# HaptX : G1 Gloves - Lifelike Touch for Digital Experiences



## PROBLEM STATEMENT

• Modern ships are incredibly complex with intricate electrical, mechanical, and hydraulic systems. New workers need to understand not only how individual components work but also how they interact with each other.
• The industry is facing a lack of skilled and qualified workforce and that cost and length of training new workers is considerable.
• Modern shipyards are increasingly using advanced technologies like robotics and digital tools. New workers need to be adaptable and learn to work with these technologies alongside traditional methods.

## BENEFITS

• Modeling and simulation provides a means to create realistic training conditions that can either not be physically attained, or are considered too dangerous or economically infeasible to
• Increase training effectiveness and shorten the training cycle.
• Trainees can achieve a level of competence before actually having hands-on training.
• Next-generation haptic feedback technology paired with M&S training provides users with realistic and nuanced sensations of touch in VEs increasing retention rates and muscle-memory.
• The gloves are lightweight, dexterous, and easy to use, making them ideal for a wide range of applications.
• Enables users to feel the texture, size, and solidity of virtual objects, revolutionizing interaction with VEs.

## TECHNOLOGY SOLUTION

• Training Efficacy: Trainees can practice procedures in a safe and realistic environment, improving psychomotor skills and decision-making.
• Remote Manipulation: Operators can control robots with greater precision and dexterity, performing complex tasks in hazardous or delicate environments.
• Product Design: Designers can interact with virtual prototypes, feeling materials and textures to create more intuitive and user-friendly products.
•The HaptX G1 Gloves have the potential to transform human-computer interaction by providing a truly immersive and natural haptic experience.

## GRAPHIC