

References: Physical Interaction Design

For links to many of the publications listed here, see

<http://www.cs.ubc.ca/spin/publications/index.html>

- [1] Burdea, G., *Force and Touch Feedback for Virtual Reality*: John Wiley & Sons, 1996.
- [2] DiFranco, D. E., Beauregard, G. L., and Srinivasan, M. A., "The effect of auditory cues on the haptic perception of stiffness in virtual environments," in *Proc. of the 6th Ann. Symp. on Haptic Interfaces for Virtual Environments and Teleoperator Systems*, ASME/IMECE, DSC-Vol. 61, pp. 17-22, 1997.
- [3] Gillespie, B. and Cutkosky, M., "Stable user-specific haptic rendering of the virtual wall," in *Proc. of Proceedings of the ASME Dynamic Systems and Control Division*, DSC-Vol. 58, pp. 397-406, 1996.
- [4] Gillespie, B., O'Modhrain, S., P. Tang, C. P., and Zaretsky, D., "The Virtual Teacher," in *Proc. of Proceedings of the ASME Dynamic Systems and Control Division*, DSC-Vol. 64, pp. 171-178, 1998.
- [5] Goldfarb, M. and Durfee, W., "Design of a controlled-brake orthosis for FES-aided gait," *IEEE Trans. Rehab. Eng.*, vol. 4:1, pp. 13-24, 1996.
- [6] Goldstein, E. B., *Sensation and Perception*, 5 ed. Belmont, CA: Wadsworth Pub. Co, 1999.
- [7] Heller, M. A., Calcaterra, J., A., Green, S. L., and Brown, L., "Intersensory conflict between vision and touch: the response modality dominates when precise, attention-riveting judgments are required," *Perception & Psychophysics*, vol. 61, pp. 1384-1398, 1999.
- [8] Hershberger, W. A. and Misceo, G. F., "Touch dominates haptic estimates of discordant visual-haptic size.," *Perception & Psychophysics*, vol. 58, pp. 1124-1132, 1996.
- [9] Hollerbach, J. M. and Jacobsen, S. C., "Haptic interfaces for teleoperation and virtual environments," in *Proc. of First Workshop on Simulation and Interaction in Virtual Environments*, Iowa City, 1995.
- [10] Hollerbach, J. M. and Johnson, D. E., "Virtual Environment Rendering," in to appear in *Human and Machine Haptics*: MIT Press, 2000.
- [11] Immersion Corporation, *The Immersion I-Feel Mouse & I-Force Game Controllers*. San Jose, CA, 2000.
- [12] Jacobsen, S. C., Smith, F. M., Backman, D. K., and Iversen, E. K., "High performance, high dexterity, force reflective teloperator II," in *Proc. of ANS Topical Meeting on Robotics and Remote Systems*, Albuquerque, NM, 1991.
- [13] Kandel, E. R., Schwartz, J. H., and Jessell, T. M., "Principles of neural science," 4th ed. New York: McGraw-Hill, 2000.
- [14] Klatzky, R. L., Lederman, S. J., and Matula, D. E., "Haptic exploration in the presence of vision," *Journal of Experimental Psychology: Human Perception and Performance*, vol. 19, pp. 726-743, 1993.
- [15] Kontarinis, D. A. and Howe, R. D., "Tactile display of vibratory information in teleoperation and virtual environments," *Presence*, vol. 4, pp. 387-402, 1995.
- [16] Krebs, H. I., Hogan, N., Aisen, M. L., and Volpe, B. T., "Robot-Aided Neuro-Rehabilitation," *IEEE - Transactions on Rehabilitation Engineering*, vol. 6:1, pp. 75-87, 1998.
- [17] MacLean, K. E., "Designing with Haptic Feedback," in *Proc. of IEEE Robotics and Automation (ICRA'2000)*, San Francisco, CA, 2000.
- [18] MacLean, K. E., Shaver, M. J., and Pai, D. K., "Handheld Haptics: A USB Media Controller with Force Sensing," in *Proc. of the IEEE VR2002 10th Symp. on Haptic Interfaces for Virtual Environment and Teleoperator Systems (HAPTICS 2002)*, Orlando, FL, 2002.
- [19] MacLean, K. E. and Snibbe, S. S., "An Architecture for Haptic Control of Media," in *Proc. of the 8th Ann. Symp. on Haptic Interfaces for Virtual Environment and Teleoperator Systems*, ASME / IMECE, Nashville, TN, DSC-5B-3, 1999.
- [20] MacLean, K. E., Snibbe, S. S., and Levin, G., "Tagged Handles: Merging Discrete and Continuous Control," in *Proc. of ACM Conference on Human Factors in Computing Systems (CHI '2000)*, The Hague, Netherlands, 2000.
- [21] Marks, L. E., "Multimodal perception," in *Perceptual Coding*, vol. 8, *Handbook of Perception*, E. C. Carterette and M. P. Friedman, Eds.: Academic Press, 1978.
- [22] Martino, G. and Marks, L. E., "Cross-modal interaction between vision and touch: the role of synesthetic correspondence.," *Perception*, vol. 29, pp. 745-754, 2000.
- [23] Massie, T. H. and Salisbury, J. K., "The PHANTOM haptic interface: a device for probing virtual objects," in *Proc. of the Third Ann. Symp. on Haptic Interfaces for Virtual Environment and Teleoperator Systems*, ASME/IMECE, 1994.

