Game	FINAL GRADE (50)	Interaction 1					Interaction 2					Interaction 3					Interaction 4					Interaction 5					Teleportation					Alternate Locomotion					Game							
		Description	Functionality	Usability	Visual Feedback	Audio/Haptics	Total	Description	Functionality	Usability	Visual Feedback	Audio/Haptics	Total	Description	Functionality	Usability	Visual Feedback	Audio/Haptics	Total	Description	Functionality	Usability	Visual Feedback	Audio/Haptics	Total	Description	Functionality	Usability	Visual Feedback	Audio/Haptics	Total	Description	Functionality	Usability	Feedback (Visual/Audio/Haptic)	Motion Sickness	Total	Description	Creativity	Sound design	Tutorial	User Friendliness	Visual coherence	Total	TOTAL PROJECT /100	FINAL / 50
Galaxy Quest: The Lost Civilization	**35,01**	Throwing	100	100	100	100	**100**	Joint Interaction (door)	50	100	100	0	**65**	Precision crafting	70	100	80	100	**88**	container (snapping)	50	100	40	0	**47**	Puzzle Solving	100	100	70	100	**91**	10	50	30	**34**	SpaceCraft Navigatio	50	50	30	100	**54**	space escape game	100	100	80	30	100	**73**	**70,01**	**35,01**
Element "Boson"	**44,88**	Throwing	100	100	100	100	**100**	Alternate grab	50	100	50	50	**68**	Swing and Hit (hamm	100	100	85	100	**85,5**	container (bucket of wa	80	100	100	100	**94**	Puzzle Solving	100	100	100	100	**100**	100	70	80	**79**	Jumping	100	100	100	50	100	**85**	**88,65**	**44,65**
Full Steam Ahead	**47,46**	Throwing	100	100	100	100	**100**	Joint Interaction (furnace d	100	100	100	100	**100**	Swing and Hit (hamm	100	100	100	100	**100**	container (bucket - coal	75	100	100	0	**72,5**	Shooting system (scanner)	100	100	100	100	**100**	100	100	90	**94**	Moving in a chair	100	100	100	75	100	**92,5**	**94,91**	**47,46**
Salad Bar Chef	**44,98**	Throwing	100	100	100	50	**90**	Joint Interaction (door)	100	100	100	100	**100**	Swing and Hit (knife)	100	100	100	60	**92**	container (salad bowl)	100	100	80	50	**84**	Two hands interaction (egg crac	100	100	100	100	**100**	100	100	50	**76**	Driving	100	100	70	100	**91**	Salar bar	100	100	80	75	100	**86,5**	**89,96**	**44,98**
Night At The Museum	**38,88**	Throwing	100	100	50	0	**62**	Two hands interactions	100	80	100	50	**86**	Swing and Hit	100	100	100	100	**100**	Shooting System (bow)	100	100	80	100	**94**	Puzzle Solving	100	80	100	100	**96**	100	100	30	**58**	Climbing	100	100	30	0	**58**	Investigation/puzzle	100	20	80	20	100	**58**	**77,76**	**38,88**
Mythic Battles	**31,82**	Throwing	100	100	100	0	**80**	Two hands interactions	80	100	0	0	**46**	Swing and Hit	100	100	100	0	**80**	Gesture based spell ca	80	100	100	0	**74**													100	70	30	**49**	Jumping backward	100	100	30	50	**69**	Action, combat	90	20	50	20	80	**45**	**63,64**	**31,82**
TerraFarm	**42,02**	Throwing	100	100	80	50	**84**	Alternate grab (half life)	100	100	80	50	**87**	Swing and Hit	100	100	100	40	**88**	container	100	85	100	0	**77**							100	100	50	**76**	Climbing	100	100	75	100	**92,5**	**85,09**	**42,55**
Back To The Nine	**42,02**	Throwing	100	100	100	50	**90**	Joint interaction (door)	50	100	100	0	**65**	Swing and Hit	100	100	100	50	**90**	Shooting System (gun)	100	100	100	100	**100**	Puzzle Solving	100	100	100	50	**90**	90	90	50	**66**	Climbing	100	80	40	100	**78**	Time travel adventure	100	100	100	100	100	**100**	**85,63**	**42,02**
The Dreamweaver's Maze	**46,96**	Throwing	100	100	70	100	**91**	Joint interaction (door)	60	100	100	70	**82**	Shooting System (ma	100	80	70	50	**77**	Container	100	30	100	40	**74**	Puzzle Solving (take the 4-beat s	70	100	75	50	**73,5**	80	100	50	**68**	Mine train	100	80	80	100	**90**	Magic escape game	100	100	90	100	80	**94**	**93,93**	**46,96**
