

Haptic Interaction Design based on Users Experience

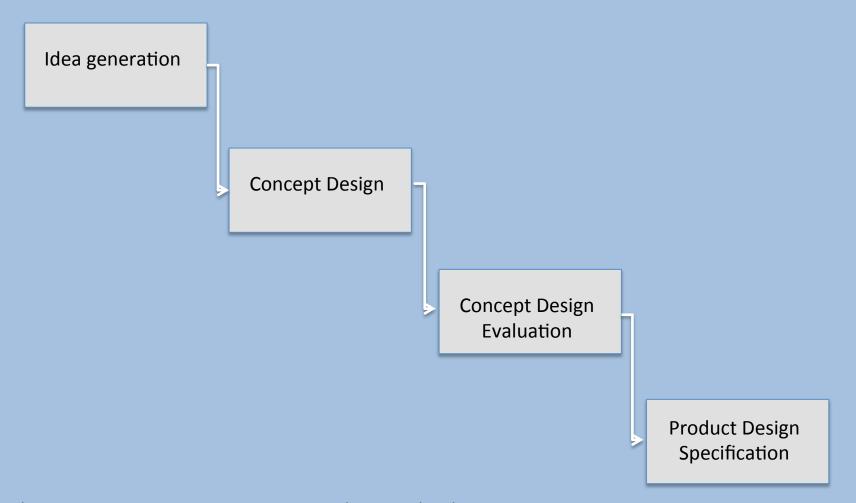
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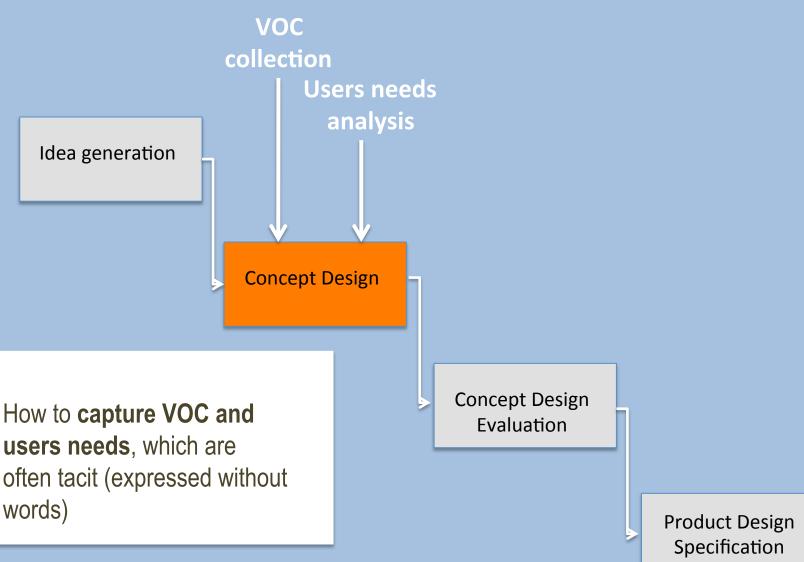
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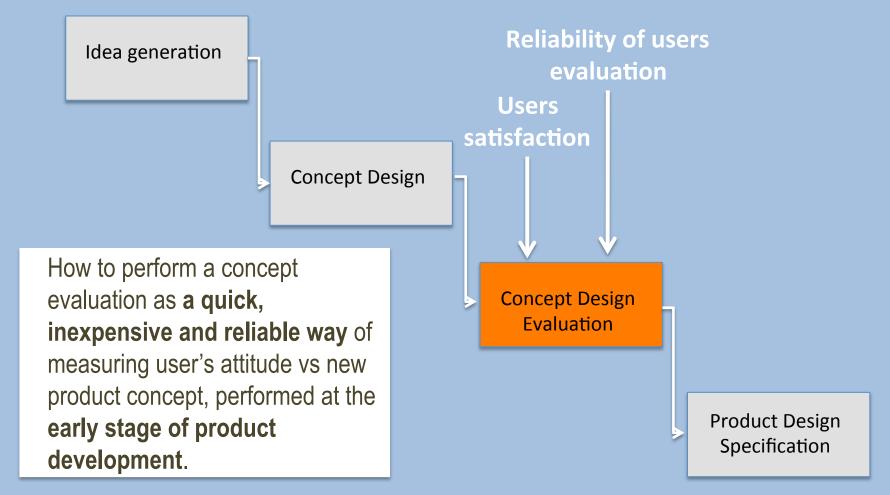


