

HAPTIC SIGNALS

– 139 new and known signals



Person

Computer & smartphone

Rooms & surroundings

Care

Colours

Other

Food & beverage

Danish DeafBlind Association

HAPTIC SIGNALS

– 139 new and known signals



Danish DeafBlind Association

Haptic Signals

– 139 new and known signals

ISBN 978-87-989299-7-0

© Danish DeafBlind Association 2018

The signals in this book are performed on Dorte Eriksen and Gerd Nielsen by contact person Anette Rosenqvist and interpreter Riinette Askgaard.

The signals are developed by deafblind people in Denmark and selected by Dorte Eriksen, Gerd Nielsen, Charlotte Dohm and Pia Hesse in cooperation with experienced interpreters and contact persons.

Thank you to everybody involved in the making of the book.

Editors: Pia Hesse & Gerd Nielsen

Photos and graphics:

Niels Holst – Holst Design & Project

The book is produced by Danish DeafBlind Association
supported by Augustinusfonden

INDEX by alphabet

23 AGAIN	42 CHOCOLATE	61 ERROR
24 ANGRY	43 COFFEE	62 EYEBROWS RAISED
25 ANNOYED	44 COFFEE TROLLEY	63 EYES CLOSED
26 APPLAUDING	45 COLOUR	64 FETCHING
27 ARROW KEY	46 COUGHING	65 FINISHED
28 BEER	47 CRYING	66 FOOD
29 BEVERAGE	48 CURIOUS	67 FRUIT
30 BLACK	49 DANGER	68 GOOD-
31 BLOOD PRESSURE	50 DIFFERENT	69 GREEN
32 BLUE	51 DIRECTION	70 GREETING
33 BLUSHING	52 DISABLED	71 GREY
34 BORED	53 DISAPPOINTED	72 GRUMPY
35 BREAD	54 DOCTOR	73 HAND RAISED
36 BREAK	55 DOOR	74 HEAR
37 BROWN	56 DOUBLE CLICK	75 HUG
38 CAKE	57 DROPPED	76 HURTS
39 CAR	58 DRUNK	77 IMPATIENT
40 CHAMPAGNE	59 EMBARRASSING	78 INJECTION
41 CHEERS	60 ENTER (KEY)	

INDEX by alphabet

79 INTERESTED	98 NOISE	117 ROOM
80 INTERPRETING	99 NUMBERS (1,2,3)	118 ROOM DESCRIPTION
81 INTERRUPT	100 NURSE	
82 IRONY	101 OKAY	119 SAD
83 KNOCK	102 ORANGE	120 SCREEN
84 LAUGHING	103 PACKING UP	121 SERIOUS
85 LESS	104 PAYMENT	122 SERVING
86 LETTER	105 PERSISTANT	123 SHAKING ONE'S HEAD
87 LOADING	106 PERSON	124 SIGNATURE
88 LOOKING AT YOU	107 PLATE	125 SLEEPING
89 LOOP SYSTEM	108 PURPLE	126 SMILING
90 MAN	109 QUESTION	127 SMOKING
91 MICROPHONE	110 QUIET	128 SNOW
92 MOBILE PHONE	111 RAIN	129 SOFT DRINK
93 MORE	112 READING	130 SPEAK (YOUR TURN)
94 MOVE	113 READY	131 SPEAKING (SOMEONE ELSE)
95 NERVOUS	114 RECEIPT	
96 NO	115 RED	
97 NODDING	116 ROMANTIC	132 SPEECH

INDEX by alphabet

- | | |
|-----------------|-------------|
| 133 STAIRS | 152 WATER |
| 134 STAND UP | 153 WHAT |
| 135 STAY STILL | 154 WHITE |
| 136 STOP | 155 WINDOW |
| 137 SUN | 156 WOMAN |
| 138 SURPRISED | 157 WRITING |
| 139 SWIPE | 158 YAWNING |
| 140 TAB KEY | 159 YELLOW |
| 141 TALKING | 160 YES |
| 142 TEA | 161 YOU |
| 143 TEMPERATURE | |
| 144 THINKING | |
| 145 TICKET | |
| 146 TIME | |
| 147 TOILET | |
| 148 TYPING | |
| 149 UNSURE | |
| 150 WAIT | |
| 151 WALKING | |

INDEX by categories

PERSON

Category-signal ■

24 ANGRY	63 EYES CLOSED	119 SAD
25 ANNOYED	70 GREETING	121 SERIOUS
26 APPLAUDING	72 GRUMPY	123 SHAKING ONE'S HEAD
33 BLUSHING	77 IMPATIENT	125 SLEEPING
34 BORED	79 INTERESTED	126 SMILING
46 COUGHING	84 LAUGHING	127 SMOKING
47 CRYING	88 LOOKING AT YOU	138 SURPRISED
48 CURIOUS	90 MAN	141 TALKING
52 DISABLED	95 NERVOUS	144 THINKING
53 DISAPPOINTED	97 NODDING	149 UNSURE
54 DOCTOR	100 NURSE	156 WOMAN
58 DRUNK	103 PACKING UP	157 WRITING
59 EMBARRASSING	105 PERSISTANT	158 YAWNING
62 EYEBROWS RAISED	106 PERSON ■	161 YOU
	112 READING	

