

[0100] The top view of FIG. 10 and the side view of FIG. 11 show the function of the nearfield system 1000.

[0101] Such a headrest 1000 may be provided at a seat for a long-haul flight. Again, the user 800 is shown experiencing audio sound 108. For this purpose, a loudspeaker 107 is activated. Additionally, an air stream 403 is generated using a tube 902.

[0102] FIG. 12 shows a bass reflex speaker configuration 1200 according to an exemplary embodiment of the invention.

[0103] The loudspeaker 107 comprises a moving mass, as shown, as well as the re-directed air stream 403 that is emitted via a vent 105. A zone where the air can be felt is indicated by the reference numeral 1201.

[0104] It should be noted that the term “comprising” does not exclude other elements or features and the “a” or “an” does not exclude a plurality. Also elements described in association with different embodiments may be combined.

[0105] It should also be noted that reference signs in the claims shall not be construed as limiting the scope of the claims.

1. A device (100) for processing an audio signal (101) and/or a video signal, wherein the device (100) comprises a haptic excitation generating unit (102) adapted for generating a haptic excitation of a specific body part (103) of a user by generating an airflow (104) through a vent (105) in accordance with the audio signal (101) and/or the video signal to be reproduced.

2. The device (100) according to claim 1, wherein the haptic excitation generating unit (102) is adapted for generating the haptic excitation of the specific body part (103) which differs from an ear (106) of the user.

3. The device (100) according to claim 1, wherein the haptic excitation generating unit (102) is adapted for generating the haptic excitation of the specific body part (103) selected from the group consisting of a hand, a wrist, a neck, a finger, and a face.

4. The device (100) according to claim 1, wherein the haptic excitation generating unit (102) is adapted for generating the haptic excitation of the specific body part (103) of the user by directing the airflow (104) onto the specific body part (103).

5. The device (100) according to claim 1, wherein the haptic excitation generating unit (100) is adapted for generating the haptic excitation of the specific body part (103) of the user by generating a turbulent airflow (104).

6. The device (100) according to claim 1, wherein the device is adapted for processing of at least the audio signal, wherein the haptic excitation generating unit (102) is adapted

for generating the haptic excitation of the specific body part (103) of the user by generating the airflow (104) through the vent (105) in accordance with a bass portion, particularly exclusively with a bass portion, of the audio signal (101) to be reproduced.

7. The device (100) according to claim 1, wherein the device is adapted for processing of at least the audio signal, wherein the haptic excitation generating unit (102) is adapted for generating the haptic excitation of the specific body part (103) of the user by generating the airflow (104) through the vent (105) in accordance with the audio signal (101) in an audio frequency dependent manner.

8. The device (100) according to claim 1, designed in such a manner that, in an operation state in which the device (100) is used by the user, a distance between an outlet of the vent (105) and the specific body part (103) of the user does not exceed a threshold value.

9. The device (100) according to claim 1, wherein the device is adapted for processing of at least the audio signal and is designed in such a manner that, in an operation state in which the device (100) is used by the user, a distance between an outlet of the vent (105) and the specific body part (103) of the user does not exceed five times of a diameter of an audio reproduction device (107) for reproducing the audio signal (101).

10. The device (100) according to claim 1, wherein the device is adapted for processing of at least the audio signal and comprises an auditory excitation generating unit (107) adapted for generating an auditory perception of the user by generating acoustic waves (108) in accordance with the audio signal (101) to be reproduced.

11. The device (100) according to claim 10, adapted in such a manner that the haptic excitation and the auditory perception are synchronized.

12. A method of processing an audio signal (101) and/or a video signal, wherein the method comprises generating a haptic excitation of a specific body part (103) of a user by generating an airflow (104) through a vent (105) in accordance with the audio signal (101) and/or the video signal to be reproduced.

13. A computer-readable medium, in which a computer program of processing an audio signal (101) and/or a video signal is stored, which computer program, when being executed by a processor (109), is adapted to carry out or control the method according to claim 12.

14. A program element of processing an audio signal (101) and/or a video signal, which program element, when being executed by a processor (109), is adapted to carry out or control the method according to claim 12.

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