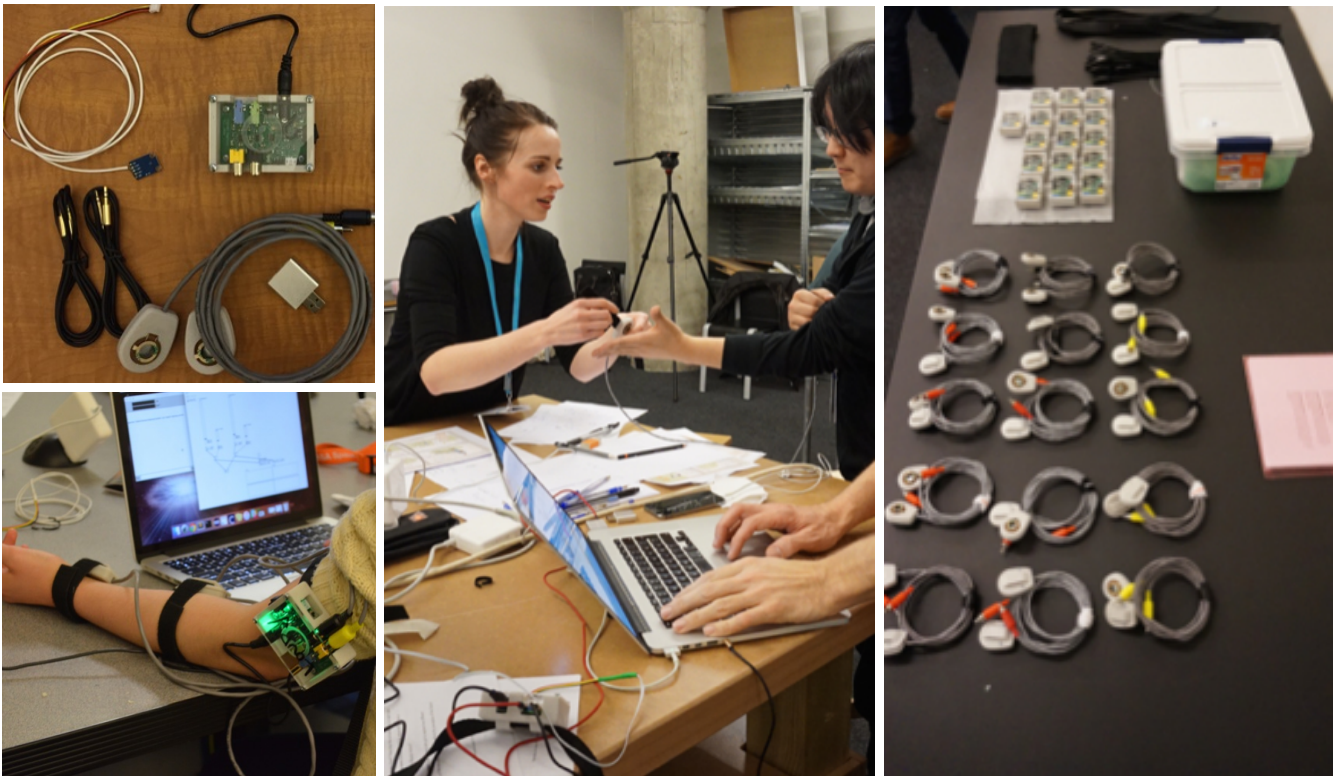Lille, France
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ABSTRACT

The Web Audio Haptics WAC Tutorial 2016 will explore how to create meaningful haptic content that engages different areas of the body using off-the-shelf hardware and open source software running on a web browser using Web Audio technologies. Participants will 1) learn the basic theories of tactile illusions; 2) get an overview on actuators and sensors; 3) explore tactile illusions using web-based audio tools and a box connecting actuators and sensors to their computer audio I/O; and 4) ideate use cases in groups. Tutorial material will remain available from: http://github.com/WebAudioHaptics

Pictures taken during the previous iteration of WebAudioHaptics: the Stereo Haptics workshop/studio at the Tenth ACM International Conference on Tangible, Embedded, and Embodied Interaction (TEI'16).