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(54) **METHOD AND APPARATUS FOR PROVIDING A HAPTIC MONITORING SYSTEM USING MULTIPLE SENSORS**

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(57) **ABSTRACT**

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Related U.S. Application Data

(63) Continuation of application No. 12/334,285, filed on Dec. 12, 2008.

A method and apparatus providing a haptic monitor system capable of generating haptic cues based on sensed information are disclosed. The haptic system includes a sensing device, a digital processing unit, and a haptic generator. The sensing device is configured to selectively sense an individual's or user vital information via one or more wearable sensors, and subsequently forwards the sensed vital information to the digital processing unit for data processing. Upon receipt of the vital information, the digital processing unit provides a haptic signal in response to the vital information. The haptic generator, subsequently, generates haptic feedback in accordance with the haptic signal.

Publication Classification

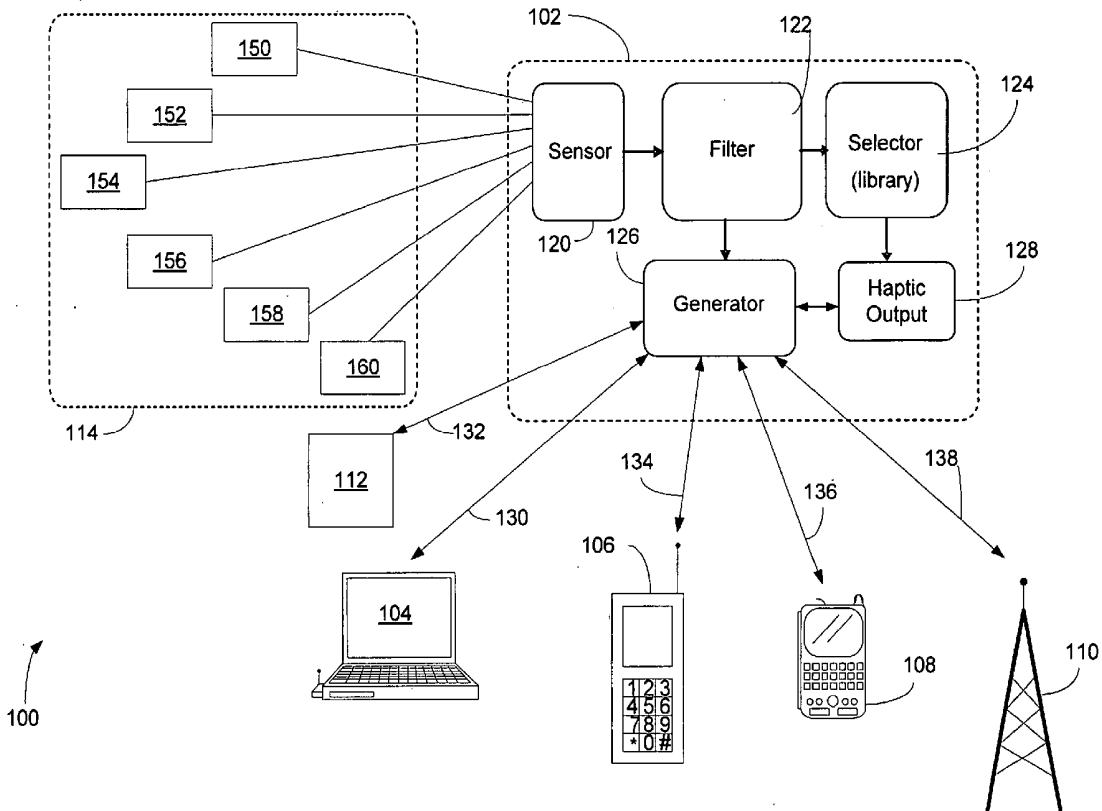
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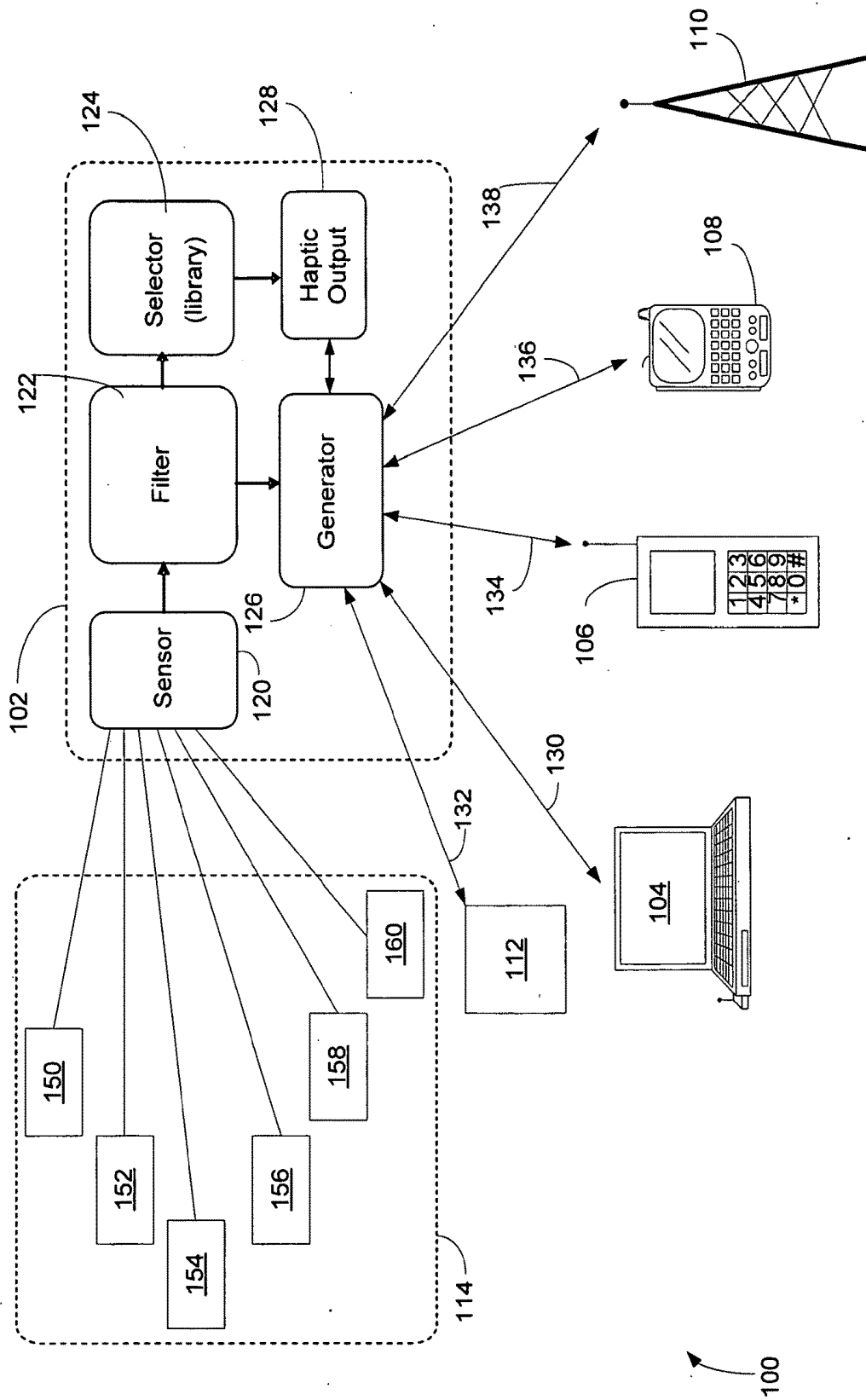


