Navigation Parameters

* Camera Angle
* Scaling of movement
* Location (X- / Y- Z-Axis)

Navigation Methods

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| Navigation Method | Description | Physical Movement | Relevant parameters | Problems |
| Walking | The user physically walks inside a given room. | Yes | * Location in the Room (X-/Y- Axis) | * limited space * uneven ground * wallcollision |
| Teleporting | The user teleports to a location | No |  | * Uneven ground * Collision with objects / walls |
| Zooming in/out | The screen zoomes in, simulating walking forward | No | * Camera angle * Scaling | * Speed of zooming * directions |
| Jumping | The user jumps physically up | Yes | * Location in the Room (Z-Axis) * Scaling | * detection of the jump * scaling of height |
| Flying | The user is flying and stears with lifting left or right hand | No |  | * Collision with Objects * No physical feeling of velocity |
| Climbing | The user climbes up a wall with pulling himself up | No |  |  |