

A Glove to Touch the Virtual World

Written by Marco Attard
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Chinese startup Dexta Robotics proposes a means to further add immersion to VR experiences-- the Dexmo, a force-feedback exoskeleton allowing users to "feel" the physical properties of virtual objects.



The Dexmo fits the hands like a glove, and tracks 11 degrees of freedom of motion. It applies force to the fingers when one is manipulating a virtual object, imitating the different levels of pushback provided by different objects in real life. As such, picking up a rubber duck in VR should feel different than, say, grabbing a brick.

Dexta adds the glove can theoretically pair with all VR headsets, as well as ordinary displays, and can find applications as varied as videogames to remote surgery. Connectivity is wireless, and the company promises the battery is long lasting.

No details on launch date is available is yet, but the maker says it is working with VR developers to actually make use of the Dexmo glove.

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