

**ABSTRACT/PAPER REVIEW FORM
2018DCA CONFERENCE**

Abstract Number: 97

Abstract/Paper Title: Embedding Haptic Feedback in Immersive Virtual Environments

	YES	Needs Work	NO	Please rank by a numeric number below for each row, 10 being highest 1 being lowest
1. Proposed abstract/paper addresses the conference theme or sub-themes		√		6
2. The content contains some original ideas and contributes to research, or teaching, or practice.	√			7
3. The purpose of the paper is stated clearly.		√		6
4. The paper is well organized and contains all the relevant sections.		√		6
5. The content shows evidence of sufficient background reading and state-of-the-art research and topic.		√		6
6. The research study methods are sound and appropriate.		√		6
7. The writing is clear, concise and interesting.		√		6
8. The references and quotations are clear. The bibliography is updated and relevant.			√	1
9. The conclusions or summary are accurate and supported by the content.		√		6
10. Proposed paper will likely be of interest to conference participants and attendees		√		6
Please Add Total Points from All Rows: 53				

Reviewer General Comments and Suggestions(mandatory written feedback):

Good subject, but bad abstract. There is something missing the focus in the abstract. First two paragraph is not corraleted with the third paragraph. Authors should relate with them.

Reviewer Recommendation:

Please indicate which of the following actions you recommend.

- 1. **Recommended** (no significant changes suggested)
- 2. **Recommended with Reservation** (suggest changes to the manuscript as specified in this review)
- 3. **Not Recommended**

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Please mark the appropriate column and add mandatory written feedback below. The right hand column is for ranking by numeric number (1 being lowest and 10 being highest) for each row. Please add total.

	YES	Needs Work	NO	Please rank by a numeric number below for each row, 10 being highest 1 being lowest
11. Proposed abstract/paper addresses the conference theme or sub-themes	X			10
12. The content contains some original ideas and contributes to research, or teaching, or practice.		X		8
13. The purpose of the paper is stated clearly.	X			10
14. The paper is well organized and contains all the relevant sections.				
15. The content shows evidence of sufficient background reading and state-of-the-art research and topic.				
16. The research study methods are sound and appropriate.				
17. The writing is clear, concise and interesting.	X			10
18. The references and quotations are clear. The bibliography is updated and relevant.				
19. The conclusions or summary are accurate and supported by the content.		X		8
20. Proposed paper will likely be of interest to conference participants and attendees	X			10
Please Add Total Points from All Rows:56				

Reviewer General Comments and Suggestions (mandatory written feedback):

This paper generally seems to follow the spirit of the conference theme. The abstract would be enhanced by sample graphic content.

Questions 4, 5, 6, 8 seem more appropriate to a formal paper than an abstract.

Reviewer Recommendation:

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1. **Recommended** (no significant changes suggested)

2. **Recommended with Reservation** (suggest changes to the manuscript as specified in this review)

3. **Not Recommended**

**ABSTRACT/PAPER REVIEW FORM
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Abstract Number: 097

Abstract/Paper Title: Embedding Haptic Feedback in Immersive Virtual Environments

Please mark the appropriate column and add mandatory written feedback below. The right hand column is for ranking by numeric number (1 being lowest and 10 being highest) for each row. Please add total.

	YES	Needs Work	NO	Please rank by a numeric number below for each row, 10 being highest 1 being lowest
21. Proposed abstract/paper addresses the conference theme or sub-themes	x			10
22. The content contains some original ideas and contributes to research, or teaching, or practice.	x			9
23. The purpose of the paper is stated clearly.	x			8
24. The paper is well organized and contains all the relevant sections.	x			8
25. The content shows evidence of sufficient background reading and state-of-the-art research and topic.		x		7
26. The research study methods are sound and appropriate.		x		7
27. The writing is clear, concise and interesting.	x			8
28. The references and quotations are clear. The bibliography is updated and relevant.			x	4
29. The conclusions or summary are accurate and supported by the content.		x		7
30. Proposed paper will likely be of interest to conference participants and attendees	x			9
Please Add Total Points from All Rows:77				

Reviewer General Comments and Suggestions (mandatory written feedback):

The paper provides good introduction and description of the differences of virtual reality and augmented reality. Introduction of the haptic feedback loop makes a compelling case for augmented reality. The argument has been proposed that this would be useful in "in architectural offices for design review and client interaction, as well as a pedagogical tool for spatial, tectonic and material understanding in an academic setting", though the assessment mechanism needs to be more fully developed for the research. Meaning how do you critically asses success, beyond user experience. Are there tools available for quantifying the experience? These additions would enhance the research.

Reviewer Recommendation:

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- 2. **Recommended with Reservation** (suggest changes to the manuscript as specified in this review)
- 3. **Not Recommended**