Main aspects of the simulation is the level of emersion the user will experience whilst interacting with the world and objects within it.

The theme of Phobias have been suggested by team. Below are a few suggestions that might provide some interesting forms of interaction and simulation.

* Tachophobia – Fear of speed
* Thalassophobia – Fear of the sea
* Claustrophobia – Fear of small spaces
* Acrophobia – Fear of heights
* Zemmiphobia – Fear of the great mole rat



Other Conditions:

* Travel sickness - boat, car, and aeroplane.

Training purposes:

* Driving simulator
* Flight simulator
* Training Centre

**References:**

<http://www.clomedia.com/articles/when-simulation-is-better-than-reality>

<http://www.proflightsimulator.com/?hopc2s=kbgkbg>

Claustrophobia definition: <http://www.nativeremedies.com/ailment/dealing-with-claustrophobia-info.html>

<http://phobos.psychologicaltechnologies.com/>