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# Haptic and Audio Interaction Design

7th International Conference, HAID 2012  
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Proceedings

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# Preface

The sense of touch, together with gestures and sounds – in fact all the nonvisual interaction channels – are as yet sadly undervalued and underused in most applications today. Yet these modalities are becoming increasingly important for good mobile user experiences. One can no longer just focus on the screen in the mobile use situation; the use is embedded in a context where people and events in the environment may need your attention. More nonvisual interaction designs will simply make applications and devices easier for everyone to use. HAID 2012, the 7th International Workshop on Haptic and Audio Interaction Design, brings together efforts in this challenging area. How do we design effectively for mobile interaction? How can we design effective haptic, audio, and multimodal interfaces? In what new application areas can we apply these techniques? Are there design methods that are useful? Or evaluation techniques that are particularly appropriate?

In these proceedings you will find papers on how navigation can be supported by the use of sounds, touch, and gestures, papers on how nonvisual modalities can create rewarding user experiences, work on how interaction, objects, and interfaces should be designed – but also reports from more detailed studies and research on how to properly evaluate these types of designs.

The importance of sounds, gestures, and touch in mobile settings is evident by the fact that HAID 2012 was organized in collaboration with HaptiMap. This EU project on haptic, audio, and visual interfaces for maps and location-based services is funded by the European Commission in its Seventh Framework Programme under the Cooperation Programme ICT – Information and Communication Technologies (Challenge 7 – Independent living and inclusion). More information about HaptiMap can be found at the project website: [www.haptimap.org](http://www.haptimap.org).

The papers in these proceedings reflect promising progress in the field of haptics and audio interaction, but also show that these types of interactions present challenges – and that much work remains to be done in the field. The day when it is taken for granted that haptics and audio are important and necessary components in all applications and devices is still distant – but HAID 2012 has taken us one step further toward achieving this goal.

August 2012

Charlotte Magnusson

# Organization

The 7th International Workshop on Haptic and Audio Interaction Design was organized by Lund University (Sweden), Certec, Division of Rehabilitation Engineering Research in the Department of Design Sciences, Faculty of Engineering and the University of Glasgow (UK), Department of Computing Science.

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