

Intuitive, Wearable Haptic Devices for Communication with Ubiquitous Robots

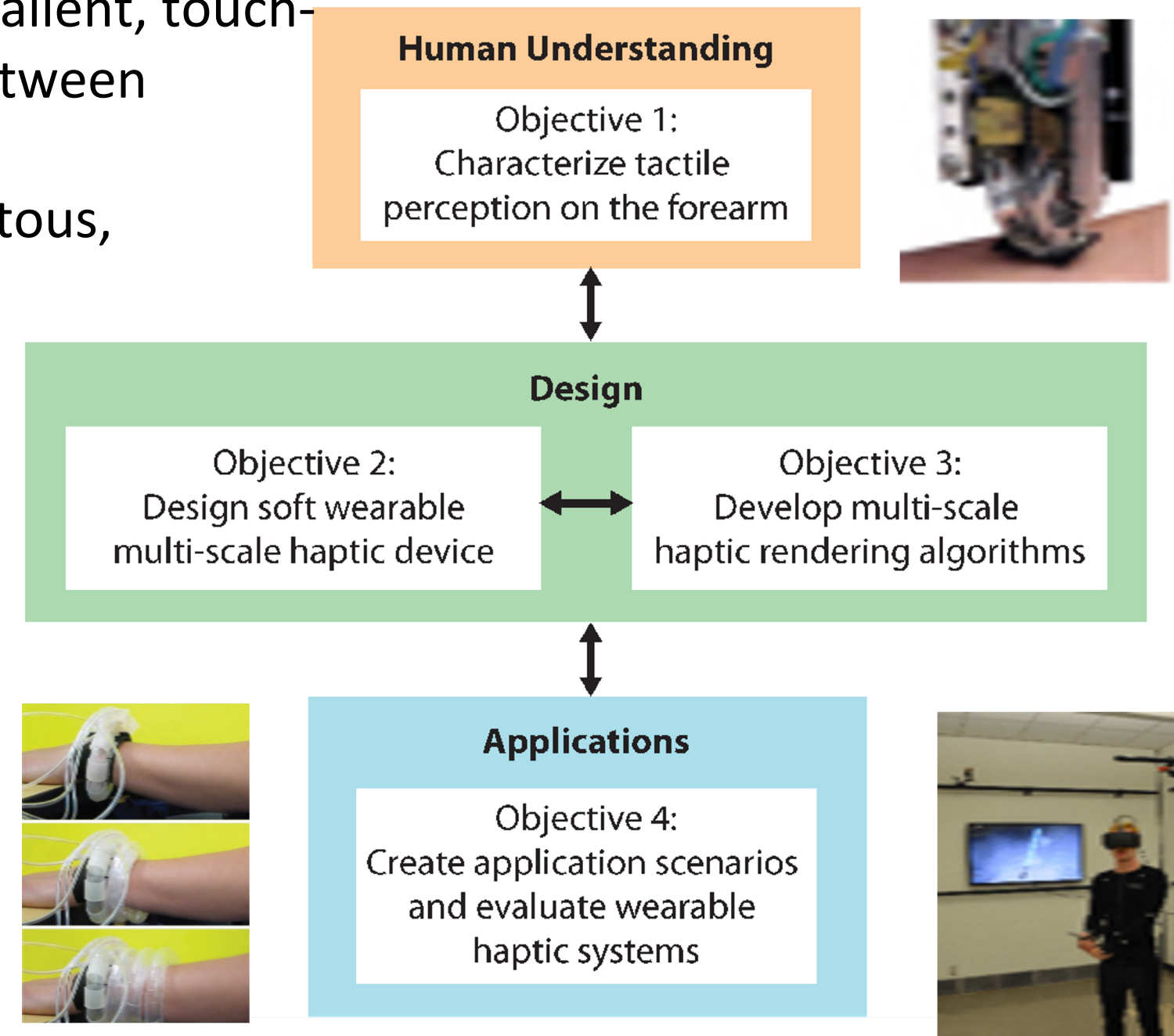
Marcia K. O'Malley
Rice University

Allison M. Okamura
Stanford University

Motivation and Objectives

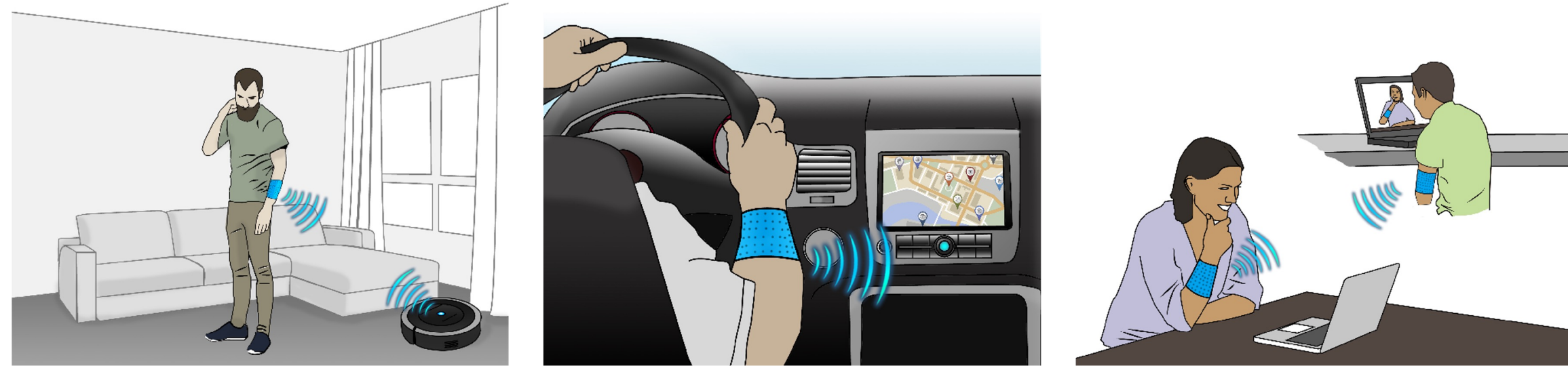
Haptic devices allow private, salient, touch-based information transfer between humans and intelligent systems. In order to be ubiquitous, the devices must be intuitive, unobtrusive, and wearable.

Our project aims to overcome the inherent trade-off between where we want to place devices for maximum wearability and where the skin exhibits the highest density of touch receptors.



Broader Impacts

Haptic Devices offer a wide range of potential applications, including communication between:



Humans and Robots

Humans and Agents

Humans and Humans

This communication will improve human health and quality of life by facilitating safe and efficient human-machine interactions, guidance and feedback, and aging in place.

Our project is broadening participation in STEM through haptics education (including online teaching and outreach programs), mentorship of a diverse population of students, and focus on making technology accessible to a wide variety of users.

