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Behavioral Bias for Food Reflected in Hand Movement: A Preliminary Study with Health Subjects

A mobile augmented reality system for portion estimation? A user study

Augmented Reality Applied in Dietary Monitoring

Can a virtual supermarket bring realism into the lab? Comparing shopping behavior using virtual and pictorial store

Framework based on mobile augmented reality for translating food menu in thai language to malay language

Grüt: A Gardening Sensor Kit for Children

Gravitamine Spice: A System that Changes the Perception of Eating through Virtual Weight Sensation

Identifying specific cues and contexts related to bingeing behavior for the development of effective virtual environments

iEat: An Interactive Table for Restaurant Customers' Experience Enhancement

Illusion cup: Interactive controlling of beverage consumption based on an illusion of volume perception

Immersive eating: Evaluating the use of head-mounted displays for mixed reality meal sessions

Immersive virtual reality technology in a three-dimensional virtual simulated store: Investigating telepresence and user experience

Using virtual reality to study food cravings.

Development of a VR Application for Binge Eating Treatment: Preliminary Data.

V-Mart, a Virtual Reality Grocery Store: A Focus Group Study of a Promising Intervention for Mild Traumatic Brain Injury

Validity of assessing child feeding with virtual reality.

Virtual reality for enhancing the cognitive behavioral treatment of obesity with binge eating disorder: randomized controlled trial

Using avatars to model weight loss behaviors: participant attitudes and technology development

Validation of VR-based Software for Binge Eating Treatment: Preliminary Data.

Validity of a Newly Developed Measure of Memory: Feasibility Study of the Virtual Environment Grocery Store

Virtual co-eating: Making solitary eating experience more enjoyable

Virtual shopping: A viable alternative to direct assessment of real life function?

Virtual Sprouts: A Virtual Gardening Pilot Intervention Increases Self-Efficacy to Cook and Eat Fruits and Vegetables

Effects of providing personalized feedback of child's obesity risk on mothers' food choices using a virtual reality buffet

External Eating as a Predictor of Cuereactivity to Food-related Virtual Environments

New ways of diabetes management with smart data and genomic data

Pavlovian conditioning to food reward as a function of eating disorder risk

Patient-perceived acceptability of a virtual world-based cardiac rehabilitation program

Where would you like to eat? A formative evaluation of mixed-reality solitary meals in virtual environments for older adults with dementia

Affecting our Perception of Satiety by Changing the Size of Virtual Dishes Displayed with a Tabletop Display

A Virtual Reality Intervention (Second Life) to Improve Weight Maintenance: Rationale and Design for an 18-month trial

A Framework for Halal Products Checking Interactive Application with OCR and AR Technologies

A Randomised Controlled Comparison of Second-Level Treatment Approaches for Treatment-Resistant Adults with Bulimia Nervosa

A Second Chance at Health: How a 3D Virtual World Can Improve Health Self-Efficacy for Weight Loss Management Among Adults

An augmented reality application for improving shopping experience in large retail stores

An Independent Shopping Experience for Wheelchair Users through Augmented Reality and RFID

FoodWorks: Tackling Fussy Eating by Digitally Augmenting Children's Meals

A Virtual Reality Food Court to Study Meal Choices in Youth: Design and Assessment of Usability

An augmented reality game to support therapeutic education for children with diabetes

A pilot test of the GoWoman weight management intervention for women with mobility impairments in the online virtual world of Second Life

Alien Health Game': An Embodied Exergame to Instruct in Nutrition and MyPlate

Augmented-Sugar Intake: A Mobile Application to Teach Population about Sugar Sweetened Beverages

Changing Drinking Behavior and Beverage Consumption Using Augmented Reality

Clinical validation of a virtual environment for normalizing eating patterns in eating disorders

Craving for Food in Virtual Reality Scenarios in Non-Clinical Sample: Analysis of its Relationship with Body Mass Index

Assessment of the emotional responses produced by exposure to real food, virtual food and photographs of food in a virtual reality environment

Cue-Elicited Anxiety and Craving For Food Using Virtual Reality Scenarios

AR DeepCalorieCam: An iOS App for Food Calorie Estimation with Augmented Reality

AR DeepCalorieCam V2: Food Calorie Estimation with CNN and AR-based Actual Size Estimation

Diabetes Island: Preliminary Impact of a Virtual World Self-Care Educational Intervention for African Americans With

An intelligent dining scene experience

Body image in eating disorders: the influence of exposure to virtual-reality environments.

