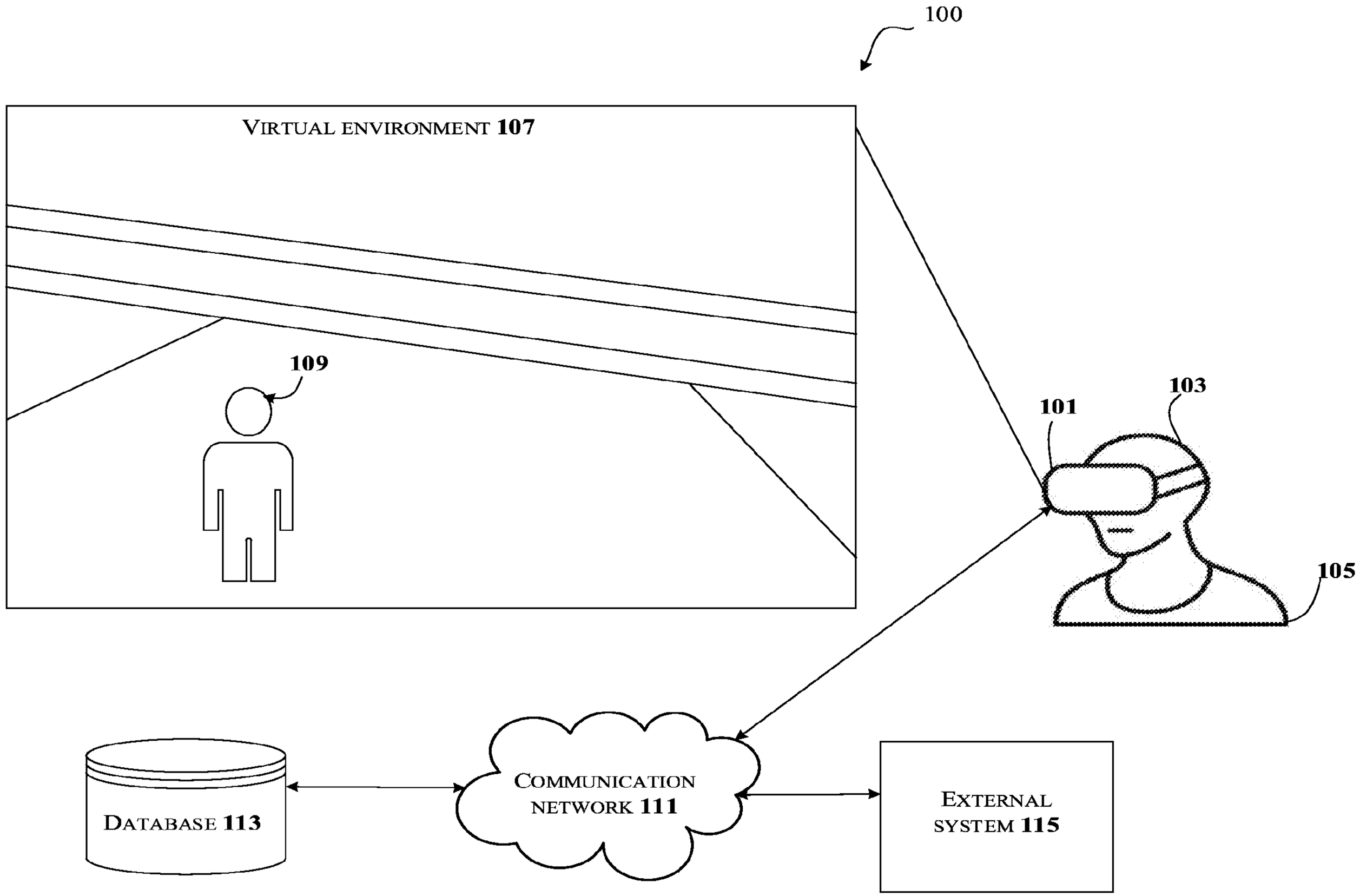
100
VIRTUAL ENVIRONMENT 107
109
101
103
105
COMMUNICATION NETWORK 111
DATABASE 113
EXTERNAL SYSTEM 115

