

Doi/url	Year	Title	Family
https://doi.org/10.1145/191666.191821	1994	Passive real-world interface props for neurosurgical visualization	physical replica
https://dl.acm.org/doi/10.1145/223904.223938	1995	Virtual Reality on a WIM: interactive world in miniature	WIM
https://dl.acm.org/doi/pdf/10.1145/218380.218495	1995	Navigation and Locomotion in Virtual Worlds via Flight into Hand-Held Miniatures	WIM
https://link.springer.com/content/pdf/10.1007/BF01682023.pdf	1997	A Touring Machine: Prototyping 3D Hobbit Augmented Reality Systems for Exploring the Urban Environment	labeling
http://www.pitecan.com/papers/UIST99/UIST99.pdf	1999	Real-world Interaction using the FieldMouse	Xray
https://dl.acm.org/doi/pdf/10.1145/502348.502363	2001	View management for virtual and augmented reality	labeling
https://dl.acm.org/doi/pdf/10.1145/571985.572017	2002	An Annotated Situation-Awareness Aid for Augmented Reality	WIM
https://ieeexplore.ieee.org/document/1240754	2003	Optical camouflage using retro-reflective projection technology	Xray
https://doi.org/10.1163/156855303764018468	2003	Telexistence cockpit for humanoid robot control	telepresence
10.1109/ISMAR.2003.1240688	2003	Resolving multiple occluded layers in augmented reality	Xray
http://portal.acm.org/citation.cfm?doid=989863.989910	2004	3D location-pointing as a navigation aid in Virtual Environments	out-of-view pointing
10.1109/ISMAR.2004.36	2004	Interactive Tools for Virtual X-Ray Vision in Mobile Augmented Reality	Xray
https://dl.acm.org/doi/10.1145/1056808.1056883	2005	Attention-based design of augmented reality interfaces	Xray
10.1007/978-3-540-75757-3_53	2007	Virtually Extended Surgical Drilling Device: Virtual Mirror for Navigated Spine Surgery	virtual mirror
https://www.tandfonline.com/doi/full/10.9746/jcmsi.1.335	2008	TELESARPHONE: Mutual Telexistence Master-Slave Communication System Based on Retroreflective Projection Technology	telepresence
10.1109/TVCG.2008.59	2008	A Taxonomy of 3D Occlusion Management for Visualization	general
https://dl.acm.org/doi/10.1109/VR.2009.4811001	2009	Explosion Diagrams in Augmented Reality	
https://www.cs.cmu.edu/~pbarnum/seethrough/papers/barnur	2009	Dynamic Seethroughs: Synthesizing Hidden Views of Moving Objects	Xray
https://www.sciencedirect.com/science/article/pii/S009784930	2009	Annotation in outdoor augmented reality	labeling
10.1109/TMI.2009.2018622	2009	The Virtual Mirror: A New Interaction Paradigm for Augmented Reality Environments	virtual mirror
10.1007/978-3-642-02115-2_13	2009	Complexity and Occlusion Management for the World-in-Miniature Metaphor	WIM
10.1109/VR.2009.4811002	2009	Improving Spatial Perception for Augmented Reality X-Ray Vision	Xray
https://ieeexplore.ieee.org/abstract/document/5444792?casa	2010	Mixed reality in virtual world teleconferencing	Telepresence
https://ieeexplore.ieee.org/abstract/document/5643547?casa	2010	An Augmented Reality X-Ray system based on visual saliency	Xray
10.1007/s10055-010-0183-5	2010	An augmented reality interface to contextual information	labeling
10.1145/1851600.1851655	2010	Visualization of off-screen objects in mobile augmented reality	out-of-view pointing
10.1109/VR.2010.5444792	2010	Mixed reality in virtual world teleconferencing	virtual twin
https://doi.org/10.1162/pres_a_00018	2010	Hand-Based Disocclusion for the World-in-Miniature Metaphor	WIM
10.1109/VR.2010.5444815	2010	Egocentric space-distorting visualizations for rapid environment exploration in mobile mixed reality	Xray
https://daisukeiwai.org/share/paper/lwai_VR11.pdf	2011	Document Search Support by Making Physical Documents Transparent in Projection-Based Mixed Reality	Xray
