Session 5 XR and Immersive technologies
9th November 2022
Standardising Immersive Experiences for All
by
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Background work

Gathering evidence base data towards standardisation

- Bottom up approach
- Multidisciplinary teams
- Financed by EU
-

MediaVerse
A universe of media assets
and co-creation opportunities

GREEN
SCENT
SMART CITIZEN EDUCATION
FOR A GREEN FUTURE

ImAc Immersive
Accessibility

Funded by the Horizon 2020
Framework Programme of the
European Union

Findings 1

New consumer behaviour

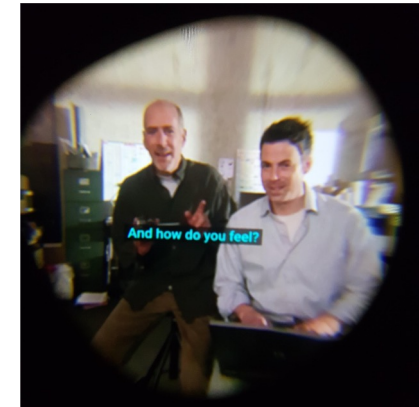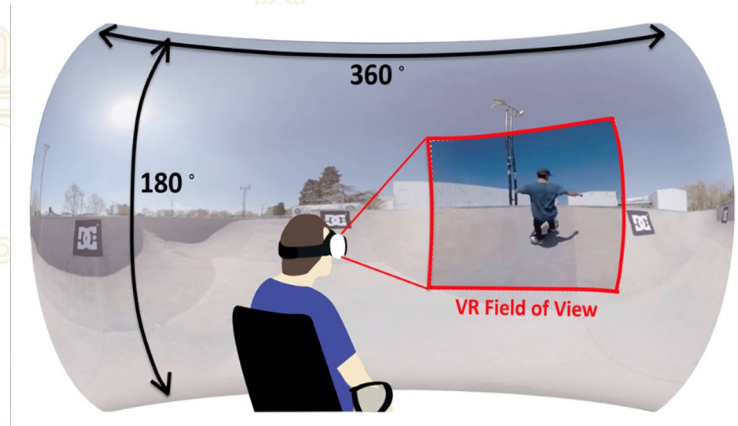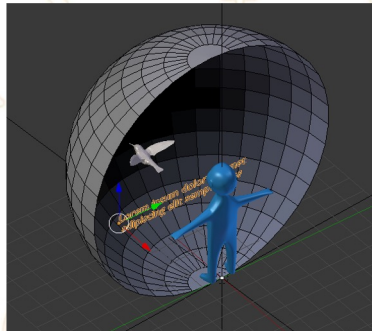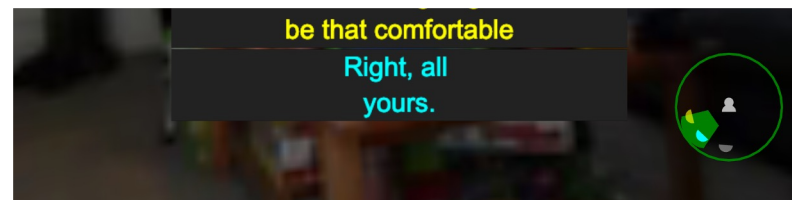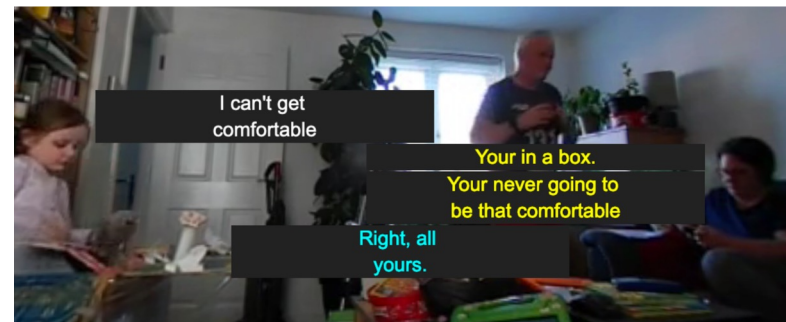
2D

