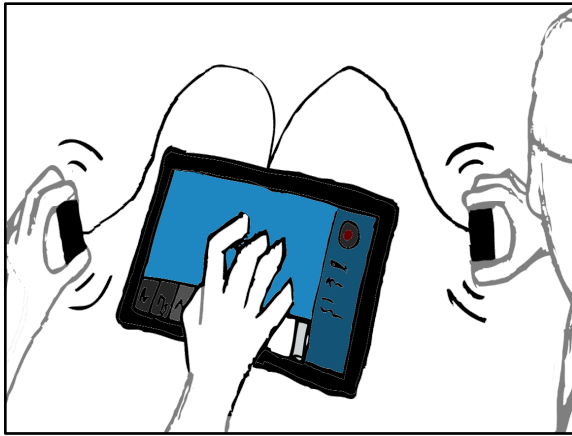
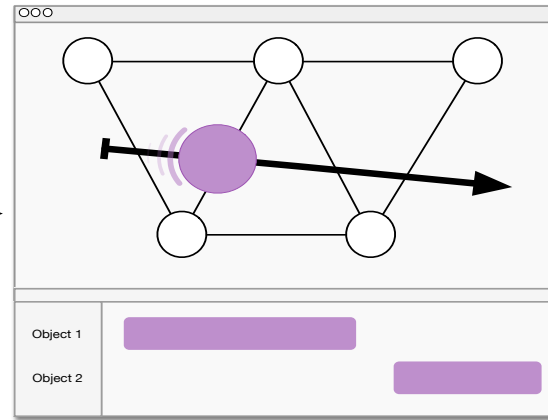


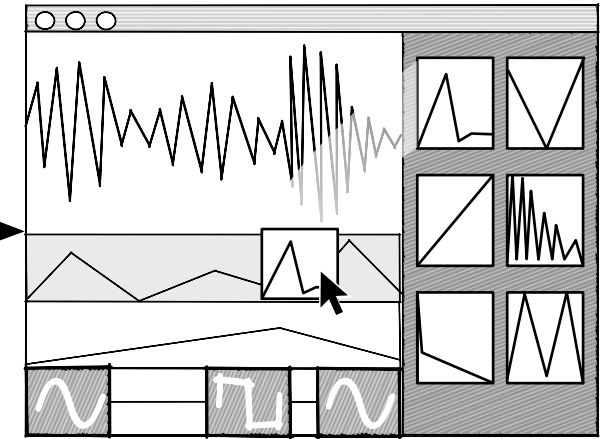
## Depth: Design Case Studies



Haptic Instrument



Tactile Animation



Example-based Design

### Contributions

#### Descriptive

- **Process:** What are designers doing?
- **Challenges:** What isn't supported?
- **Ecosystem:** How do different tools relate to each other, to different users, and to different devices?

#### Prescriptive

- **Requirements:** What do tools need?
- **Implementation:** How do we build tools?
- **Evaluation:** Which methods work?

Interviews with  
Designers

HaXD'15  
Workshop

Ground: Data from Hapticians

Breadth: Side projects