The comparative experiences of women in control: diabetes self-management education in a virtual world.

The interactive dining table, or: Pass the weather widget, please

CalibraTable: tabletop system for influencing eating behavior

Augmented perception of satiety: Controlling food consumption by changing apparent size of food with augmented r

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Cognitive and affective factors linking mothers' perceived weight history to child feeding

Consumers' food selection behaviors in three-dimensional (3D) virtual T reality

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Cue-exposure software for the treatment of bulimia nervosa and binge eating disorder

Demo: ARMart - AR-Based Shopping Assistant to Choose and Find Store Items

Design and implementation of food nutrition information system using SURF and FatSecret API

Development of a VR Application for Binge Eating Treatment: Identification of Contexts and Cues Related to Bingei

Development of an augmented reality game to teach abstract concepts in food chemistry

Image-based food portion size estimation using a smartphone without a fiducial marker

Eating behavior style predicts craving and anxiety experienced in food-related virtual environments by patients with

Effects of Fruit and Vegetable Feeding Messages on Mothers and Fathers: Interactions Between Emotional State a

Feed the Food Monsters!: Helping Co-diners Chew their Food Better with Augmented Reality

Feeling Ghost Food as Real One: Psychometric Assessment of Presence Engagement Exposing to Food in Augme

ServAR: An augmented reality tool to guide the serving of food.

Testing Augmented Reality for Cue Exposure in Obese Patients: An Exploratory Study.

The use of a nonimmersive virtual reality programme in anorexia nervosa: a single case-report.

The validity of virtual environments for eliciting emotional responses in patients with eating disorders and in controls

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Thermal visualization on cooking

TransFork: Using olfactory device for augmented tasting experience with video see-through head-mounted display

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Using a 3D virtual supermarket to measure food purchase behavior: a validation study.

Using a Virtual Store As a Research Tool to Investigate Consumer In-store Behavior.

Using augmented reality to inform consumer choice and lower carbon footprints

Effectiveness of Virtual Reality Using Video Gaming Technology in Elderly Adults with Diabetes Mellitus

Personalized Dietary Self-Management using Mobile Vision-based Assistance

PHARA: a personal health augmented reality assistant to support decision-making at grocery stores

Projection mapping for enhancing the perceived deliciousness of food

Training of Carbohydrate Estimation for People with Diabetes Using Mobile Augmented Reality

Implementation of the multiple errands test in a NeuroVR-supermarket: a possible approach

Impulsivity makes one more susceptible to overeating after contextual appetitive conditioning

Mango-mobile augmented reality with functional eating guidance and food awareness

Mobile Augmented Reality Systems Applied to Food Packaging-A Heuristic Evaluation

Modeling Dynamic Food Choice Processes to Understand Dietary Intervention Effects

NetPot: Easy meal enjoyment for distant diners

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1	0	0	0	0		7	0	0
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0	0	0	0	1	Unclear; a	193	0	0
0	1	0	0	0		190	0	0
0	1	0	0	0	N/A		0	0
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0	0	0	0	1	Not clear -	66	0	0
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0	0	1	0	0	N/A		0	0
0	1	0	0	0		26	0	0
0	1	0	0	0		221	0	0
0	1	0	0	0	N/A		0	0

age_teen	age_young	age_adult	age_older	age_uncler	race_white	race_black	race_asia	race_pacific
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race_ame	race_Latin	race_Other	race_multirace_uncl	race_multirace_othe	healthdispl	length_pre
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length_lorlength_onlength_on	studydesi	studydesi	interventi	interventic	outcomes_outcomes	outcomes
			5	1 Participant	0	0
			7	0	1	0
			5	0	0	0
			1		0	1
			5	0	0	0
0	1		5	0	0	0
			5	0	0	0
			5	0	0	0
			5	0	0	0
			4 Within-subj	1	1	0
			8	0	0	0
			2 Between-g	1	0	0
			1 Factorial d	1 Participant	0	0
			8	0	0	0
			8	0	0	0
			5	0	0	0
			1	1 90 obese (l	0	0
			5	1 In order to	0	0
			5	1 VR simulat	0	0
			3	1 'The partic	0	0
			4	1 'We conduc	0	0
			3	1 'irtual Rea	0	0
			2	1 The game '	1	0
	1	60	1	1 Mothers we	0	0
	1	10	2	1 The sampl	0	0
			8		0	0
		1 50 mins	5	0	0	0
		2 12 weeks	4	1 Participant	0	0
	2	1	5 mixed-metl	0 participants	1	0
	2	3	5	0 using virtual	1	0
1.5			1	1 The study a	0	0
	1	10	5	1 Users provic	0	1
	2	21	1	1 One group r	0	0
0.08333			1	1 One group e	0	0
			5	0	0	1
	2	1	5	1	0	1
	1 NA		5	0 To investig	0	0
	2	1	5	0 wearing of V	0	1
	2	1	1	1 Carb educat	0	0
0.58333			2	1 education a	1	0
	1	45	6 Feasibility	0 use of mixed	0	0
			6 This paper	0 The resear	1	1
		2 3 separate	6 Within-subj	1 Participant	1	0
		1 VR experie	9	0 Participant	0	0
	1	20	9	0 - Participa	0	0
	1 1 day		1	1 Experimen	0	0

