**Erstmal quasi ungefiltert**

**Wekit-Quelle:**

* Haptic Feedback
* Directed Focus/Gaze
* Movement Instruction (Stand here)
* Autopause/-play
* Gaze to select/Cursor („activate spot by staring“)
* Shared pointer (Multi-user)
* Voice commands

**Andere Quellen**:

* OIV und was damit zusammenhängt
* Information filtering, je nach Bedürfnissen
* POI
* Gesture-Based Interaction
* Fiducial (auch nochmal bei Dunnleavy gucken)
* Audio Augmentation (Ternier)

**Name**: Haptic Feedback

**Forces/Problem**:

**Feature/Solution**:

**Examples**:

**Effects/Consequences**:

**Sensors**:

**Name**: Directed Focus

**Forces/Problem**:

**Feature/Solution**:

**Examples**:

**Effects/Consequences**:

**Sensors**:

**Name**: Movement Instruction

**Forces/Problem**:

**Feature/Solution**:

**Examples**:

**Effects/Consequences**:

**Sensors**:

**Name**: Auto-play

**Forces/Problem**:

**Feature/Solution**:

**Examples**:

**Effects/Consequences**:

**Sensors**:

**Name**: Gaze Cursor

**Forces/Problem**:

**Feature/Solution**:

**Examples**:

**Effects/Consequences**:

**Sensors**:

**Name**: Shared Pointer

**Forces/Problem**:

**Feature/Solution**:

**Examples**:

**Effects/Consequences**:

**Sensors**:

**Name**: Voice Commands

**Forces/Problem**:

**Feature/Solution**:

**Examples**:

**Effects/Consequences**:

**Sensors**:

**Name**: Obscured Information Visualization

**Forces/Problem**:

**Feature/Solution**:

**Examples**:

**Effects/Consequences**:

**Sensors**:

**Name**: Information Filtering

**Forces/Problem**:

**Feature/Solution**:

**Examples**:

**Effects/Consequences**:

**Sensors**:

**Name**: Point of Interest

**Forces/Problem**: How can information be provided to users in a location-based system? How can information be bound to locations that are not reasonably accessible to developers?

**Feature/Solution**: Bind information to location data, automatically making it available to the user upon getting within a predefined range and allowing you to direct users to nearby Points of Interest.

**Examples**: Several Augmented Reality browsers have implemented Point of Interest approaches. Ternier, De Vries, et al. (2012) utilized it to guide students on a field trip.

**Effects/Consequences**: Points of interest either can not overlap or the system needs a method to handle such overlap. Constantly gathering information about user location and comparing it to points of interest may consume a lot of energy, which could negatively affect the user. If the user is directed towards points of interest, care must be taken to avoid screen clutter and information overload. A degree of precision is lost if only location data is used.

**Sensors**: Location technology such as GPS sensors; IMUs in vision-based systems with a local coordinate system.

**Name**: Gesture-based Interaction

**Forces/Problem**:

**Feature/Solution**:

**Examples**:

**Effects/Consequences**:

**Sensors**:

**Name**: Fiducial

**Forces/Problem**:

**Feature/Solution**:

**Examples**:

**Effects/Consequences**:

**Sensors**:

**Name**: Audio Augmentation

**Forces/Problem**:

**Feature/Solution**:

**Examples**:

**Effects/Consequences**:

**Sensors**: