

Reference	Output Device	Modus	Visual Display	Software	Game Engine	Georeferencing	Multi-User
Caravaca et. al. [15]	wired	Room Scale VR	HTC Vive	N/A	Unity 3D (?)	yes	yes
Ma et. al. [16]	wired	Room Scale VR	HTC Vive	Google Street View	Symmetry		
	mobile		Samsung Gear VR	Java Script API	Sketch Up		
Berger and Bill [17]	wired	seated	Oculus Go	AutoCAD	ArcMap	yes	N/A
				N/A	Unity 3D		
				Bing Maps	Mapbox	N/A	N/A
Wang et. al. [18]	mobile	Augmented Reality	Microsoft Hololens	Open Street Map	Unity 3D	yes	N/A
				MRTK	Visual Studio		
				Bing Maps			
Bekele [19]	mobile	Augmented Reality	Microsoft Hololens	Google Maps	Unity 3D	yes	Spatial Query
				ESRI CityEngine			
				ArcGIS, FME	Unity 3D		
Simon [20]	mobile	Mixed Reality	Smartphone	Global Mapper	Vuforia	no	N/A
			Tablet	QGIS			
				Substance Designer			
Secci et. al. [21]	wired	seated	Oculus Rift	3DS MAX	Unreal Engine	N/A	N/A
	mobile		HTC Vive		Unity 3D		
Bruno et. al. [22]	wired	Room Scale VR	Tablet Controller	N/A	Web-based Scene Editor	N/A	N/A
		Mixed Reality	Oculus Rift				
Li et. al. [23]	wired	seated	Projective AR	ArcGIS	Web VRGIS	yes	yes
				Meshmoon Platform using	OGRE 3D		
Virtanen et. al. [24]	N/A	VR Environment	CAVE	realXtend Tundra (TXML)	Open Asset Import Library	yes	yes