INDEX by categories

ROOMS & SURROUNDINGS

Category-signal ■

- 51 DIRECTION
- 55 DOOR
- 73 HAND RAISED
- 83 KNOCK
- 89 LOOP SYSTEM
- 91 MICROPHONE
- 98 NOISE
- 110 QUIET
- 111 RAIN
- 117 ROOM ■

- 118 ROOM DESCRIPTION
- 128 SNOW
- 130 SPEAK (YOUR TURN)
- 131 SPEAKING (SOMEONE ELSE)
- 133 STAIRS
- 137 SUN
- 151 WALKING
- 155 WINDOW

COLOURS

Category-signal ■

- 30 BLACK
- 32 BLUE
- 37 BROWN
- 45 COLOUR ■
- 69 GREEN
- 71 GREY
- 102 ORANGE
- 108 PURPLE
- 115 RED
- 154 WHITE
- 159 YELLOW

INDEX by categories

FOOD

Category-signals ■

- 28 BEER
- 29 BEVERAGE ■
- 35 BREAD
- 38 CAKE
- 40 CHAMPAGNE
- 41 CHEERS
- 42 CHOCOLATE
- 43 COFFEE
- 44 COFFEE TROLLEY
- 66 FOOD ■
- 67 FRUIT
- 107 PLATE
- 122 SERVING
- 129 SOFT DRINK
- 142 TEA
- 152 WATER

COMPUTER

Category-signal ■

- 27 ARROW KEY
- 56 DOUBLE CLICK
- 60 ENTER (KEY)
- 87 LOADING
- 92 MOBILE PHONE
- 120 SCREEN ■
- 139 SWIPE
- 140 TAB KEY
- 148 TYPING

CARE

No category signal

- 31 BLOOD PRESSURE
- 76 HURTS
- 78 INJECTION
- 135 STAY STILL
- 143 TEMPERATURE

INDEX by categories

OTHER signals

No category signal

23 AGAIN	81 INTERRUPT	114 RECEIPT
36 BREAK	82 IRONY	116 ROMANTIC
39 CAR	85 LESS	124 SIGNATURE
49 DANGER	86 LETTER	132 SPEECH
50 DIFFERENT	93 MORE	134 STAND UP
57 DROPPED	94 MOVE	136 STOP
61 ERROR	96 NO	145 TICKET
64 FETCHING	99 NUMBERS (1,2,3,)	146 TIME
65 FINISHED	101 OKAY	147 TOILET
68 GOOD	104 PAYMENT	150 WAIT
74 HEAR	109 QUESTION	153 WHAT
75 HUG	113 READY	160 YES
80 INTERPRETING		

PREFACE

Haptic signals

- 139 new and known signals

... is a collection of the most common haptic signals used by people with visual and hearing impairments, deafblind people and their relatives and interpreters in Denmark.

By using haptic signals you can get information that others get through sight.

This provides a better opportunity to participate actively and on an equal footing with others in social interaction. It is our hope that haptic signals will become a natural part of every day life for all deafblind people and people with visual and hearing impairments.

Previously published and new signals have been collected and standardized in this book in alphabetical order, so

Introduction

Introduction

that it can be an inspirational platform for the further development of signals both in Denmark and internationally.

The signals have been developed and chosen by deafblind people and people with visual and hearing impairments in collaboration with their contact persons and a reference group consisting of representatives from different parts of the deafblind community in Denmark.

What are haptic signals?

The word 'haptic' is Greek and means touch. Haptic signals are signals 'drawn' on the body – typically on the upper part of the back, shoulder or upper arm.

The signals can be performed simultaneously with conversation and can thus be used to make a visual description of what is going on in the room during the conversation or to illustrate for example the shape of a sculpture.

With haptic signals, deafblind people can get information discreetly about the surroundings or about other people's mood and facial expressions, while the conversation can continue undisturbed.

If a person smiles, if people laugh at a joke, if your dinner partner raises his glass to make a toast, if the meeting commences or if a comment is said with irony. All these situations could lead to misunderstandings. These are all situations where visual interpretation is useful to help the deafblind to respond right away and adequately.

Not a language in itself

Haptic communication is not a language in itself, but is used as a supplement to speech, sign language or other forms of communication, when necessary.

Some of the signals have been developed with inspiration from Danish sign language.

Introduction

Introduction

Who can use haptic signals?

Haptic signals are useful for deafblind people and people with visual and hearing impairment, but blind people and the visually impaired can also benefit from haptic descriptions. Using signals can provide a better overview of a room or a building or even make it possible to manage a meeting.

For persons with a narrow field of vision, the signal DIRECTION can be of great help to locate where in the room sign language is performed.

6 reasons to use haptic signals

- when you would like to receive information discreetly and without disturbing those around you
- when your hands are occupied by sign language, braille reading or investigating something
- when there is too much noise to use your residual hearing
- when something is best described by drawing the shape of it, e.g. a room and its furnishings
- when you need to relax your arms/hands/ears/eyes, but still need to receive brief information
- when you need to orient yourself in a certain direction

Introduction

Introduction

Category-signals

Each signal belongs to a category.

Most categories have a specific category-signal, which can be used to introduce a signal in order to tune in to a certain context.

For example in the beginning of a haptic description of a dish, it might be useful to introduce with the category-signal FOOD.

If the description suddenly switches over to describe somebody's reaction for example CURIOUS, it might be useful to start with the category-signal PERSON.

In the category 'Care' there is no category signal, since the situation is usually given in advance (at the hospital, at the doctor, at the dentist etc.).

