

## MORPHOLOGICAL CHART

CORE FEATURES	APPROACH-1	APPROACH-2	APPROACH-3	APPROACH-4
USER INPUT	GESTURE RECOGNITION	VOICE COMMANDS	EYE-TRACKING	BIOMETRIC SENSORS
FEEDBACK MECHANISMS	HAPTIC FEEDBACK	AUDITORY CUES	VISUAL SIGNALS	MULTI-SENSORY IMMERSION
AVATAR CUSTOMIZATION	BIOMETRIC SYNCING	MANUAL DESIGN	PRESET-BASED CUSTOMIZATION	SYNC WITH REAL-WORLD OUTFITS
IMMERSIVE FEATURES	EMOTION RECOGNITION	ADAPTIVE ENVIRONMENTS	VIRTUAL REWARDS SYSTEM	DYNAMIC SCENT/TEMPERATURE
INTERACTION MODES	GAMING	FITNESS	PROFESSIONAL USE	SOCIAL VR EVENTS