- [24] McDonnell, P. M. and Abraham, W., "Observations on a new illusion demonstrating touch dominance of vision," *Perceptual and motor skills*, vol. 46, pp. 1240-1242, 1978.
- [25] McGurk, H. and MacDonald, J., "Hearing lips and seeing voices," *Nature*, vol. 264, pp. 746-748, 1976.
- [26] Minsky, M., Ouh-young, M., et al., "Feeling and seeing: issues in force display," in *Proc. of ACM Symposium on Interactive 3D Graphics*, Snowbird, UT, 24, pp. 235-242, 1990.
- [27] Morganbesser, H. B. and Srinivasan, M. A., "Force shading for shape perception in haptic virtual environments," in *Proc. of the 5th Ann. Symp. on Haptic Interfaces for Virtual Environment and Teleoperator Systems*, ASME/IMECE, Atlanta, GA, DSC:58, 1996.
- [28] Ogata, K., *Modern Control Engineering*. Englewood Cliffs, N.J.: Prentice-Hall, 1970.
- [29] Richard, C., Cutkosky, M., and MacLean, K., "Friction Identification for Haptic Display," in *Proc. of the 8th Ann. Symp. on Haptic Interfaces for Virtual Environment and Teleoperator Systems*, ASME/IMECE, Nashville, TN, 1999.
- [30] Rock, I., *Perception*. New York: Scientific American Library, 1984.
- [31] Sensable Technologies, *PHANTOM Desktop 3D Touch System*. Cambridge, MA, 1998.
- [32] Snibbe, S. S., MacLean, K. E., et al., "Haptic Metaphors for Digital Media," in *Proc. of ACM Symp. on User Interface Software & Technology (UIST 2001)*, Orlando, FL, 2001.
- [33] Spence, C. J. and Driver, J., "Cross-modal links in attention between audition, vision and touch: implications for interface design,," *International journal of Cognitive Ergonomics*, vol. 1, pp. 351-373, 1997.
- [34] Srinivasan, M. A., Basdogan, C., and Ho, C. H., "Haptic Interactions in Virtual Worlds: Progress and Prospects," in *Proc. of Proceedings of the International Conference on Smart Materials, Structures, and Systems*, Bangalore, India, 1999.
- [35] Srinivasan, M. A., Beauregard, G. L., and Brock, D., "The Impact of Visual Information on the Haptic Perception of Stiffness in Virtual Environments," in *Proc. of the 5th Ann. Symp. on Haptic Interfaces for Virtual Environment and Teleoperator Systems*, IMECE, Atlanta, GA, DSC:58, 1996.
- [36] Tan, H. Z., Pang, X. D., and Durlach, N. I., "Manual Resolution of Length, Force, and Compliance," in *Proc. of the 1st Ann. Symp. on Haptic Interfaces for Virtual Environment and Teleoperator Systems*, ASME/IMECE, 42, pp. 13-18, 1992.
- [37] Tan, H. Z., Srinivasan, M. A., Eberman, B., and Cheng, B., "Human Factors for the Design of Force-Reflecting Haptic Interfaces," in *Proc. of the 3rd Ann. Symp. on Haptic Interfaces for Virtual Environment and Teleoperator Systems*, ASME/IMECE, Chicago, IL, DSC:55-1, 1994.
- [38] Tipper, S. P., Lloyd, D., et al., "Vision influences tactile perception without proprioceptive orienting," *NeuroReport*, vol. 9, pp. 1741-1744, 1998.
- [39] van den Doel, K., Kry, P. G., and Pai, D. K., "FoleyAutomatic: Physically-based Sound Effects for Interactive Simulation and Animation," in *Proc. of SIGGRAPH 2001*, 2001.
- [40] Wu, W.-C., Basdogan, C., and Srinivasan, M. A., "Visual, Haptic and Bimodal Perception of Size and Stiffness in Virtual Environments," in *Proc. of the 8th Ann. Symp. on Haptic Interfaces for Virtual Environment and Teleoperator Systems*, ASME/IMECE, Nashville, TN, DSC:67, pp. 19-26, 1999.
- [41] Zilles, C. B. and Salisbury, J. K., "A Constraint-based God-Object Method for Haptic Display," in *Proc. of IEEE Conference on Intelligent Robots and Systems (IROS '95)*, 1995.