

# Haptics Simulates Touch-Related Experiences

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Let's return to **haptics: simulated touch**.

Haptics has made a lot of progress, and is used widely to control robots that need to maneuver around living things, especially humans.

Haptics feedback includes things like vibration and arcade-game mechanical equipment that moves to simulate acceleration in the game world.

But most haptic interfaces for providing a touch sense to humans are still in the research phase.