		1 They viewe	5	1 Participant	0	0
		1	7	0 The resear	0	0
			5	0 The resear	0	0
0.5			4	1 The objecti	0	0
			7	0 0	0	0
			1	1 Randomly	0	0
	1	90	8	1 diabetes se	0	0
			6 No study re	0	0	0
			7	1 The resear	0	0
			7	1 Researche	1	0
		1 Unspecifie	4 Prototype t	0	0	0
		1 Unspecifie	1 Overweigh	0	0	0
		Not reporte	1	1 Participant	0	1
		2 N/A	8	0	0	0
		1 length of ti	6	1 - Participa	0	0
		1 N/A	6 Article just	0	0	0
		1 unclear	6 Product tee	0	0	0
		1 Not listed	6 Survey	0	0	0
		1 60 minutes	8	0	0	0
			5	0	0	0
	1	40	2	1 Fifty-eight	0	0
	1		1	1 parents (12	0	0
			5	0 In this ga	0	0
	1	0.5	5	0	0	0
	1		1	1 Participant	0	0
	1		2	1 Food stimu	0	0
			6 case study	1 The VR int	0	0
	1		1	1 Eighty-five	0	0
			4	1	0	1
	1		5	1 Our user st	0	0
				1 The resear	0	0
			8	1 the purpos	0	0
	1		5	1 'Following	0	1
	1		2	1 'In the pre	0	1
	1		1	1 'Once indiv	0	1
0.18			1	1 The VREG	0	0
			5	0	0	0
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0.06			4	1 a smartphc	0	0
			2		0	0
			1	0	0	0
			5	0	0	0
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			1	1 Through ra	0	1
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outcomes	outcomes	outcomes	outcomes	outcomes	outcomes	outcomes	outcome	outcome
0	1	0	0	1	0	0	The direct	
0	0	0	0	0	0	0		
0	1	0	0	0	1	0		
0	0	0	0	1	1	0	The author	
0	0	0	0	0	0	0	Effectiveness of the t	
0	1	0	1	1	1	0		
0	0	0	0	0	0	1	Perception of food	
0	0	0	0	1	0	0	cue expos	
0	0	0	0	0	1	0		
0	0	0	0	1	0	0		
0	0	0	1	0	1	0		
0	0	0	1	0	1	0		
0	0	0	0	0	0	1	Salivation Food Cravi	
0	0	0	0	1	0	1	Binge craving level	
0	0	0	1	0	0	1	User experience for V	
1	0	0	1	1	0	1	Perception - parent's	
0	0	0	0	1	0	1	Weight Monthly numk	
0	1	1	1	1	0	1	Weight	
0	0	0	0	1	0	1	Food craving	
0	0	0	0	0	0	1	memory	
0	0	0	1	0	0	1	eating experience	
0	0	0	0	0	0	1	everyday functioning	
0	1	1	0	1	0	0		
1	0	0	0	1	0	0		
0	0	0	0	1	0	1		
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1	0	0	0	0	0	1	food reward condition	
0	1		1	1	1	0	(1) time/sp	
0	0	0	0	1	0	1	to be immer	
0	0	0	0	1	0	0		
0	0	0	0	1	0	1	Weight change	
0	0	0	0	0	0	0		
0	1	0	0	1	0	0	Help cope w	
0	0	1	0	1	0	0	weight loss	
0	0	0	0	1	0	0		
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0	0	0	0	1	0	0	digitally e	
0	0	0	0	1	0	0	hopeful to u	
0	1	0	0	1	0	0	Knowledge i	
0	1	0	0	1	0	0	activity,	
0	1	0	0	1	0	0	diet	
0	1	0	0	1	0	0	nutrition kn	
0	1	0	0	1	0	0	The Augme	
0	0	0	0	1	0	0	Illusion of	
0	0	0	1	1	0	1		
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0	0	0	1	1	0	0	Emotional Experimen	