Assessing perception of multi-sensory cues with Snaptics

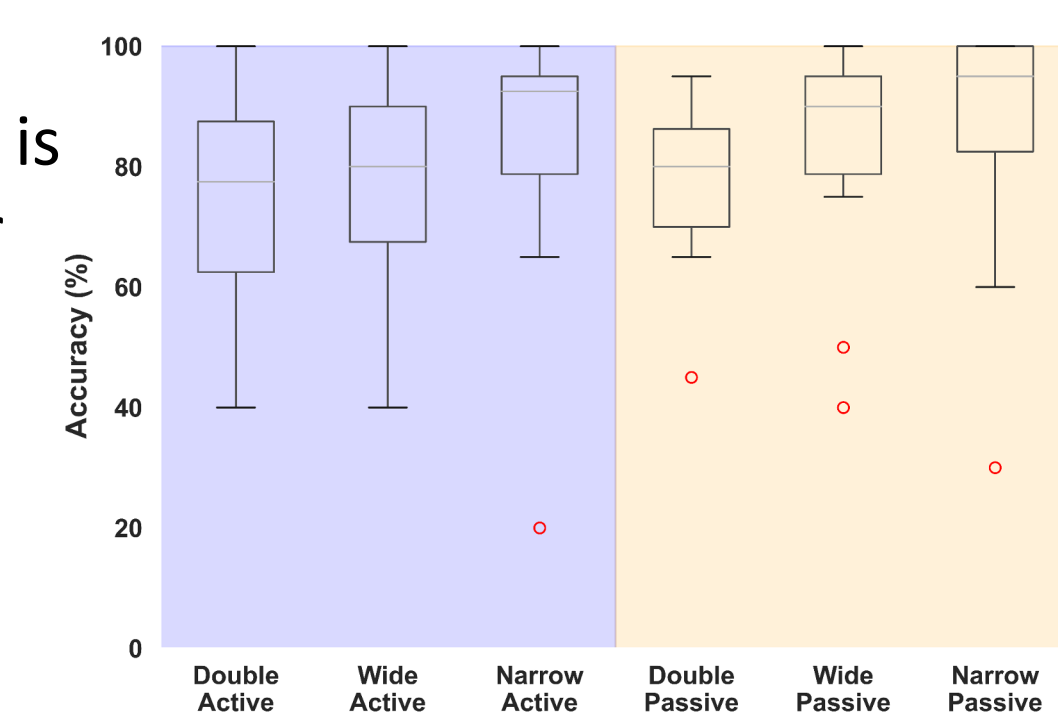
- Snaptics¹ (snaptics.org) is an open-source, low-cost platform for accessible prototyping of haptic devices
- Modules offer vibration, stretch, and twist cues with untethered, battery-powered operation
- Human-subjects evaluation showed that a wearable made of Snaptics modules could deliver perceptually distinct cues to users¹



Stretch	Actual Cue Given			
	Stretch High	Stretch Low	Twist Off	Twist Low
High	15	2	1	0
Low	9	17	6	3
Off	0	6	28	0
High	23	1	0	1
Low	3	4	1	4
Off	0	2	2	0
High	2	0	2	6
Low	0	2	2	1
Off	0	0	5	2
High	0	0	0	2
Low	0	0	0	2
Off	0	0	0	2
High	10	4	0	1
Low	5	10	2	1
Off	0	8	20	0
High	35	0	1	2
Low	5	10	2	1
Off	0	2	2	0
High	1	0	0	0
Low	0	0	0	0
Off	0	0	0	0
High	5	2	1	0
Low	5	10	2	1
Off	1	4	25	0
High	2	0	2	1
Low	0	1	1	0
Off	0	0	0	0
High	0	0	0	0
Low	0	0	0	0
Off	0	0	0	0

