It's typical for researchers to have a forward-looking aptitude towards their work, and to come up with ideal realities that they wish or find inevitable that will be found fleshed out. This is how in 1991, Mark Weiser described the concept of Ubiquitous Computing\cite{ weiser1991}, a concept that is today taken for granted in the dawn of IoT computing, taking only as a basis the observable trend of miniaturization of electronic components and wireless communication. As such, it’s not hard to imagine that the path ahead for Human-Computer Interaction has been broadly discussed, as well as its concerns and criticisms. Gestural Detection technology may appear like a modern innovation of the last decade, but it was sought after for several before, and it took progressive iteration, evolution, to reach this state.\\

However not all evolutions in a field are continuous, there are points in a macroscopic view of technology where discrete advancements have to be made. This describes the paradigm shifts encountered in the major approaches to HCI. Just like he Graphical User Interface (GUI) came to outperform the Command Line Interface (CLI) in several use cases, now the once predicted Natural User Interface (NUI) shows potentials to outperform the GUI in select applications.\\

However, just how the initial GUI’s were rudimentary, and faced design constraints that were ironed out with the growth of the supporting hardware and with the emergence of technological literacy, so does now the NUI have its own problems. As was further described in the introductory chapter \ref{sec:intro\_motivation}, the NUI as a concept for Gestural Interfaces is not realized, still has room for cultivation, and the Shamanic Interface proposal intends to contribute through an holistic vision of human communication and computer interaction as a whole.