Signals belonging to the category 'Other signals' do not have a category-signal.

Categories	Category signal
Person	PERSON
Rooms & surroundings	ROOM
Colours	COLOUR
Food & beverage	FOOD/BEVERAGE
Computer & smartphone	SCREEN
Care	—
Other signals	—

Introduction

Adjust the signals to your needs

Get started by selecting a single category or five signals that will be especially useful to you. When those signals have become a natural part of the communication, you can learn more signals.

Introduction

You can also experiment with the size of the signals, the pressure and where on the body a signal will be easy to perform and receive.

In the book most of the signals are performed on the back, the shoulder or the upper arm, but they can also be performed elsewhere on the body.

The importance of a signal can be enhanced by using a larger movement, by repeating the movement or by adjusting the pressure. For example repeating the signal for LAUGHING indicates that people are still laughing. If a person is very angry, the signal for ANGRY can be performed with more pressure on the back.

Be aware that it might be difficult to receive signals through a thick sweater, and it can be difficult to perform signals, if a hood or a large collar is in the way.

Description of rooms and surroundings

Haptic signals are very suitable for describing a room and how it is furnished.

Begin by drawing a large square with both index fingers on the recipient's back to indicate the outline of the room. Then draw the positions and shapes of tables, doors and other relevant objects in the room.

The outline of the room provides a basic framework to describe what takes place in the room afterwards.

Note that the room must be described from the position of the deafblind person. If you change places, it might be necessary to make a new description based on the new position.

Introduction



Introduction

Description of persons

Many haptic signals are linked to people's moods and reactions e.g. in a conversation. Is the other person smiling? Does she seem angry or disappointed? Is she crying or laughing?

All this information is important to receive in order to respond immediately to the present mood of the conversation.

If appropriate, begin by using the category signal PERSON.

Feedback

To show whether a signal has been understood or not, the receiver can give feedback by:

- nodding (I understand)
- shaking one's head
(I don't understand)
- lifting the hand (to say stop)
- wiggle fingers in the air
finger tips pointing upwards
(as the signal for WHAT)

EXERCISES

Exercise 1

Participants form a circle. One person draws a haptic signal on the back of the person that he or she is standing next to. He or she repeats the signal on the back of the next person and so on around the circle.

When the signal reaches the first person again, he or she says it out loud. Is it still the same signal?

Exercise 2

Use haptic signals to describe visually the room you are in.

Start by drawing the outline of the room by using both index fingers and then place windows, doors, tables and chairs in the room.

Use regular speech or sign language at the same time to explain what you are drawing.

Exercises

Exercises

Exercise 3

A plate of food is best described by referring to the numbers on a clock face: Potatoes are placed at 3 o'clock, the meat is placed at 6 o'clock, and vegetables are placed at 9 o'clock.

If the food has a remarkable shape or colour, then describe it. If necessary use the category signals for COLOUR and FOOD at the beginning of the description.

Exercise 4

Go for a walk.

Find trees, buildings, rooms, sculptures and other objects that can be described by drawing them on the back.

Enjoy haptic signals!

AGAIN



Other

Use your index finger to make a tick movement on the shoulder.

ANGRY

Person



Write an opposite V on the back.

ANNOYED



Person

Bend the fingers and place all the
fingertips against the back.

Move the hand from side to side
in a 'shaking' movement.

APPLAUDING

Person



**Pat both hands one after the other
against the back. Repeat the movement
as long as people are applauding.**

**When the applause dies out, clap
more gently and let the hands slide
downwards.**

ARROW KEY



Computer &
smartphone

Move the index finger back and forth
along the back according to the
direction of the arrow.

BEER

Food &
beverage

TIP

The Danish word for beer is Øl.



Write an Ø (small circle with a line through it) on the upper arm.

BEVERAGE



**Shape a hand as if holding a glass.
Loosely grab around the upper arm
with the little finger hand side
downwards.**

Move the hand up the arm.

Food &
beverage

**CATEGORY-
SIGNAL**

TIP

Can be used as introduction to different beverages.

BLACK

Colours



**Place a flat outstretched hand palm
against the upper arm.**

**Point the fingertips upwards.
Turn the hand 90 degrees forwards.**

BLOOD PRESSURE

Care



Use two fingers and thumb to squeeze gently around the upper arm.

BLUE

Colours



Use a flat, outstretched hand. Place the palm against the upper arm, the finger-tips pointing forward.

Move the hand upwards and turn it 90 degrees.

BLUSHING

Person



Move the hand upwards on the back
with fingertips pointing upwards
while spreading the fingers like a blush
spreading across a person's face.

BORED

Person



Slowly drum the fingers against the back. Repeat the movement.

BREAD

Food &
beverage



Use the tip of your thumb to cut
a 'slice' over the shoulder.

BREAK

Other



Make a 'cut' into the upper arm using the index and middle fingers.

Hold the 'cut' for a moment.

BROWN

Colours



Make a fist and place the little finger hand side against the upper arm.

Move the hand round in a small circle.

CAKE

Food &
beverage



Bend your fingers and place all finger-tips on the shoulder and remove them again.

CAR

Other



Hold two fists against the back and move them as if turning the wheel of a car.

CHAMPAGNE

Food &
beverage



Fingers wiggle up the upper arm like bubbles fizzing. The fingers spread out and 'jump' from the shoulder.

