Augmented Reality (AR)  
Mixed Reality (MR)  
Cross-Reality (XR)  
Mediated Reality (XYR)  
Multimediated (All) Reality (*R)  
Sensorimotor Realities (SRs)

Virtual Reality (VR)  
1938

Ambient intelligence  
Definition of a wearable computer  
Ability-based design  
Design of presence in blended reality

SRs emerge from the conjoint operation of on-body devices and environments  
SRs focus on sensorimotor abilities  
Abilities vary in time, place, and context, which makes them confined to "here & now"

P3  
P2  
P1