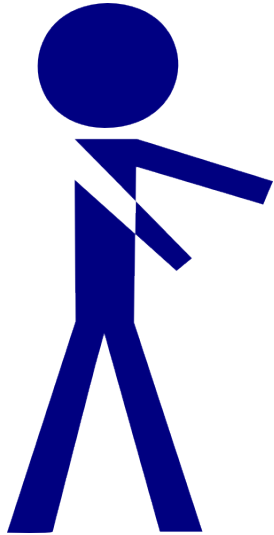


Real World

Virtual World

User



Perception

Sensorial interfaces

Motor interfaces

Action

Computer System

