AR/VR interfaces should be responsive to users' environments. Incorporating real-world elements and considering factors like lighting, occlusion, and object recognition creates a more natural experience.

### Context Awareness
To make interactions feel natural and familiar to users, let people manipulate virtual objects directly instead of displaying separate buttons. Since AR/VR experiences are still novel, interactions should be easily discoverable and consistent. To that end, provide clear visual cues and offer instant feedback to guide users through the experience.

### Intuitive Interactions
Users shouldn't have to learn new languages or remember a large set of rules in order to communicate. Voice interfaces must convey information and instructions concisely, in ways that feel natural.

### Clear, Natural Communication
Cues and feedback can help users navigate the interfaces and understand the results of their actions. Distinct sounds, tones, or voice responses allow people to distinguish different types of interactions.

### Audio Cues and Feedback
Depending on the information available, designers can enrich the voice interaction experience by considering the users' identities, environments, time zones, and other relevant factors. This can create more personalized and seamless experiences.

### Enhanced Experience
Vibration intensity, frequency range, and duration differ from device to device, so the first step to making informed design decisions is to know the hardware's limits.

### Hardware Capabilities
Haptic patterns should signal similar interactions and meaning across the interface. Consistency helps users build a mental model of how to interpret haptic feedback within a system.

### No Clutter
Misunderstandings may occur if virtual interfaces obstructed or hindered the user's natural hand movements.

### Spatial UI Elements
Spatial UI elements, such as 3D objects, create a more immersive experience than 2D elements. Depth, scale, and spatial relationships convey hierarchy and guide user interactions. Designers should move beyond rectangle-based UIs and use real-world objects as inspiration for interactions to foster the best experiences.

### Design Considerations for AR/VR, Voice, and Haptic Interfaces
- **AR/VR**: Incorporate real-world elements.
- **Voice Interface**: Design intuitive interactions.
- **Haptic**: Enhance user feedback and experience.