CHEERS

Food &
beverage



Cheers + double-clap

Shape the hand as if holding a glass. Loosely grab around the upper arm, the little finger hand side downwards. Keep the hand in this position as long as people are toasting.

Make a double clap or gently squeeze the arm, when people drink.

CHOCOLATE

Food &
beverage



**Place the index and middlefingers
against the upper arm, fingertips point-
ing upwards.**

**Make a short quick movement down-
wards along the arm and outwards.**

Repeat the movement.

Food &
beverage



Make a fist and place the little finger hand side towards the shoulder.

Move the hand around in a circle shaped movement.

COFFEE TROLLEY

Food &
beverage



COFFEE + DIRECTION

Make a fist and place the little finger hand side towards the shoulder.

Move the hand around
in a circle shaped movement.

Move a flat hand across the back little finger handside against the back.

COLOUR



Spread your fingers and move the hand down the upper arm making a waving movement from side to side.

Colours

CATEGORY-SIGNAL

TIP

Can be used to introduce all colours

COUGHING

Person



Shape a hand as if holding a glass.

**Loosely grab around the upper arm,
the little finger hand side downwards.**

**Move the hand up and down as long
as the coughing continues.**

CRYING

Person



Quickly draw a vertical line down the back using the index fingertip.

Quickly draw another vertical line parallel to the first.

CURIOS

Person



Make a short and quick downwards movement on the back using only one fingertip.

Repeat the movement.

DANGER

Other



Draw a big cross.

DIFFERENT

Other



Using index fingers of both hands, poke both fingers close together on the back.

Lift the fingers, move them outwards and make two new pokes.

DIRECTION

Rooms &
Surroundings



Place a flat, outstretched hand, the little finger hand side against the back.

Move the hand in the relevant direction.

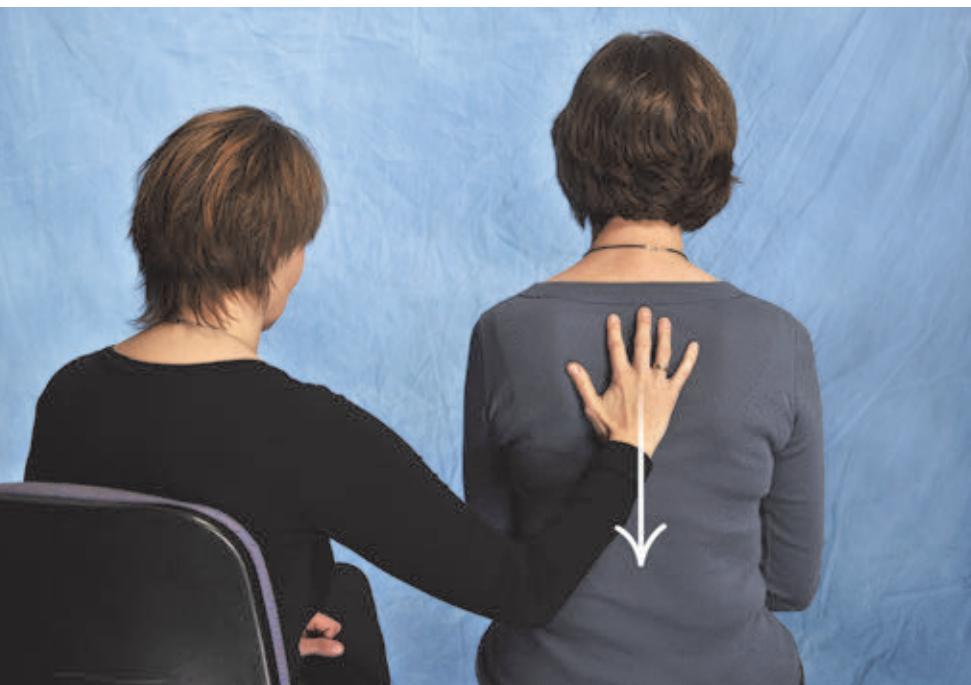
DISABLED

Person



**Draw a line on the recipient's arm
by the elbow using the edge of an
outstretched hand.**

DISAPPOINTED



Person

Move the hand down the back in a slow movement with a flat hand and with fingertips apart pointing upwards.

DOCTOR

Person

TIP

»L« comes from
the Danish word for
doctor = læge.



Write an L on the back of the recipient hand.

DOOR

Rooms &
Surroundings



Place a flat outstretched hand with the little finger hand side against the back.

Tilt the hand up or down like a door opening or closing

TIP

Can be used in room description.

DOUBLE CLICK

Computer &
smartphone

TIP

Can be combined with SCREEN and placed according to where to double click on the screen.



Rest your hand on the recipient's back and make two pokes quickly one after another using the index finger.

DROPPED

Other



Make a fist and place thumb and index finger hand side against the back.

Move the hand down the back while opening it to indicate that something has been dropped.

DRUNK

— a person is drunk

Person



Draw a winding line upwards using the fingertip.

EMBARRASSING



Person

Place a flat hand, fingers spread against the back, ingertips pointing upwards.

Slowly bend the fingertips against the back until the hand is made into a fist (like toes curling).

ENTER (KEY)

Computer &
smartphone



**Draw a reversed L on the back
(a short vertical line then a horizontal
line turning to the left).**

ERROR

Other



Draw a big 'minus' on the back consisting of a horizontal line and one dot above the line, and another dot below the line.

