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| The International Teleocmmunication Union - Connecting the World. | **International telecommunication union**  **Telecommunication Standardization Bureau** | |  |
|  | | Geneva, 4 June 2024 | |
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| **Subject:** | **Joint ITU /WHO Workshop on safe listening in video gaming and esports: Updates (2) (Geneva, Switzerland, 4-5 July 2024)** | | |
| Dear Sir/Madam,  1 The International Telecommunication Union (ITU), in collaboration with the World Health Organization (WHO), are organizing a workshop on **"Safe Listening in video gaming and esports: Updates (2)"** taking place in the ITU Headquarters in Geneva, Switzerland on **4 - 5 July 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 three 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, the International Telecommunication Union (ITU) and the World Health Organization (WHO) are working on a technical standard for safe listening in video gaming and esports activities. The work item, proposed by WHO and accepted by ITU in July 2023, includes a series of technical workshops, with the most recent being held on 16 April, 2024, during the ITU Q28/16 meeting in Rennes, France. These workshops serve as platforms to assemble proficient experts, stakeholders, and industry representatives, fostering concerted actions and the formulation of a standard for safe listening in video gaming and esports activities that provides safe, relevant and inclusive guidance.  4 This workshop on "Joint ITU/WHO Workshop on safe listening in video gaming and esports: Updates (2)" is another crucial step in safeguarding the hearing health of millions of gamers and esports enthusiasts worldwide that will focus on finalizing the features and overall technical requirements to be included in the new standard.  5 The primary objectives of the workshop are as follows:   * To review the latest iteration of the draft standard for safe listening in video gaming and esports, which has been updated based on feedback from the previous workshop in April 2024; * Resolve and agree upon outstanding items raised in previous workshops, including the title, the final set of features to be included, registry of headphone sensitivity values and appendices in preparation for document submission; * Provide an opportunity for invited members and experts to contribute any other feedback towards the development of the standard.   6 Through the workshop, ITU and WHO expect to:   * Resolve outstanding items previously raised and discussed at earlier workshops; * Finalize the key aspects of the draft [H.SL-ES](http://www.itu.int/itu-t/workprog/wp_item.aspx?isn=19011) global standard for safe listening in video gaming and esports.   7 This two-day workshop will have interactive sessions for in-person and remote participants, allowing for discussions and presentations from experts in the fields of audiology, video gaming, esports, technology, and public health: Key topics to be covered include:   * Review of draft standard, which has been updated to include new items, definitions and features in response to previous workshops; * Discussion and resolution of features to be included within the proposed standard for safe listening in video gaming and esports; * Discussion and resolution of other pending items, including document title, headphone sensitivity register and appendices; * Review of any other potential issues and limitations that may occur during the implementation of any or all of the components of the draft standard.   8 The target audience of this workshop will include representatives from various stakeholders:   * Healthcare professionals and audiology experts; * Research institutions and academia specializing in gaming-related health concerns; * Representatives from ITU, WHO, and other relevant standardization organizations; * Policymakers, regulators, and government authorities; * Video game play, esports and related industry representatives and associations.   9 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. 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-00014121>,no later than **30 June 2024. Please note that pre-registration of participants for workshops is mandatory and carried out online.**  10 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/2024/0704>. The event webpage will be updated regularly as more information becomes available. Participants are encouraged to check the webpage periodically for updates.  11 This workshop is open to ITU Member States, Sector Members, Associates and Academic Institutions and to any individual from a country that is a member of ITU who wishes to contribute to the work. This includes individuals who are also members of international, regional, and national organizations.  12 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 Switzerland. The visa must be 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. Visa processing and approval may take some time, it is therefore suggested to check directly with the appropriate representation and apply early.  Yours faithfully,  Seizo Onoe Director of the Telecommunication Standardization Bureau | | | |