



IMMERSIVE AND INCLUSIVE GAMING EXPERIENCES



Multi-Energy Gaming

What if you could feel the heat of a fireball, sense the chill of a blizzard, or see the glow of a magic spell IRL? What if you could game with no screen at all?

Vibration-enhanced gaming began in 1997 with the Nintendo® Rumble Pak. Multi-energy haptics will revolutionize gaming by creating immersive experiences that go beyond vibration by stimulating multiple senses to enhance the realism of virtual worlds, deepen player engagement, and enable more inclusive gaming experiences.

The DataFeel Dot

Our core technology is a multi-energy haptic generator that outputs vibration, heat, cold, and light to the skin responsive to audiovisual content. The different energies can be synchronized with gameplay, unlocking new opportunities for engagement.

Partnership Possibilities

We are actively looking for a B2B partner in the gaming vertical.

Turnkey technology that enables users to:



Seamlessly integrate vibration, heat, cold and light into gaming hardware.



Create screen-free gaming experiences that allow for more accessibility.



Compose energy-enhanced sound effects and musical tracks.



Rapidly prototype new forms of hardware-software interactions.

Interested in hearing more?

Schedule a call with our B2B Team

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The future of haptics.

