



Figure 1. A desktop VR prototyping and evaluation system for mobile phones by researchers from VTT Electronics and University of Oulu, Finland [15]



Figure 4. The same virtual space of Figure 3, but with real hands (Env. III)



Figure 2. The prop used to replace actual mobile phones is simply a rectangular box with wireless event generating switches on them. The switches are wireless and sends push button events to the mother station through radio frequencies (the black line on top is the antenna), and the yellow dots on the prop are markers for camera tracking.



Figure 5. Mobile phone shown on a desktop monitor (Env. I)



Figure 3. Virtual space with a virtual mobile phone and virtual hands (Env. II)



Figure 7. The physical space at which the experiments are carried out (Env. 0)