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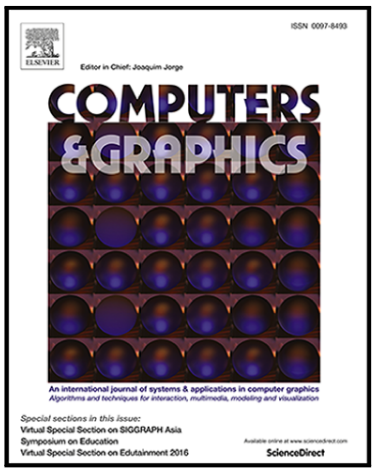

Design and evaluation of a novel out-of-reach selection technique for VR using iterative refinement

Daniel Mendes, Daniel Medeiros, Maurício Sousa, Eduardo Cordeiro, Alfredo Ferreira, Joaquim A. Jorge

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Highlights

- A taxonomy to classify reach, cardinality and refinement on out-of-reach selections.
- We propose PRECIOUS, a novel out-of-reach selection technique.
- PRECIOUS employs an iterative progressive refinement strategy in Virtual Reality.
- User evaluation comparing PRECIOUS against state-of-the-art out-of-reach approaches.
- PRECIOUS is a versatile approach, combining accuracy with consistent selection times.

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