The dots are made as small circles.

EYEBROWS RAISED

Person



Using index and middle finger of one hand, make two dots simultaneously with some distance between them (for eyes).

Place one finger horizontally above the dots and move it upwards (as an eyebrow).

EYES CLOSED



Person

Shape a hand as if holding a glass.

Place the thumb and index finger hand side against the back and shortly tilt the hand forward down and then back again to show eyelids closing shut and opening by bending the wrist.

FETCHING

Other



'Use all fingers on one hand to grab the back as if taking something.'

FINISHED

Other



Make a wiping movement from side to side using the edge of the hand and turning it back and forth against the back.

FOOD

Food &
Beverage
**CATEGORY-
SIGNAL**

TIP

Can be used as an introduction to description of food.



Draw a circle on the upper arm using the fingertip.

FRUIT

Food &
beverage



**Bend the fingertips and place them
against the upper arm.**

Rotate the hand back and forth.

**Make sure the fingertips touch the
upper arm during both rotations.**

GOOD

Other

TIP

Can be used as abbreviation for greetings such as Good morning, Good night, Good evening etc



Write a capital G on the back.

Colours



Stretch the fingers and place a flat palm against the upper arm, fingers pointing upwards.

Move the hand downwards and away from the arm in as weeping movement.

GREETING

Person



Push gently twice behind the elbow
using a flat hand.

Colours



Use a flat outstretched hand with the fingertips pointing forward.

Make a light sweeping movement upwards on the upper arm.

Repeat the movement.

GRUMPY

Person



Draw a curved (sulky) line
using the fingertip.

HAND RAISED

Rooms &
Surroundings



Poke twice against the upper arm
and simultaneously make a poke on
the back showing where the person
is located in the room.

TIP

Use YES to indicate
that your hand has
been noted.

HEAR

Other



**Write a capital C on the upper arm.
Make a dot in the middle.**



Other

Somebody wants to hug you.

Gently grab the upper arm with your hand and give the arm a little squeeze.

TIP

Push gently on one arm to indicate whether the person uses the left or right cheek.

HURTS

Care



Draw a line across the back of the hand.

IMPATIENT

Person



**Drum quickly with shifting fingers
against the back.**

Repeat the movement.

INJECTION

Care



Make a poke on the inside of the elbow joint and thereafter a poke where the injection will take place on the body.

INTERESTED



Person

Write the letter i on the back.
Include the dot above.

INTERPRETING

Other



Place your hand outstretched on the back
and flip it palm down and palm up.

Repeat the movement as long as
interpretation is going on.

INTERRUPT

Other



Place a flat hand, palm down on one shoulder.

Hold the position for a little while.

IRONY

Other

TIP

Use the signal as soon as the conversation turns ironic.



Make a dot on the back and a drilling movement with the index finger a few times.

KNOCK

Rooms &
Surroundings



Knock on the back using your knuckles.

LAUGHING

Person



Scratch up and down the back using the fingertips. Repeat the movement as long as the laughter continues.

LESS



**Move your hand down the upper arm
using a flat horizontal hand little finger
against the arm.**

Other

TIP

Can also be used for
'speak softer'.

LETTER

Other



Use capital letters.

Each letter is written preferably in one movement, without lifting the finger.

LOADING

Computer &
smartphone



Draw a small circle on the back.

Let your finger continue round and round as long as the machine is loading or working.

Make a short stop everyt time the finger passes the top of the circle.

LOOKING AT YOU

Person



With the index finger of one hand make a poke on the back to indicate the recipient's position.

With the other hand draw parallel lines using the index and middle finger towards the poke to show that people standing around are looking.

LOOP SYSTEM



**Write a capital T on the upper arm.
Draw a circle around the T.**

Rooms &
Surroundings

TIP

T stands for 'Tele-slynge' (the Danish word for loop system)

MAN

Person



PERSON + M

Use thumb and index finger
to make two parallel lines
down the upper arm.

Write a capital M on the
upper arm

MICROPHONE



**Write a capital M on the upper arm
and draw a circle around it.**

Rooms &
Surroundings

TIP

Can be used in
combination
with DIRECTION

MOBILE

– phone ringing

Computer &
smartphone



Place the thumb and little finger tip against the upper arm with the other fingers curled (like a phone receiver) and touch the arm with the little finger and thumb in turns.

MORE



Other

**Move your hand up the upper arm
using a flat horizontal hand,
little finger against the arm.**

TIP

Can also be used for
'speak up'.

MOVE

Other



Place the back of the hand against the upper arm.

Press a flat outstretched hand firmly against the arm.

NERVOUS

Person



Use thumb and index finger to draw two parallel zig-zag lines down the back (like shaking legs).

NO

Other

TIP

Can also be used to
erase a wrong signal.



Use a flat, outstretched hand, palm
against the back and fingertips pointing
upwards. Move the hand from side to
side a couple of times.

NODDING

Person



Clap gently a couple of times on the back, shoulder or upper arm using a flat, outstretched hand.

NOISE

Rooms &
Surroundings



Clasp fingers together and move them around on the back like ants.

NUMBERS

(1,2,3,)

Other



**Write one number at a time on the
back preferably in one movement
without lifting the finger.**

NURSE

Person



**Draw a cross on the back of the hand
using two fingers held close together.**

OKAY

Other



Draw a tick on the back.