https://sci-hub.hkvisa.net/https://link.springer.com/chapter/10.1007/978-3-642-02115-2_13	2011	Visualization Techniques for Augmented Reality	Xray
https://www.sciencedirect.com/science/article/pii/S009784930	2011	Aroundplot: Focus+context interface for off-screen objects in 3D environments	out-of-view pointing
10.1145/1959826.1959834	2011	Peripheral vision annotation: noninterference information presentation method for mobile augmented reality	out-of-view pointing
10.1109/IROS.2011.6094543	2011	Mutual telexistence surrogate system: TELESAR4 - telexistence in real environments using autostereoscopic immersive display -	telepresence
https://doi.org/10.1145/1944745.1944777	2011	Slice WIM: a multi-surface, multi-touch interface for overview+detail exploration of volume datasets in virtual reality	WIM
https://onlinelibrary.wiley.com/doi/abs/10.1007/s00534-011-0385-6	2011	Augmented reality and image overlay navigation with OsiriX in laparoscopic and robotic surgery: not only a matter of fashion	Xray
10.1109/ISMAR.2012.6402555	2012	Image-driven view management for augmented reality browsers	labeling
https://www.igi-global.com/chapter/content/64047	2012	World-in-Miniature Interaction for Complex Virtual Environments	WIM
https://dl.acm.org/doi/abs/10.1145/2503713.2503732?casa	2013	Supporting interoperability and presence awareness in collaborative mixed reality environments	Telepresence
http://dl.acm.org/citation.cfm?doid=2535597.2535608	2013	SideARs: improving awareness of off-screen elements in mobile augmented reality	out-of-view pointing
https://www.hindawi.com/journals/ahci/2013/902316/	2013	A Review of Mobile Robotic Telepresence	telepresence

10.1109/VR.2013.6549352	2013	General-purpose telepresence with head-worn optical see-through displays and projector-based lighting	telepresence
https://doi.org/10.1007/978-1-4614-4205-9_4	2013	Pursuit of "X-Ray Vision" for Augmented Reality	Xray
https://dl.acm.org/doi/pdf/10.1145/2639189.2639226	2014	Windows to other places: exploring solutions for seeing through walls using handheld projection	Xray
https://www.sciencedirect.com/science/article/abs/pii/S0166366	2014	Mutual awareness in collaborative design: An Augmented Reality integrated telepresence system	telepresence
10.1109/VR.2014.6802047	2014	The Mind-Mirror: See your brain in action in your head using EEG and augmented reality	virtual mirror
10.1145/2607023.2611449	2014	Location based experience design for mobile augmented reality	out-of-view pointing
10.1145/2642918.2647368	2014	Teegi: tangible EEG interface	physical replica
https://tangible.media.mit.edu/project/tangible-cityscape/	2014	Tangible CityScape	physical replica
10.1109/MC.2014.185	2014	Immersive 3D Telepresence	telepresence
https://arxiv.org/pdf/2112.03354.pdf	2015	Labeling Out-of-View Objects in Immersive Analytics to Support Situated Visual Searching	labeling
10.1145/2702613.2732779	2015	SuperVision: Spatial Control of Connected Objects in a Smart Home	Xray
https://www.sciencedirect.com/science/article/pii/S240589631	2016	ARTab - using Virtual and Augmented Reality Methods for an improved Situation Awareness for Telemaintenance	Telepresence/virtual twin
https://content.iospress.com/articles/journal-of-ambient-intellig	2016	Augmented reality in cultural heritage: Field of view awareness in an archaeological site mobile guide	labeling
10.1109/VR.2016.7504692	2016	Evaluating wide-field-of-view augmented reality with mixed reality simulation	labeling
10.1109/IVCNZ.2016.7804440	2016	VISGIS: Dynamic situated visualization for geographic information systems	labeling
10.1145/2927929.2927939	2016	Ambiculus: LED-based low-resolution peripheral display extension for immersive head-mounted displays	out-of-view pointing
