Civil Engineering and Geosciences by Hoogendoorn and Bovy (2004)	Virtual Environment and Gaming by Reynolds (1999)	Social, Psychology and Cognition by Wijermans (2011)
Strategical Level activity choice	Action Selection planning and settings goals	Group Level social goals and physical aspects (e.g. density)
Tactical Level route choice	Steering path determination	Individual Level internal state and perception
Operational Level walking behavior	Locomotion animation	Cognitive Level knowledge processing and behavior selection