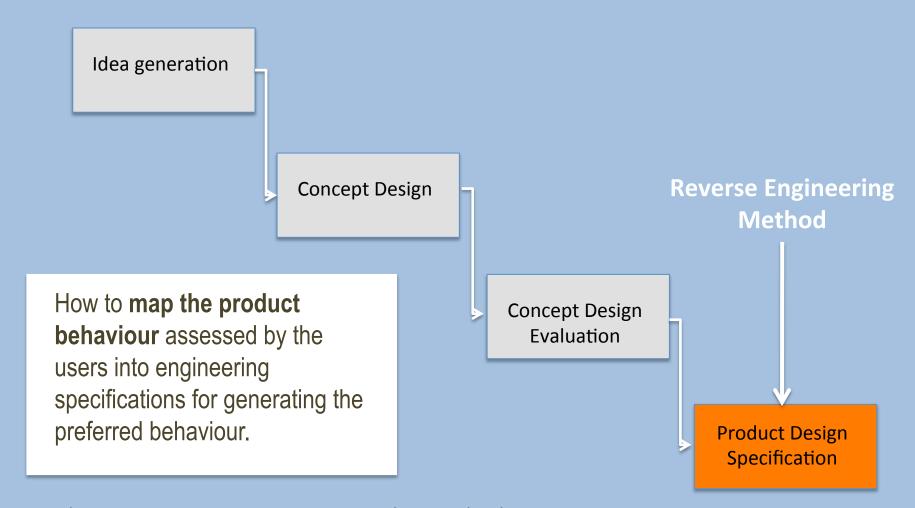
Haptic Interaction Design

is that phase of product development where the interaction with a product that occurs through touch and manual control is designed