FIG 1

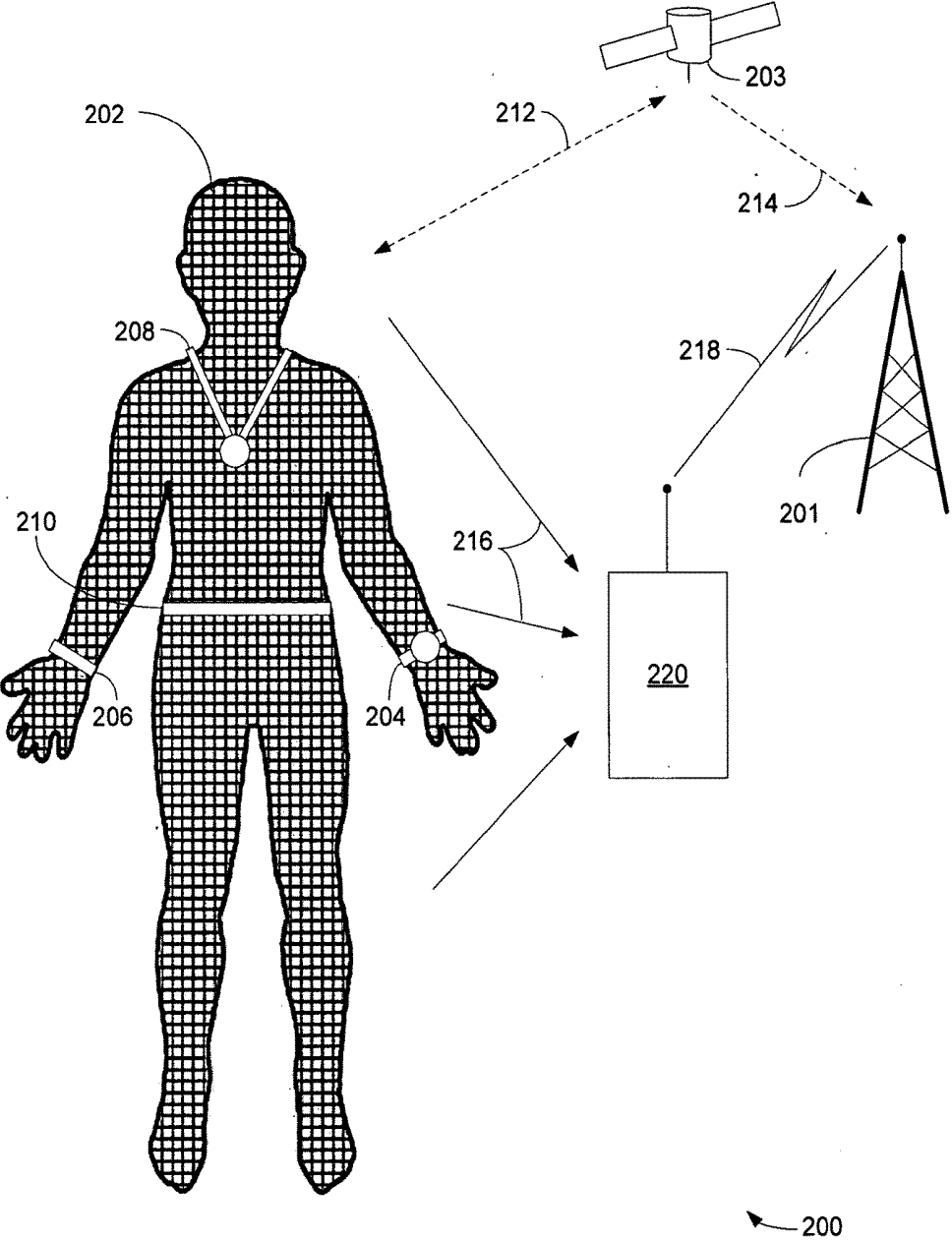


FIG 2



FIG 3

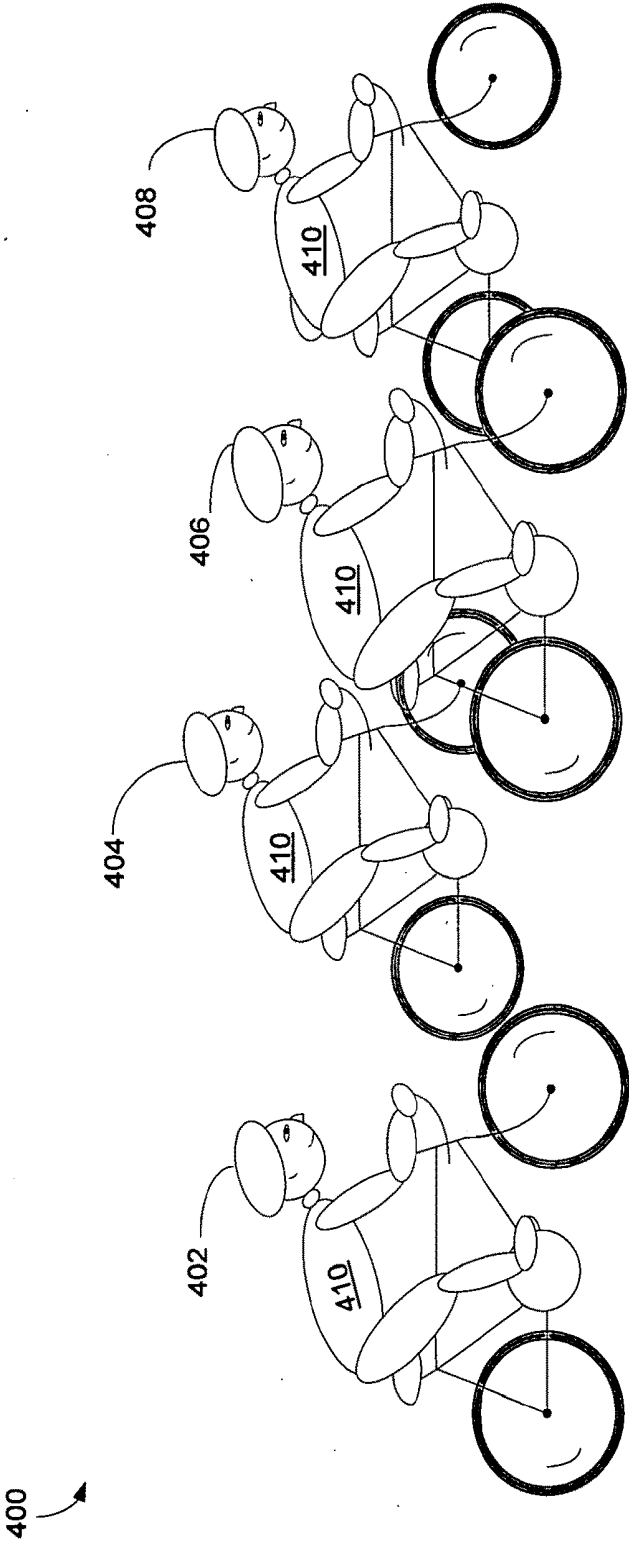


FIG 4

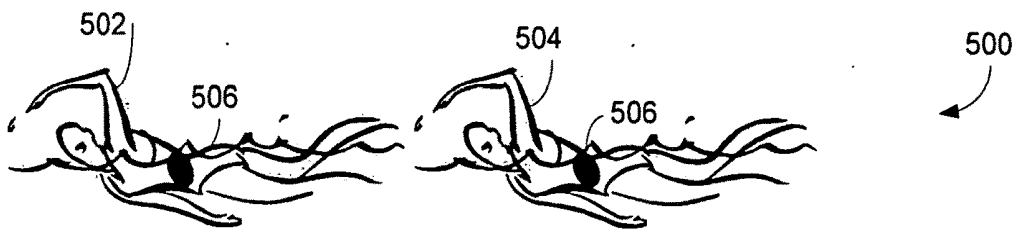


FIG 5A

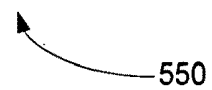
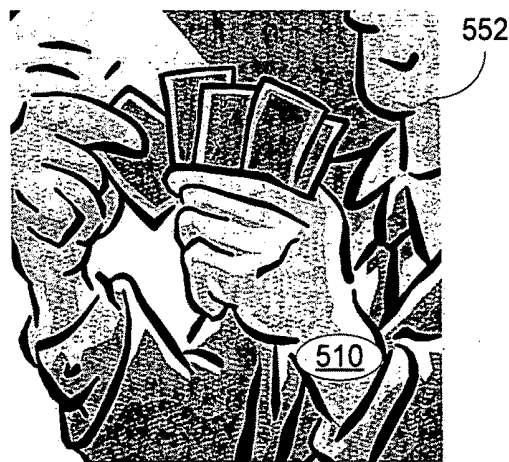


