

	Gaming	Health	Music	Entertainment	
<b>Grounded</b>					
Grasp		[39]			
Touch			[4]	[38]	
Camera	[10][21][37]			[18]	
<b>Hand-held</b>					
Direct Actuation	[1][8][16][40]	[9][27][34]		[7][20][23][28][33]	
Indirect Actuation	[37]				
<b>Wearable</b>					
Head-worn	[19][40]	[6][29][39]		[5][7][18]	
Body-worn	[15][25]	[3][6][17]	[26][41]		
Finger-worn	[2]	[11]		[31][32][35]	
Arm-worn	[13][22]	[14]		[36]	
Foot-worn	[24]			[38]	
Skin-attached				[12][30]	