Link emotion detection to adaptive AR/VR environments. Pair haptic feedback with gesture recognition for realism.

Use biometricresponsive avatars instead of static ones.

Substitute

Eliminate

Replace controllers with gesture-based controls.

Adapt >

Modify

Prioritize gesture control and avatar settings in menus.

Use layered menus to streamline navigation.

Reverse Improving engagement and accessibility in online learning

Adapt fitness sensors to adjust AR/VR intensity by activity.

Use speech recognition for hands-free control.

Use gesture control for accessibility solutions.

Repurpose haptics for training (e.g., VR surgery practice).

Remove reliance on external devices like joysticks. Simplify avatar customization with presets.

Enhance emotion detection for faster interaction. Turn virtual rewards into realworld perks like discounts.