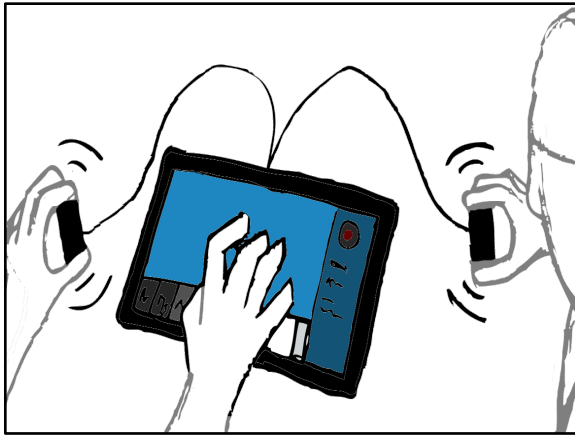
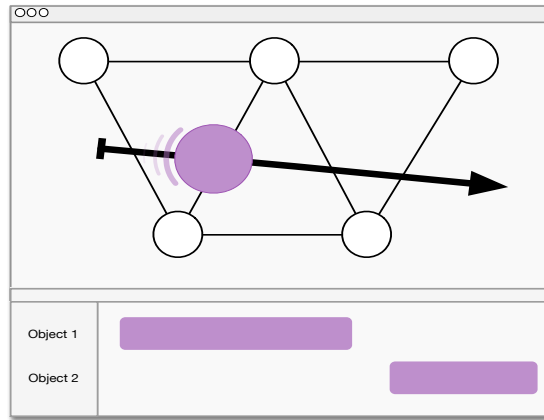


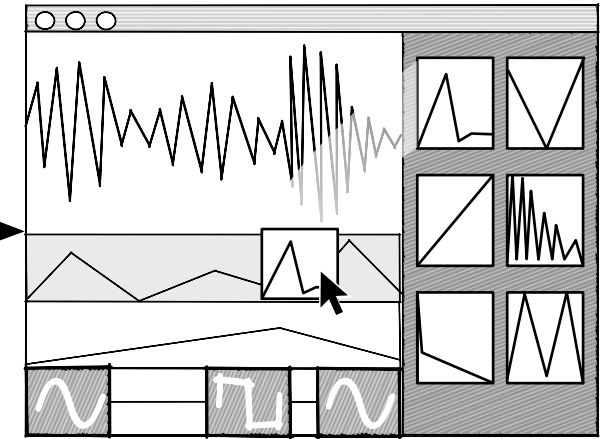
## Depth: Design Case Studies



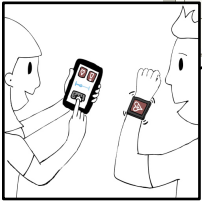
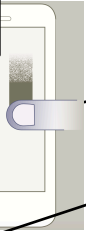
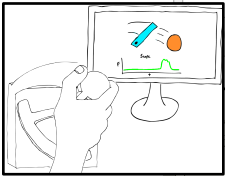
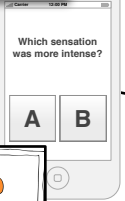
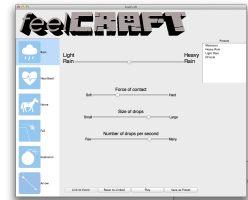
**Improvise:** Haptic Instrument



**Manipulate:** Tactile Animation



**Combine:** Design Gallery



**Breadth:** Side Projects

### Synthesize: Preliminary Theory

#### Description of HaXD:

- **Process:** What are designers doing?
- **Strategies:** What tools and techniques currently support designers?
- **Challenges:** What isn't supported?

#### Prescriptive Guidelines for HaXD Tools:

- **Design:** What are important requirements and features for HaXD tools?
- **Build:** How should we develop interactive software for HaXD?
- **Evaluate:** How can we evaluate tools?

Interviews with Designers

HaXD'15 Workshop

**Ground:** Data from Hapticians