

1. Record Nr.	UNISA996465942403316
Titolo	Haptic and Audio Interaction Design [[electronic resource]] : 5th International Workshop, HAID 2010, Copenhagen, Denmark, September 16-17, 2010, Proceedings / / edited by Rolf Nordahl, Stefania Serafin, Federico Fontana, Stephen Brewster
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2010
ISBN	1-280-38912-5 9786613567048 3-642-15841-2
Edizione	[1st ed. 2010.]
Descrizione fisica	1 online resource (XII, 207 p. 96 illus.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 6306
Disciplina	004.019
Soggetti	User interfaces (Computer systems) Computer engineering Application software Multimedia systems Multimedia information systems User Interfaces and Human Computer Interaction Computer Engineering Computer Applications Media Design Multimedia Information Systems Information Systems Applications (incl. Internet) Kongress 2010 Kongress Kopenhagen 2010
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Multimodal Integration -- Cross-Modality Matching of Loudness and Perceived Intensity of Whole-Body Vibrations -- Leaping across Modalities: Speed Regulation Messages in Audio and Tactile Domains

-- The Effect of Spatial Disparity on the Integration of Auditory and Tactile Information -- Parametric Study of Virtual Curvature Recognition: Discrimination Thresholds for Haptic and Visual Sensory Information -- Cross-Modal Frequency Matching: Sound and Whole-Body Vibration -- Tactile and Sonic Explorations -- Audioworld: A Spatial Audio Tool for Acoustic and Cognitive Learning -- Exploring Interactive Systems Using Peripheral Sounds -- Basic Exploration of Narration and Performativity for Sounding Interactive Commodities -- Tactile Web Browsing for Blind Users -- Reducing Reversal Errors in Localizing the Source of Sound in Virtual Environment without Head Tracking -- Walking and Navigation Interfaces -- Conflicting Audio-haptic Feedback in Physically Based Simulation of Walking Sounds -- The Influence of Angle Size in Navigation Applications Using Pointing Gestures -- Audio-tactile Display of Ground Properties Using Interactive Shoes -- Efficient Acquisition of Force Data in Interactive Shoe Designs -- A Comparison of Two Wearable Tactile Interfaces with a Complementary Display in Two Orientations -- Prototype Design and Evaluation -- Virtual Sequencing with a Tactile Feedback Device -- The LapSlapper - Feel the Beat -- Product Design Review Application Based on a Vision-Sound-Haptic Interface -- The Phantom versus the Falcon: Force Feedback Magnitude Effects on User's Performance during Target Acquisition -- Gestures and Emotions -- Building a Framework for Communication of Emotional State through Interaction with Haptic Devices -- A Trajectory-Based Approach for Device Independent Gesture Recognition in Multimodal User Interfaces.
