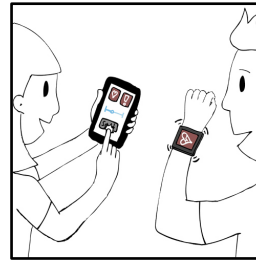
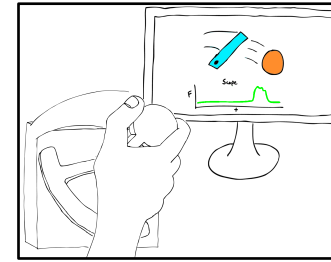


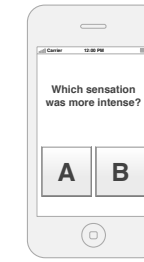
FeelCraft



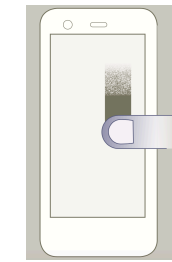
Feel Messenger



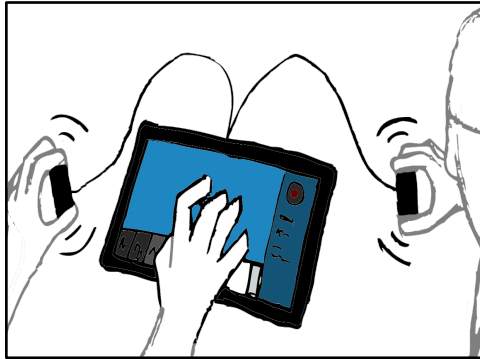
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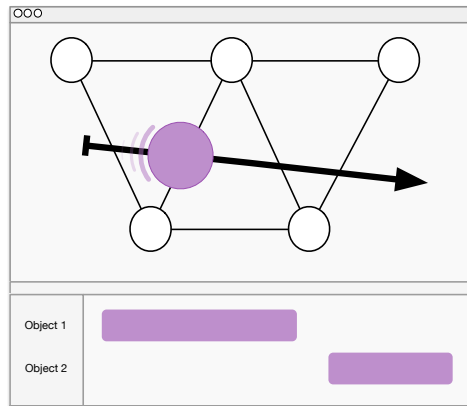
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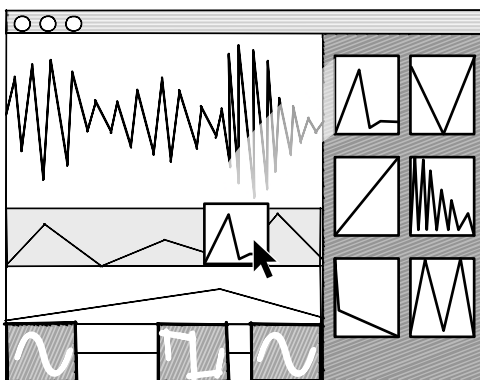
RoughSketch



Haptic Instrument



Tactile Animation



Example-based Design

## Preliminary Theory for Supporting Haptic Experience Design

- **Process:** What are designers doing?
- **Challenges:** What isn't supported?
- **Requirements** - What do tools need?
- **Ecosystem** - How do different tools relate to each other, to different users, and to different devices?
- **Implementation** - How do we build tools?
- **Evaluation** - Which methods work?

Interviews with Designers

Ground

HaXD'15 Workshop

Ground