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| The International Teleocmmunication Union - Connecting the World. | **International telecommunication union****Telecommunication Standardization Bureau** |  |
|  | Geneva, 19 December 2023 |
| **Ref:****Contact:** | TSB Circular 163**TSB Events /SC**Simao Campos | **To:**- Administrations of Member States of the Union- ITU-T Sector Members- ITU-T Associates- ITU Academia |
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| **E-mail:** | tsbevents@itu.int | **Copy to:**- The Chairmen and Vice-Chairmen of Study Groups- The Director of the Telecommunication Development Bureau- The Director of the Radiocommunication Bureau |
| **Subject:** | **Joint ITU /WHO Workshop on Safe Listening in Video Gaming and Esports(Geneva, Switzerland, 30-31 January 2024)** |
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| Dear Sir/Madam,1 The International Telecommunication Union (ITU), in collaboration with the World Health Organization (WHO), is organizing a workshop on **“Safe Listening in Video Gaming and Esports”** that will take place at the ITU Headquarters in Geneva, **30-31 January 2024.** Captioning service andremote participation will be provided for this workshop.2 Video gaming and esports have surged in global popularity, captivating up to 3 billion enthusiasts worldwide. With a user base of 600 million on console platforms and 1.1 billion on personal computers, these activities have solidified their status as both premier entertainment forms and have led to new streams of competitive gameplay, referred to as esports (competitive and organized video gaming, in which two or more parties (individuals or teams) face each other under regulated and structured conditions). Nevertheless, the increasing prevalence of prolonged and loud audio exposure in these activities has raised serious health concerns, particularly related to hearing damage and sound-induced hearing loss.3 In response to this public health concern, ITU and WHO started a joint work item to develop a global standard for safe listening in video gaming and esports activities that expands on the successful guidelines for safe listening in devices ([ITU-T H.870](https://www.itu.int/rec/T-REC-H.870-202203-I/en)) and in [venues](https://www.who.int/publications/i/item/9789240043114). The process to develop the new standard includes a series of interactive technical workshops, which will serve as platforms to assemble proficient experts, stakeholders, and industry representatives, to foster concerted actions and to lead the formulation of guidelines and standards for safe listening in video gaming and esports activities.4 This workshop builds upon the [joint workshop organized in September 2023](https://itu.int/en/ITU-T/Workshops-and-Seminars/2023/0928) to progress the understanding in the broad community of practitioners and video gaming and esports afficionados of the use cases and features that could benefit from tailored guidelines and standards for safe listening. 5 The primary objectives of the workshop are:* Review of the initial draft, which has been updated to include new items, definitions and features in response to the September 2023 workshop;
* Discussion of features to be included within the proposed standard for safe listening in video gaming and esports;
* Prioritization of potential features to be included within the proposed standard;
* Review of any potential issues and limitations that may occur during the implementation of suggested features and/or use of proposed safe listening features by users of video gameplay software and hardware devices.

6 This event will bring together experts in the field of audiology, gaming, esports, technology, and public health to review existing safe listening standards (for example [ITU-T H.870](https://www.itu.int/rec/T-REC-H.870-202203-I/en)), and discuss the challenges and opportunities for safe listening in video gaming and esports activities.7 Participation in the workshop is free of charge and open to ITU members and invited experts, but please note that registration to attend either in person or online is mandatory (see §8).8 All relevant Information pertaining to the workshop including the draft programme will be made available on the event website at <https://itu.int/en/ITU-T/Workshops-and-Seminars/2024/0130>**.** The event webpage will be updated regularly as more information becomes available. Participants are encouraged to check the webpage periodically for updates.9 To enable TSB to make the necessary arrangements concerning the organization of the workshop, I should be grateful if you would register as soon as possible at <https://itu.int/net4/CRM/xreg/web/Registration.aspx?Event=C-00013585>**. Please note that pre-registration of participants for workshops is mandatory and carried out online.**10 I would remind you that citizens of some countries are required to obtain a visa to enter and spend any time in Switzerland. The visa must be requested and obtained from the office (embassy or consulate) representing Switzerland in your country or, if there is no such office in your country, from the one that is closest to the country of departure. If problems are encountered by ITU Member States, Sector Members, Associates or Academia members, and at the official request made by them to TSB, the Union can approach the competent Swiss authorities in order to facilitate delivery of the visa. Enquiries should be sent to the ITU Travel Section (travel@itu.int) bearing the words “visa support”.Yours faithfully,Seizo OnoeDirector of the TelecommunicationStandardization Bureau |