

# Haptics in Education



"All genuine education comes through experience." – John Dewey, 1938

"Technology is becoming an inseparable aspect of experience." – Thecla Schiphorst, 2007

## Possibilities

- Medical
- Physics (Perdue)
- Distance Education
- Biology/Chemistry Experiments
- Augment Literature
- Art Manipulation
- Physical Education
- Computer Programming (Exciting)
- Virtual Worlds
- What can't you do in real life?

## Definition:

Haptic technology refers to technology that interfaces the user via the sense of touch by applying forces, vibrations and/or motions to the user

## Haptic Devices

- Novint Falcon
- Wii
- Wired Glove
- Any Physical Touch

What other possibilities do you see?

## References:

- Wikipedia - <http://en.wikipedia.org/wiki/Haptic>
- Novint Falcon - <http://home.novint.com/>
- Haptics Virtual Worlds - <http://edutechie.com/hapticvirtualworlds/>
- History of Haptics - <http://hapticshistory.chc61.uci.edu/>