# Workshop on Inclusive Design and Standardization

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## User requirements for accessible VR experiences

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## EU has funded much research to understand de-centralised 360 co-created narratives





#### EU focused on UN leave no-one behind



### Requirement 1: accessible headset







# Requirement 2: Accessible EPG (electronic programme guide)







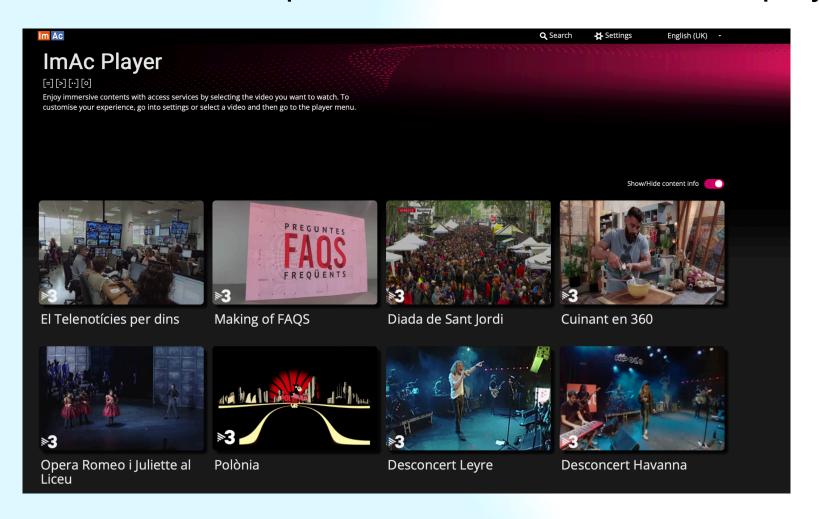




#### Requirement 3 Accessible media player



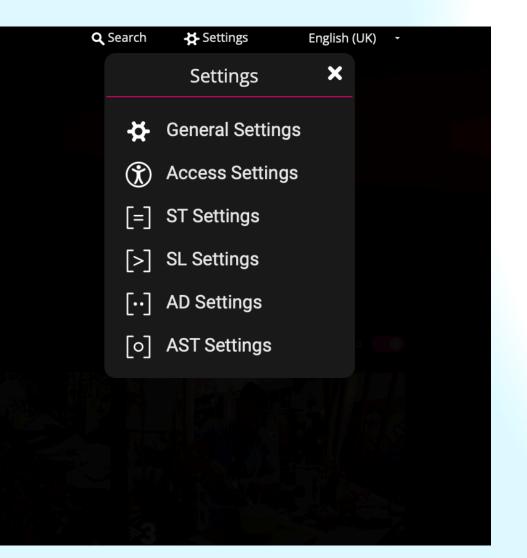


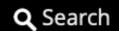


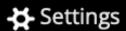
#### Requirement 4 Accessible services





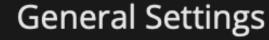






English (UK)









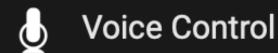
Traditional

Enhanced Accessibility

Modern and user-friendly menu for playback control and personalization of the consumption experience.







