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| Feature | Present/Absent | Associated Problems |
| Operation of user’s presence1 |  |  |
| Lack of haptic Feedback2 |  |  |
| Interactive Techniques3 |  |  |
| Realistic graphics4 |  |  |

1. How the user may be represented in the virtual world. For example, by a hand or a whole body avatar. The user’s presence and how it is controlled can cause problems since they provide imperfect rendering of the user’s actions. Suitability of the presence needs to be judged in relation to the user’s task. For simple navigation, no presence may be necessary; for manipulations, however, a virtual hand is usually necessary.
2. Problems caused by absence of haptic feedback may be observed with complex manipulations and physical tasks.
3. VEs may implement interactive techniques to select distant objects by ray-casting. This can be taken further by having nearby objects automatically jump into the user’s hand. These effects can cause usability problems when they are poorly designed.
4. VEs applications are normally not rendered in photorealistic detail. Although some evidence suggests that people can perform tasks naturally without detailed visual representations, graphical detail will be important for information displays and for tasks when the system environment is visually complex.