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| The International Teleocmmunication Union - Connecting the World. | **International telecommunication union****Telecommunication Standardization Bureau** |  |
|  | Geneva, 27 March 2024 |
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| **E-mail:** | tsbevents@itu.int | **Copy to:**- The Chairs and Vice-Chais 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: Updates(Rennes, France, 16 April 2024)** |
| 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: Updates"** which will take place in Rennes, France on **16 April 2024.** Real-time 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 born 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 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 [previous workshops](https://www.itu.int/en/ITU-T/Workshops-and-Seminars/dh) organised in both September 2023 and in January 2024 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 current draft, which had been updated in response to the January 2024 workshop to include new and revised items, definitions and features;
* 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 §9).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/2024/0416>.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://www.itu.int/net4/CRM/xreg/web/Registration.aspx?Event=C-00013953>. **Please note that pre-registration of participants for workshops is mandatory and carried out online.**10 I would like to remind you that citizens of some countries are required to obtain a visa in order to enter and spend any time in France. The visa must be obtained from the office (embassy or consulate) representing the France in your country or, if there is no such office in your country, from the one that is closest to the country of departure. Additional information on visa requirements will be available on the event website under the section **"Practical Information".**Yours faithfully,Seizo OnoeDirector of the TelecommunicationStandardization Bureau |