<table>
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<th>The Concept of 360</th>
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| **Range of Motion**  
Complete 3 dimensional range of motion for the arms is crucial for an intuitive experience |
| **Heat**  
To avoid sweating and maximize comfort, exoskeletons should minimize contact with body |
| **Ease of Use**  
Simplicity, not just for wearing but also adjusting, is key to improve acceptance |
| **Hygiene**  
Wearables are personal, and parts that come in contact with the skin should be easily washable / swappable |
| **Weight**  
Goal is to ease physical work, so exoskeletons should strive to be as light as possible, preferable around 2 kg |
| **Dynamic Activities**  
Key aspect for comfort is allowing flexibility in torso movements and minimize pressure points |

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