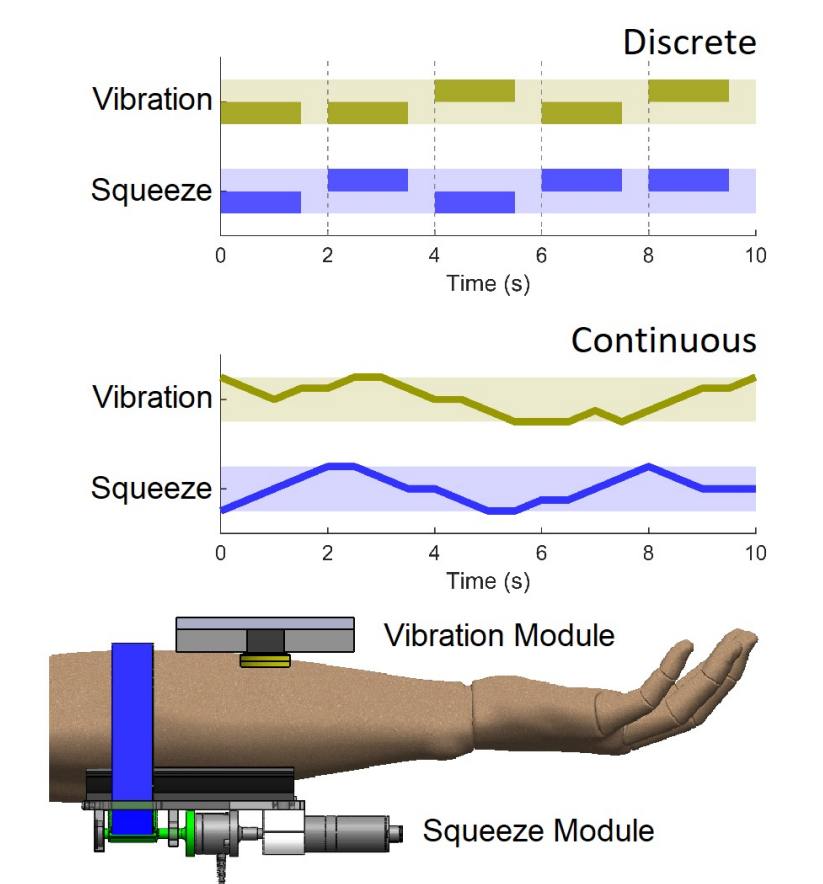
Perception of tactile sequences

- Perception of tactile sequences is affected by focus direction user agency over feedback²



Can users accurately perceive multi-sensory cues that are continuous rather than discrete?

- Unlike with discrete cues, masking is not observed when users are asked to perceive continuously presented squeeze and vibration cues