VR

Findings 2
Field of View and Quality

FINDINGS 3
SPEAKER IDENTIFICATION

GUIDING MECHANISMS
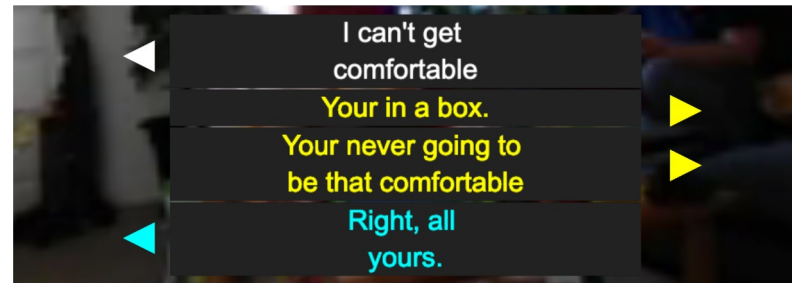
SUBTITLE LOCKED UNDER SPEAKER

https://www.chxr.org/360/
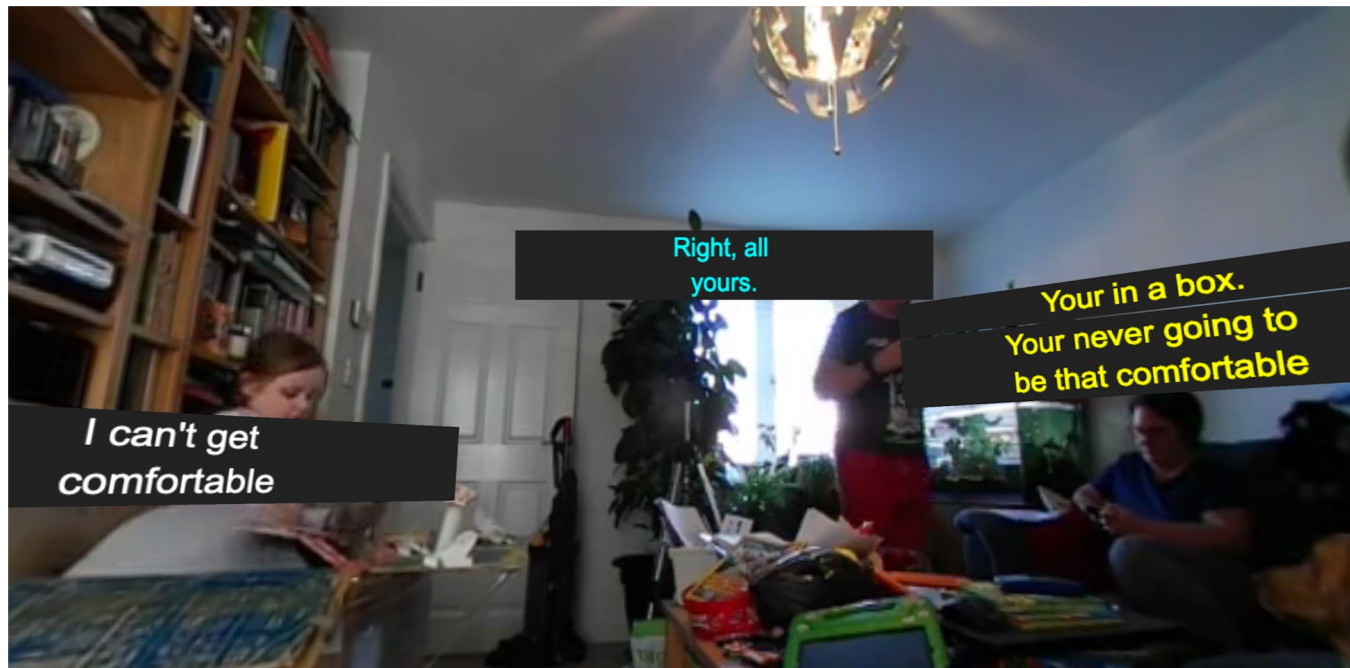
PRESENTATION OF MORE THAN ONE SPEAKER

