## useful for creative collaboration

professional space

"all in the same boat"

**Decision Arena**no place to hide
equal collaboration
"roundtable"

useful for cyclical phenomena useful for underwater spaces

useful for many genres (versatile)
useful for the "before" and definitely the "after"

shared experience guided experience
meditative fragile "bubble"
poetic poetic immersive impactful also audio immersive, shared

useful for telling powerful stories

useful for parallel coordinates :-)
useful for collaboration
presenter proximity

**VR Arena** hybrid space

visual quality

useful for near-daylight settings

useful for spatial narration

useful for first-person games

useful for being in inaccessible space/situation

nerson tiring cumbersome useful for selling things

nausea affective ghost observer

enclosed HMD VR fragile "bubble"

interactive immersive useful for eliciting empathy

useful for somaesthetic immersion

useful for meditation

useful for modelling, manipulation

useful for career orientation useful for simulation useful for teambuilding useful for emulating specific physical tasks

professional audience narrative immersion

**SIMIab** *like arcade game?* 

social interaction dedicated controllers somaesthetic immersion

useful for showing parallel information useful for remote control

## useful for mixed-duration engagements

rewarding exploration social interaction
hybrid exploration immersive?! multi-user useful for wayfinding?

weak hook **Touch table** intuitive useful for drilling down, predicting virtual haptics interactive guided experience
performative 2.5D more explorable useful for mixed groups
useful for in-depth exploration useful for groups with "leaders"

useful for showing 3D models, etc

unwieldy not very intuitive situating performative
self-paced **Handheld AR** enhancing
technically accessible augmenting reality social interaction

useful for augmenting present reality useful for further inspiration useful for manual training useful for further information useful for looking into parallel worlds