FIG 5B

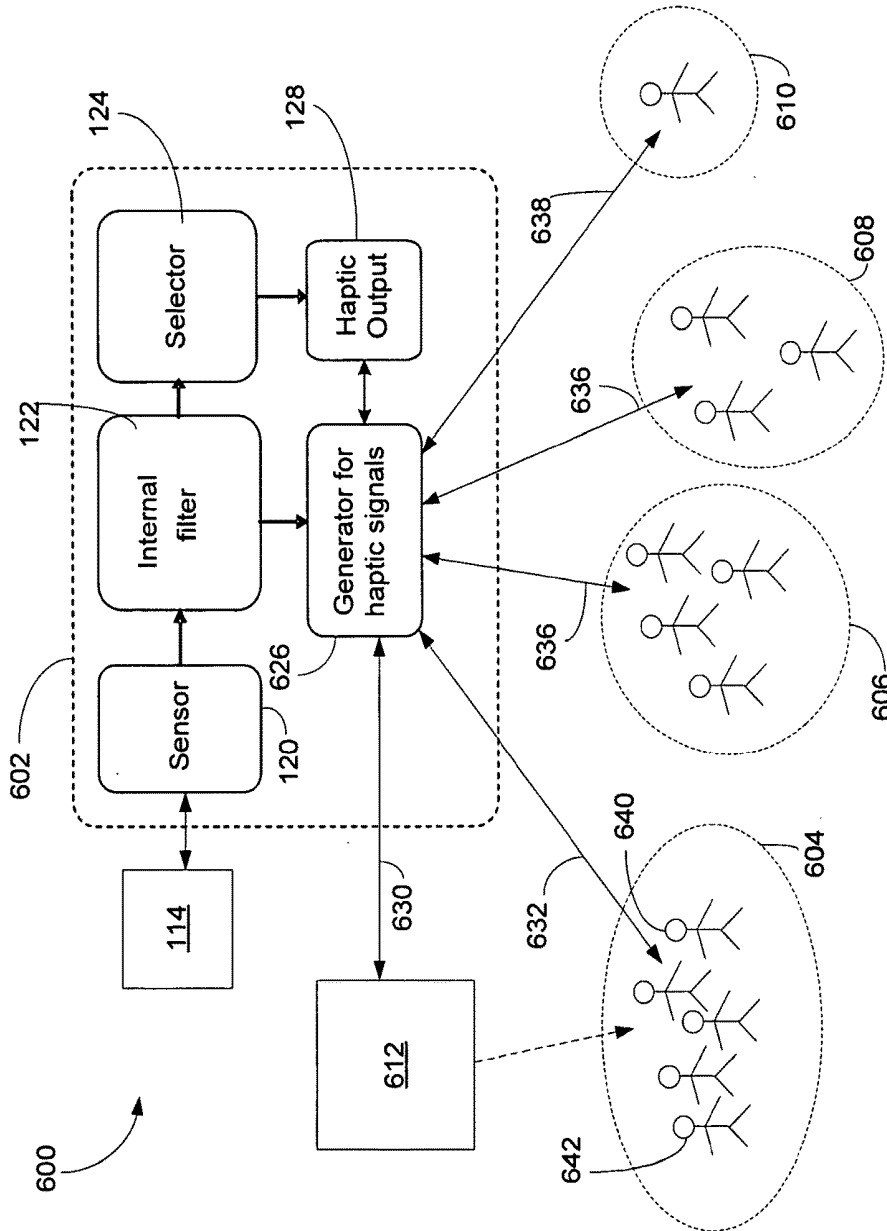


FIG 6

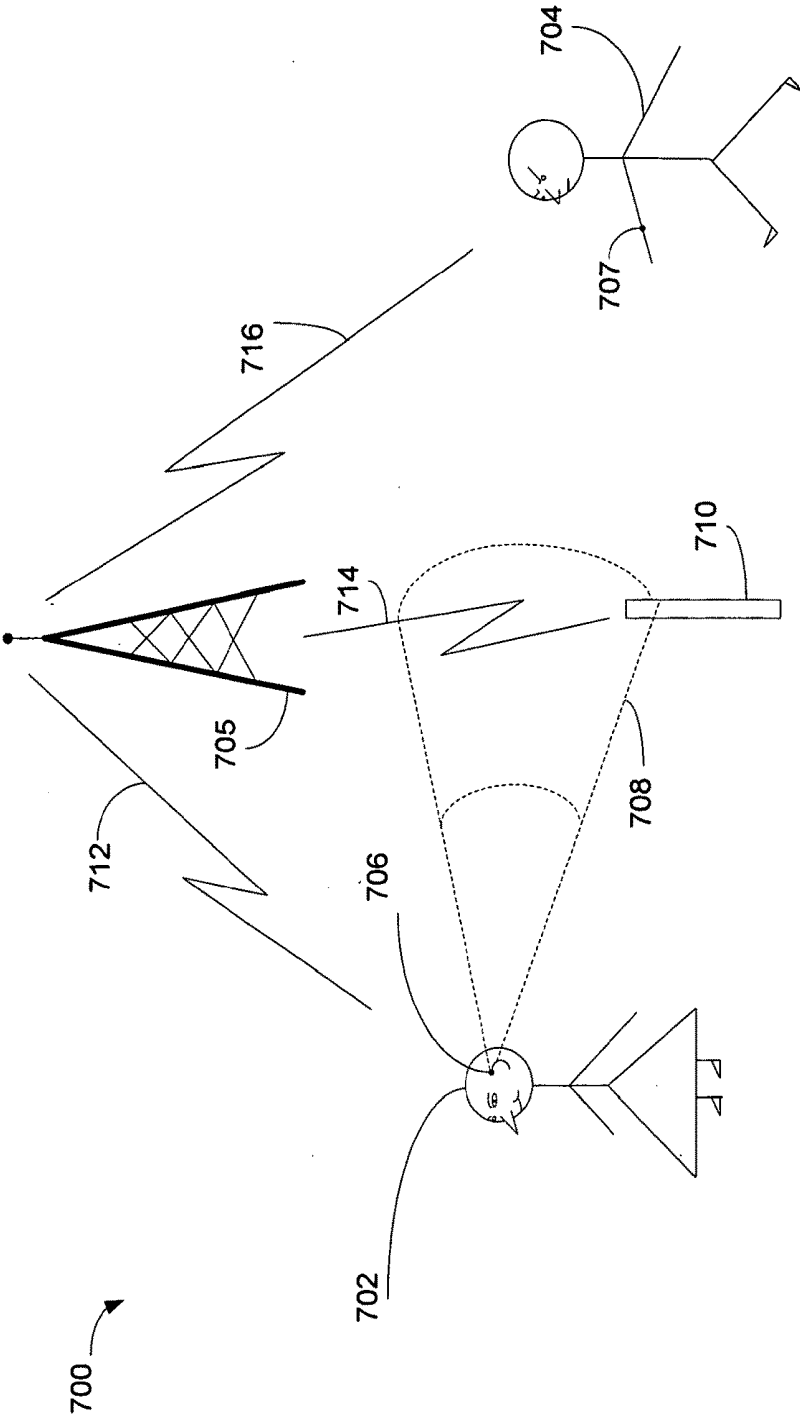


FIG 7

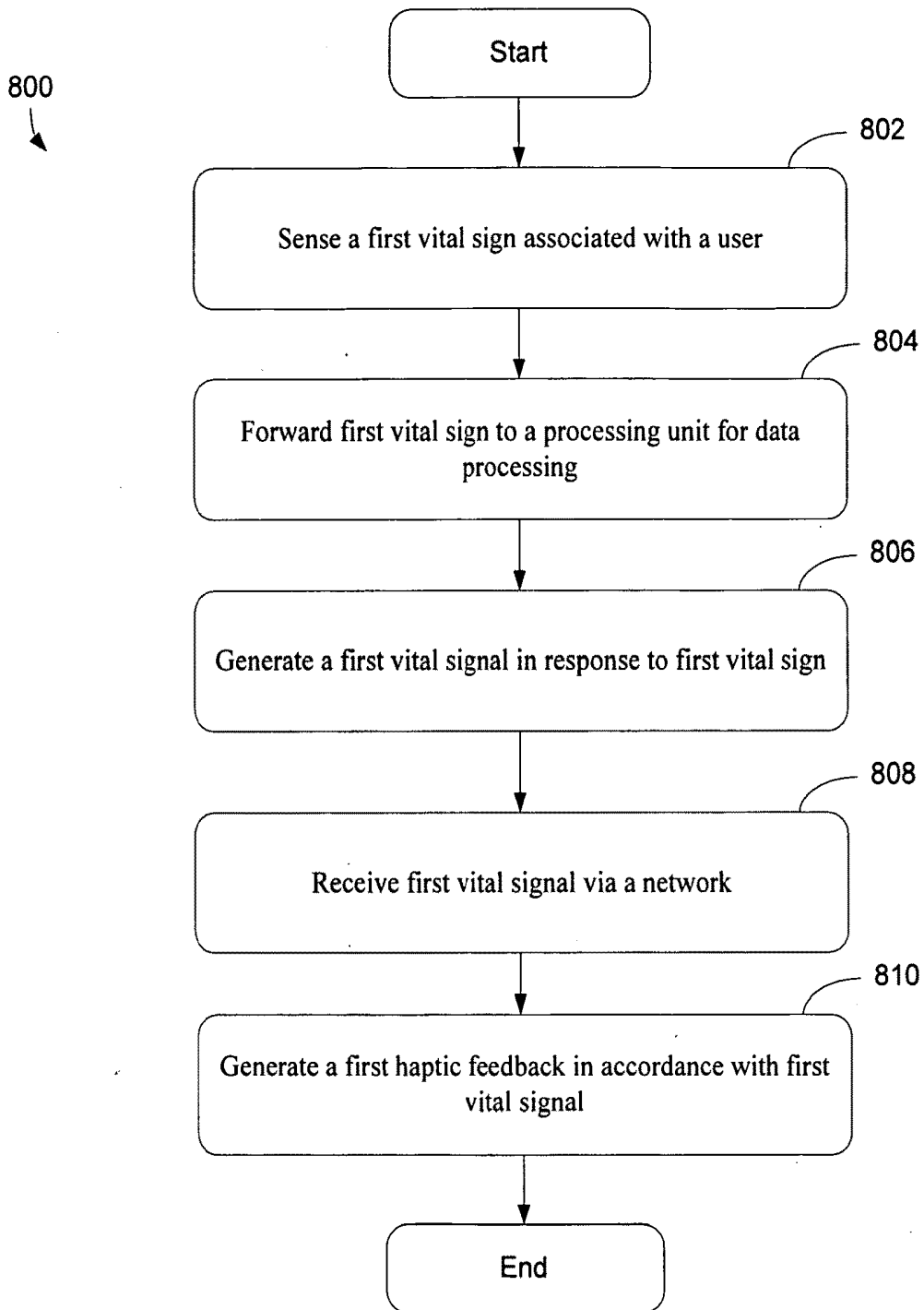


FIG 8

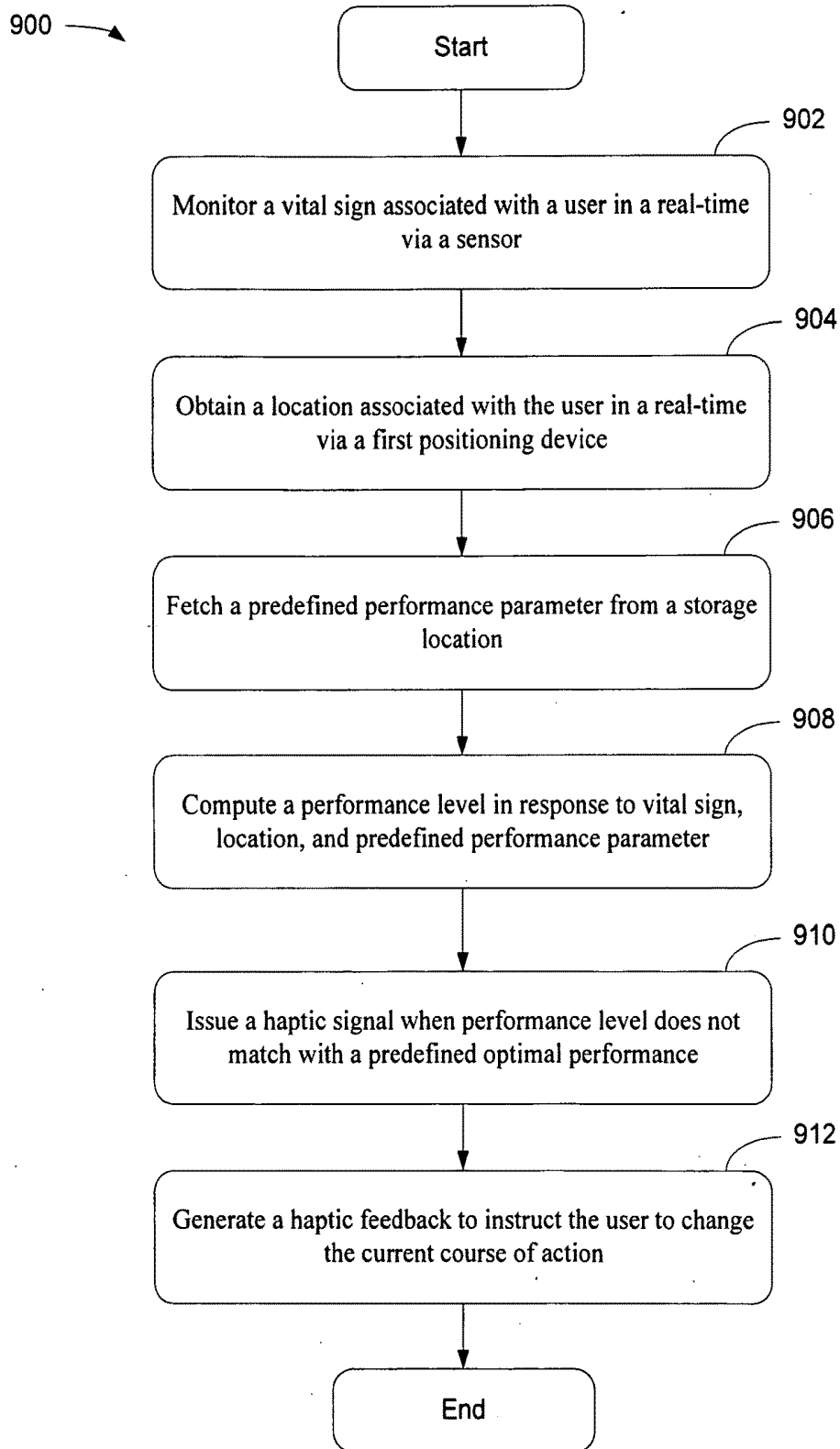


FIG 9

**METHOD AND APPARATUS FOR
PROVIDING A HAPTIC MONITORING
SYSTEM USING MULTIPLE SENSORS**

RELATED APPLICATION

[0001] This application is related to the following co-pending application, each assigned to the Assignee of the present invention.

[0002] a. application Ser. No. _____, filed Dec. 12, 2008, entitled "Method and Apparatus for Providing a Haptic Monitoring System Using Multiple Sensors," Attorney's docket No. IMM269X (1054.P0005XUS).

FIELD

[0003] The exemplary embodiment(s) of the present invention relates to the field of electronic communications. More specifically, the exemplary embodiment(s) of the present invention relates to communications using haptic feedbacks.

BACKGROUND

[0004] As computer-based systems, appliances, automated teller machines (ATM), point of sale terminals and the like become more prevalent, the ease of use with regard to the human-machine interface is becoming more important. Such interfaces should operate intuitively and require little or no user training whereby they may be employed by virtually anyone. Conventional human-machine interfaces, such as keyboard, voice, and touch screen, typically require human interactions involving a combination of action, vision and/or sound. For instance, when a user inputs his or her selection (s) over a touch screen, the user needs to look and identify a location on the screen for touching. Also, when a user operates a mouse, the user needs to see the mouse icon on the screen before clicking the mouse.

[0005] A problem, however, associated with conventional human-machine interfaces is that, for some situations and/or environments, an operator may not be able to use visual or audio capability to enter an input.