0	0	0	0	1	0	0	Looked at 1
0	0	0	0	1	0	1	
0	1	0	0	0	0	1	efficacy of The propos
0	1	1	0	1	1	0	The main h
1	0	0	1	1	0	0	
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0	0	0	0	1	0	0	The resear
0	0	0	0	0	1	0	Prototype testing
0	0	0	1	1	0	0	Mother's weight histor
0	0	0	0	1	0	0	Fixation, time to comp
0	0	0	0	0	0	0	Validation of the cross
0	0	0	0	1	0	0	Cue expos
0	0	0	0	0	0	0	Functionality
0	0	0	0	0	0	0	Accuracy and perform
0	0	0	0	0	0	0	Contexts and cues
0	0	0	1	0	1	0	
0	0	0	0	0	0	1	We also present and t
0	0	0	0	1	0	1	environmei
1	0	0	0	1	0	0	
0	0	0	0	1	0	0	This game
0	0	0	1	1	0	1	
0	1	0	0	0	0	0	ServAR wil
0	0	0	0	0	0	0	Emotional response tc
0	0	0	0	1	0	0	Weight, eating disord
0	0	0	0	0	0	0	anxiety and deprese
0	0	1	0	1	0	0	
0	0	1	0	0	0	0	system usability
0	0	0	1	0	0	0	
0	1	0	1	1	1	1	social interaction and
1	0	0	1	1	0	0	
0	0	0	1	1	1	0	shopping experiences
0	0	0	0	1	0	0	
0	0	1	0	0	0	0	Balance, muscle stren
0	0	0	1	0	0	0	Usability
1	0	0	1	0	0	0	
1	0	0	0	0	0	0	
0	1	0	0	0	0	0	information
0	0	0	0	1	0	0	executive functions
0	0	0	0	1	0	0	context-ind
0	0	0	0	0	0	0	Software recognition c
0	0	0	1	0	0	0	
0	1	0	0	1	0	0	pdfPDF Sp
0	0	0	0	0	1	0	Consumer preference

result	mainresultstudyconclusions	notes	record_id
Food objec	4 VR may complement other behavioral, eye tracking and neurophysic		15
Mobile augn	4 N/A		27
Allowed stu	4 More research needs to be done and the ARFood system needs to b		36
Researche	2 Implies virtual reality may be effective to provide insight to in-store		44
- The ARTI	4 - This tool might be useful to help Malaysian tourists qu	concept pa	71
- Used the	1 The app appears to be a new way to engage Children in caring for a		75
- Research	4 - A weighted utensil can help to influence the perception of the amou		76
Results ind	4 This information was/@is being used to develop VR environments fo		83
iEat is an	4 Feedback from experts will be used to revise The system. Other gan		84
- Prelimina	1 - The Illusion Cup is an effective way to control the satisfaction du		86
#NAME?	1 - The initial test of this technology is promising. - Challenges (and		88
- The iVR t	1 with Further revisions, The iVR technology appears to be a promisin		89
Among nor	4 The study authors argue that VR offers a more desirable cue reactivi		96
Both Spani	4 No differences between Spanish and Italian samples were found. Bo		97
The focus (4 Focus group and System Usability Scale data indicate that the V-Ma		98
The amour	2 Parent behavior in the VR Buffet is highly related to real-world behav		99
The inpatie	1 Integration of a VR-based treatment, aimed at both unlocking the nei		100
'After 4 we	4 'In conclusion, strong interest expressed by participants during the		102
VR environ	4 VR seems to be effective for eliciting food craving.		105
'The VEGS	4 'In sum, a primary goal of this study was to conduct an initial pilot		106
'From the r	1 'The system provides better eating experience through a conversatio		108
'Correlatio	2 'This study demonstrates the important contribution of VR functional		110
Interventio	4 Results from this 3-week pilot study suggest that an interactive mob		116
Mothers wf	4 The influence of communicating a child's inherited risk of obesity on		117
The results	4 The results lend support to the externality theory but highlight the ne		119
	4	concept pa	126
There was	1 This suggests that components of eating disorder risk can influence		131
All partici	1 results suggest the potential use of VW technology as a feasibleand		135
Participants	4 The participants were able to eat with the VR goggles on, though, they repr		139
Amount of f	4 Size of dish affects food intake and the perception of satiety.		141
This paper	4 None - this paper describes rationale and design. There are results c		142
Users found	1 AR technology can provide consumers with an easy way to search for halal		147
Virtual Real	1 VR-cue exposure therapy is more effective than traditional methods		148
The virtual	1 Virtual worlds improve health self-efficacy among overweight adult women,		149
successfully	4 Deep learning systems and AR techniques show promising resconcept pa		150
participants	1 using RFID and AR technologies to help people in wheelchairs carry out ce		151
All the chi	1 Our study has explored how digital augmentation in the form of proje		152
encourage f	4 The virtual reality food court may be useful in experiment testing effects of		160
Researcher:	1 Using the augmented reality game could be a valuable therapeutic educatic		162
Women lost	1 Findings suggest that a disability- and gender-responsive weight managem		164
Playing and	1 Results suggest that the use of mixed reality games for fostering improvem		165
The design	4 Augmented-Sugar Intake app can provide meaningful anconcept pa		167
- Subjects	1 The AR system can change beverage consumption over the course		168
- Participa	2 - This non-immersive environment 'induced a sense of presence and		170
#NAME?	4 - Participants experienced more food cravings when exposed to high		174
Real food e	2 1) The collected data show that VR is more effective than PH in eliciti		175

