Paper Info										MDA framework (plunicke et al 2004)				
Index	Title	Link to the paper	Author	Year	Database	Notes	Sensation (Carne as sense-pleasure)	Fantasy (Game as make- believe)	Narrative (Game as drame)	Challenge (Game as obstacle course)	Fellowship (Game as social framework)	Discovery (Game as uncharted territory)	Expression (Game as self-discovery)	Submission (Game as pastine)
1	Asymmetric starface: User interface of asymmetric shall asymmetric shall asymmetric shall experience as present on each applications of a symmetric shall be experienced as a	hitton/norm. maks. concentra- 2004/12/153	Jeong, K. and Kim, J. and Kim, M. and Lee, J. and Kim, C.	2020	Scopus		The control to the country for the experience exercisors. In the policy can postability by which to the MAC and the country flow and from land 50 and 10 and			First, with respect to the immersion, challengs, and positive which factors, the proposed approximate studies was determined to precise of participation as well as immersion.	The asymmetric criterious classified in this Graft contribition and their winds for process and their solution for process, or granted interaction as dependent which the process congress, or granted interactions as dependent contributions. The progression from the application is desiraged in a discharge for a strategies of the contribution of			
2	Enhancing Communication and Awareness in Asymmetric Games	https://ink. springer. com/chapter/10, 1007/978-3- 030,34644- 7,20	Bortolaso, C. and Bourdiot, J. and Graham, T. C.N.	2019	Scopus		-				White lateins, some lateir players appreciately booked at the VF player earning the VF player specified read the VF player specified by the VF player and VF players a			
3	Audio source localization as an input to virtual reality systems	https://secure. dels. org/forum/pubs/comentions/2 elib=19415	Kenze, A.A. and Freeman, J.	2018	Scopus		White there was a considerable baseling town by orderizable the audio based controls of the game and the need for incoverent, most of the faceback stage positive, with proping parting excelled baseline to the portrait of this facebook proping parting excelled baseline to the portrait of this facebook game and audio-based baselineship sparse and orderibase.				decosting min-game.			
4	RoleVR: Mutf-experience in immersive virtual reality between co-located HMD and non-HMD users	springer, com/article/10, 1007/s11042- 019-08220-w	Lee, J. and Kim, M. and Kim, J.	2020	Scopus		Stat. diff. Enjoyment when nonHMD as audience OR assistent, but ns. Diff for roleVR	-	-	-	Checking social interaction scale.	-	-	-
5	MagicTorch: A context-aware projection system for asymmetrical VR games	https://dl.acm. org/doi/pdf/10. 1145/3130859. 3131341	Li, J. and Deng, H. and Michalatos, P.	2017	Scopus	almost duplicate of #1	-	-	-	-	-	-	-	-
6	Self-overlapping maze and map design for asymmetric consisteration in room-scale virtual reality for public spaces	https://ink. springer. com/chanher10, 1007/978-3, 310-76008- 0-19	Serubugo, S. and Skantarova, D. and Evers, N. and Kraus, M.	2018	Scopus						The participents said: "I fell part of the superiorisc because shi was marking to half ull season," we worked not forward." The directions from the non-HMD participants serve stars ratio at monthly replicit (#0.25 ft = 0.25 ft). Non-HMD participants on solder that the respect to the continuous Non-HMD participants on solder that the respect to the continuous Non-HMD participants (#0.25 ft = 0.35 ft). Lattly, as total of 30 speciations were observed in 19 (87%) and of 21 datally, as total of 30 speciations were observed in 19 (87%) and of 21 datally and the second of the continuous second observed in 19 (87%) and of 21 datally and the second of the continuous second observed in 19 (87%) and of 21 datally as the second observed in the continuous deposits ordinate VR.			
7	Facilitating asymmetric collaborative navigation in room- scale visual reality for public spaces	https://link. springer, com/chapter/10 1007/978-3-	Serubugo, S. and Skantarova, D. and Evers, N. and Kraus, M.	2018	Scopus		"Observations showed that participants had an engaging experience with both roles in all conditions and nine people said that it was "cool", one said that "it was not bad to walk around" and that he "never tried to control virtual reality before—it was fun."				Social aspects not really discussed, but can be inferred from some stat.			