TIP

Or write OK using capital letters.

ORANGE

Colours



Place the thumb and index finger hand side against the upper arm.

Open and close the hand repeatedly with thumb and index finger out-stretched.

Repeat the movement.

PACKING UP

Person



Use the little finger hand sides to 'push' something from each side towards the middle of the back.

Lay down flat one hand after the other on top of each other.

PAYMENT

Other



Press your thumb firmly against the upper arm and remove it with a sweeping movement.

PERSISTANT



Person

Draw an exclamation mark on the back.

PERSON

Person

CATEGORY-SIGNAL

TIP

Can be used as introduction to all descriptions of personal characteristics.

Make the signal narrow for a slim person or wider for a larger person



Use thumb and index finger to make two parallel lines down the upper arm.

PLATE



Draw a circle on the upper arm using the fingertip.

Food & beverage

TIP

Use the edge of the hand to illustrate how to use the knife to push food back into the centre of the plate:

Upwards /downwards
/from the left
/from the right

PURPLE

Colours



**Use two fingers to make a small curve
on the upper arm.**

QUESTION

Other



Draw a question mark on the back.

QUIET

Rooms &
Surroundings



Draw a long horizontal line across
the back.

RAIN

Rooms &
Surroundings



**Move both hands downwards on
the back with fingers spread like
rain falling.**

READING

Person



Move the hand back and forth with the back of the hand against the back and fingertips pointing upwards.

Flip the hand and repeat the movement, as if turning pages in a book.

READY

Other



Move both hands upwards and outwards on the back towards each side.

RECEIPT

Other



TICKET + SIGNATURE

Use the index finger and thumb to draw a small vertical rectangle on the upper arm.

Use two fingers put together to make a bow on the upper arm in one movement.

RED



Colours

Draw a horizontal line by moving the side of the index finger along the upper arm.

TIP

Can be combined with BEVERAGE for red wine.

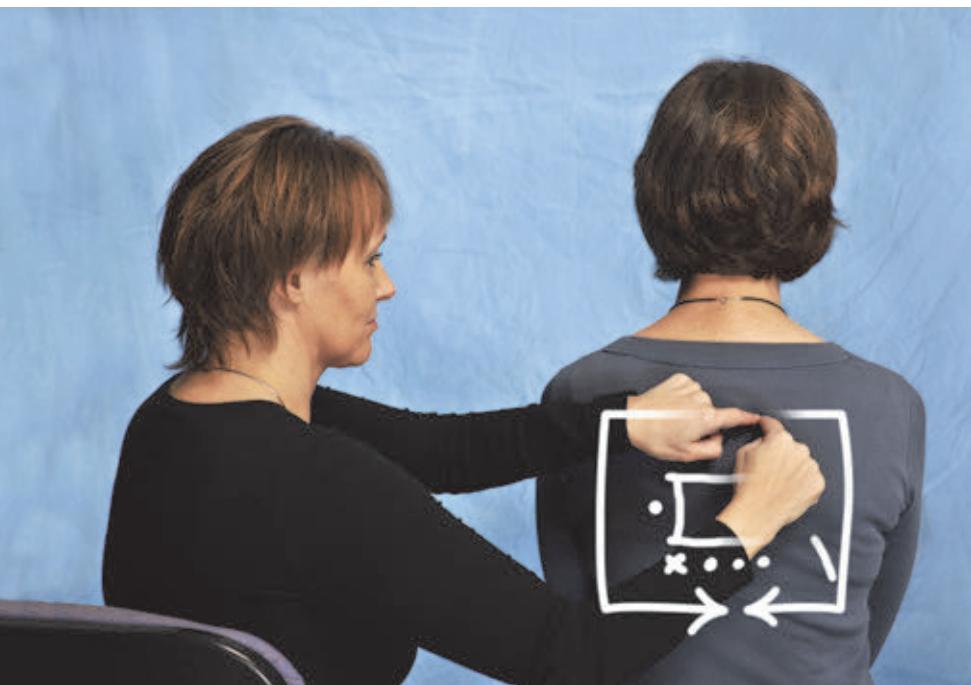
ROMANTIC

Other



Using both index fingers draw the two halves of a heart simultaneously on the back.

ROOM



Rooms &
surroundings

CATEGORY-
SIGNAL

Draw a large rectangle on the back to illustrate that room description starts.

**Then draw the actual shape of the room.
Make a poke where the recipient is placed.**

At last, draw the furniture, windows, doors, etc.

TIP

Use the large rectangle as introduction to all room descriptions

ROOM DESCRIPTION

Rooms & Surroundings

TIP

Remember to describe the room from the point of view of the recipient.

If you move, you might need to draw the room again, seen from the deafblind person's perspective.



Draw the shape of the room. Make a poke where the recipient is placed.

At last, draw the furniture, windows, doors, etc.

SAD

Person



Slowly draw a vertical line down the back using the fingertip. Slowly draw a vertical line parallel to the first one.

SCREEN

Computer
& smartphone
**CATEGORY-
SIGNAL**

TIP

Can be used as an introduction and frame to show where elements on a screen are placed.



Using both index fingers draw the upper frame and the two sides of a screen on the back.

SERIOUS

Person



Place a flat, outstretched hand, the little finger hand side against the back.

Move the hand down the back in a vertical line.

SERVING

Food &
beverage



Write a capital S on the upper arm.