#NAME?	4 overall, high calorie foods led to Higher food cravings for both men	177
Researche	4 A DeepCalorieCam and AR DeepCalorieCam was released concept pa	178
1) they rec	4 The researchers proposed a new approach for food calor concept pa	179
The partici	1 1) This study demonstrated promising initial results of an immersive	180
N/A	4 concept pa	181
The results	1	183
Four overa	1 DSM education in a VW is feasible and educational outcomes are sir	192
	4 'We have presented our concept of an interactive dining t concept pa	193
The results	4	194
The results	1 Augmented reality can be used to change the apparent size of a me:	198
Chopping v	1 1. We can make the experience of cooking more fun and enjoyable t	199
Overweigh	4 Considering mothers' weight trajectories offer important information	200
In Study 1,	2 The results of the study imply that people behave realistically in a V	201
The JP gro	4 CROCUFID currently contains 840 food images (675 food images ar	202
- There wa	1 - It appears that this technology decreases food cravings through cu	209
The applica	4 Allows for different interactions with grocery items.	210
- The avera	4 - The average accuracy with which the technology reported calories	211
#NAME?	4 Did not study VR itself, just helped in development of VR program	213
#NAME?	1 The beta testing of The game lead to positive results and ideas for re	214
Our pilot st	1 Elimination of a fiducial marker and application of virtual reality,	217
ED patients	4 In summary, the results of this study extend the available evidence s	223
Mothers in	4 Providing gain-framed messages to parents, particularly mothers, in	224
draws insp	4 Ultimately, with this work, we hope to engage people in t concept pa	225
The results	2 In conclusion, our preliminary findings suggest initial evidences of t	226
Use of Ser	1 Use of the AR tool improved serving accuracy and consistency amo	241
AR will elic	2 Although preliminary, the results showed that (a) AR food stimuli wer	244
At the end	1 The VR exposure module was associated with a benefici;Gina didn't	251
Results of	1 We concluded that virtual reality is a useful vehicle for eliciting simi	254
Results fro	1 The Virtual Supermarket is an innovative research tool with a great p	255
These com	1 All participants answered that the omelets cooked with the system	256
	4 With this augmented reality technique and the recipe, the concept pa	258
VE interact	2 VE-mediated interactions resemble those in face-to-face environmer	259
' This vali	2 'This study shows that the Virtual Supermarket is a valid and useful	260
'The use of	1 This demonstrates that the use of a virtual store facilitates the study	261
'We found	1 'This research demonstrates that personalized information, provided	262
After train	1 The VRE program was to maximize the effects of exercise by trigger	263
An innovat	1 We have presented a innovative mobile application with a recommer	273
Recommen	4 We have introduced PHARA, an AR system to support decisionmaki	274
only highli	1 The results show that appropriate chroma and partial-color modifica	275
In 44% of t	1 Despite user interaction problems in this group of patients the provid	276
	4	277
Participant	4 The learning of associations between specific contexts and intake mi	279
We demon	4 We have presented an innovative mobile assistant solutic concept pa	281
The specia	1 The problems presented during the evaluation highlight issues promi	282
Micro-level	4 Modeling food selection processes can elucidate the points at which	283
We determ	4 We developed a prototype system to maintain these fact concept pa	285

sence (sense of presence (the individual suspends belief and believes they are actually present in the VR scene); female participants: M = 46.0, SE = 3.4), indicating that participants were sufficiently immersed in the VR scene

