

## **84** HAPTICS

Haptic technologies add a sense of touch to the virtual environment to provide physical sensations in the hand or other parts of the body. This can be done using gloves, shoes, joysticks, vests, through ultrasound, puffs of air, etc.

## **RELATED CARDS:**

(67) 3 Degrees of Freedom (72) VR for Exposure Therapy (42) Sensory Substitution For more information, visit our website





https://go.unc.edu/arvr

## Make a card:

- 1. Cut along the red lines
- 2. Glue the backs together

For best results, use a heavy cardstock for printing