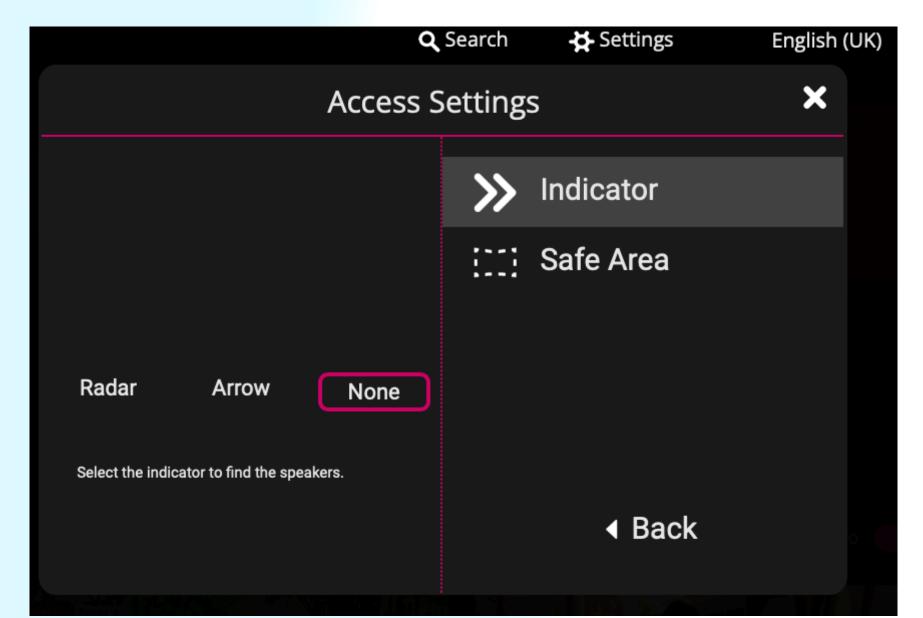
User Profile





#### Requirement 5 Guiding mechanism







#### **Access Settings**









L - - - J

>> Indicator

Safe Area

Small

Medium

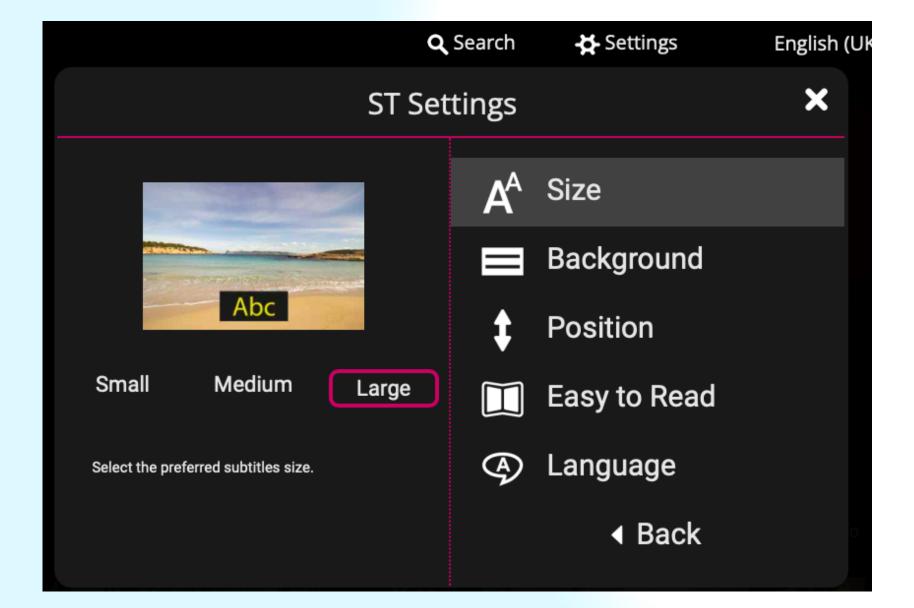
Large

Choose the size of the preferred size of the safe area (i.e. comfortable Field of View) on which visual elements will be presented.



#### Requirement 6 Accessible services

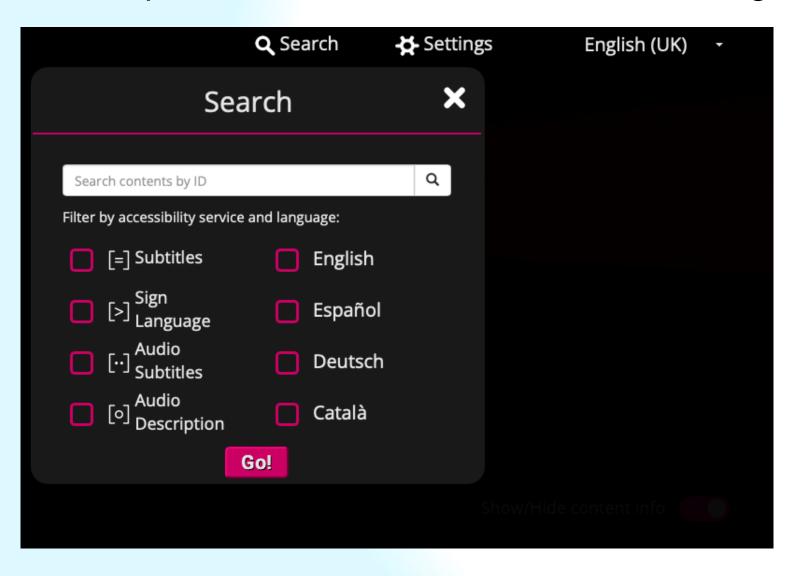






#### Requirement 6 Accessible services & Language





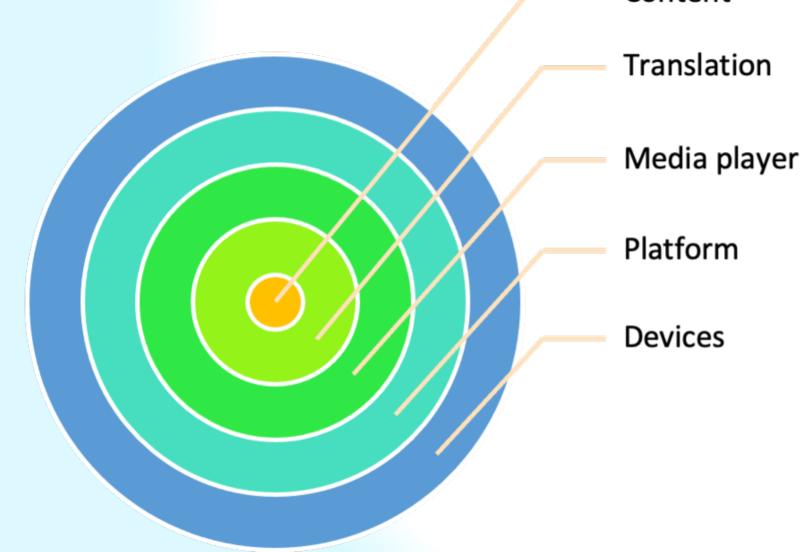


No Interoperability of all requirements no access



Multimedia Content









## Thank you



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