contraction

 AM_1

design mediating

The individual's sensorimotor abilities

Motor

extension

amplification

unmediated

sensorimotor

abilities

diminution

contraction

Mediation: SRs mediate perception and action to

empower users with new skills and experiences.

mediation

Motor mediation represents the nature and amount of mediation of the user's motor action, such as new motor skills enabled beyond one's anatomy via extension, e.g., a sixth finger to grasp and hold large object.

Sensory amplification mediation extension

The sensory mediation dimension specifies the nature and amount of mediation of user perception, e.g., sensory amplification refers to enhancing one's abilities to sense external stimuli better.

The world

Imaginarity

Imagined

world

mixed

Physical

world

Imaginarity represents the degree in which mental imagery is needed for effective operation in the world, e.g., the user relies on their memory to access digital information they believe is located in the physical world.

> *Virtuality represents the* amount of virtual content presented to the user, implemented across Milgram & Kishino's Reality-Virtuality continuum.

> > **Virtuality**

Virtual

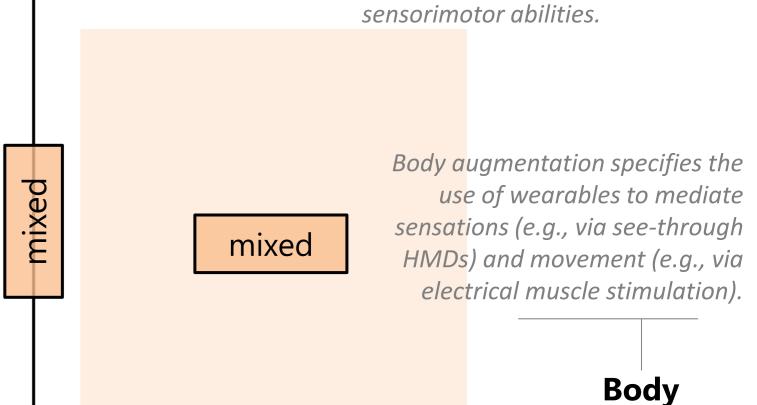
World coverage: SRs cover many possible forms of world existence.

mixed

mixed

Environment augmentation specifies the integration of sensing, processing, and visualization technology in the physical environment to mediate

augmentation



The implementers

Environment

augmentation

6

No

augmen

tation

Instrumentation: To achieve sensorimotor AM_3 mediation, the body and/or the environment are instrumented with technology.

mixed