8	Resolving spetial variation and allowing spectator participation in multiplayer VR	319-76908-0.7 https://dl.acm. prg/sto/pd910. 1145/2984751. 2984779	and Krisus, M. Sea, M. and Jain, D. and Caetano, A.P. and Calvo, A. and Hiton, E. and Schmandt, C.	2016	Scopus		*Reactions were an- tremely positive and some people furned dodging provideds into a dance or a weekload.*	-	-	-	-		-	
9	ShareVR: Enabling co-located expariances for virtual reality between HMD and Non-HMD users	https://dl.acm. pro/doi/pdf/10, 1145/3005453 3005883	Gugerheimer, J. and Stemasov, E. and Frommel, J. and Rukzio, E.	2017	Scopus		THE CONTRACT AND ADDRESS OF THE CONTRACT A				Regarding social inferencies, Sousiage Stems led to supplication by their scenarios for the behavioral inference component of the GD coding presence modules companies to Behavioral Price (1967, 1967, 1970			
10	Assave: A collaborative mised very fine of the collected players for collected players	hittes//dl.acm. coshtoine/110, 1145/2511150, 23427152	Zhou, Z. and Segun, E.M. and David, J. and John, M. and Islander, K.	2019	Scopus		Expending value that all pages soluted to the notice speciality, used to know, and concent dorses sourced in pages encious-special resident for the Todas of the solute grainers. The opposite solution of the six threads a make flatter solution and the solution of the solution of the six threads and make flatter solution and the solution of the solution of the six thread of the solution of the six threads which the solution of the solution of the six threads and the solution of the six thread production of the six threads on an exact plant, to set of 10 pages enteriors of using all yr. They six finally the service allowed and the six threads of the six threads of six threads of six threads of six threads six threads the six threads of the six threads of the six threads of six threads of six threads six threads the six threads of the six threads of the six threads of six threads of six threads six threads threads threads threads threads threads threads threads threads six threads threads threads threads threads threads threads threads threads six threads threads threads threads threads threads threads threads threads six threads threads threads threads threads threads threads threads six threads threads threads threads threads threads threads threads six threads threads threads threads threads threads threads threads threads six threads threads threads threads threads threads threads threads threads of threads threads threads threads threads threads threads of threads threads threads threads threads threads threads of threads threads threads threads threads threads of threads threads threads threads threads of threads thread				Any quality, which the players varied to the class previously, and to the controlled communication of the given sectors, and its a strong factor of an ordered communication of the given sectors, and its a strong factor of the communication			
11	CatEscape: An asymmetrical multiplatform game connecting virtual, augmented and physical world	https://dl.acm. org/doi/pdl/10, 1145/3130850, 3130860	Li, J. and Dang, H. and Michalatos, P.	2017	Scopus	refer to #5 (almost duplicate thereof)								
12	QaiVR: A novel collaboration interface using GVS	https://dl.acm. pra/doi/pd910 1145/3139131, 3141219	Sra, M. and Xu, X. and Mass, P.	2017	Scopus		-				Our plot shress that our interface worked successfully are platelipaths were alle to cooperate using GVS and arrive at the target each time. In the study, In the study, In the study, In the study, In the study of the st			
13	A Demonstration of ShareVR: Co-Localed Experiences for Virtual Reality between HMD and Non-HMD Users	inter-stem classificación (se filesación) (se	Gugerheimer, J. and Stemasov, E. and Frommel, J. and Hukzio, E.	2018	Scopus	refer to #9 (demo paper thereof)								
14	Necmento sad-vr treatment for social arxiety	//seexplore, isse, org/stamp/stam p.jsp2	Streck, A. and Stepnicka, P. and Klaubert, J. and Wolbers, T.	2019	Scopus		-		-	-	-		-	
15	BirdquesTVR: A cross-platform ssymmetric communication game	236 https://dl.acm. org/doi/pdf/10. 1145/3341215.	Smilovitch, M. and Lachman, R.	2019	Scopus		*Having the VR player physically look like a space- chicken in real-life, while embodying one in VR, adds to the visual spectacle of the entire experience, both enticing and amusing others who may be in the same physical space.							