https://dl.acm.org/doi/10.1145/2927929.2927938	2016	Smart glasses with a peripheral vision display	out-of-view pointing
10.1109/INDIN.2016.7819217	2016	Visualising the digital twin using web services and augmented reality	virtual twin
https://reader.elsevier.com/reader/sd/pii/S0166361515300634?token=	2016	Hybrid reality-based user experience and evaluation of a context-aware smart home	WIM
https://dl.acm.org/doi/abs/10.1145/3084363.3085083	2017	Headset removal for virtual and mixed reality	Xray
https://dl.acm.org/doi/10.1145/3131277.3132175	2017	EyeSee360: designing a visualization technique for out-of-view objects in head-mounted augmented reality	out-of-view pointing
10.1145/3098279.3125439	2017	PeriMR: a prototyping tool for head-mounted peripheral light displays in mixed reality	out-of-view pointing
https://dl.acm.org/doi/10.1145/3098279.3122124	2017	Visualizing out-of-view objects in head-mounted augmented reality	out-of-view pointing
https://dl.acm.org/doi/10.1145/3131542.3140274	2017	The virtual twin: controlling smart factories using a spatially-correct augmented reality representation	virtual twin
https://dl.acm.org/doi/10.1145/3025453.3025566	2017	VRRRRoom: Virtual Reality for Radiologists in the Reading Room	virtual twin
10.1109/ISMAR-Adjunct.2017.37	2017	[POSTER] AR as a User Interface for The Internet of Things—Comparing Three Interaction Models	WIM
https://doi.org/10.1186/s41074-017-0028-1	2017	A survey of diminished reality: Techniques for visually concealing, eliminating, and seeing through real objects	Xray
https://www.researchgate.net/profile/Meng-Li-45/publication/3	2018	Exploration of different Augmented Reality Visualizations for Enhancing Situation Awareness for Remote Factory Planning Assistance	virtual twin
10.1145/3267242.3267288	2018	1D eyewear: peripheral, hidden LEDs and near-eye holographic displays for unobtrusive augmentation	out-of-view pointing
10.1145/3229434.3229438	2018	Beyond Halo and Wedge: visualizing out-of-view objects on head-mounted virtual and augmented reality devices	out-of-view pointing
10.1145/3205873.3205881	2018	FlyingARrow: Pointing Towards Out-of-View Objects on Augmented Reality Devices	out-of-view pointing
https://ieeexplore.ieee.org/document/8699262/	2018	Guiding Snombies: Augmenting Peripheral Vision with Low-Cost Glasses to Shift the Attention of Smartphone Users	out-of-view pointing
https://dl.acm.org/doi/10.1145/3236112.3236115	2018	MonocularAR: a radial light display to point towards out-of-view objects on augmented reality devices	out-of-view pointing
https://dl.acm.org/doi/10.1145/3229434.3229437	2018	RadialLight: exploring radial peripheral LEDs for directional cues in head-mounted displays	out-of-view pointing
10.1109/TVCG.2018.2868559	2018	Restoring the Awareness in the Occluded Visual Field for Optical See-Through Head-Mounted Displays	out-of-view pointing
10.1109/TVCG.2018.2868584	2018	Towards Efficient Visual Guidance in Limited Field-of-View Head-Mounted Displays	out-of-view pointing
10.1109/TVCG.2018.2794058	2018	Drone-Augmented Human Vision: Exocentric Control for Drones Exploring Hidden Areas	Xray
https://doi.org/10.1007/s00371-016-1346-5	2018	Evaluation of X-ray visualization techniques for vertical depth judgments in underground exploration	Xray
https://dl.acm.org/doi/abs/10.1145/3290605.3300676?casa_to	2019	Augmented Reality Views for Occluded Interaction	Xray
https://www.frontiersin.org/articles/10.3389/frobt.2019.00005	2019	The Effects of Sharing Awareness Cues in Collaborative Mixed Reality	telepresence/virtual twin
https://dl.acm.org/doi/10.1145/3365610.3365620	2019	Locating nearby physical objects in augmented reality	out-of-view pointing