The Wandseeker Chronicles	**47,58**	Throwing	100	100	100	100	**100**	Alternate grab	100	100	100	100	**100**	Puzzle solving	100	100	100	50	**90**	Two hands interactions	100	100	100	80	**96**	Gesture based spell casting	100	100	90	100	**97**	100	70	80	**79**	Magic teleporters	100	100	80	100	**94**	Magic escape game	100	100	100	100	100	**100**	**95,12**	**47,58**
Jail scape	**47,27**	Throwing	100	100	100	100	**100**	swing and hit (no damage f	100	100	0	100	**75**	Alternate grab (magn	100	100	100	100	**100**	Two-hand interaction(pr	100	100	100	100	**100**	Puzzle solving(light to see-object	100	100	100	100	**100**	100	100	100	**100**	Swimming (when I sto	75	100	100	100	**92,5**	Jail escape	100	100	100	90	90	**95,5**	**94,54**	**47,27**
The Lost Dragon	**47,16**	Throwing	100	70	100	80	**92**	Shooting	100	100	100	100	**100**	Distance Grabbing	70	70	100	100	**85**	Joint interaction	100	100	100	100	**100**	Pouring	90	80	90	95	**89**	100	70	100	**91**	Crawling	100	80	100	100	**95**	Puzzle to restore dragon	100	100	100	100	90	**98,5**	**94,32**	**47,16**
Color Quest	**49,07**	Throwing	100	100	100	100	**100**	Filling a container	100	100	100	100	**100**	two hand interaction	100	90	100	100	**98**	Joint interaction- drawe	100	100	100	100	**100**	Puzzle Solving	100	100	100	100	**100**	100	100	100	**100**	Climbing	100	100	100	100	**100**	Painting Game	100	100	100	100	100	**100**	**99,74**	**49,07**
Unusual Hangover	**43,05**	Throwing	80	80	100	100	**90**	Swing and hit	50	80	100	100	**83**	Distance Grabbing	80	100	100	100	**94**	Two hand interaction	70	80	100	100	**87**	Puzzle Solving	50	50	50	80	**56**	100	100	100	**100**	Throw a ball and telep	100	100	100	100	**100**	when escape	90	100	80	30	85	**88,75**	**84,11**	**42,05**
Stronghold of Dusk	**49,01**	Throwing	100	100	100	100	**100**	Gesture based spell castin	100	100	100	100	**100**	Shooting a Bow	80	100	100	100	**94**	Precision crafting-bomb	100	100	100	100	**100**	Swing and Hit	100	100	100	100	**100**	100	100	100	**100**	teleporation with focu	100	100	100	100	**100**	attack on titan vibes	100	100	100	95	100	**98,5**	**99,03**	**49,01**
The Alchemist Quest	**46,95**	Throwing	100	100	100	0	**80**	swing and hit	100	100	100	100	**100**	two hand interaction	90	100	100	100	**97**	puzzle solving	100	100	100	100	**100**	filling and grabbing container	100	100	100	100	**100**	100	100	100	**100**	Climbing	100	100	30	100	**79**	mixing portions, puzzle	100	80	100	100	100	**97**	**93,89**	**46,95**
Rock in the field	**44,98**	Throwing	100	100	100	100	**100**	Grab and Alternate grab (fr	100	100	100	80	**96**	filling a container	100	100	70	0	**71**	two-hand interaction (gr	100	100	80	90	**92**	swing and hit	100	80	100	100	**96**	100	100	30	**58**	tractor	100	100	100	100	**100**	farming	100	90	95	100	100	**97**	**89,99**	**44,99**
Arcana Infernum	**47,35**	Throwing	100	90	100	80	**94**	Distance grab	100	100	100	100	**100**	two hand interaction (	100	100	100	0	**80**	swing and hit	100	100	100	100	**100**	joint interaction (take the best ri	100	100	0	100	**70**	100	100	100	**100**	Climbing	100	100	100	90	**98**	halloween	100	100	95	80	100	**92,5**	**94,70**	**47,35**
Uncooked	**33,99**	Throwing	0	0	0	0	**0**	Two hands interaction	100	80	90	80	**88**	swing and hit	100	90	90	100	**95**	gesture based spell cas	50	50	100	100	**75**	grabbing (close and distance)	100	80	100	0	**70**	100	90	30	**58**	riding a cat	100	100	40	80	**78**	tiny person cooking	100	80	50	80	90	**76,5**	**67,81**	**33,99**