FIGURE 1

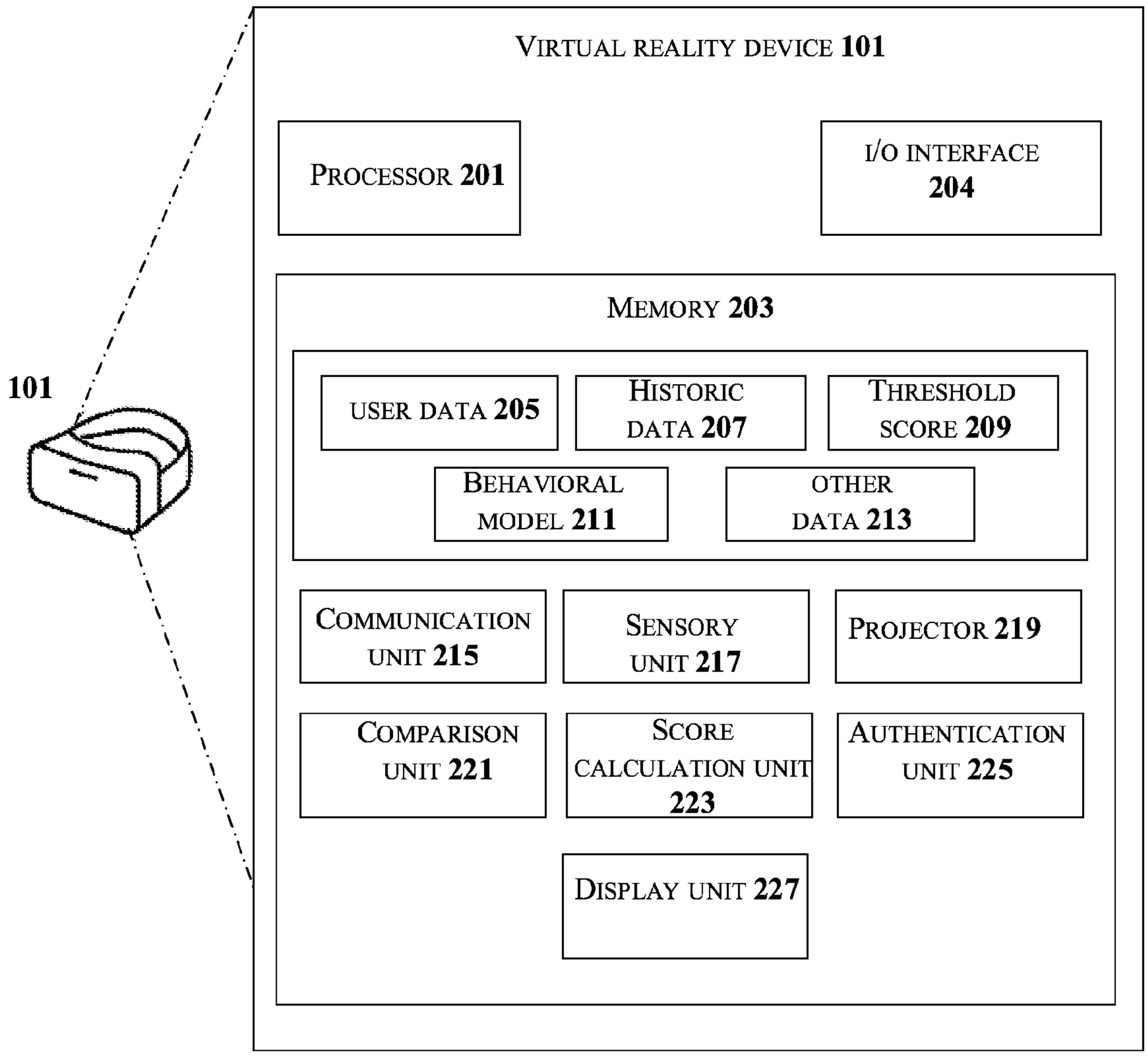
101
VIRTUAL REALITY DEVICE 101
PROCESSOR 201
I/O INTERFACE 204
MEMORY 203
USER DATA 205
HISTORIC DATA 207
THRESHOLD SCORE 209
BEHAVIORAL MODEL 211
OTHER DATA 213
COMMUNICATION UNIT 215
SENSORY UNIT 217
PROJECTOR 219
COMPARISON UNIT 221
SCORE CALCULATION UNIT 223
AUTHENTICATION UNIT 225
DISPLAY UNIT 227