https://www.chxr.org/360/

PERSONALISATION

https://www.chxr.org/360/
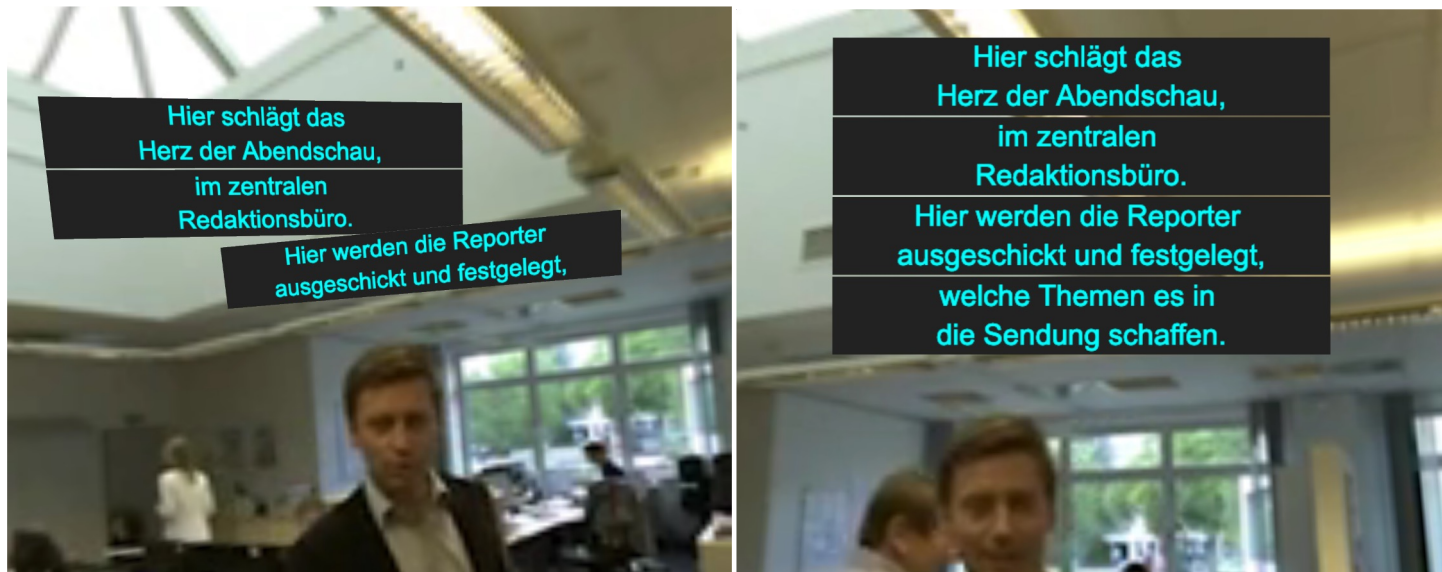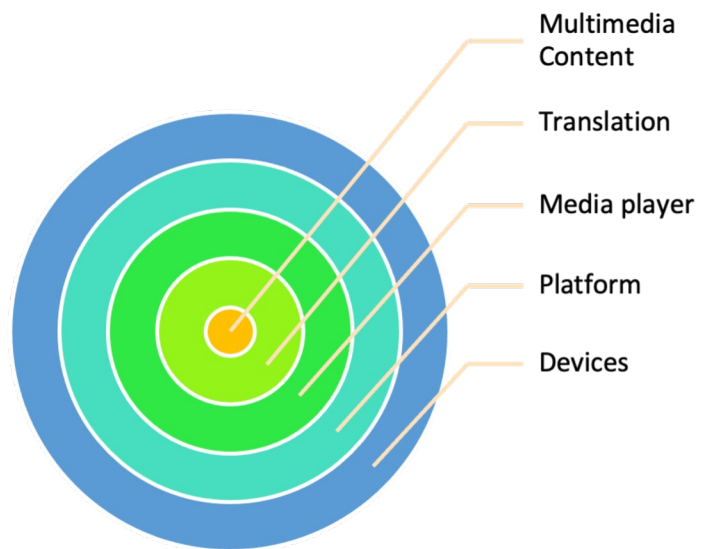
End to end accessibility

Multimedia
Content

Translation

Media player

Platform

Devices

Multimedia
Content

Media
player

Platform

Devices

Thank You