

## MatchPoint: A Haptic Feedback System for Immersive 360° VR Soccer Viewing



**Summary:** We developed a VR football watching application with 360-degree VR and haptic effects which offers a better presence and immersion, like the user is standing in the stadium. We designed vibrotactile feedback of bHaptics devices which are synchronized with the events occurred in the football scenes. We mapped the vibrotactile location to the corresponding body parts; "heartfeel" chanting on torso, body collisions during physical contests on the shoulders, and when a player kicks or heads, vibrations are presented on feet or head accordingly. In the demo, we prepared two scenarios: watching the game from the stands with crowds and experiencing the player's (first person) view.