# Guided Navigation

This paper provides us with a navigation method called "The River Analogy", using a given path and a constant flow (ex. a river) to move forward. However, the method of the River Analogy is more useful in a storytelling / narrative environment where the navigation is secondary.

# Hands-Free Multi-Scale Navigation in Virtual Environments

In this paper are two approaches for hands-free navigation described. Step WIM and Navigation by Leaning. With hands-free navigation the user can use his hands to perform other actions while he is navigating.

# Travel in Immersive Virtual Environments: An Evaluation of Viewpoint Motion Control Techniques (Only Page 44-52)

This paper provides us with various navigation methods, parameters and advantages and disadvantages of steering methods (Gaze-Directed or Pointing). But mostly the paper focuses the speed and acceleration parameters.

# Steps and Ladders in Virtual Reality

This paper describes a navigation method for the interaction with stairs and ladders in virtual Reality. It shows the difference between the interaction with stairs and the interaction with ladders. For both it is more a whole body gesture than only a simple hand usage.

# Taking Steps - The Influence of a Walking Technique on Presence in Virtual Reality

This paper provides a comparison between Gaze-Directed- and Hand-Pointing-Navigation. However, the main focus of the paper is on the presence (psychological sense of being there.