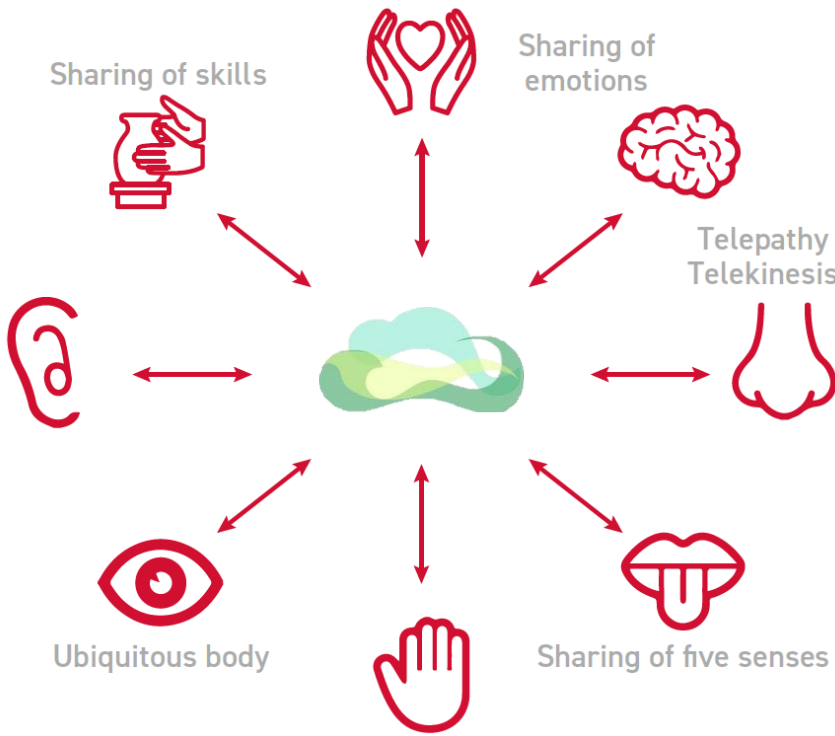


# FEEL TECH

Technological initiative that utilizes Human Augmentation Platform to share human motions and senses as information personalized for the receiver



■ Technological initiative that aims to achieve unprecedented sharing of emotions, senses, memories and experiences to create new communication culture that achieves true "mutual understanding" among people

■ Limited service launch planned for the late 2020's and full-scale launch around 2030 to provide new value in the 6G era

■ Collaboration with diverse partners to develop technology to be also provided as solutions for social issues, contributing to building a "Wellbeing Society" where everyone can shine and pursue all possibilities, reaching out and connecting with each other

## Achievements

### Motion sharing

- Sharing motions between people and robots adjusted according to the differences in the body size, skeleton, etc. derived from a comparison of their physical data
- Enables the sharing of natural movements regardless of physical differences, and the transmission of dynamic motions as delicate, finely-tuned actions.



### Haptic sharing

- Sharing haptic (touch) sensations adjusted to the receiver's tactile sensitivity characteristics
- Provides experiences such as novices feeling the delicate touch of a master craftsman, verifying product textures on e-commerce sites, and immersing oneself in the sensations and emotions of a movie.



### Taste sharing

- Sharing tastes adjusted to the receiver's taste sensitivity characteristics
- Aims to provide enriched content, such as virtual dining experiences in the metaverse or adding the creator's intended flavors to movies and animations.



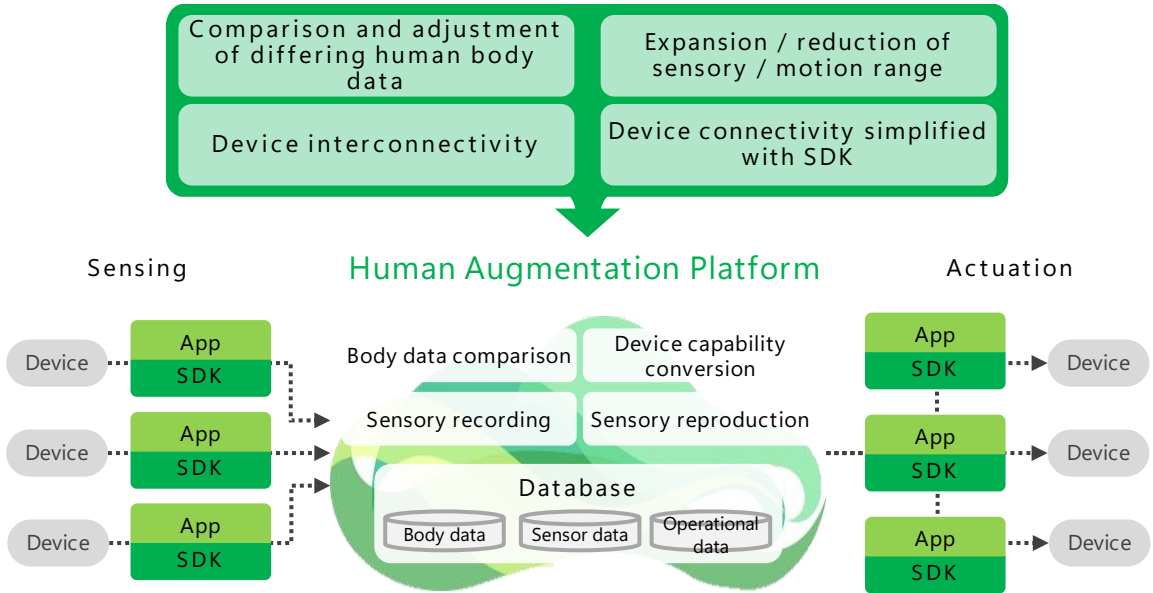
### Pain sharing

- Sharing pain sensations adjusted to the receiver's pain sensitivity characteristics.
- Supports medical and rehabilitation care and enhances immersion in XR and gaming, while also looking toward future applications for emotional pain.

