

## WebAudioHaptics: Tutorial on Haptics with Web Audio

Christian Frisson, Thomas Pietrzak, Siyan Zhao, Zachary Schwemler, Ali Israr

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# WebAudioHaptics: Tutorial on Haptics with Web Audio

Christian Frisson  
University of Mons  
Mons, Belgium  
christian.frisson  
@umons.ac.be

Thomas Pietrzak  
Université de Lille 1  
Lille, France  
thomas.pietrzak  
@univ-lille1.fr

Siyan Zhao  
Carnegie Mellon University  
Pittsburgh, USA  
siyanz@andrew.cmu.edu

Zachary Schwemler  
Carnegie Mellon University  
Pittsburgh, USA  
zschweml@andrew.cmu.edu

Ali Israr  
Disney Research Pittsburgh  
Pittsburgh, USA  
israr@disneyresearch.com

## 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).



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