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TOUCH IN A VIRTUAL REALITY ENVIRONMENT

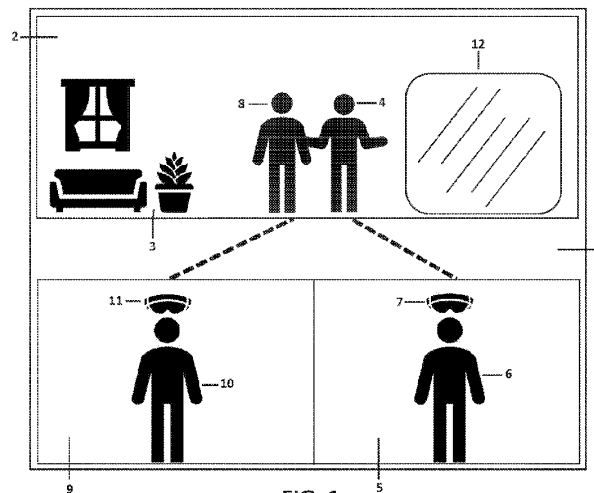


FIG. 1

- (57) Abstract: A system and method of eliciting, sustaining, and experiencing pseudo-haptic/social touch in the real world where the touch initiator interacts with specific touch points onto the receiver's avatar in a virtual environment. Both the touch initiator and touch receiver are physically separated from each other and connected to a virtual environment through the system. The touchpoints have a specific order and manner of performing them in order for the receiver to experience sensations of touch (including but not limited to tingling, heat, presence, pressure, brushing, tickling, electrifying, vibrations). This method of eliciting, sustaining, and experiencing social touch in virtual reality may be used in fields which use or implement virtual reality technology, this may include but is not limited to gaming, social care, medical care, rehabilitation, and research.

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