Lecture 10:
Project/Presentation Discussion

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presentation
select a paper

sign up for a presentation slot

prepare your presentation and activity

see handout for details
project
project

• decide on team and come up with ideas (due Friday)
  3 people; I encourage diversity in experience!

• meet with the instructors to review your ideas
  there will be a doodle sign up available this weekend

• propose a specific project (due Nov. 6)
  see handout for proposal guidelines

• do the project: make your device/system/experiment
  with checkpoints along the way

• present your project at the Haptics Open House
  Thursday Dec. 3, 10:30 am to 12 pm in 520-145
  your peers, faculty, etc., will be in attendance
your project should

• be clear in its objectives: know how you define success!

• be informed by a thorough literature search

• be easily used by a haptics novice at the demonstration day

• have high “production values”

• be developed with a user study in mind
you may wish to...

• have a real impact on the world by solving a problem (e.g., assistive technology)

• relate the project to your current research

• continue working on your project next quarter as an ME 391/392 (independent research) project

• make a big splash (publicity, start-up company, etc.)
example projects from previous years

(some of these classes had a different focus)
Display of material softness using magnetorheological fluid
Skin stretch haptic device

Tactile display for simulating lumps in tissue
Bone screw simulator for orthopedic surgeons

Haptic feedback based on kinect tracking

Haptic feedback of prosthetic hand configuration

Haptic feedback for virtual keyboard/buttons
Haptic paddle juggling

AngryGrads: Haptic feedback for learning a dynamic task
A 2-DOF Haptic Device for Displaying Forces on an Airfoil
Skin-Stretch Haptic Feedback for Improved Control of Brain-Computer Interfaces

project discussion
and matchmaking