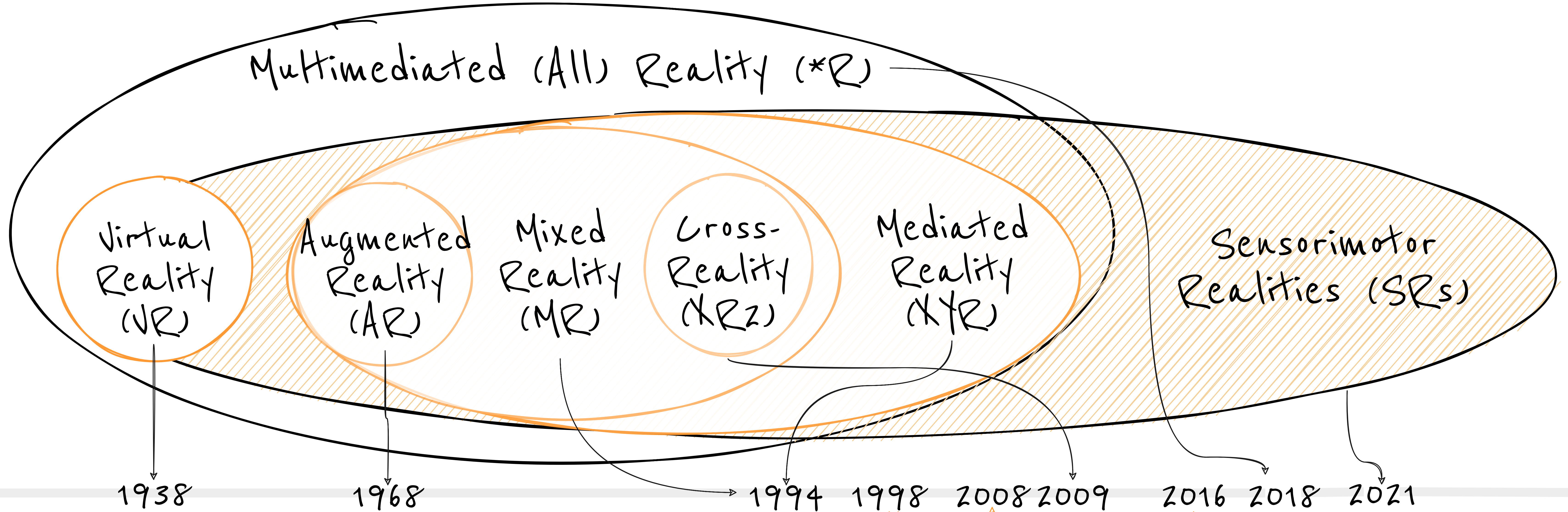




Ambient intelligence

Definition of a wearable computer

Ability-based design

Design of presence in blended reality

P3

SRs emerge from the conjoint operation of on-body devices and environments

P2

SRs focus on sensorimotor abilities

P1

Abilities vary in time, place, and context, which makes them confined to "here & now"