

Assessment criteria	Throwing	Filling a container	Swing & Hit	Alternate Grab	Alternate Locomotion
Tutorial: how easy is it to understand the gesture to perform the task ? (e.g. intuitiveness / clarity of explanation / learning phase)					
Effectiveness: how easily can I achieve the assigned (basic) task with the proposed interaction ? (e.g. stability of grasp, ...)					
Feedback: how appropriate are the haptic (vibration), visual and sound feedback ?					
Any suggestion ?					