[0006] For example, in a healthcare environment, typical medical and health related monitoring/testing equipment used for monitoring and/or testing patients' vital signs notify caretakers such as nurses and doctors when the equipment detects certain predefined less-desirable conditions via visual and/or aural notifications. A typical heart rate monitor, for instance, shows a waveform of heart rate on a display with beeps indicating patient's heart beats. To discern a patient's condition, for example, a caretaker typically needs to look at the heart-rate waveform on the display or listen to the heart-rate beeps or both in order to observe patient's current condition. As such, a drawback associated with a conventional human-machine interface using aural and/or visual notifications is that the interface may be inadequate or inappropriate in some situations, such as in loud or visual cluttered situations, high-stress environments, social events like dinner parties, or entertainment venues such as poker games.

SUMMARY

[0007] The embodiment(s) of the present invention includes a haptic monitoring system capable of generating haptic feedback based on sensed information and method for making the same. The haptic system includes a sensing

device, a digital processing unit, and a haptic generator. The sensing device is configured to selectively sense an individual's or user's vital information via one or more wearable sensors, and subsequently forwards the sensed vital information to the digital processing unit for data processing. Upon receipt of the vital information, the digital processing unit provides a haptic signal in response to the vital information. The haptic generator, subsequently, generates haptic feedback in accordance with the haptic signal. In an alternative embodiment, the haptic system further includes a positioning device capable of identifying the user's physical location.

[0008] Additional features and benefits of the exemplary embodiment(s) of the present invention will become apparent from the detailed description, figures and claims set forth below.

BRIEF DESCRIPTION OF THE DRAWINGS

[0009] The exemplary embodiment(s) of the present invention will be understood more fully from the detailed description given below and from the accompanying drawings of various embodiments of the invention, which, however, should not be taken to limit the invention to the specific embodiments, but are for explanation and understanding only.

