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