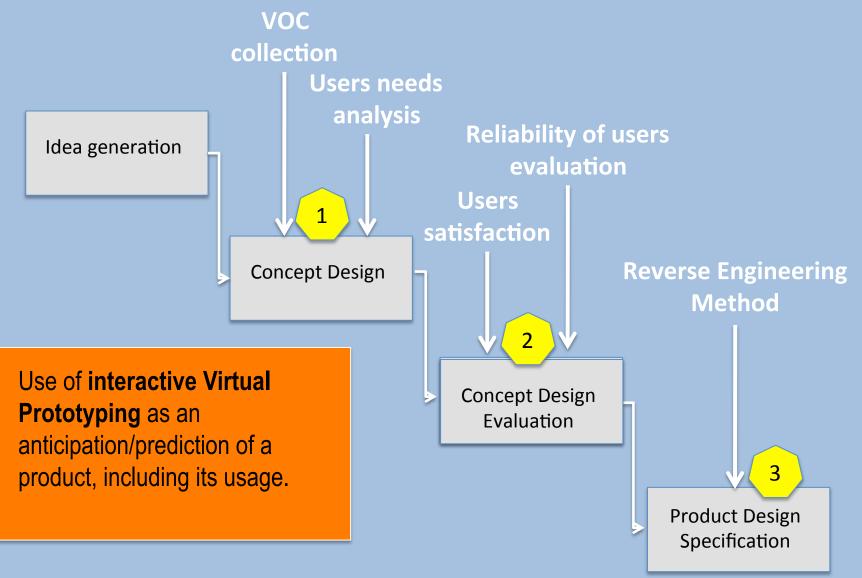








Proposed Methodology: iVP

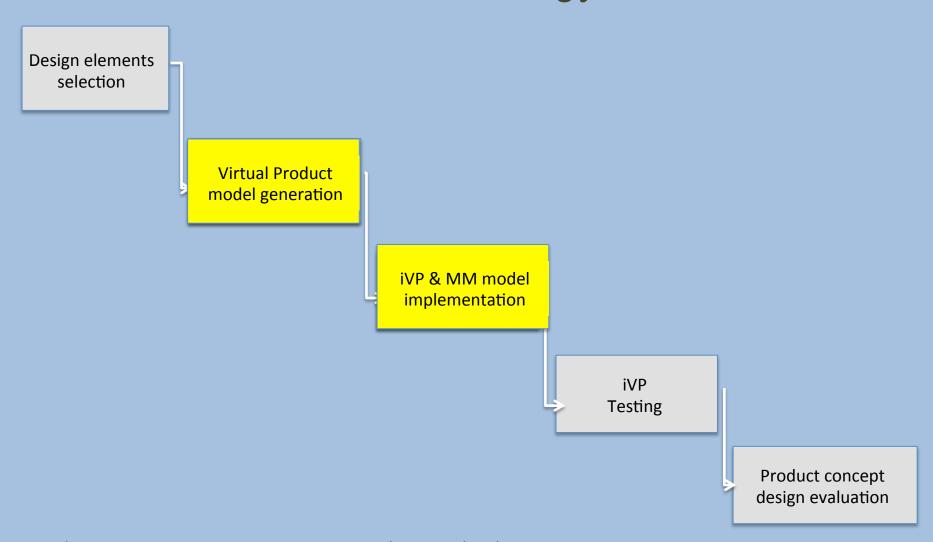


interactive Virtual Prototyping: what it is

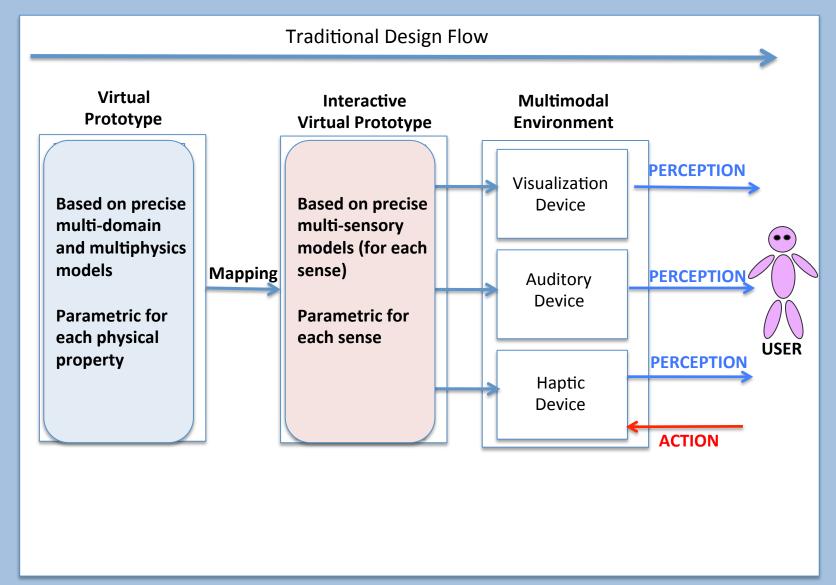
- Anticipation of a product
 - VP creates stimulus material that enables users to experience a new product well before it exists in reality
- iVP allows **experience prototyping**, which is a method that focuses on how a task or a situation is experienced with the main purpose
 - to gain understanding of users and their experiences in a real/ realistic world context and
 - to evaluate and communicate design ideas
- iVP is an extremely powerful methodology&tool in gaining user insights early in the design process