[0010] FIG. 1 is a diagram illustrating a haptic system capable of monitoring multiple events in accordance with one embodiment of the present invention;

[0011] FIG. 2 is a diagram illustrating a human wearing multiple sensors for collecting event information in accordance with one embodiment of the present invention;

[0012] FIG. 3 is a diagram illustrating a haptic health monitor in accordance with one embodiment of the present invention;

[0013] FIG. 4 illustrates a cycling team wearing haptic enhancing devices in accordance with one embodiment of the present invention;

[0014] FIG. 5A is a diagram illustrating an exemplary application to a team of water polo swimmers having haptic enhancing devices in accordance with one embodiment of the present invention;

[0015] FIG. 5B is a diagram illustrating an exemplary application to a poker player having a haptic monitoring device in accordance with one embodiment of the present invention;

[0016] FIG. 6 is a diagram illustrating several groups of people organized by a coordinating haptic device in accordance with one embodiment of the present invention;

[0017] FIG. 7 is a diagram illustrating a person wearing a haptic alert device in accordance with one embodiment of the present invention;

[0018] FIG. 8 is a flowchart illustrating a process of providing haptic health feedback in response to one or more events in accordance with one embodiment of the present invention; and

[0019] FIG. 9 is a flowchart illustrating a process of providing haptic coordinating feedback in response to one or more events in accordance with one embodiment of the present invention.

DETAILED DESCRIPTION

[0020] Embodiments of the present invention are described herein in the context of a method, system and

apparatus for providing haptic cues in response to one or more events using an attachable or wearable haptic device.

[0021] Those of ordinary skill in the art will realize that the following detailed description of the present invention is illustrative only and is not intended to be in any way limiting. Other embodiments of the present invention will readily suggest themselves to such skilled persons having the benefit of this disclosure. Reference will now be made in detail to implementations of the exemplary embodiments of the present invention as illustrated in the accompanying drawings. The same reference indicators (or numbers) will be used throughout the drawings and the following detailed description to refer to the same or like parts.

[0022] In the interest of clarity, not all of the standard hardware and routine features of the implementations described herein are shown and described. It will, of course, be understood that in the development of any such implementation, numerous implementation-specific decisions need to be made in order to achieve a developer's specific goals, such as compliance with application- and business-related constraints, and that these specific goals will vary from one implementation to another and from one developer to another. Moreover, it will be appreciated that such a development effort might be complex and time-consuming, but would nevertheless be a routine undertaking of engineering for those of ordinary skill in the art having the benefit of this disclosure.

[0023] The embodiment(s) of the present invention includes a haptic monitoring system capable of generating haptic feedback based on sensed information. The haptic system includes a sensing device, a digital processing unit, and a haptic generator. The sensing device can selectively sense an individual's or user's vital information via one or more wearable sensors, and subsequently forwards the sensed vital information to the digital processing unit for data processing. In an alternative embodiment, the sensing device also includes a position device which may employ a global position system to identify the physical location of the user. Upon receipt of the vital information, the digital processing unit provides a haptic signal in response to the vital information. The haptic generator, subsequently, generates haptic feedback in accordance with the haptic signal.

[0024] FIG. 1 is a diagram 100 illustrating a haptic system capable of monitoring multiple events in accordance with one embodiment of the present invention. Diagram 100 includes a haptic wearable device 102, a computer 104, a cellular phone 106, a personal digital assistant ("PDA"), a communications network 110, and a sensing device 114. In one aspect, diagram 100 further includes an external computing processor 112, wherein processor 112 is capable of executing instructions for the haptic system. It should be noted that the underlying concept of the exemplary embodiment of the present invention would not change if additional blocks or devices were added to or removed from diagram 100.

[0025] Sensing device 114, in one embodiment, includes one or multiple sensors or sensing elements 150-160, wherein each of the sensors 150-160 can be selectively activated to monitor a specific vital sign (or information) of an individual. The individual can have a particular role such as a user, a patient, a client, a child, an athlete, a team member, group participant and so on. Sensors 150-160 can be attached to an individual via various attachment mechanisms such as wearing, fastening, implanting, and adhering.

A function of sensor 150-160 is to read or monitor vital signs (or information) wherein the vital signs indicate various physiological statistics used for assessing basic body conditions. The vital signs, for instance, includes a body temperature, pulse rate (or heart rate), blood pressure, respiratory rate, and the like. Additionally, in an alternative embodiment the user's geographical location is determined.

[0026] Sensing device 114, in one embodiment, includes a heart rate monitor 150, a blood pressure monitor or sphygmomanometer 152, a breath sensor 154, a temperature gauge 156, a humidity sensor 158, and a motion detector 160 for monitoring the user's heart, blood pressure, respiration body temperature, body perspiration or location, respectively. Sensors 150-160 can be fabricated or manufactured on a same unit. It should be noted that other sensors such as audio sensors to sense sound and/or weather sensors to detect ambient conditions, which can be used together with other vital sensors for obtaining vital data. Upon sensing the vital information, sensing device 114, in one embodiment, forwards the vital information to a digital processing unit via a communications network which can be wire, wireless, or a combination of wire and wireless networks.

[0027] Device 102, in one embodiment, includes a sensor 120, an internal filter 122, a selector 124, a generator 126, and a haptic output device 128. Device 102, in one example, can be structured as an ear piece, a wrist band, a necklace, a belt, a belt buckle, a watch, a watch band, a hat, or other appropriate structure. Sensor 120, in one example, may be a part of sensing device 114 responsible for interfacing between sensors 150-160 and device 102. Filter 122 is a circuitry filtering extraneous information such as unwanted movements and/or false pulses which can interfere with the detection of true vital signs (or desired information). In another embodiment, internal filter 122 can be located in a host computer, wherein the filtering process is implemented by a host processor, not shown in FIG. 1. Generator 126 generates commands (haptic signals) in response to the filtered vital signs or information, and subsequently, transmits commands and/or vital information to one or more destination devices such as computer 104 or PDA 108 via communication channels 132-138. It should be noted that the communication channels 132-138 can be wire, wireless, or a combination of wire and wireless communications networks.

[0028] Selector 124 includes one or more haptic libraries used for storing haptic data containing a list of haptic effects. In one embodiment, the list of haptic effects is used to provide a haptic feedback to a user in accordance with the detected vital information. Each vital sign detected, for example, may require a unique haptic feedback. It should be noted that the library containing haptic data can also be located in a remote host computer. In an alternative embodiment, haptic data can be dynamically generated and continuously updated to emulate and/or reproduce detected vital sign(s). To emulate vital signs in real-time, selector 124 is capable of dynamically generating haptic effect to emulate detected vital sign(s). For example, to track a bike racing team, each athlete on the bike racing team may carry a device to monitor and to reproduce or emulate the athlete's heart rate. The reproduced or emulated athlete's heart rate may be monitored by the athlete, coach, or any other interested parties. Haptic output device 128 generates haptic feedback in accordance with the haptic data selected by selector 124. For example, a mild vibration may emulate a

calm condition or that the athlete is in the desired training or racing zone. A strong vibration may emulate a serious condition or that the athlete is not in the desired zone.

[0029] A function of device 102 is to provide and distribute haptic feedback as a communication channel to one or more devices, such as laptop 104, mobile or smart phone 106, PDA 108, network 110, and so on, at the same time. It should be noted that components 120-128 can also be located at several different entities depending on the applications. Device 102 can communicate with other devices 104-110 via cable connections, wireless connections, and a combination of cable and wireless networks. After sensing the vital information, it is subsequently forwarded to a digital processing unit for information processing.

[0030] The digital processing unit, in one embodiment, is an independent circuit, not shown in FIG. 1, in device 102. Alternatively, the digital processing unit includes processor 112, filter 122, and selector 124. A function of the digital processing unit is to receive the vital information via a communications network and provide a haptic signal based on the vital information. In one embodiment, the digital processing unit includes a configurable software program which provides a range of predefined limitations for vital information or parameters. The range of predefined limitations indicates ranges of normal vital signs versus abnormal vital signs. After identifying the haptic signal, it is forwarded to a haptic generator.

[0031] The haptic generator which could be a part of device output mechanism 128 is capable of receiving the haptic signal and generating haptic feedback in accordance with the haptic signal. In one embodiment, sensing device 114, the digital processing unit, and the haptic generator are installed or placed in the same unit. Alternatively, sensing device 114, the digital processing unit, and the haptic generator are logically connected via a circuit board, one or more wires and/or wireless communications networks.

[0032] Referring back to FIG. 1, the haptic system includes device, sensors, actuators/generator, or wearable components, wherein sensors are used to detect user vital or physical conditions while actuators are used to provide haptic feedback in accordance with the user conditions. The sensors and actuators, in one embodiment, can be constructed under the same device. For example, a heart rate sensor senses a user's heart rate processes the heart rate and generates a series of haptic feedback to indicate the current user's physical condition. It should be noted that the term haptic feedback can be referred to as tactile effect, tactile feedback, haptic effect, force feedback, vibrotactile feedback, haptic cues, and so forth.