16	The influence of social artificia in votad safety games on player experience and immersion.	Street feel and the street	Lason, S. and Emmerch, K. F. Fandaman, T. C. and Vancardon, M. M. Fandaman, T. C. and Vancardon, M. C. and V. A. and	2017	беория		Visualizaria of valence (APCAN) inhowed applicant differences be herein the experimental groups concerning the paties and extension of the GEA (E. F. 17) ± 5.8 ft. 2, 200, op. 2 ± 5.8 ft. their configuration of the paties and extension of the paties of the paties and extension of t	The Bulletin part for the control of		Termination with perceived computations, Flumous's cont. All pr. 401, and disableges flumous's 1751 - 46 p. 5	Proclaming or AdDOL a significant miss after of the season from old or condition on periodent indexes in the Vigoria was flood \$1.4.1 p. 1.2.5. This condition is precisived from the condition of the Vigoria was found \$1.4.1 p. 1.2.5. The condition of the Vigoria was found \$1.4.1 p. 1.2.5. The vigoria was found \$1.4.1 p. 1.2.5. the vigoria was found to the Vigoria was found to the vigoria was found to vigoria was found to condition with the Vigoria was found to the Vigoria was found to condition with the Vigoria was found to the Vigoria was found to condition with the Vigoria was found to the Vigoria was found to condition with the Vigoria was found to the Vigoria was found			
17	Telesight: Enabling asymmetric collaboration in VR between HMD user and Non-HMD users	pro/doi/pdf/10, 1145/3305367, 3335040	D. and Sugawa, M. and Peiris, R. and Minemizewa, K.	2019	Scopus									

Depart Into							MOA framework (Provides et al 2004)							
Index	Title	Link to the paper	Author	Year	Database	Notes	Sensation (Girma as sense-pheasure)	Fantasy (Game as make- believe)	Narrative (Game as drame)	Challenge (Game as obstacle course)	Fellowship (Game as social framework)	Discovery (Game as uncharted territory)	Expression (Game as self-discovery)	Submission (Game as pastime)
18	Facultopilay: Towards asymmetric multi-saw interaction for normalic wheal multip	httos://ell.acm. om/doi/nd170, 2 1365/317574. 2172628	Gugerheimer, J. and Shernasov, E. and Sawen, H. and Rukszio, E.	2018	Scopus		**Theorem of the 1 for of inflanction would only concer within a contain sound feetilisting, the Non-Madil but considering indicated this oil, resembled in a large heard of employment for forth users plus (DCS, DMA). **The physical inference of the sound will be large heard of employment for forth users plus (DCS, DMA). **The physical inference of the content of emboration of the power level. When the content of employment is present to employ the present of the processor of				This boar has the concept of fiscillarity excellent in high relationships on the deliment MOM and MOM common and the concept of the MOM common and MOM common and Section of the Section of t			
19	Walkable Self-Overlapping Virtual Reality Maze and Map Visualization Demo: Public Virtual Reality Setup for Asymmetric Collaboration	https://dl.acm. org/doi/pd910, 1145/3139131, 3141274	Serubugo, Sule and Skantarova, Denisa and Evers, Nicolaj and Kraus, Martin	2017	ACM		* the senip was capable of facilitating asymmetric collaboration with non-HMD bystanders. With guidance, the mass was more engaging and could be com-pleted in shorter time. Without guidance, some participants were not able to reach the end of the mass. *				* the safup was capable of facilitating asymmetric collaboration with non- HMD bystanders. With guidance, the mass was more engaging and could be completed in shorter time. Without guidance, some participants were not able to reach the end of the maze. *			
Addres via Browlesi Approach														
20	Mass Commander: A Collaborative Appropriesce Collaborative Appropriesce das Shiso Cubes	https://dl.acm. cap/doi/off10. 1145/2658537. 2668990	Pejman Sajjadi, Edgar Omar Cabolisdo Guztiamez, Sandria Trullemansi, and Orga De Troyer	2014	ACM		The goal or one problem from the control of the control control of			Note that the lowest possible value is point laber ones. We can observe a possible value is point laber ones. We can observe a possible value confidence for low set of observed with comprehence and excluded in the lowest observed with the comprehence and excluded in the comprehence and excluded in the comprehence and observed in the comprehence and observed as possible for the fore the lowest level and by the discussion of the comprehence and observed as possible for the fore the read that of the discussion of the comprehence and observed comprehences are observed comprehences.	On the other hand, the positive score for the empathy lactor illustrates that pilippers buned it, among others, epippalate to play with such other.			
