The main goal for this dissertation is to explore the viability of Shamanic Interfaces as a concept and its application in interaction with virtual environments. Prior work\cite{pinto2015}, was already accomplished in building a research tool for performing field studies in a controlled environment, as well as verify its playability among a group of users from differing backgrounds. However, the empirical tests still need to be fulfilled, and the tools can still be improved. Some additional concerns were set as future work\\

Here, we seek to find empirical insights to the following encompassing hypotheses:

\begin{itemize}

\item \textbf{Focusing on user culture contributes to the learning rate, capacity and retention of commands after time periods of non-usage}\\

One of the very first aspects touched upon the Shamanic Interface proposal was a perceptible learning curve negatively impacting the user experience of Natural Interfaces featuring commands that scoped beyond of simple mimicry, or complex breadth of instructions and information. The approach to cultural richness is expectable to improve this situation and allow users more freedom thanks to culture having pre-loaded non-kinesthetic abstractions that may be used by designers, as well as permitting the application of semiotics through previously unexplored non-textual signifiers.

\item \textbf{Focusing on user culture contributes to the satisfaction and immersion of the experience}\\

Another concern sat with the receptiveness of users towards a new form of interaction, and how well accepted the naturalism of human gesture when communicating with a machine would be. It is posited that one of the advantages will be allowing users to focus better on the task they wish to perform, rather than on the interface.

\item \textbf{A Shamanic Interface can be safely generalized without loss of coherence across contexts}\\

Without the ability the to turn an interface into a standard, the problems with NUIs will be solved for specific practices but persist among other applications. The Shamanic Interface concept would still prove to be viable, and warrant research, but the scope of issues it professes to solve wouldn’t hold, and it could face obsolescence to newer paradigms. As such, some continuous effort and thought should go into the architecture implementation.

\end{itemize}