[0033] Some haptic materials such as piezoelectric material have the physical property of sensing as well as providing vibrotactile effect. For example, piezoelectric material discharges a current indicating that it detected a pressure when its physical shape deforms due to pressure. Piezoelectric materials, in one embodiment, include crystals and/or ceramics such as quartz (SiO₂). When a voltage potential applies to the piezoelectric material, it deforms from its original shape to an expanded shape. Piezoelectric material may return to its original state as soon as the voltage potential is removed. Piezoelectric material, however, releases a current when it is being pressed. As a result, piezoelectric material can detect an input when it is being pressed. Vibrotactile feedback or haptic feedback may be provided through a piezo material, shape memory alloy

("SMA"), eccentric rotating mass ("ERM") or linear resonant actuator ("LRA"), or the like. Similar functions of sensor/actuator may be performed if the piezoelectric material is replaced with other materials or devices, such as LRA, ERM, and SMA. SMA, in one example, is capable of maintaining its deformed shape for a period of time after the voltage potential is removed. It should be noted that the underlying concept of the embodiments of the present invention does not change if different materials are employed. Device 102 is applicable to an individual or a team to identify the physical condition of an individual, a team member or the overall team. For example, device 102 may inform one of the cyclists to speed up or slow down to improve team performance in accordance with detected psychological condition. It should be noted that device 102 can also be used for other applications such as those discussed below. The haptic system, in one embodiment, can include multiple units wherein some of the units are located in the chest, wrist, foot, and/or the like to sense user's vital signs. Haptic generator 128, for example, is capable of generating haptic cues or haptic warning signals at different levels of intensities for different levels of physical fitness and/or performance. For example, haptic generator 128 generates a minor haptic cue when user's performance is slightly below the optimal performance level, and generates an intensified haptic cue when user's performance is below the minimal acceptable level. It should be noted that using tactile feedback to indicate the user's physical conditions can be a subtle, discreet, and non-intrusive communication method.

[0034] Device 102, sensing device 114, and computer 104 are capable of communicating between the devices via network 110 which may include wire and wireless communications networks. The wireless communications network may include local radio frequencies, Bluetooth, cellular (GPRS, CDMA, GSM, CDPD, 2.5G, 3G, etc.), Ultra-Wideband (UWB), WiMax, ZigBee, and/or other ad-hoc/mesh wireless network technologies. To reduce power consumption, a relay station can be placed in the network to relay haptic signals through other haptic devices.

[0035] An advantage of employing a haptic system is to create essentially a communication channel to transmit information between a user and a machine. The haptic system has various applications, such as communications between multiple parties, sports teams, military missions, and the like.

[0036] FIG. 2 is a diagram 200 illustrating a human wearing multiple sensors for collecting event information in accordance with one embodiment of the present invention. Diagram 200 shows an exemplary feedback monitoring device including a person 202, a network 201, and a global positioning system ("GPS") satellite 203. In one embodiment, person 202 and network 201 can communicate via one or more communications networks, such as a wireless communications network, an Internet, a personal area network, a local area network, a metropolitan area network, a wide area network, and so forth. It should be noted that the underlying concept of the exemplary embodiment of the present invention would not change if additional blocks and/or devices were added to or removed from diagram 200.

[0037] Person 202, in one embodiment, wears one or more haptic wearable devices 204-210 wherein some of the devices could be sensors for obtaining vital signs of person 202. For example, wearable device 204 is a wrist watch

which is capable of monitoring pulse rate and providing haptic cue(s). Wearable device **210** is a haptic belt capable of detecting user's respiratory rate while wearable device **208** is a haptic necklace capable of detecting user's blood pressure. Also, wearable device **206** may be a wrist band used for sensing user's humidity and/or moisture perspiration. Wearable devices **204-210**, in this embodiment, are capable of generating haptic feedback or cue(s) at the same time they provide monitoring functions.

[0038] In one embodiment, person **202** carrying a GPS device capable of providing real-time physical location of person **202**. For example, the GPS device, which could be installed at necklace **208**, communicates with satellite **203** via radio frequencies **212-214** to identify real-time location of person **202**. After collecting vital signs via wireless signals **216**, a processor **220** analyzes physical condition and performance of person **202** based on the detected vital signs as well as location, and provides adjustment(s) to enhance the performance of a team sport. It should be noted that processor **220** can be located locally or remotely.

[0039] Haptic wearable device(s) **204**, **206**, **208**, or **210** is also applicable to other mammals as well as machinery or inanimate object(s) such as dogs, cats, cars, or engines. For example, to enhance horse race performance, a jockey may use a haptic wearable device to monitor horse's heart rate. A race car driver or pit crew chief, for example, may receive haptic output relating to mechanical conditions of the car, such as engine temperature and tire traction.

[0040] Referring back to FIG. **2**, a haptic system includes a sensing device, a positioning device, a digital processing unit, and a haptic generator. The sensing device, which could include one or more wearable devices **204-210**, can be selectively set to sense vital physical sign(s) or information of person **202** via sensors. The sensing device, in one embodiment, includes a heart rate sensor, a motion sensor, a blood pressure sensor, a breath sensor, a temperature sensor, and a humidity sensor. It should be noted that the sensing device can also include a sensor communication block which facilitates communications between sensors via one or more wire or wireless communications networks.

[0041] The positioning device, in one embodiment, is coupled to the sensing device and configured to identify user's physical location. The positioning device, for example, includes GPS circuitry capable of identifying location, speed, direction, and time associated with the user or person **202**. Upon obtaining GPS data via satellite **203**, GPS data are forwarded to the digital processing unit for processing.

[0042] Upon receipt of vital and GPS information, the digital processing unit subsequently provides a haptic signal in response to the vital physical information and user's physical location. Depending on the applications, the digital processing unit can generate multiple haptic signals to emulate more realistic sensations. The digital processing unit, in one example, includes configurable software capable of storing predefined limitations for various performance parameters associated with vital information. These parameters can be general or specific to the individual or activity in question. The haptic signal(s), also known as haptic input(s), is subsequently forwarded to the haptic generator.

[0043] It should be noted that the haptic system can be used as an attachable coordination device capable of providing haptic cues to coordinate military or combat actions. Also, the wearable performance enhancer can improve team

performance by providing haptic cues to increase each team member's physical performance during a team sport such as a team cycling or a water polo competition.

[0044] FIG. **3** is a diagram **300** illustrating a haptic health monitor in accordance with one embodiment of the present invention. Diagram **300** includes a patient **302**, a nurse **304**, and an intravenous ("IV") stand **306**. In one embodiment, IV stand **306** includes a haptic health monitor which provides real-time sensing capabilities. It should be noted that the underlying concept of the exemplary embodiment of the present invention would not change if additional blocks and/or devices were added to or removed from diagram **300**.

[0045] Patient **302**, for instance, suffers a medical condition, such as a heart disease, a respiratory disease, high blood pressure, et cetera, and she needs to be under constant observation. Patient **302**, in one embodiment, wears a haptic health monitor which reads vital signs of patient **302** on a continuous basis. After observing the vital signs, the haptic health monitor distributes the information relating to the vital signs to patient **302**, nurse **304**, and/or other interested parties. The haptic health monitor, in one example, can be installed in IV stand **306** thereby the monitor is capable of detecting and recording vital signs of patient **302** as long as patient **302** is in contact with or nearby IV stand **306**. Alternatively, patient **302** can wear different wearable haptic health device(s), not shown in FIG. **3**, under her gown.

[0046] The haptic health monitor, in one embodiment, includes sensing capabilities, calibrating features, and haptic feedback. For example, a haptic health monitor includes configurable and/or calibrating software that facilitates a procedure(s) of when and how the haptic alerts should be triggered. After setting up a monitoring procedure for a particular patient, one or more sensors on the monitor read the vital statistics of an individual or patient **302** in accordance with the monitoring procedure. Upon processing the vital statistics, electronics and actuator(s) within the monitor send a haptic event or haptic feedback to patient **302**, nurse **304**, or others in response to the vital statistics. It should be noted that haptic feedback or haptic cues generated in accordance with alert(s) may or may not include aural or visual alert components.

[0047] The haptic health monitor is particularly helpful for hospital patients as well as released patients. For patients suffering, for example, hemophiliacs or heart diseases, they or their caretakers need to be alerted or notified as soon as there is marked drop or increase in patient heart rate. Hemophiliacs can benefit greatly from an alert as it might alert them to the fact that they had been cut and were unaware. Heart patients can also benefit from being alerted upon detecting an abnormally high or low blood pressure. Haptic feedback generated in accordance with the alerts can indicate that medical attention is necessary.

[0048] An advantage of employing the haptic health monitor is to provide an alternative channel of communication. Haptic feedback can be effective under certain environmental unfriendly situations. For example, haptic feedback tends to work well in a noisy environment that precludes audio alerts. A haptic health monitor and alerter can also be useful for individuals working in high pressure position, as well as some recreational leisure activities.

