



Results

1. Playing audio of the material being tested significantly enhances the user experience when using it haptic vibration with it.
2. Playing 2D visual material (video) of the material being tested with enhances the user experience when using it haptic vibration with it.
3. Playing both 2D visual material and audio of the material being tested with enhances the user experience by more than playing only audio or video when using it haptic vibration with them.
4. Applying haptic vibration with Virtual/Augmented Reality Environment significantly enhances the user experience by more than both audio and video combined when using it haptic vibration with it.