0 (but did compare AR kcal estimation to actual)

0 (but did measure app functionality and ease of use)

1

0

? - evaluated the interactions with the plant avatar, some kids were afraid to "eat their friend"

? - measured perception of the weight but not presence

0

0 - (but did evaluate interaction with the table)

0 - (but some noted that the liquid surface did not seem natural & that it may not have felt like a real cup)

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0 (used second life as the intervention)

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1

Type of headset/t	Tech hardware recoded	Multiple hardware used
Headset and motion	HMD+sensors	1
Mobile AR app EatA	App	
Mobile AR applicati	App	
computer; virtual reality	Computer	
ARThaiMalay Translato	App	
Final version = mobile	App+Sensor	1
Fork, a seasoning caller	Utensil	
N/A - Describes proces:	Unclear	
iEat system - white surf	Table+Sensor	1
Laptop computer, a vid	HMD+web camera+position tracker	1
OVRvision PRO with tw	HMD+sensors	1
Desktop system = full H	HMD+computer	1
Participants wore a	HMD+joystick	1
0; Not mentioned. S	Unclear	
The user pushes a	Gaming Device	
Head-mounted virtu	HMD	
NeuroVR open-sou	Computer	
Second Life platfo	Computer	
Computer software:	Computer	
Standard laptop, Lc	computer+joystick	1
Avatar-based, 3-D i	Computer	
Avatar-based on co	Computer+joystick	1
Avatar-based on tal	Tablet	
Head-mounted disp	HMD	
Computer software:	Computer	
mobile devices and AR	App	
computer virtual enviro	Computer	
One participant mentior	Laptop+headset	1
Oculus CV1 HMD equi	HMD	
virtual dish displayed	Table	
Second Life - Audio He:	Computer	
phone app	App	
not mentioned	Unclear	
type of headset not	computer	
phone app	App	
RFID, phone apps	App+RFID	1
Camera attached to pro	Camera+Projector	1
HTC VIVE goggles he	HMD	
phone app	App	
SecondLife software	Computer	
SMALLab platform us	SMALLab	
App with AR - EZ S	App	
head-mounted disp	HMD	
non-immersive virtu	Computer	
Three- dimensional	Computer+glasses	1
head mounted disp	HMD	

Software with polar	Computer+glasses	1
DeepCalorieCam and A	App	
Apple ARKit	App	
laptop and 3-D multimed	Computer	
AR Goggles - MET/	Goggles	
Software, computer	Computer	
Second Life VR pla	Computer	
AR dining environm	Camera+projector	1
Web camera, LED (Computer+web cam	1
Head-mounted disp	HMD+web cam+ laptop	1
Chop-Chop augmented	Utensil+computer	1
Just describes as a "virt	computer	
STUDY 1: Eye tracker f	HMD+eyetracker+handtracker	1
CROCUFID: a CROSS-C	App	
One non-immersive VR	HMD	
Smartphone (iPhone -iC	App	
Android application on	App	
N/A; We used the result	App	
Augmented Reality and	App	
Smartphone	App	
Non-immersive virtu	Computer+glasses	1
VR Buffet. No ment	Unclear	
Diners wear head-n	HMD	
Microsoft HD Life	Camera+Computer	1
Mobel AR App - Se	App	
HD LifeCam camer	Camera+Computer	1
Software only, VR k	Computer	
Software only, VR k	Computer	
Virtual Supermarket is	Computer	
Thermal cameras	Cameras	
main structure of the	Utensil	
VE-mediated synchron	Computer	
3-dimensional (3E	Computer	
3D Virtual Store	Computer	
AR; Edwards and Barro	App	
2, 3" (Sony Compu	Gaming device+camera+monitor	1
mobile application	App	
mobile AR application, c	App	
AR only used to proces	Projector-Camera	1
smartphone application	App	
VR software as an asse	Unclear	
	HMD	
mobile app	App	
mobile	App	
virtual shopping envieo	Unclear	
The system augments ε	Computer+Projector+webcam	1