[0049] FIG. **4** is a diagram **400** illustrating a cycling team wearing haptic enhancing devices in accordance with one embodiment of the present invention. Diagram **400** illustrates a cycling team having four (4) cyclists **402-408** with

four (4) bikes. In one embodiment, each cyclist wears a haptic coordinating and enhancing device **410**. Each device **410** senses the vital signs of the cyclist who carries the device and coordinates with other devices **410** to enhance the team performance. It should be noted that the underlying concept of the exemplary embodiment of the present invention would not change if additional blocks or devices were added to or removed from diagram **400**.

[0050] Each cyclist or athlete in general can benefit from the application of haptic enhancing device to improve individual as well as team performance. Note that cardiovascular intensive activities that take place over an extended period time can benefit from constant monitor of heart rate. For example, a haptic monitor providing feedback to an athlete facilitates a better race management strategy as well as suggesting level of energy to be exerted. Heart rate information, for example, can provide information relating to VO_2 (maximal oxygen consumption) which is the maximum capacity of a body to consume oxygen during an extraneous physical exercise. VO_2 , also known as maximum volume of oxygen in milliliters, is a measurement used by sports activities.

[0051] Haptic coordinating and enhancing device **410**, for example, includes a positioning block circuit capable of communicating with a GPS system for identifying the physical location of each bike. Upon analyzing the data relating to physical locations of each bike and vital statistics of every cyclist, haptic coordinating and enhancing device **410** can instruct cyclist **402** to take the position of cyclist **408** for improving the team performance. It should be noted that haptic coordinating and enhancing device **410** can be applied to various types of team sports, such as football, water polo, and/or basketball teams.

[0052] FIG. 5A is a diagram **500** illustrating an exemplary application to a team of water polo swimmers having haptic enhancing devices in accordance with one embodiment of the present invention. Diagram **500** includes a first swimmer **502** and a second swimmer **504** wherein each swimmer wears a haptic enhancing device **506**. Devices **506**, in one embodiment, monitor and record every swimmer's vital signs as well as his or her physical location via a GPS device. Device(s) **502**, for example, generates haptic feedback or cue indicating the fatigue level of swimmer **504** when the performance analysis of swimmer **504** falls below a predefined acceptable performance level in response to the collected vital information. The haptic feedback or cue can be transmitted to the swimmer who wears device **506**, or to other interested parties, such as coaches, trainers, or teammates.

[0053] FIG. 5B is a diagram **550** illustrating an exemplary application to a poker player having a haptic monitoring device in accordance with one embodiment of the present invention. Diagram **550** includes a poker player **552** who wears a haptic monitoring device **510**. Device **510** can be configured to monitor vital signs of poker player **552** and is capable of providing a haptic alert to player **552** if certain vital signs reach an undesirable range. For example, poker player **552** can set a limitation of heart rate to 150 and the heart rate monitor will provide a haptic alert to notify player **552** that his or her heart rate has reached the limit. It should be noted that high stakes card or poker players will appreciate silent alarms indicating their heart rates. Keeping a

lower heart rate and staying calm can be critical at poker table to avoid any facial and/or gesture detections by the opponents.

[0054] Haptic cue or alert in accordance with vital signs is also applicable in a medical condition of pregnancy. For example, a pregnant woman can feel fetal heart beats via a heart rate monitor which allows mother to feel fetal heart rate via haptic cues. The pregnant woman can take certain precautions depending on the fetal heart beats. Alternatively, fetal vital signs can also be transmitted to the doctor's (obstetrician or gynecologist) office on a periodic basis. It should be noted that the report to the doctor's office can occur automatically via a wireless communications network.

[0055] Haptic cues or alerts in accordance with vital signs can also be applicable in other situations such as sporting contests. For example, during a biathlon contest, each athlete skis (or runs) for a distance, and then shoots the target(s) later. If an athlete wears a haptic coordinating and enhancing device, it can optimize athlete's physical condition to have a most desirable speed in skiing while being sufficiently calm to aim at the target.

[0056] Haptic cues or alerts in accordance with vital signs are also applicable in other situations such as for machine operators. For example, air force pilots pulling high velocity and gravity maneuvers can be alerted in the event that their accelerations have reached the threshold of G-suits worn by the pilots. It should be noted that haptic cue and alert device can also apply to situations such as high-speed car racers or deep-sea divers.

[0057] FIG. 6 is a diagram **600** illustrating several groups of people organized by a coordinating haptic device in accordance with one embodiment of the present invention. Diagram **600** includes a wearable or attachable haptic device **602**, a first group of people **604**, a second group of people **606**, a third group of people **608**, a fourth group of people **610**, and a relay station **612**, which is capable of amplifying and relaying haptic signals. It should be noted that the underlying concept of the exemplary embodiment of the present invention would not change if additional blocks such as power supply were added to or removed from diagram **600**.

[0058] Each group of people may encompass a unique characteristic, and each group of people may transmit or receive a specific set of haptic signals. For example, first group **604** includes a group of special force soldiers **642**, while second group **606** includes a group of military service soldiers for backup. Third group **608** includes a group of soldier decoys, while fourth group **610** includes the commanding officer. Each person in groups **604-610** wears a haptic coordinating device, where the haptic device is used to provide a silent channel of communication. For example, the commanding officer can sense the soldiers physical status in real-time via their vital signs.

[0059] Wearable haptic device **602**, similar to device **102** illustrated in FIG. 1, includes a sensor **120**, an internal filter **122**, a selector **124**, a generator **626**, and a haptic output device **128**. Sensor **120** is configured to sense vital signs and filter **122** is used to remove extraneous information, which is not relevant to the vital signs. Selector **124** selects one haptic cue from a group of stored haptic effects. Device output device **128** is an actuator capable of generating haptic feedback in accordance with the information received from selector **124**. It should be noted that communications **632-**

638 between the groups and device 602 can be wire or wireless communications networks.

[0060] In a combat situation, it is important to know the availability of your own force regarding their current physical situations and locations. For example, physical situations can indicate number of alive, injured, and dead soldiers. Physical locations can indicate whether the soldiers are within striking distance. Also, combat medics could be informed of a soldier's need for medical attention. It should be noted that haptic feedback for medical attention of soldiers can be generated based on reading of group's vital statistics and their physical locations.

[0061] FIG. 7 is a diagram 700 illustrating a person wearing a haptic alert device in accordance with one embodiment of the present invention. Diagram 700 includes a child 702, a teacher 704, and a network system 705. Child 702, in one embodiment, wears a haptic alert device 706 capable of providing haptic alert. Teacher 704 carries a haptic alert device 707, wherein devices 706 and 707 can communicate through one or more wireless signals 712 and 716 via network 705. It should be noted that the underlying concept of the exemplary embodiment of the present invention would not change if additional blocks were added to or removed from diagram 700.

[0062] Haptic alert device 706, in one embodiment, includes a locating or positioning block capable of broadcasting an alert signal when an event is detected. For example, RF (radio frequency) technology may be used together with the haptic technology to alert a teacher when a child or a pupil has walked out of school premises. For example, when a child worn device 706 walks passing a RF post 710 which immediately detects a radio frequency 708 emitted from device 706, RF post 710 issues a warning signal indicating child 702 has passed post 710 to teacher 704 via network 705 using wireless signals 714. Upon receipt of warning signal, haptic device 707 carried by teacher 704 sends a silent haptic cue informing teach 704 that child 702 is walking out of school campus. It should be noted that silent haptic communication channel in some situations is more effective than ordinary communication channels such as visual and audio. For example, teachers or pre-school staff in a loud campus and/or a busy playground can be alerted via a silent vibrotactile signal.

[0063] Haptic alert device 706 can be applied to other situations for providing haptic alert and/or feedback. For example, device 706 can be used to alert caretakers when their patients, disabled, impeded or elderly persons require medical or physical attention. For example, when a haptic monitor is able to monitor a person's vertical and horizontal orientation, it can issue a haptic alert of requiring medical attention when it detects a falling person on the ground or floor.

[0064] The exemplary embodiment(s) of the present invention includes various processing steps, which will be described below. The steps of the embodiments may be embodied in machine or computer executable instructions. The instructions can be used to cause a general purpose or special purpose system, which is programmed with the instructions, to perform the steps of the present invention. Alternatively, the steps of the present invention may be performed by specific hardware components that contain hard-wired logic for performing the steps, or by any combination of programmed computer components and custom hardware components.

[0065] FIG. 8 is a flowchart 800 illustrating a process of providing haptic health feedback in response to one or more events in accordance with one embodiment of the present invention. At block 802, a process is capable of sensing a first vital sign associated with a user. The user, for instance, is a person who wears or carries the haptic device. In one embodiment, the process is capable of sensing a second vital sign associated with the user. For example, a heart rate can be detected by a heart rate monitor and user's blood pressure can be measured by a blood pressure monitor. In an alternative embodiment, the process is further configured to detect user's respiratory rate via a breath sensor and read user's body temperature via a temperature gauge.

