



TanyA

Touch ANYthing Appliance

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RWTH Aachen



Our Team



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Hanna



Our product: TanyA

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- mainly female
- aged 30 to about 60
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 - access haptic information of textiles
 - virtual wardrobe

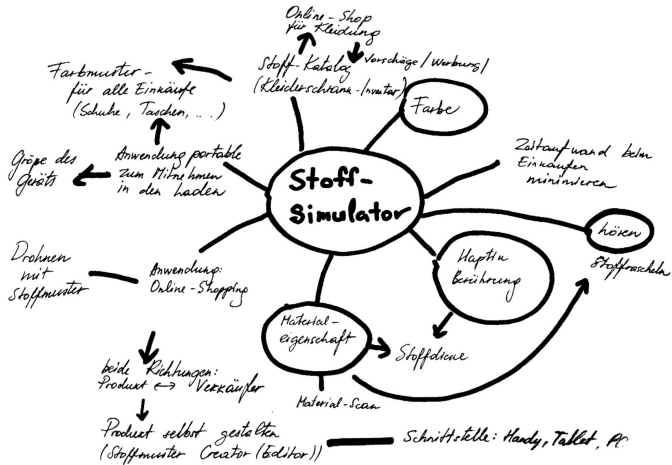


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- 3 What is the context?
 - online shopping
 - shopping in stores



Brainstorming





Interviews

- all interviewees buy at least a part of their clothing on the internet
 - no temporal limits like opening hours
- difference between descriptions and photographs of offered products and the real things
 - colour
 - size
 - cut
- most important senses for choosing clothes
 - sight
 - touch



Persona

name Tanja
gender female
age 35
lives in Mönchengladbach
family two kids
work personnel department
other ex-husband pays for the children's keep: that's why Tanja has some money to spend for clothing
has a smartphone





Storyboard

Buying clothes online **without** the Textile Simulator





Storyboard

Buying clothes online **with** the Textile Simulator



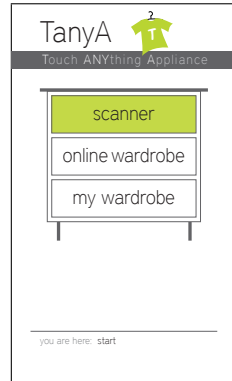
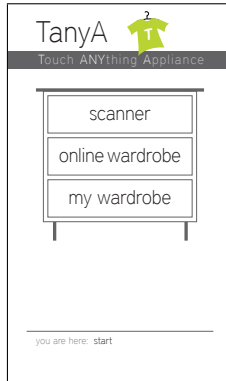
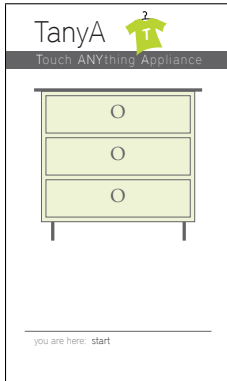


Hardware Prototype



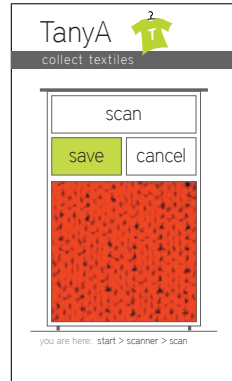
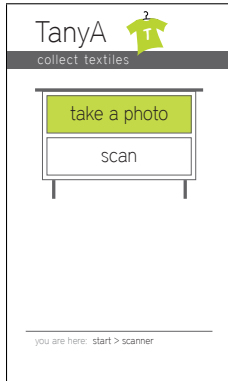


Software Prototype: start



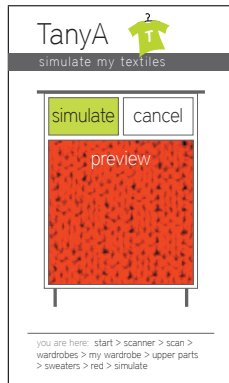
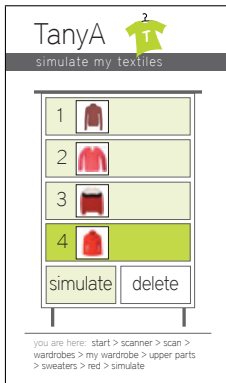


Software Prototype: scanner



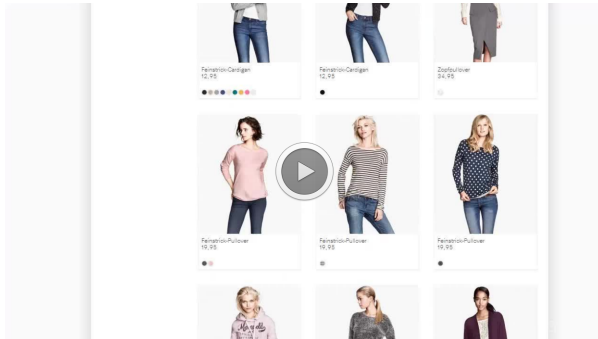


Software Prototype: simulator





Storyboard Video Version





Feasibility

Electro-tactile device for texture simulation

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Abstract — The research goal is material texture simulation by means of electro-tactile stimuli. This paper presents a novel tactile display, the procedure adopted to generate the stimulating signals, and the experimental testing. The tactile system elaborates data from scans of real material samples and generates electrical stimuli to reproduce roughness and texture coarseness sensations. It also adds a coherent sound feedback to improve the realism of the simulation. The research defines an experimental protocol to carry out system calibration and tests with users in order to validate the proposed tactile system as a new tool for material simulation. Experimentations have been carried out to measure the users' response to different material classes (wood, paper, rubber, textile fabric). Experimental results concern how good the adopted simulation approach is and the

The present research work aims to fill this research gap by developing an innovative tactile display, implementing a novel stimulation strategy to efficiently reproduce tactile sensing and material texture and finally by assessing user response to the perceived stimuli in terms of signals discrimination and recognition. The proposed simulation strategy exploits a selective stimulation approach and generates electro-tactile stimuli on the basis of real materials characteristics. Users can appreciate the simulation by touching the developed tactile pad and feeling the provided signals. The main proposed challenge regards the nature of the stimulating signals, which derive from real material properties processing and reactive frequency thresholds that are selected according to the response

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