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Nota di contenuto	Plenary Talks -- Self-produced Sound: Tightly Binding Haptics and Audio -- Will Haptics Technology Be Used in Mobile Devices?: A Historical Review of Haptics Technology and Its Potential Applications in Multi-modal Interfaces -- Session: Tactile Displays -- Tactile Visualization with Mobile AR on a Handheld Device -- Mobile Multi-actuator Tactile Displays -- Comparison of Force, Tactile and Vibrotactile Feedback for Texture Representation Using a Combined Haptic Feedback Interface -- Session: Communication and Games -- Shake2Talk: Multimodal Messaging for Interpersonal Communication -- Communication-Wear: User Feedback as Part of a Co-Design

Process -- Interactive Racing Game with Graphic and Haptic Feedback -- Session: Accessibility and Navigation -- Obstacle Detection and Avoidance System for Visually Impaired People -- Tangible User Interface for the Exploration of Auditory City Maps -- Haptic and Sound Grid for Enhanced Positioning in a 3-D Virtual Environment -- Session: Design -- User-Centered Design Proposals for Prototyping Haptic User Interfaces -- Designing Eyes-Free Interaction -- Beyond Clicks and Beeps: In Pursuit of an Effective Sound Design Methodology.

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Sommario/riassunto

This book constitutes the refereed proceedings of the Second International Workshop on Haptic and Audio Interaction Design, HAID 2007 held in Seoul, South Korea, in November 2007. The 12 revised full papers presented together with two invited talks were carefully reviewed and selected for inclusion in the book. The papers are organized in topical sections on tactile displays, communication and games, accessibility and navigation, as well as design.

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