SHAKING

... one's head

Person



**Use a flat outstretched hand, palm
against the back and fingertips pointing
upwards.**

**Move the hand from side to side a
couple of times.**

SIGNATURE

Other



Use two fingers put together to make a bow on the upper arm in one movement.

SLEEPING

Person



Write a Z using your index finger.

SMILING

Person

TIP

Can be made wider or firmer to underline a great smile.



Draw a curved (smiling) line using the fingertip.

SMOKING

Person



Draw a horizontal line on the back
with a wavy line rising as smoke.

SNOW

Rooms &
Surroundings



**Use all fingers to drum gently down
the back.**

SOFT DRINK

Food &
beverage



Fingers wiggle up the upper arm
as bobbles.

SPEAK

(... your turn)

Rooms &
Surroundings



Poke twice against the back using the index fingertip.

Place the poke on the back indicating the position of the speaking person in the room.

SPEAKING

(... someone else)

Rooms &
Surroundings



Poke twice against the back using the index fingertip.

Place the poke on the back indicating the position of the speaking person in the room.

SPEECH

Other

TIP

Can be used in combination with INTERRUPTING.



Use the index finger to tap the upper arm a few times as if tapping the glass for 'speech'.

STAIRS

Rooms &
Surroundings



Draw the outline of the stairs upwards or downwards on the back.

TIP

Can be combined with DIRECTION.

STAND UP

Other

TIP

Use FINISHED
when it is time
to sit down again.



**Push firmly upwards underneath
the elbow.**

STAY STILL

Care



Place your hand on top of the recipient's hand and slide gently towards the fingers.

Keep your hand still on top of the recipient's hand, when the recipient is not allowed to move.

TIP

Use FINISHED when the recipient is allowed to move again.

STOP

Other



**Place a flat outstretched hand, palm
against the back. Point the fingertips
upwards.**

Hold this hand position for a moment.

Rooms & Surroundings



Draw a circle (a sun) on the back.

Place all fingertips on the sun and spread them out as rays.

TIP

Let the rays radiate in the actual direction of the sun compared to the position of the recipient.

SURPRISED

Person



Make a quick sweeping movement upwards on the back using a flat outstretched hand.

SWIPE

Computer &
smartphone



Use your fingertips to make a sweeping movement sideways on the back.

TAB KEY

Computer &
smartphone



Use both little finger hand sides to 'push' something from each side towards the middle of the back.

Lay down flat one hand after the other on top of each other.

TALKING

Person



Shape the hand as if holding a glass.
Open and close the hand against the
back with fingers outstretched.

Repeat the movement.

TEA

Food &
beverage



Thumb and index fingertips are put together and moved down the upper arm and back up again (as a tea bag being dipped).

TEMPERATURE

– will be taken

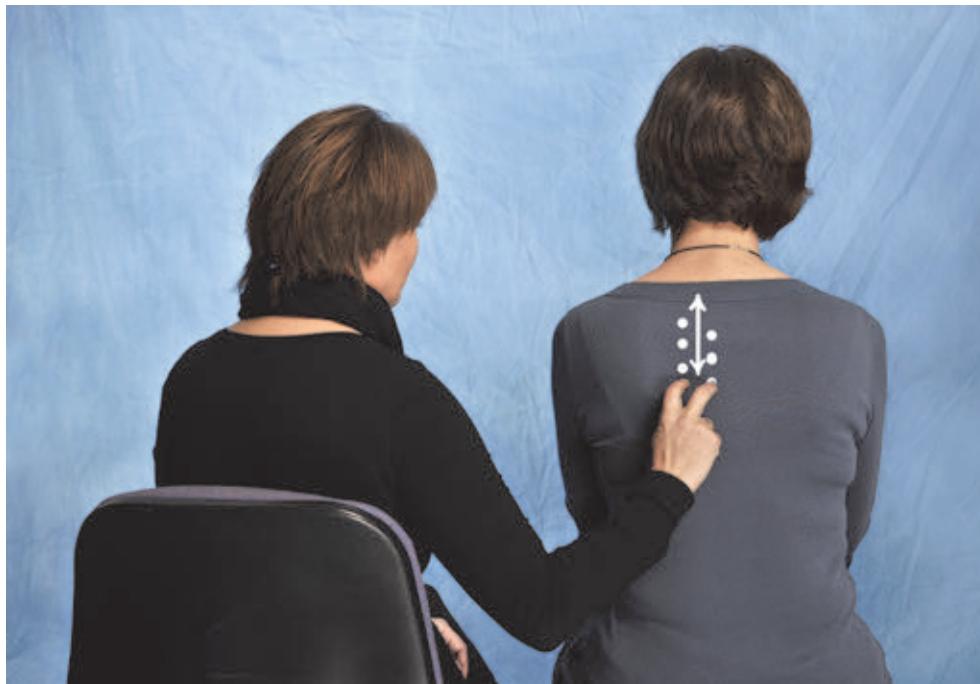
Care



Draw a line up the index finger.

THINKING

Person



**Let the index and middle fingertips
'walk' back and forth a few times on
the back.**

**Continue as long as the person is
thinking.**

TICKET



Other

Use the index finger and thumb to draw a small vertical rectangle on the upper arm.

TIME

Other



Poke twice on the upperside of
the recipient's wrist.

TOILET

Other



Draw a small cross on the upper arm.

TYPIING

Computer &
smartphone



Let the fingers 'type' against the back
as if typing on a keyboard.

