



HaXD'15 Breakout Activity

In this hands-on activity, participants will discuss their experience designing haptic experiences and find ways to better support and understand design in the future. Afterwards, we will come together for a panel discussion.

1. **Design Stories and Challenges** (30 min)

One at a time, group members volunteer brief stories of a time they tried to create a haptic experience (a demo, product, or research task). Try to discuss the following questions:

- *What was your goal?*
- *How did you achieve (or fail to achieve) that goal?*
- *Did you encounter any challenges?*

After each story, one group member writes down challenges that the designer faced, especially if they might be faced in other situations. If you have ideas for solutions, jot them down quickly and move on. We'll get to possible solutions next.

2. **Design Charrette** (20 min)

Having identified challenges and scenarios, it's time to start brainstorming possible solutions. Each participant grabs a sheet of paper and, without talking to other group members, sketches as many ideas as they can to support designers in overcoming these challenges. These might be hardware tools, software tools, strategies/processes, or even scientific knowledge that could help. There are no limits (science fiction is encouraged). Start by choosing one challenge, but ideas can attempt to solve more challenges.

After 5 minutes of sketching, each group member briefly shares their sketches and designs with the group (15 minutes total). Keep discussion short for now, but write down any questions because we will have a panel discussion immediately following.