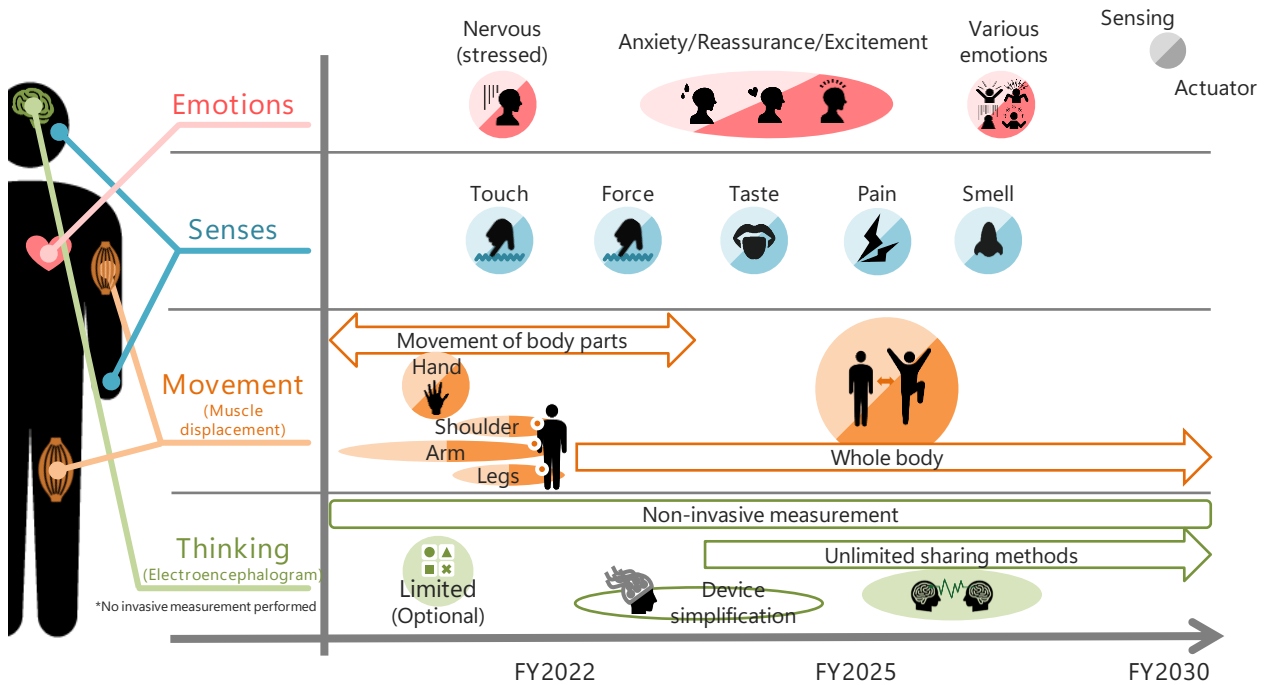


# FEEL TECH

## Platform structure



## Milestones



## Related Information

### Press Releases

- [DOCOMO Announces World's First Technology that Utilizes Human-Augmentation Platform for Sharing Haptic Information Between People](#) (1/25/2023)
- [DOCOMO Announces World's First Technology that Utilizes Human-Augmentation Platform for Sharing Taste Perceptions Between People](#) (12/21/2023)
- [TOPPAN and DOCOMO Agree to Innovate Next-Generation 6G Services Using FEEL TECH Communication Technology](#) (3/3/2025)
- [DOCOMO and PaMeLa Develop World's First Technology to Share Pain Perception Tailored to Individual Sensitivity](#) (1/10/2025)
- [DOCOMO's New Haptic-sharing System Enables Fans to Feel Closer to Idols](#) (3/5/2026)

### Exhibitions

- MWC Barcelona 2023 (2/2023)
- MWC Barcelona 2024 (2/2024)
- CES 2025 (1/2025)
- MWC Barcelona 2025 (3/2025)
- SXSW 2026 International Innovations (3/2026)

### Awards

- [ACM SIGGRAPH 2024 Emerging Technologies "LAVAL Virtual Award"  
\[FEELTECH Wear: Enhancing Mixed Reality Experience With Wrist-to-Finger Haptic Attribution\]](#)  
(8/2024)
- [CEATEC AWARD "The Minister of Economy, Trade and Industry Award"  
\[A Platform for Deepening Mutual Interpretations Through Pain Sharing\]](#)  
(10/2025)