Please leave it blank if not applicable and add if necessary.

Please do not rely on chatgpt, as it has been found to produce false but difficult to distinguish errors under this task.

Please save the paper pdf into this folder [paper collection](https://drive.google.com/drive/folders/1IlMDKb94kS3TLQsNKcxBTMTLh3qLrf-z?usp=drive_link) for easy access.

* What application?
  + Entertainment
  + In-car office
  + Reduce car-induced motion sickness. (Compared to only-car baseline, wearing OHMD can decrease motion sickness.)
  + Reduce car&MR induced motion sickness (Compared to only-car baseline, wearing OHMD may still increase motion sickness; but compared to original in-car MR condition, the proposed methods (like peripheral hints) help to reduce motion sickness)
  + No specific real-world applications.
  + Others?
* User Experience
  + Motion Sickness
    - Reducing mismatch
      * Vestibular compensation
      * Visual compensation
      * Auditory compensation
    - Sense of anticipation
    - Attention shifting
    - others?
  + Immersion (Immersed to VR content)
  + Sense of existence in the moving vehicle
  + Work Efficiency
  + Others?
* Experiment
  + Mehod
    - Within Subjects
    - Between Subjects
  + Participants
    - Number of Participants
    - Filter conditions
    - Gender
    - Age Distribution
  + Independent Variables and Conditions
  + Dependent Variable and Measurement (what tools are used for collecting user data?)
    - Motion Sickness:
      * SSQ
      * MSAQ
      * others?
    - Immersion (Immersed to VR content)
      * IPQ
      * others?
    - Sense of existence in the moving vehicle
      * ?
    - Work Efficiency / In-car office
      * NASA-TLX (Workload)
      * others?
    - Others?
      * Others?
  + Apparatus
    - Purpose 1
      * Apparatus 1
    - Purpose 2
      * Apparatus 2
    - Purpose 3
      * Apparatus 3
    - Others?
  + Road and driving (driver) condition
  + VR content
    - Please insert necessary figures here for easy understanding.
  + Procedure / Sessions
    - Session 1
    - Session 2
    - Others?
    - Session Lasting time and participants’ rest
* Experimental Results
  + Motion Sickness
  + Immersion (Immersed to VR content)
  + Sense of existence in the moving vehicle
  + Work Efficiency / In-car office
  + Others?
* Interview Insights / Insights get from Qualitative user data
* Design guidelines and Best practices for in-car MR development
* What kind of real-world information is captured?
  + Visual
    - Landscape?
    - Others?
  + Auditory
    - Engine Sounds?
    - Others?
  + Traffic
    - Road Conditions?
    - Traffic Light?
    - Near-by Viehicles?
    - Others?
  + Motion of Viehicle
    - Acceleration/Deceleration?
    - Uphill/Downhill?
    - Direction?
    - Bumping?
    - Others?
  + Others?
* Information Presentation and Transformation
  + Please also consider the author’s literature review here. Can refer to Yurou’s coding: [Qiu, et al., Manipulating the Orientation of Planar 2D Content in VR as an Implicit Visual Cue for Mitigating Passenger Motion Sickness](https://docs.google.com/document/d/1haJtBQdvngjBcel5ELYTUkbBT1TzUmD0WixRegXLBCA/edit?usp=sharing)
  + McGill et al. (2017) incorporated a real-time video stream of the outside world into the peripheral view of their MR content.
  + Cho & Kim (2022) adopted a transparent layer for the driver's perspective, allowing real-world elements to show through while overlaying additional information.
  + In contrast, Sasalovici et al. (2023) opted against transparency, instead directly using the real world as the background and placing their content (a quiz box with a white background) as an upper layer in the central area.
  + Like this ↑
* Ethics and social issues and considerations authors mentioned
* Authors suggested future works
* Other interesting discussion and insights (if any)
* Sundry items
  + In response to the guideline: “Emphasize quality even during low fidelity prototyping to shield users from poorly rendered content effects (Parades et al. 2018)”
    - Did authors talk about quality issues in this paper?
      * If so, what kind of settings are reported to be low quality by the authors?
      * or: How did this paper successfully overcome the quality problem?