

Engineering Haptic Devices: A Beginner's Guide (Springer Series on Touch and Haptic Systems)



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In this greatly reworked second edition of *Engineering Haptic Devices* the psychophysic content has been thoroughly revised and updated. Chapters on haptic interaction, system structures and design methodology were rewritten from scratch to include further basic principles and recent findings. New chapters on the evaluation of haptic systems and the design of three exemplary haptic systems from science and industry have been added.

This book was written for students and engineers that are faced with the development of a task-specific haptic system. It is a reference book for the basics of haptic interaction and existing haptic systems and methods as well as an excellent source of information for technical questions arising in the design process of systems and components.

Divided into two parts, part 1 contains typical application areas of haptic systems and a thorough analysis of haptics as an interaction modality. The role of the user in the design of haptic systems is discussed and relevant design and development stages are outlined. Part II presents all relevant problems in the design of haptic systems including general system and control structures, kinematic structures, actuator principles and sensors for force and kinematic measures. Further chapters examine interfaces and software development for virtual reality simulations.



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