Items (y-axis)

- 12. Neck fatigue
- 11. Shoulder fatigue
- 10. Arm fatigue
- 9. Wrist fatigue
- 8. Finger fatigue
- 7. Overall operation of input device
- 6. General comfort
- 5. Operation speed
- 4. Accuracy
- 3. Effortless
- 2. Smoothness
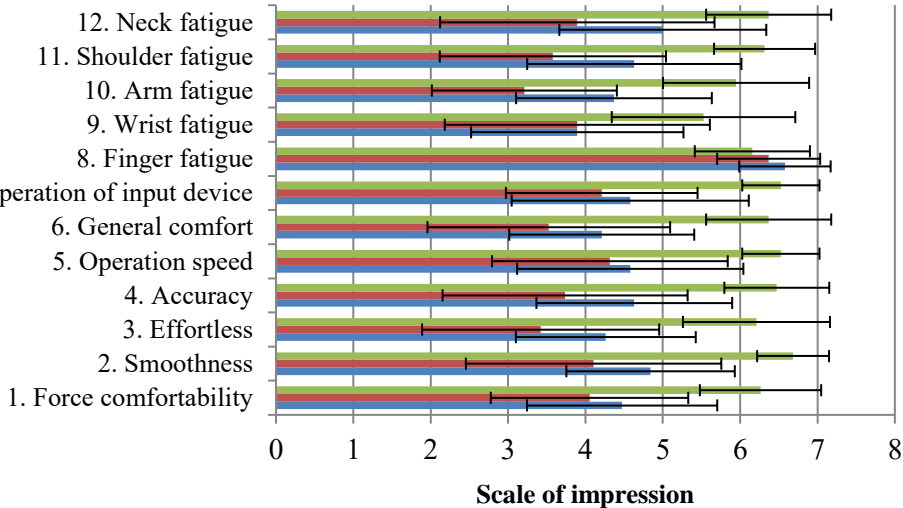- 1. Force comfortability

Scale of impression (x-axis): 0 1 2 3 4 5 6 7 8

Legend: ■ Mouse ■ Pitch-roll ■ Pitch-yaw