FIGURE 2

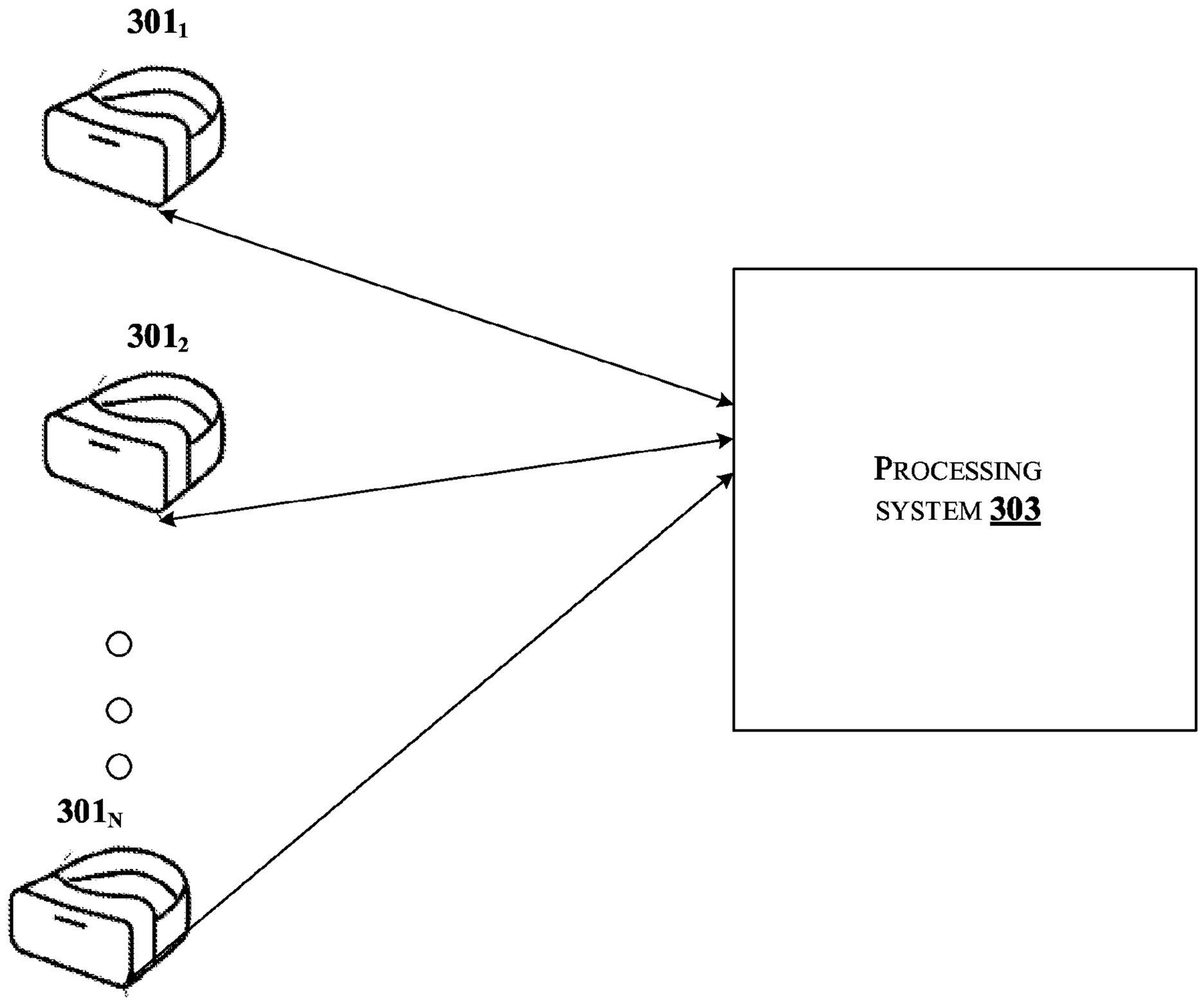

FIGURE 3

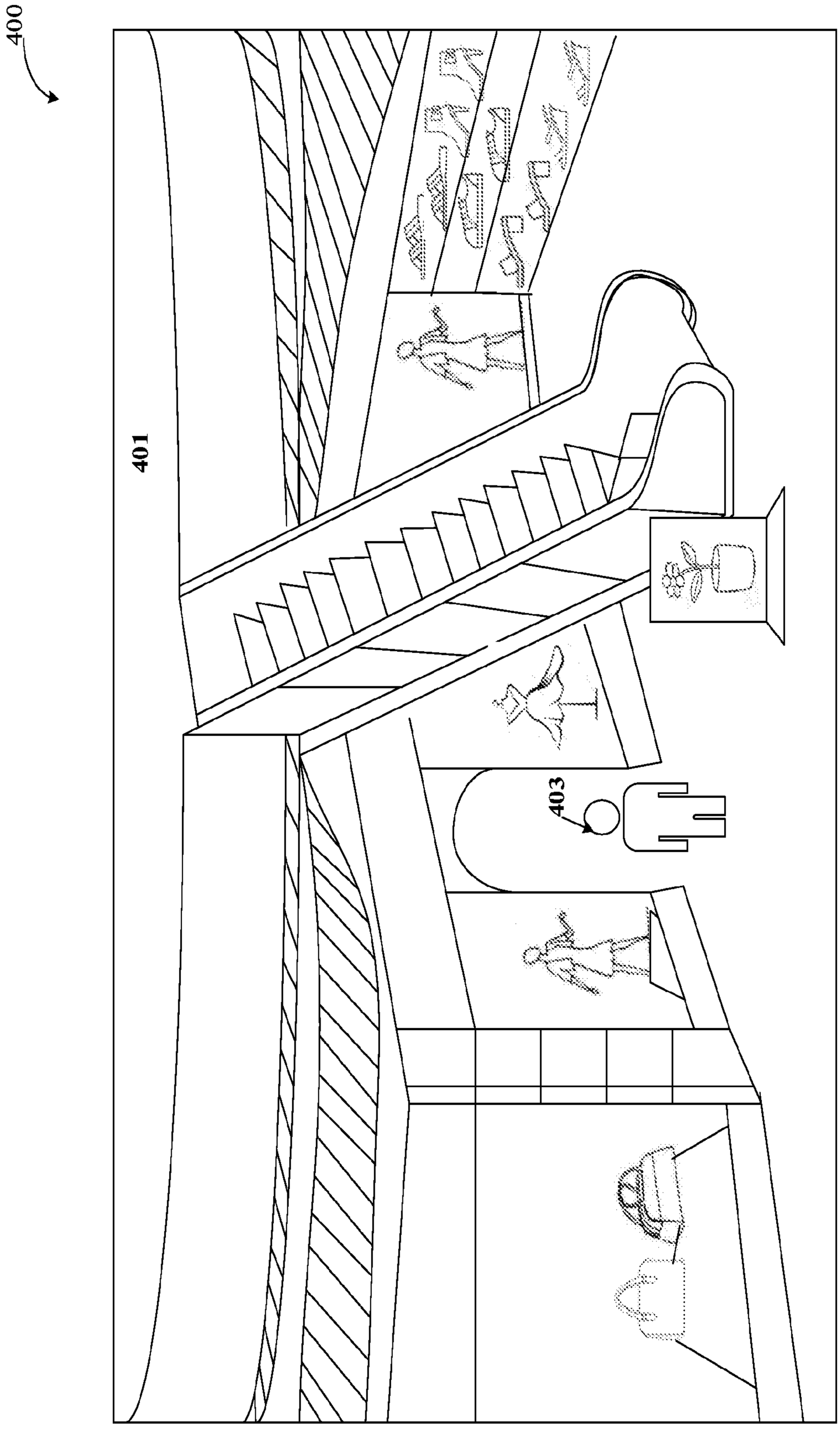

FIGURE 4

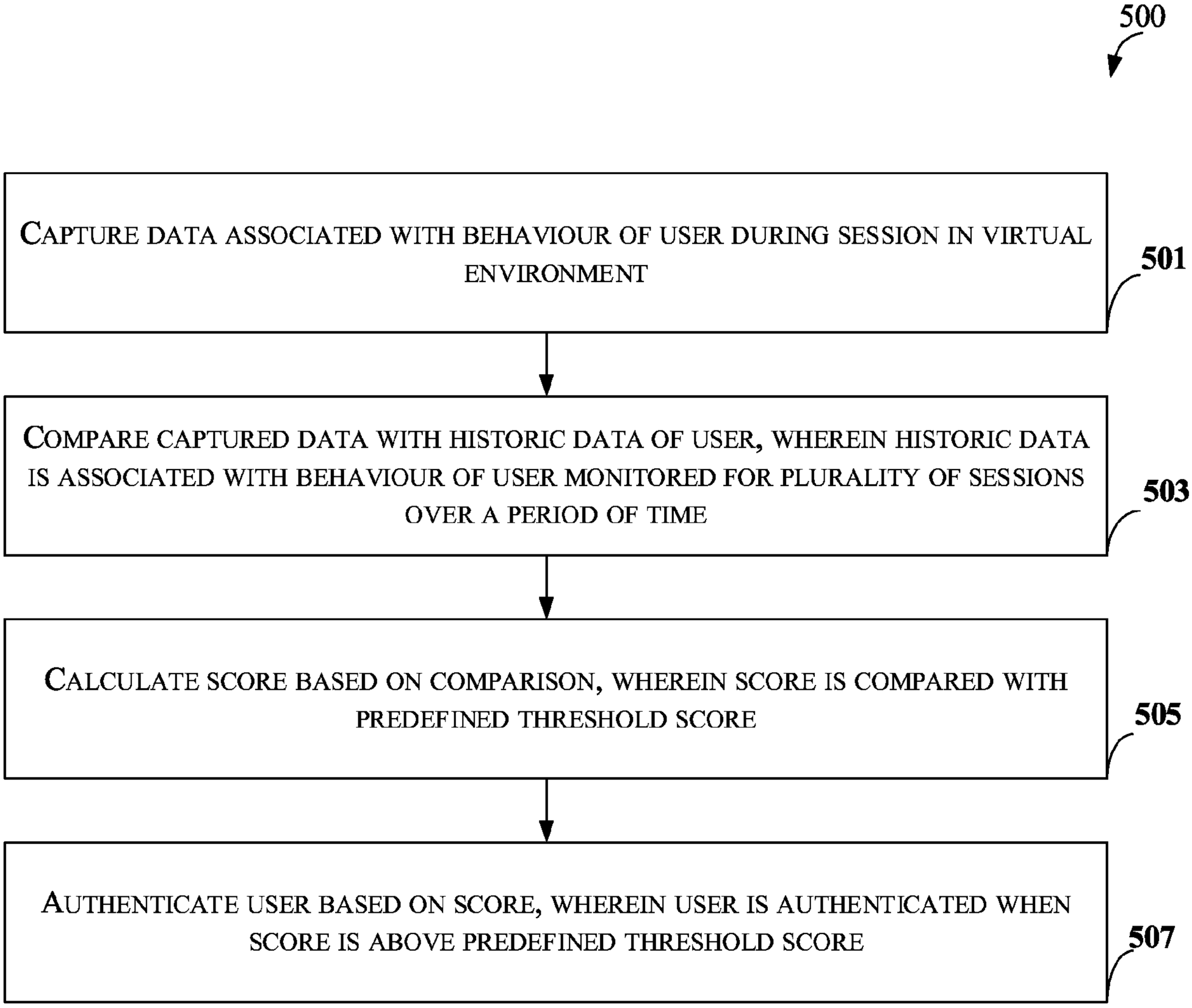
500
CAPTURE DATA ASSOCIATED WITH BEHAVIOUR OF USER DURING SESSION IN VIRTUAL ENVIRONMENT
501
COMPARE CAPTURED DATA WITH HISTORIC DATA OF USER, WHEREIN HISTORIC DATA IS ASSOCIATED WITH BEHAVIOUR OF USER MONITORED FOR PLURALITY OF SESSIONS OVER A PERIOD OF TIME
503
CALCULATE SCORE BASED ON COMPARISON, WHEREIN SCORE IS COMPARED WITH PREDEFINED THRESHOLD SCORE
505
AUTHENTICATE USER BASED ON SCORE, WHEREIN USER IS AUTHENTICATED WHEN SCORE IS ABOVE PREDEFINED THRESHOLD SCORE
507

FIGURE 5