Techniques	Non-visibility support	Interactivity	Interaction Realism	Actionability	Representation Fidelity	Representation Refresh Rate	Surroundings Inclusion	Representation Medium	Representation Integration	Location Information	Visualization Richness	Visualization Refresh Rate	Visualization Medium	Visualization Integration
Interactive Tools for Virtual X-Ray Vision in Mobile Augmented Reality (1.X-ray, 2, WIM)	1.Occluded 2.Out of view, occluded, illegible	Medium	Medium	Low	v Mediun	lov	High	Digita	Mediun	1.High 2. Low	Medium	Lov	/ Digital	High
The Mind-Mirror: See your brain in action in your head using EEG and augmented reality IEEE Conference								Digital	Mediun		Medium	High	Digital Digital	High
Teegi Proceedings of the 27th annual ACM symposium on User interface software and technology	Out-Of-view	/ Medium	Medium	Lov	v Lov	Lov	Low	Physica	High	n Medium	Medium	High	n Digital	High
The virtual twin: controlling smart factories using a spatially-correct augmented reality representation (1, AR 2, AR	Out of view, occluded, illegible	Medium	Medium	High	n Medium	Lov	Low	1.Digital/2.Mixed	1.Low/2.High	Low	High	High	n Digital	1.Low/2.Medium
GeoGate: Correlating Geo-Temporal Datasets Using an Augmented Reality Space-Time Cube and Tangible Intern	a Illegible	e High	Low	/ Lov	v Medium	Lov	/ Medium	Digita	High	n High	High	Lov	/ Digital	Low
Combining Worlds-in-Miniature and Portals to Support Comparative Immersive Visualization of Forestry Data IE	Out of view, occluded, illegible	Medium	Medium	Lov	v Medium	Lov	Low (VR)	Digita	Lov	Low	Medium	Lov	/ Digital	Low
Uplift: A Tangible and Immersive Tabletop System for Casual Collaborative Visual Analytics IEEE Journals & Mag	Out of view, occluded, illegible	e High	Medium	Lov	v Mediun	Lov	/ High	Physica	High	Low	High	Lov	u Digital	Low to High
Data Visualisation using Augmented Reality with a Focus set on Head Mounted Displays and Collaborative Tasks	Out of view, occluded, illegible	Low	Low	/ Lov	v Mediun	Lov	/ Medium	Digita	Mediun	Low	Medium	Lov	/ Digital	Medium
Augmented Scale Models: Presenting Multivariate Data Around Physical Scale Models in Augmented Reality	Out of view, occluded, illegible	e High	Low	/ Lov	v Mediun	Lov	Low	Physica	High	n Low	High	Lov	/ Digital	Low
Simultaneous Worlds: Supporting Fluid Exploration of Multiple Data Sets via Physical Models	Out of view, occluded, illegible	e High	Medium	Lov	v Mediun	Lov	/ High	Physica	High	n Low	Medium	Lov	/ Digital	High
Tangible Globes for Data Visualisation in Augmented Reality	Illegible	High	Medium	Lov	v Mediun	Lov	Low	Mixed	High	Low	Medium	Lov	u Digital	High