https://dl.acm.org/doi/10.1145/3332165.3347872	2019	Loki: Facilitating Remote Instruction of Physical Tasks Using Bi-Directional Mixed-Reality Telepresence	telepresence

https://www.sciencedirect.com/science/article/pii/B9780128176306000	2019	Chapter 11 - Digital Twin and Virtual Reality and Augmented Reality/Mixed Reality	virtual twin
https://www.sciencedirect.com/science/article/pii/S2096579619300841	2019	Digital assembly technology based on augmented reality and digital twins: a review	virtual twin
10.1109/ACCESS.2019.2897018	2019	Prototyping a Digital Twin for Real Time Remote Control Over Mobile Networks: Application of Remote Surgery	virtual twin
10.1109/ISMAR-Adjunct.2019.00-28	2019	Birds vs. Fish: Visualizing Out-of-View Objects in Augmented Reality using 3D Minimaps	WIM
10.1109/VR.2019.8797812	2019	GeoGate: Correlating Geo-Temporal Datasets Using an Augmented Reality Space-Time Cube and Tangible Interactions	WIM
10.1109/VR.2019.8797871	2019	Worlds-in-Wedges: Combining Worlds-in-Miniature and Portals to Support Comparative Immersive Visualization of Forestry Data	WIM
https://dl.acm.org/doi/10.1145/3359997.3365682	2019	Don't Panic: Recursive Interactions in a Miniature Metaworld	WIM
10.1109/SITIS.2019.00069	2019	Situated Visualization in Augmented Reality: Exploring Information Seeking Strategies	Xray
https://link.springer.com/article/10.1007/s41064-020-00092-2	2020	The Digital Twin of the City of Zurich for Urban Planning	virtual twin
https://ieeexplore.ieee.org/abstract/document/9373097?casa	2020	Augmented Reality with Maps for Off-Screen POI Awareness	labeling
10.1109/TVCG.2019.2905580	2020	Design and Evaluation of Visualization Techniques of Off-Screen and Occluded Targets in Virtual Reality Environments	off view pointing
10.1109/TVCG.2020.3030334	2020	Uplift: A Tangible and Immersive Tabletop System for Casual Collaborative Visual Analytics	physical replica
https://www.researchgate.net/profile/Hendrik-Van-Der-Valk/publication/	2020	A Taxonomy of Digital Twins	virtual twin
10.1109/JPROC.2020.2998530	2020	Digital Twin in the IoT Context: A Survey on Technical Features, Scenarios, and Architectural Models	virtual twin
https://doi.org/10.1145/3402942.3402994	2020	An Integrated Design of World-in-Miniature Navigation in Virtual Reality	WIM
http://arxiv.org/abs/2102.12719	2021	Defining Preferred and Natural Robot Motions in Immersive Telepresence from a First-Person Perspective	telepresence
10.1109/LRA.2021.3096475	2021	Miniature Tangible Cube: Concept and Design of Target-Object-Oriented User Interface for Dual-Arm Telemanipulation	telepresence
http://arxiv.org/abs/2103.10804	2021	Enhancing Human-in-the-Loop Adaptive Systems through Digital Twins and VR Interfaces	virtual twin
https://dl.acm.org/doi/10.1145/3411764.3445098	2021	A Design Space Exploration of Worlds in Miniature	WIM
https://www.ndt.net/article/aero2018/papers/We.5.B.5.pdf	2021	Data Visualisation using Augmented Reality with a Focus set on Head Mounted Displays and Collaborative Tasks	WIM
https://academic.oup.com/jcde/article/9/2/837/6575496	2022	Future landscape visualization using a city digital twin: integration of augmented reality and drones with implementation of 3D model	virtual twin
https://ieeexplore.ieee.org/abstract/document/9995479?casa_token=p	2022	Augmented Scale Models: Presenting Multivariate Data Around Physical Scale Models in Augmented Reality	Physical replica
https://pure.itu.dk/en/publications/simultaneous-worlds-supporting-fluid	2022	Simultaneous Worlds: Supporting Fluid Exploration of Multiple Data Sets via Physical Models	Physical replica
https://dl.acm.org/doi/10.1145/3491102.3517715	2022	Tangible Globes for Data Visualisation in Augmented Reality	Physical replica