Description of the IREX virtual reality games as performed by Mr. YZ. (Adapted from [7]).

<table>
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<tr>
<th>IREX Applications</th>
<th>Task Description</th>
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| Soccer            | The participant is a goaltender and must stop the soccer balls from entering the net with any part of his/her body.  
  *Settings*: The number of soccer balls was kept at 2 and the ‘travel time’, or time from appearing on the screen to when it would enter the net was kept at 2 seconds with a full & even distribution to encourage movements.  
  *Scores*: Saves & goals. |
| Snowboarding      | The participant is snowboarding down a hill and must go over as many jumps as possible while avoiding other objects (rocks, trees, snowmen).  
  *Settings*: The travel time was kept at 4 seconds.  
  *Scores*: Jumps & slams (objects hit). |
| Birds & Balls     | The participant is in a field-setting with a variety of colourful balls floating by. They must reach and touch the virtual object gently with the red glove to produce a bird. If the movement is too quick or sporadic, the ball pops and no points are awarded.  
  *Settings*: Red gloves limit use to the hands.  
  *Scores*: 50 points for each bird. |
| Formula Racer     | The participant is in a formula-1 racecar and must navigate through the track while avoiding other racecars as well as the sides of the track.  
  *Settings*: body-tracking to work balance.  
  *Scores*: Time on track & time off track. |
| Juggler           | The participant is in a circus environment with balls floating down from the top. The objective is to keep the balls in the air for as many consecutive hits as possible.  
  *Settings*: The red glove was used to limit interactions with virtual objects to the hands. The number of balls was kept at 1 with a fall rate of 4 seconds with a full & even distribution to ensure maximal movement opportunities.  
  *Scores*: Most consecutive hits & misses. |