**Hand gestures: input devise**

**Generated: Created**

**Imaginary: unreal**

**Haptic systems: systems that depends on the haptic sense (touch)**

**Multimodal: devices such as wired gloves**

**Limitations: boundaries**

**Visual: Graphical**

**Mounted: Attached**

**Metaphysics: occult**

**Full-body immersion: immerses all the body of the user \***

**Motion tracker: Gesture follower sensor**

**Representation: demonstration**

**Projecting: Sticking out**

**Enrich: enhance, improve, make it rich**

**Characteristics: Features**

**Enhances: increases**

**Realistic: Lifelike**

**Illusion: related to the ear**

**Avatar: Representation of reality in VR**

**Augmented Reality: improved realism**

**Densities: measurement per unit area**

**Semi-immersive: relatively new development in the world of VR technology, example: flight simulator**

**Decipher: decrypt**

**Equipment: tool**

**Acquire: get some thing**

**Aim: goal**

**Product life cycles: common stages in the life of commercial products**

**CAD: Computer Aided Design**

**Interactive: collaborative**

**Mass: physique**

**Panel: board**

**Vertically: opposite of horizontally**

**Distributed: Spread**

**Reconnaissance: Inspection**

**RPVs: remotely- piloted vehicles**

**Imperative: Imperious**

**HUD: head-up display**

**Pioneered: founded**

**Immersive Virtual Reality: virtual reality that immerses its user**

**Virtual reality: simulated realism**

**Visual experiences: graphical skills**

**Tactile: physical**

**Differ significantly: vary considerably**

**Image resolution: is the detail an image holds, higher resolution means more image detail.**

**3D environments: three dimensional surroundings**

**Miniaturization: smallness**

**Interaction: collaboration and communication**

**Futuristic romanticism: innovative inventions**

**Position: location**

**Intrusiveness: inappropriateness**

**Joysticks: input device**

**Sensualized: relating to sensors**

**Navigation: surfing**

**Perception: sensitivity**

**Manipulation: use**

**Auditory: audio**

**Pseudo: would be**

**Visualization: imaging**

**Perceives: notices**

**Real-time: simultaneously**

**Conduct: run**

**Manufacturing: industrial**

**Drawbacks: disadvantages**

**Training: exercise**

**Complexity: difficulty**

**Evaluation: estimate**

**Supplement: addition**

The communication between people is much interesting and informative than dealing with machines which involves direct commands.

Feelings and emotions into a dialog with one another, this is an area that is completely lacking in our communication with machines

Next generation human computer interaction will involve both conscious and non-conscious inputs

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features of Oculus Rift:

Only video no audio

Powered by 5 volts

7 inch screen size

You can move the cursor by moving your head

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