[0066] At block 804, the process forwards the first vital sign and/or second vital sign to a processing unit for data processing. It should be noted that the processing unit can be an onboard processor or a remote processor.

[0067] At block 806, the process generates a first vital signal in response to the first vital sign and a second vital signal in response to the second vital sign. Depending on the vital sign(s), different haptic effect signals generate different haptic sensations.

[0068] At block 808, the process is capable of receiving the first vital signal and the second vital signal via a network. It should be noted that the process can receive and process additional vital signs and generate additional vital or haptic signals.

[0069] At block 810, the process is capable of generating a first haptic feedback in accordance with the first vital signal and a second haptic feedback in accordance with the second vital signal. In one embodiment, the process can generate a haptic cue in response to the first haptic feedback and the second haptic feedback. Also, the process provides a haptic cue to indicate a fetal heart beat. The process can also provide a haptic cue to indicate current heart condition. Furthermore, the process can provide a haptic cue to indicate a real-time sugar level in user's blood. In another embodiment, the process can provide a haptic cue to indicate current level of blood pressure. In yet another embodiment, the process is capable of providing a haptic cue to indicate a real-time bleeding condition of hemophilia.

[0070] FIG. 9 is a flowchart 900 illustrating a process of providing haptic coordinating feedback based on events in accordance with one embodiment of the present invention. At block 902, a process monitors a first vital sign associated with a first user in a real-time via a first sensor and a second vital sign associated with a second user in a real-time via a second sensor. The process subsequently forwards the vital sign to a processing unit for data processing. In one embodiment, the process is configured to read a heart rate utilizing a heart rate monitor. The process is also able to read first user's blood pressure via a blood pressure monitor. In another embodiment, the process is also able to detect user's respiration via a breath sensor. Alternatively, a body temperature can also be read by a temperature gauge.

[0071] At block 904, the process obtains a first location associated with the first user in a real-time via a first positioning device and a second location associated with the second user in a real-time via a second positioning device. It should be noted that the first and second persons can be the same person.

[0072] At block 906, the process fetches a first predefined performance parameter from a storage location and a second

predefined performance parameter from the storage location. The predefined performance parameters can be entered and stored by the user.

[0073] At block 908, the process is capable of computing a first performance level in response to the first vital sign, the first location, and the first predefined performance parameter. The process is further capable of computing a second performance level in response to the second vital sign, the second location, and the second predefined performance parameter.

[0074] At block 910, the process issues a first haptic signal when the first performance level does not match with a predefined optimal performance. Alternatively, the process issues a second haptic signal when the second performance level does not match with a predefined optimal performance.

[0075] At block 912, the process generates a first haptic feedback to instruct the first user to change current course of action and a second haptic feedback to instruct the second user to change current course of action. The process is able to generate a first haptic cue in response to the first haptic signal and a second haptic feedback and a second haptic cue in response to the first haptic signal and the second haptic signal. In one embodiment, the process is capable of instructing the first user to take over the second user's position. In addition, the process is able to inform the second user regarding the location of the first user. In one embodiment, the process is capable of providing a haptic cue to indicate current level of blood pressure. Alternatively, the process is capable of providing a haptic cue to indicate a real-time bleeding condition of hemophiliac.

[0076] While particular embodiments of the present invention have been shown and described, it will be obvious to those skilled in the art that, based upon the teachings herein, changes and modifications may be made without departing from this invention and its broader aspects. Therefore, the appended claims are intended to encompass within their scope all such changes and modifications as are within the true spirit and scope of the exemplary embodiment(s) of its present invention.

1-26. (canceled)

27. A haptic enabled wrist band, comprising:

a sensing device configured to generate sensor data that indicates a heart rate of a user;

a haptic generator configured to generate haptic feedback; and

a digital processing unit communicatively coupled with the sensing device and the haptic generator, and configured

to receive the sensor data that indicates the heart rate of the user, and

to control the haptic generator to generate the haptic feedback with a strength that is based on which heart rate zone of a plurality of heart rate zones the heart rate of the user is in.

28. The haptic enabled wrist band of claim 27, wherein the plurality of heart rate zones include at least a first heart rate zone associated with a calm condition and a second heart rate zone associated with a racing condition.

29. The haptic enabled wrist band of claim 28, wherein the digital processing unit is configured to control the haptic generator to generate the haptic feedback with a first strength level if the heart rate of the user is in the first heart rate zone, and to control the haptic generator to generate the

haptic feedback with a second strength level that is higher than the first strength level if the heart rate of the user is in the second heart rate zone.

30. The haptic enabled wrist band of claim 29, wherein the digital processing unit is configured to cause the haptic feedback to emulate the heart rate of the user.

31. The haptic enabled wrist band of claim 30, wherein the haptic feedback is a series of vibrations, and wherein the haptic generator is an eccentric rotating mass (ERM) actuator.

32. The haptic enabled wrist band of claim 31, wherein the haptic enabled wrist band is a wrist watch.

33. The haptic enabled wrist band of claim 32, further comprising a global positioning system (GPS) device configured to identify a physical location of the user of the haptic enabled wrist band.

34. The haptic enabled wrist band of claim 27, wherein the digital processing device is further configured to determine a respiratory rate of the user, and to control the haptic generator to generate additional haptic feedback based on the respiratory rate of the user.

35. The haptic enabled wrist band of claim 27, wherein the sensing device is further configured to sense a body temperature of the user.

36. The haptic enabled wrist band of claim 27, wherein the digital processing device is further configured to determine a performance level of the user based on the sensor data, and to control the haptic generator to generate additional haptic feedback based on whether the performance level of the user matches a defined optimal performance level.

37. A method of generating feedback, comprising:

generating, by a sensing device of a haptic enabled wrist band, sensor data that indicates a heart rate of a user; receiving, by a digital processing unit of the haptic enabled wrist band, sensor data that indicates the heart rate of the user; and

controlling, by the digital processing unit, a haptic generator of the haptic enabled wrist band to generate the haptic feedback with a strength that is based on which heart rate zone of a plurality of heart rate zones the heart rate of the user is in.

38. The method of claim 37, wherein the plurality of heart rate zones include at least a first heart rate zone associated with a calm condition and a second heart rate zone associated with a racing condition.

39. The method of claim 38, wherein the haptic feedback is generated with a first strength level if the heart rate of the user is in the first heart rate zone, and is generated with a second strength level that is higher than the first strength level if the heart rate of the user is in the second heart rate zone.

40. The method of claim 39, wherein the digital processing unit controls the haptic generator to generate the haptic feedback to emulate the heart rate of the user.

41. The method of claim 40, wherein the haptic feedback is a series of vibrations, and wherein the haptic generator is an eccentric rotating mass (ERM) actuator.

42. The method of claim 41, wherein the haptic enabled wrist band is a wrist watch.

43. The method of claim 42, wherein the wrist band further comprises a global positioning system (GPS) device configured to identify a physical location of the user of the haptic enabled wrist band.

44. The method of claim 37, further comprising determining a respiratory rate of the user, and controlling the haptic generator to generate additional haptic feedback based on the respiratory rate of the user.

45. The method of claim 37, further comprising sensing, with the sensing device, a body temperature of the user.

46. The method of claim 37, further comprising determining a performance level of the user based on the sensor data, and to control the haptic generator to generate additional haptic feedback based on whether the performance level of the user matches a defined optimal performance level.

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专利名称(译)	用于使用多个传感器提供触觉监视系统的方法和装置		
公开(公告)号	US20180233226A1	公开(公告)日	2018-08-16
申请号	US15/951072	申请日	2018-04-11
[标]申请(专利权)人(译)	伊梅森公司		
申请(专利权)人(译)	Immersion公司		
当前申请(专利权)人(译)	Immersion公司		
[标]发明人	RAMSAY ERIN B HEUBEL ROBERT W OLIEN NEIL		
发明人	RAMSAY, ERIN B. HEUBEL, ROBERT W. OLIEN, NEIL		
IPC分类号	G16H40/63 A61B5/00 A61B5/0205 G06F3/01 A61B5/024 A61B5/08 A61B5/11		
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摘要(译)

公开了一种提供能够基于感测信息生成触觉提示的触觉监视系统的方法和装置。触觉系统包括感测设备，数字处理单元和触觉发生器。感测设备被配置为经由一个或多个可穿戴传感器选择性地感测个人或用户生命信息，并且随后将感测到的生命信息转发到数字处理单元以进行数据处理。在接收到重要信息时，数字处理单元响应于重要信息提供触觉信号。随后，触觉发生器根据触觉信号生成触觉反馈。

