

# USF Class Project Open House

## Haptics & Kinematics/Dynamics of Machinery

**What is Haptics?** Reach into a pocket full of change and take out a dime. How did you know it was not a penny or a quarter? Can you perform this same task if you put gloves on? Probably not since you have lost the haptic sense and can no longer feel the difference between the coins. The students in the Haptics class have put several projects together demonstrating and exploring aspects of haptics for you to come and experience.

Some of the Haptics projects include:

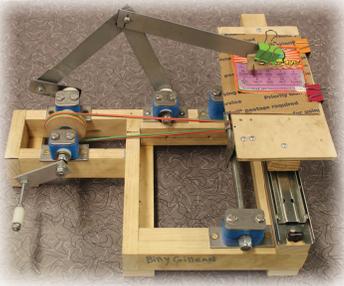
- Quadcopter flying with body motions
- Haptic video games
- Teleoperation control
- Enhanced Contact Realism
- Multi-person physical cooperation
- Virtual workout system
- Handwriting recognition

**Kinematics is the study of motion.** Want to understand how to make a catapult or automatic drink dispenser? The students in Kinematics and Dynamics of Machinery will demonstrate their contraptions to perform a wide range of tasks. Come check them out.

**Date:** Friday, April 25<sup>th</sup>

**Time:** 12:30pm until 2:30pm

**Location:** ENB 110



Physical interaction and teleoperation. How do people perform a simple task like exchanging a glass of water without spilling the water?



The demos will let you feel several virtual environments. Some of them will show you what it would feel like to interact with a remote system that has large time delays.

Contact Dr. Reed at 813-974-2385 or [kylereed@usf.edu](mailto:kylereed@usf.edu) if you have any questions.