The Shamanic Interface takes its inspiration from the science fiction book Freedom, by Daniel Suarez, from which the name is directly lifted. In the fictional plot, the Shamanic Interface is a mechanism by which the characters apply commands to a complex augmented reality system, through use of somatic gestures.\\

\emph{“It’s called the shamanic interface because it was designed to be comprehensible to all people on earth, regardless of technological level or cultural background”}\\

The argument suggested by the book was the universality of beliefs in immaterial concepts, and how they may be accessed and communicated through ceremonial and traditional gestures. The futuristic technology described leveraged these rituals, gesticulations, and made it its own form of input, connecting its user experience to acts that almost appear as if magical, where the virtual environments reacts and materializes in accordance to motion in a way that gives a logical and natural impression to anyone. However, while gesticulations and emblematic motion are indeed common to human behaviour, the notion that a single set of gestures that could be understood by all people of the world exists is unfounded and too fantastic for real practical implementation, as seen later in this chapter, namely from the contradictions found within the meaning of same gestures across cultures. For this reason, when Morgado\cite{MOR2013} contemplated the solution taking the fantastical interface as a basis, the name “anti-shamanic” was also pondered upon as his proposal subverts and deviates from this conception.\\

The valuable aspect of focus was the engineering of a system that adapts to the immanent semantics as a form of command for virtual environments. To achieve this, the proposal of the Shamanic Interface required an addendum as such: To decouple the concerns of gestural identification and parameterization, and those of command classification and execution, potentially through distinct software layers. Thus, enabling customized mapping of different collections of cultural gestures onto commands. The ensuing result is that commands in the application layer of a system are independent from the actual motion of the user, and it can conversely make a choice of mappings that best fit the needs and requirements of the user.\\

In other words, a real Shamanic Interface would be an adaptable system with a customized experience, that allows users to establish links between their learned communal meanings and the application’s commands. This is how it is expected for it to tackle the current limitations found in NUI’s, where performing those commands usually adopts a mimicry approach. It is expectable that this way, the SI will allow the NUI’s to overcome the difficulties of exploration and learning attached to the method. Other problems that this may directly favour NUI’s with are the issues of accessibility for users with physical impairments and handicaps who are incapable of performing the current required gestures, such as wheelchair-bound users, and allowing interaction to appear visibly more natural for external observers, thus making usage of this systems more societally acceptable.\\

Prior work was performed on Shamanic Interfaces\cite{pinto2015}, including a research paper where a research tool was developed for testing and expanding on the concept of Shamanic Interfaces. The developed application was in a working condition, capable of identifying cultural gestures, however it specifies performing the actual tests as a requirement among future work. In this work we look to give continuity to the development and use of that tool.