

**Table 1:** Mean and standard deviation of correctness of the methods

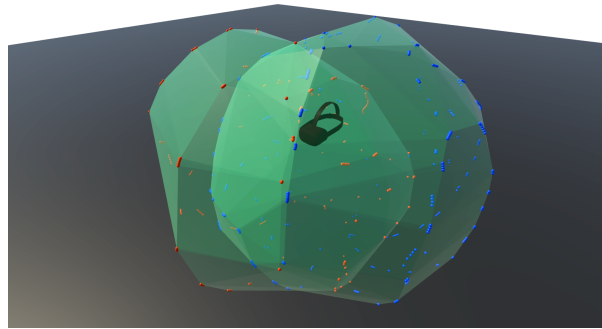
Method	Mean	SD $\sigma$
Machine Learning (ML)	0.987	0.033
Distance (D)	0.729	0.31
Rotation (R)	0.584	0.334
Prerecorded Area (PA)	0.738	0.265
Prerecorded Area Distance Combination (D-PA-C)	0.782	0.291
Dynamic Prerecorded Area Distance (PA-D-DYN)	0.744	0.30
Dynamic Distance Machine Learning (D-ML-DYN)	0.989	0.033

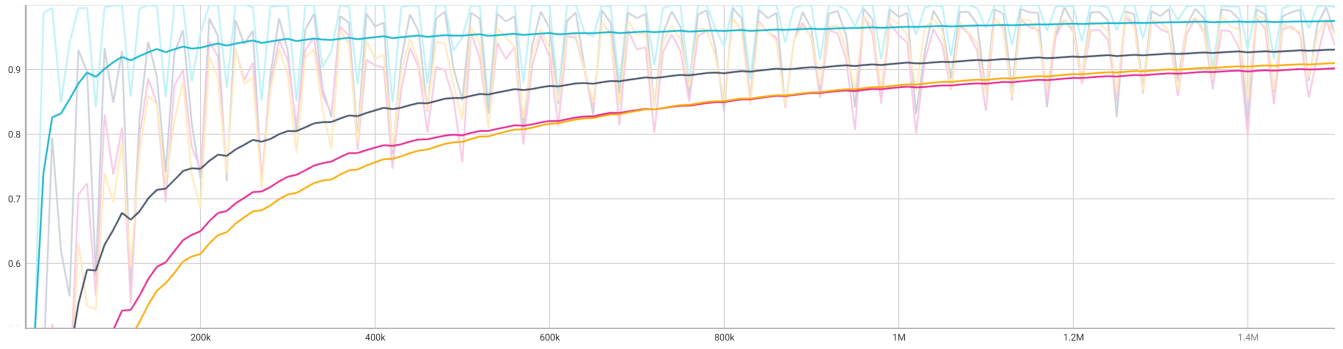
**Table 2:** Mean runtime of methods (in milliseconds) based on number of users, including User-corrected times

Method	Runtime (ms) $\pm \sigma$				
	2 User	3 User	4 User	5 User	User-corrected
ML	1.63 $\pm$ .75	2.37 $\pm$ .09	3.58 $\pm$ .14	4.09 $\pm$ .27	<b>.83 <math>\pm</math> .17</b>
D	.55 $\pm$ .03	1.01 $\pm$ .04	1.49 $\pm$ .08	1.88 $\pm$ .15	<b>.35 <math>\pm</math> .04</b>
R	.55 $\pm$ .01	1.03 $\pm$ .03	1.60 $\pm$ .12	2.03 $\pm$ .18	<b>.37 <math>\pm</math> .06</b>
PA	.54 $\pm$ .02	1.01 $\pm$ .03	1.47 $\pm$ .07	1.88 $\pm$ .16	<b>.35 <math>\pm</math> .05</b>
D-PA-C	.57 $\pm$ .05	1.02 $\pm$ .04	1.52 $\pm$ .10	1.95 $\pm$ .16	<b>.36 <math>\pm</math> .05</b>
PA-D-DYN	.55 $\pm$ .03	1.03 $\pm$ .03	1.54 $\pm$ .07	1.97 $\pm$ .18	<b>0.36 <math>\pm</math> .05</b>
D-ML-DYN	1.08 $\pm$ .48	1.88 $\pm$ .66	2.81 $\pm$ 1.02	3.51 $\pm$ .94	<b>0.65 <math>\pm</math> .23</b>

**Table 3:** Resulting p-values of the pairwise comparison of the methods after applying the Bonferroni correction. Significant results are marked in bold.

p	ML	D	R	PA	D-PA-C	PA-D-DYN	D-ML-DYN
ML	-	<b>.032</b>	<b>&lt;.001</b>	.066	.469	.141	.424
D	<b>.032</b>	-	<b>.013</b>	1	1	1	<b>&lt;.001</b>
R	<b>&lt;.001</b>	<b>.013</b>	-	<b>&lt;.001</b>	<b>&lt;.001</b>	<b>&lt;.001</b>	<b>&lt;.001</b>
PA	.066	1	<b>.006</b>	-	1	1	<b>&lt;.001</b>
D-PA-C	.469	1	<b>&lt;.001</b>	1	-	1	<b>&lt;.001</b>
PA-D-DYN	.141	1	<b>.002</b>	1	1	-	<b>&lt;.001</b>
D-ML-DYN	.424	<b>&lt;.001</b>	<b>&lt;.001</b>	<b>&lt;.001</b>	<b>&lt;.001</b>	<b>&lt;.001</b>	-

**Figure 1:** Convex Hulls generated from user's VR controller inputs. The orange points correspond to recordings from the right hand, while the blue points represent recordings from the left hand. The resulting convex hulls are depicted in green.



**Figure 2:** Reward development in Unity3D for ML training. The blue line corresponds to training with 2 users, the grey line represents 3 users, the pink line denotes 4 users, and the yellow line represents 5 users. The lines are smoothed for clarity, while the transparent lines in the background display the unsmoothed results. The variance in unsmoothed rewards may arise from randomized input data.