interactive Virtual Prototyping – iVP methodology

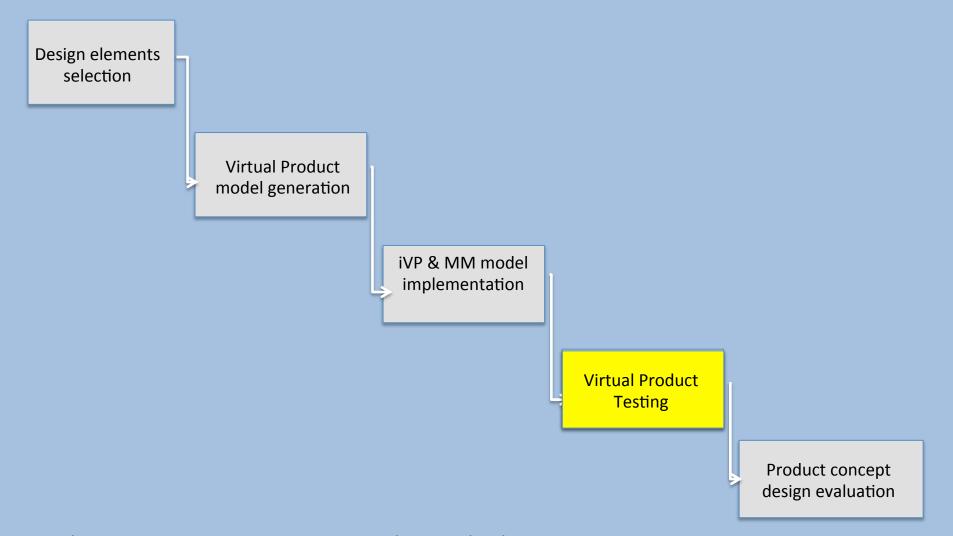








iVP methodology





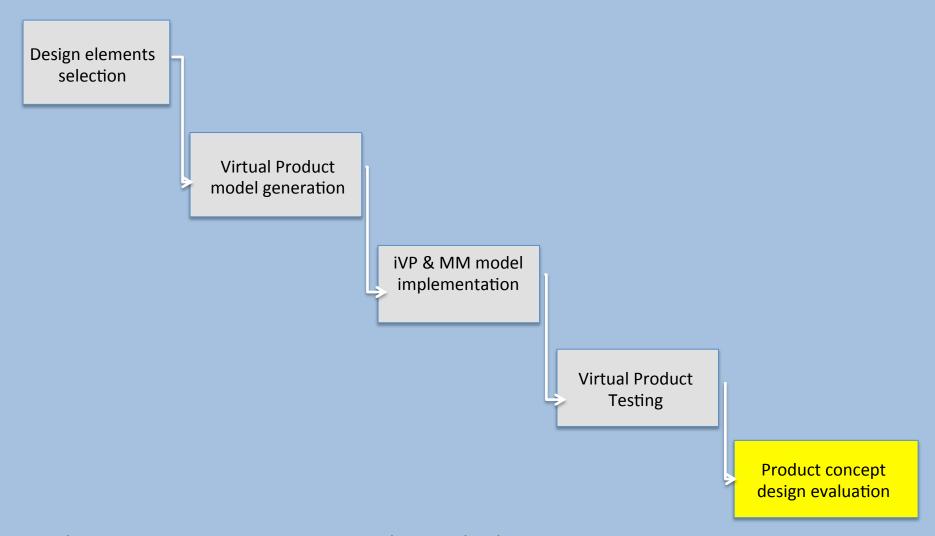
Virtual Product Testing

TECHNOLOGICAL LIMITATIONS IMPLEMENTATION COMPLEXITY **IMPLEMENTATION COST EFFECTIVENESS** FIDELITY

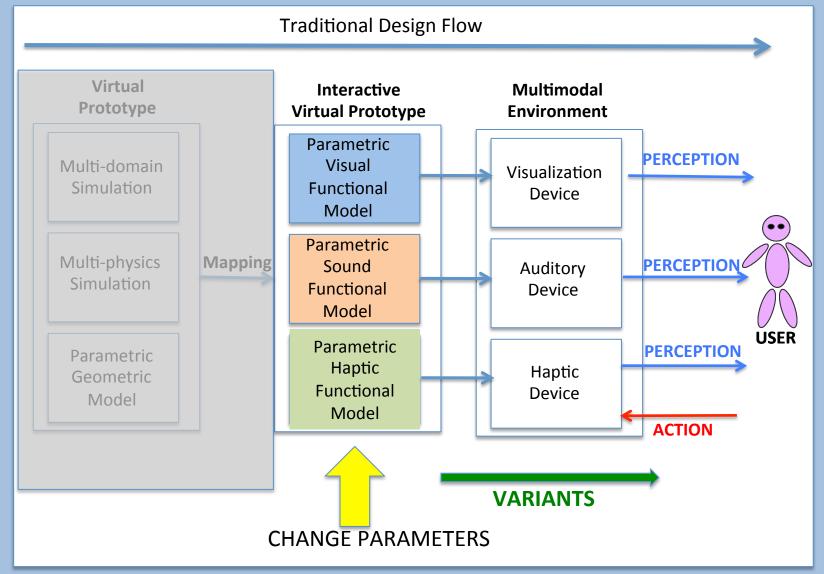
CORRELATION SPACE



iVP methodology









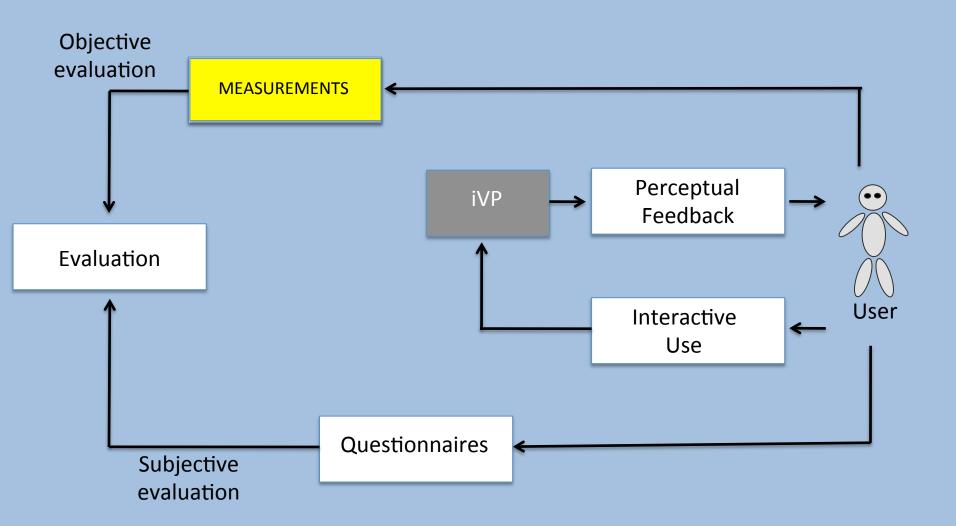
Evaluation Protocols

- What influences the Performance
 - Skill level
 - Task performance
 - Learning efficiency
 - Usability
 - Reliability
 - Comfort

- Potential Customers Impressions
 - Satisfaction
 - Feelings
 - Emotional involvement/ engagement
 - Empathy (emotional relationship)
 - Perceived product quality
 - Expectations satisfaction



Evaluation methodology





Measurement methods: Performance



Behavioral data: pressure, posture, movements



Measurement methods: **Emotional engagement**



Some person-specific

Appraisal:

Conscious or **Unconscious** Some culture-specific

Emotion Trigger:

an event

Some universal Some culture-specific Some person-specific

Emotional Responses:

