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6. AUTHOR(S)
Christine Youngblut, Rob E. Johnston, Sarah H. Nash, Ruth A. Wienclaw, Craig A. Will

7. PERFORMING ORGANIZATION NAME(S) AND ADDRESS(ES)
Institute for Defense Analyses (IDA)
1801 N. Beauregard St.
Alexandria, VA 22311-1772

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1801 N. Beauregard St.
Alexandria, VA 22311-1772

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This report reviews current interface technology for use in virtual environments. Visual, tracking, auditory, primary user input (including, for example, glove, body suit, exoskeleton, track ball, and 3-D mouse inputs), tactile, kinesthetic, full-body motion, and olfactory interface technologies are covered. In each case, the relevant human capabilities are discussed, followed by descriptions of some available commercial products and ongoing research and development efforts. This information is used as the basis for predicting how virtual environment interfaces are likely to change in the next five years.

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