21	FaceDisplay: Enabling Multi-User	https://dl.acm. org/doi/pdf/10, 1145/3027063, 305/2962	Gugerheimer, J., Sternasov, E., Sareen, H., & Rukzio, E	2017	ACM									
22	Designing Shared Virtual Reality C	tettos://hallinnia. fo/hall: 01640287/decu marti	Stefan Liszio, Maic Masuch	2016	Scopus		Phylant sessions were character: band by shid game-related communication and deeply focused, engaged job, 5% assessment for its payme appearanced high lease of immension and coded presence and an owned peaker shims of STAC.				Theoretical paper: "Analyzing distribution dries to certain players allows the game designer to equip each relindual player with special abilities, tasks and educations, relinduation about the read great state, and expectations, sold. This is prevengate to establish the hard paper dones to theward all the games specially. Bit is appreciated the seal and the paper about the seal of the games specially bit is appreciated distribution to long sense players all the sealments of the complex lines and included on those players allowed to collaborate or to companie. The seast are complex and objective games established the analysis of any objective and the season of any objective and and the season of any objective and any objective any objective and any objective and any objective and any objective and any objective and any objective any objective and any objective and any objective and any objective and any objective any objective and any objective and any objective any objective and any objective and any objective any objective any objective and any objective any objective and any objective any objective and any objective and any objective any objective any objective and any objective any objective any objective and any objective any objective any objective and any objective any objective and any objective any objective any objective any objective and any objective any objective any objective and any objective any objective any objective and any objective any objective and any objective any objective any objective and any objective any objective any objective and any objective any objective any objective any objective any			
23	SpisiPlaum: Perspectives for Colla	https://dl.acm. org/stoi/edf/10, 1145/2793102, 281,00062 casa lokar-MV 30husFy- LIAAAA3; JSRusRJVC347 Emini SvNLyQ GazPF/TVSIH 400ky1SingOHfu ZagDL LIOurDaneOFfic INNESSEE	Michael Schmitz Mert Akbel Scenive Zehle	2015	ACM		Especially families with children enjoyed the general data bit includes and finding received wheat general data bit includes and finding received wheat general data of the control of the control of the property of the property of the control of the control of the latent accessibility to be the property of the property of property of							
24	Hapric Turk: A MotoriPlantom Based on People	bittos//sil.acm, cestion/10, 1145/255288, 2557101	Lung-Plan Cheng, Platrick Lipse, Pedro Lopse, Christoph Sterz, and Platrick Basdisch.	2014	АСМ		As plants, an incident south that expension are name as it is (1967-29) and a print below ball south process, again, and the process of the			This must haly reason for the lower score or enjoyment read felgue. Sovered exact felgues are considered from the felgues are considered from the felgues score and the felgues are considered from the felgues are considered from the felgues for any entropy and the felgues for any entropy and the felgues for any entropy and felgues from the felgu	To have now adout procures, we alked participants also law would give may be a supported by the process of the			
25	Ub@sam++: Augmenting Interactive Projection with Head- Mounted Displays.	https://dl.acm. position/pdf10, 1145/2971485. 20067472 case toborn-list 8DC9611rgAA. Acquid B. soCntWSEEAM 85/Boton/MSdW, 0.9/with/sdW, 0.8/45/2w681.7 try/204DxStGu Ch.EBg	Pascal Kelerim Markus Furk, Thomas Kosch, Anton Fedosov, Tarnara Müller, Benjamin Schopf, MarcWeise, and Albrecht Schmidt.	2016	ACM		Continues feetback we collected indicates that participants approximate the apment date of argameting interactive projection with HDDs using UbbBases ».				Qualitative fleedback we collected indicates that pericipant approached his general base of agreements professional approached his general base of agreements to be a second or a professional professional approached distribution of the professional professional professional of third professional professional professional professional professional professional professional professional distribution of professional professional professional distribution of professional professional professional distribution of professional distribution of distribution of d			