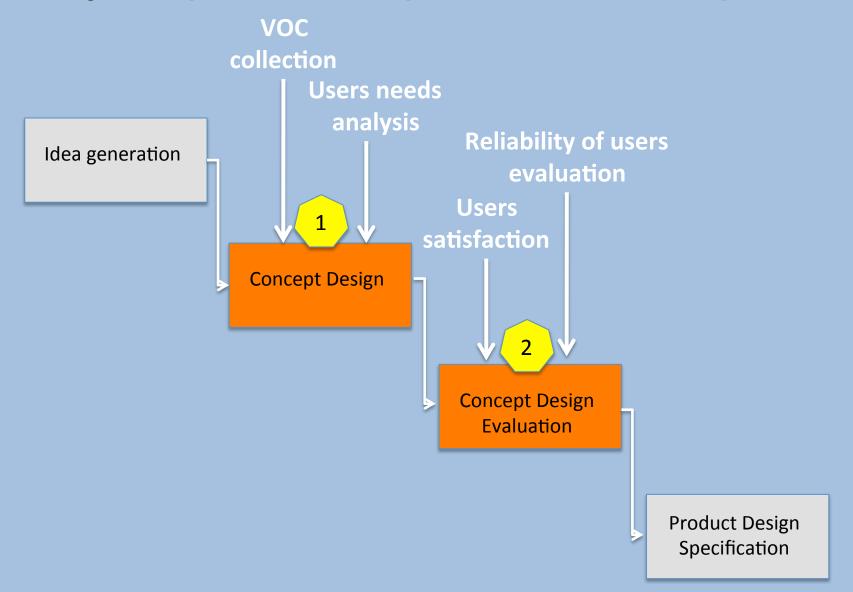
Physiological changes

Facial expression, Voice, Behaviour,

Thoughts

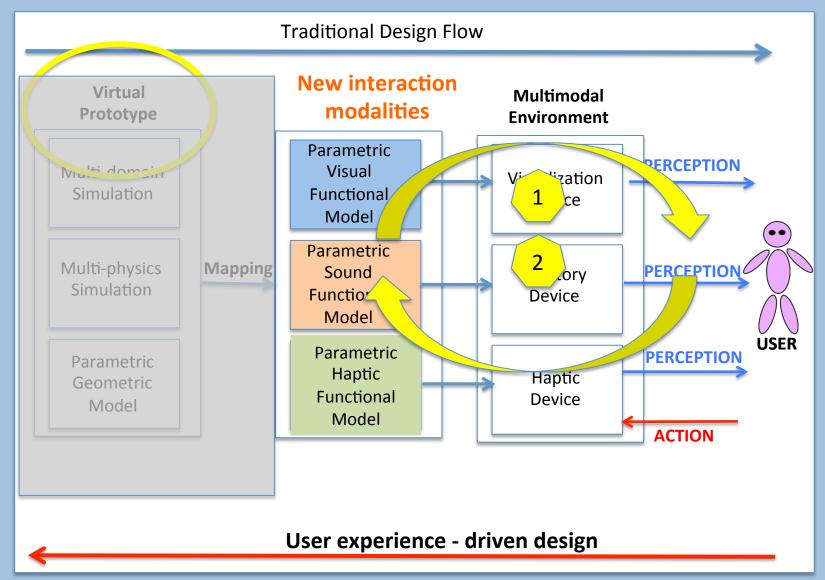
Subjective feelings

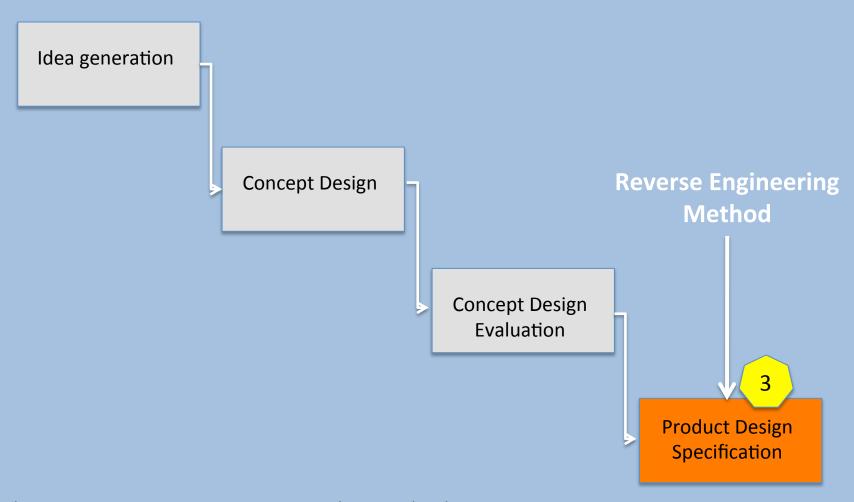
Posture, Verbal coherence





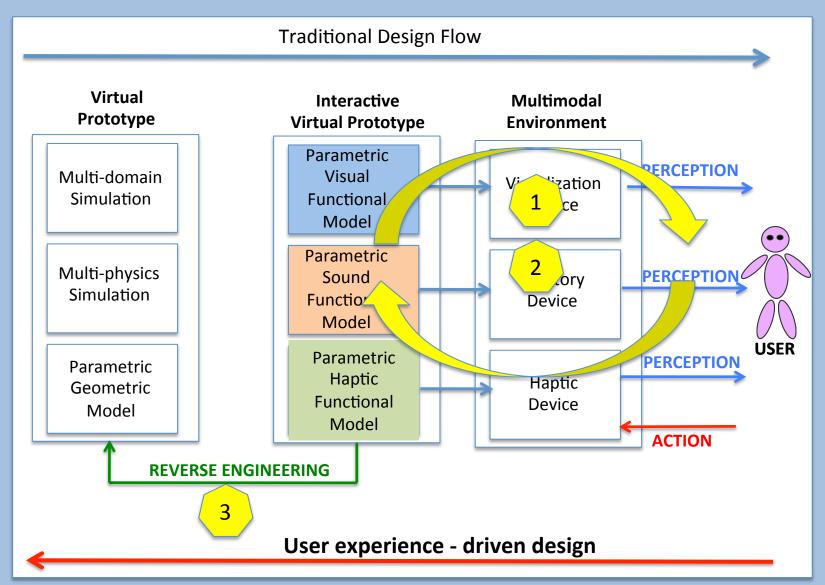
iVP: answers to questions 1 - 2







iVP: answers to question 3





Case Studies



References

- Ferrise, F., Bordegoni, M., Lizaranzu, J.: Product design review application based on a vision-sound-haptic interface (2010) Lecture Notes in Computer Science (including subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics), 6306 LNCS, pp. 169-178.
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- Ferrise, F., Bordegoni, M.: Fast prototyping of virtual replica of real products (2011) Lecture Notes in Computer Science (including subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics), 6774 LNCS (PART 2), pp. 318-326.
- Ferrise, F., Ambrogio, M., Gatti, E., Lizaranzu, J., Bordegoni, M. Virtualization of Industrial Consumer Products for Haptic Interaction Design (2011) ASME WINVR 2011 - ASME 2011 World Conference on Innovative Virtual Reality, Proceedings.