UNSURE

Person



Place the index and middle fingers against the back and shift from finger to finger, only one finger at a time touching the back.

WAIT

Other



Move the index finger side back and forth against the upper arm.

WALKING

Rooms &
Surroundings



The index and middle fingers 'walk' across the back.

TIP

Let the fingers
'walk' in the actual
direction.

WATER

Food &
beverage



Fingers wiggle down the upper arm
as water flowing.

WHAT

Other



Place the hand beneath the elbow
and let the fingers wiggle against
the forearm.

WHITE

Colours

TIP

Can be combined
with BEVERAGE
for white wine.



Place the fingertips against the upper arm. Make a quick and short movement downwards.

Repeat the movement.

WINDOW

Rooms &
Surroundings



The position of windows are drawn on the back illustrated by straight lines.

TIP

Can be used in room description.

WOMAN

Person



PERSON + K

Use thumb and index finger
to make two parallel lines
down the upper arm.

Write a capital K on the upper
arm (K for Danish 'Kvinde').

WRITING

Person



Draw wavy lines on the back as if writing on paper.

YAWNING

Person



Join the fingertips and place them against the back.

Open and close the fingers against the back, separating and joining the fingertips.

YELLOW

Colours



Stretch thumb and index finger and place them against the upper arm.

Tilt the hand forward by bending the wrist.

YES

Other



Pat gently a couple of times on the back, shoulder or forearm using a flat, outstretched hand.

Person

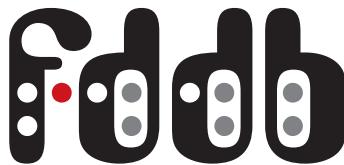


Make a double poke on the upper arm.

TIP

Can be combined with room description to show where the recipient is in the room.

ANGRY • **ANNOYED** • **APPLAUDING** • **BLUSHING** • **BORED** • **COUGHING**
CRYING • **CURIOS** • **DISABLED** • **DISAPPOINTED** **DOCTOR** • **DRUNK**
EMBARRASSING • **EYEBROWS RAISED** • **EYES CLOSED** • **GREETING**
GRUMPY • **IMPATIENT** • **INTERESTED** • **LAUGHING** • **LOOKING AT**
YOU • **MAN** • **NERVOUS** • **NODDING** • **NURSE** • **PACKING UP**
PERSISTANT • **PERSON** • **READING** • **SAD** • **SERIOUS** • **SHAKING**
ONES HEAD • **SLEEPING** • **SMILING** • **SMOKING** • **SURPRISED**
TALKING • **THINKING** • **UNSURE** • **WOMAN** • **WRITING** • **YAWNING** •
YOU • **DIRECTION** • **DOOR** • **HAND RAISED** • **KNOCK** • **LOOP**
SYSTEM • **MICROPHONE** • **NOISE** • **QUIET** • **RAIN** • **ROOM** • **ROOM**
DESCRIPTION • **SNOW** • **SPEAK (YOUR TURN)** • **SPEAKING**
(SOMEONE ELSE) • **STAIRS** • **SUN** • **WALKING** • **WINDOW** • **BLACK**
BLUE • **BROWN** • **COLOUR** • **GREEN** • **GREY** • **ORANGE** • **PURPLE**
RED • **WHITE** • **YELLOW** • **BEER** • **BEVERAGE** • **BREAD** • **CAKE**
CHAMPAGNE • **CHEERS** • **CHOCOLATE** • **COFFEE** • **COFFEE TROLLEY**
FOOD • **FRUIT** • **PLATE** • **SERVING** • **SOFT DRINK** • **TEA** • **WATER** •
ARROW KEY • **DOUBLE CLICK** • **ENTER (KEY)** • **LOADING** • **MOBILE**
PHONE • **SCREEN** • **SWIPE** • **TAB KEY** • **TYPING** • **BLOOD PRESSURE**
HURTS • **INJECTION** • **STAY STILL** • **TEMPERATURE** • **AGAIN** • **BREAK**
CAR • **DANGER** • **DIFFERENT** • **DROPPED** • **ERROR** • **FETCHING**
FINISHED • **GOOD** • **HEAR** • **HUG** • **INTERPRETING** • **INTERRUPT**
IRONY • **LESS** • **LETTER** • **MORE** • **MOVE** • **NO** • **NUMBERS (1,2,3,)**
OKAY • **PAYMENT** • **QUESTION** • **READY** • **RECEIPT** • **ROMANTIC**
SIGNATURE • **SPEECH** • **STAND UP** • **STOP** • **TICKET** • **TIME** • **TOILET**
WAIT • **WHAT** • **YES** •



Haptic signals — 139 new and known signals

... is a reference book with haptic signals used by deafblind people, people with hearing and visual impairments, contact persons, relatives and interpreters in Denmark. The book also comes in a Danish version.

With haptic signals deafblind people can get information that other people get visually. This provides a better opportunity for participating actively and equally in social interaction.

We hope that the use of haptic signals will become a natural part of every day life for all deafblind people and people with hearing and visual impairments.

In this book previously published and new signals are described and illustrated. The book can be used for educational purpose or by anyone who wishes to learn the signals on their own.

You can also find the haptic signals in an app for Android and iPhone. Find it under the name Haptic Signals in your app store.

The signals also come in a text version and a pdf version on FDDB's website, www.fddb.dk