Virtual Reality (VR) Haptic Feedback Matrix, abbreviated as the Matrix:  
- Provides touch feedback through an array of magnetic actuators.  
- Translates in-game interactions into a vicarious experience.  
- Toggles individual magnetic actuators to provide dynamic sensations.  
- Applies to entertainment, medical training, and physical therapy.

Features:  
- 6x4 array of magnetic actuators mounted on a flexible PCB on user’s forearm.  
- 200 Hz square wave to produce an oscillating magnetic field around a static magnet.  
- Four H-bridge integrated circuit to toggle actuators independently.  
- Actuator Controller to receive virtual interaction in VR simulation and translate it to the matrix  
- User can experience a simulated physical interaction with a virtual butterfly.

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