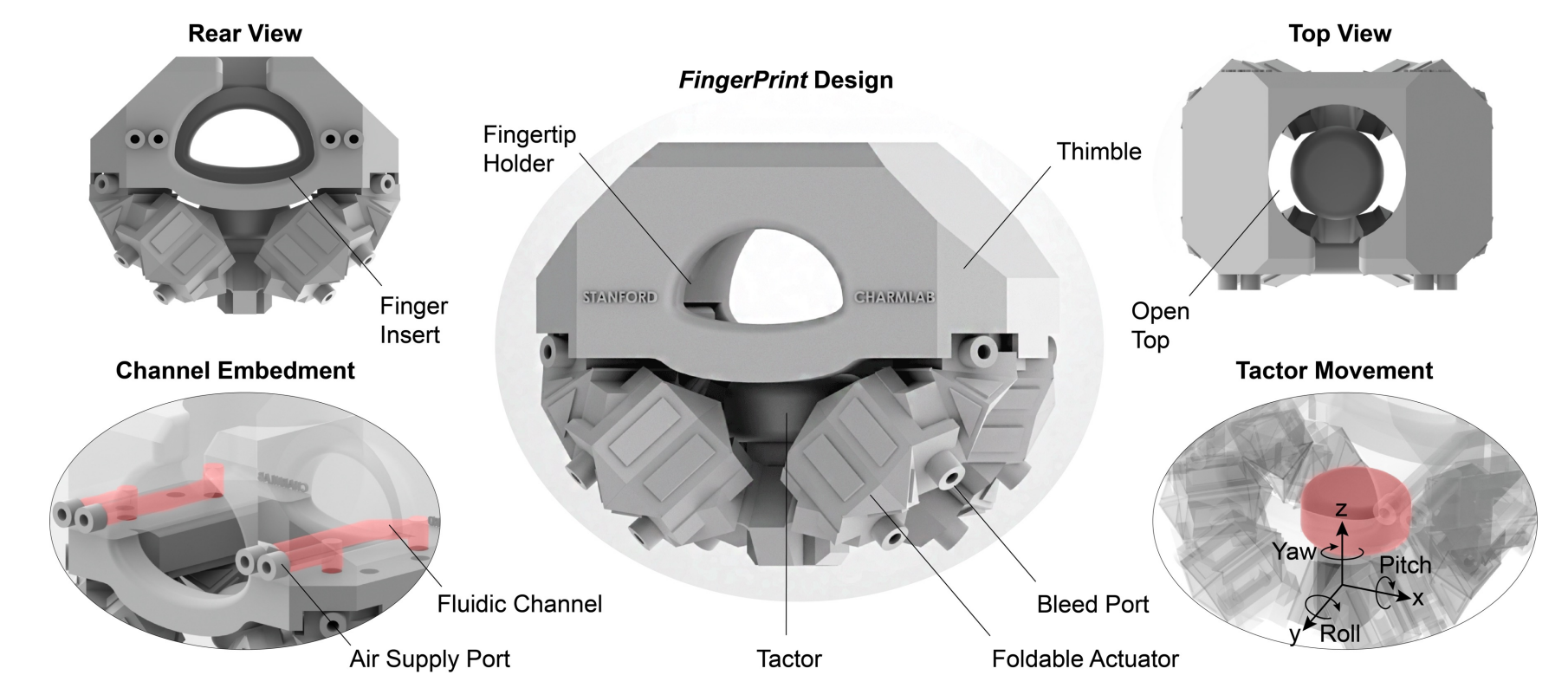


¹Z. A. Zook, O. O. Ozor-Ilo, G.T. Zook, and M. K. O'Malley. (2021) Snaptics: Low-Cost Open-Source Hardware for Wearable Multi-Sensory Haptics. *IEEE World Haptics Conference*, 925-930.
²Z. A. Zook and M. K. O'Malley (2022) Effect of Focus Direction and Agency on Tactile Perceptibility. *Proceedings of the Eurohaptics Conference* (to appear)

Research Activities and Results

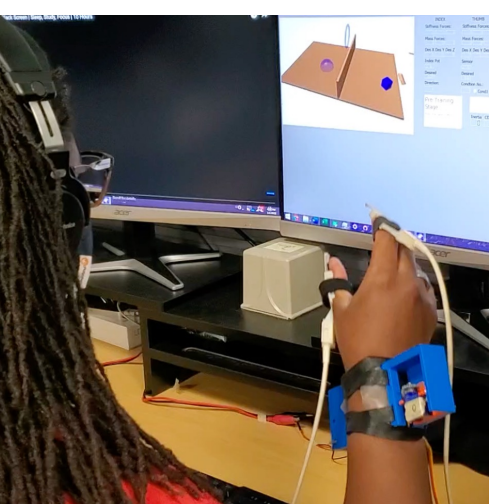
3-D Printed Soft Wearable Haptics

Using a combination of soft material robotics and origami robotics techniques, we developed a 3-D printed wearable haptic device called FingerPrint³. It displays 4 degrees of freedom of haptic feedback (normal force, twist, and 2 degrees of freedom of shear) in a compact form factor.



Mapping Fingertips to Wrist

Haptic feedback to the wrist can communicate information that would normally be received at the fingertips, such as during manipulation of virtual objects⁴. We found that several different mappings can successfully communicate realistic forces from a virtual environment, but users prefer congruent mappings^{5,6}, e.g. with the index finger is mapped to the dorsal side of the wrist, and the thumb is mapped to the ventral side.



³Z. Zhakypov and A. M. Okamura (2022) FingerPrint: A 3-D Printed Soft Monolithic 4-Degree-of-Freedom Fingertip Haptic Device with Embedded Actuation. In *Int'l. Conf. on Soft Robotics (RoboSoft)*, In Press.
⁴M. Sarac, T. M. Huh, H. Choi, M. R. Cutkosky, M. Di Luca, and A. M. Okamura (2022) Perceived Intensities of Normal and Shear Skin Stimuli using a Wearable Haptic Bracelet. *IEEE Robotics and Automation Letters*, In Press.
⁵M. Sarac, M. di Luca, and A. M. Okamura, Perception of Mechanical Properties via Wrist Haptics: Effects of Feedback Congruence, Submitted.
⁶J. E. Palmer, M. Sarac, A. A. Garza, and A. M. Okamura (2022) Haptic Feedback Relocation from the Fingertips to the Wrist for Two-Finger Manipulation in Virtual Reality, Submitted.