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|  |  | | | | **JCA-AHF** |
|  |  | | | | **Original: English** |
| **Question(s):** | | JCA-AHF | | Virtual, 24 April 2024 | |
| **DOCUMENT (Ref:** [**IRG-AVA-LS23**](https://www.itu.int/net/itu-t/ls/ls.aspx?isn=30163)**)** | | | | | |
| **Source:** | | IRG-AVA | | | |
| **Title:** | | LS/r on vocabulary for metaverse [from IRG-AVA to FG-MV] | | | |
| **Purpose:** | | Information | | | |
| **LIAISON STATEMENT** | | | | | |
| **For action to:** | | | FG-MV | | |
| **For information to:** | | | ITU-T SG9, SG16, JCA-AHF, ITU-R SG6 | | |
| **Approval:** | | | **By correspondence, 15 April 2024** | | |
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| **Abstract:** | | This Liaison Statement replies to FG-MV-LS41 on vocabulary for metaverse, commenting on terms relating to Accessibility. | | | |

ITU Intersector Rapporteur Group on Audiovisual Media Accessibility ([IRG-AVA](https://www.itu.int/en/irg/ava/Pages/default.aspx)) thanks the Focus Group on metaverse (FG-MV) for continuing to provide information on the progress of the work and the vocabulary being developed.

The co-chairs of IRG-AVA, having reviewed the document “Output text of draft Technical Specification ITU FGMV- Vocabulary on “Vocabulary for metaverse”, WG1 meeting (Queretaro, 5-8 March 2024)”, have the following comments on a term related to accessibility as below.

***3.1.32 Person with age related disabilities*** *[b-ITU-T F.791]: A person with cognitive or physical disabilities caused by the aging process. Examples are impaired eyesight, deafness in varying degrees, reduced mobility or cognitive abilities.*

**Comment:** We understand the context of the term and it refers to ITU-T F.791, but believe that a “age related” is a very subjective term given the wide range of longevity, and that age related issues can occur at any age, we would like to ask you to consider a small revision. We note that the reference ITU-T F.791 also includes text related to “degenerative” in both age and health related areas.

**Suggested text: 3.1.32 Person with degenerative related disabilities**: A person with cognitive or physical disabilities caused by either the aging process or degenerative health conditions. Examples are impaired eyesight, deafness in varying degrees, reduced mobility or cognitive abilities.

We also have comments on three other more generic area terms that impact accessible services but not necessarily directly related.

***3.1.5 Augmented reality (AR)*** *[b-ITU-T J.301]: A type of mixed reality where graphical elements are integrated into the real world in order to enhance user experience and enrich information*.

**Comment:** Is an explanation that is quite old now and we note the terms and definitions database has a later and possibly more appropriate explanation of augmented reality, thus we suggest to change as below:

**Suggested text: 3.1.5 – Augmented Reality** [b- ITU-T P.1320]: An environment containing both real and virtual sensory components. The augmented reality continuum runs from virtual content that is clearly overlaid on a real environment (assisted reality) to virtual content that is seamlessly integrated and interacts with a real environment (mixed reality).

***3.1.35 Sensor*** *[b-ITU-T Y.4105] [b-ITU-T Y.4113]: An electronic device that senses a physical condition or chemical compound and delivers an electronic signal proportional to the observed characteristic.*

**Comment:** The text defining a sensor appears to be limited to electronic sensors. In some accessibility devices, although the output is usually an electronic signal, the input may be mechanical. We ask you to consider a small revision as below:

**Suggested text: 3.1.35 Sensor** [b-ITU-T Y.4105] [b-ITU-T Y.4113]: A device that senses a physical condition or chemical compound and delivers an electronic signal proportional to the observed characteristic.

Note: It is suggested to remove “electronic”, as a sensor is not necessarily required to be an electronic device.

***3.1.44 Virtual human body*** *[b-ISO 18825-1]: Virtual human model for digital fitting in the apparel industry, including information such as size, shape, cross section, body texture and skeletal structure*

*Note 1 to entry: Also called “fashion avatar”. In computing, an avatar is the graphical representation of the user or the user’s alter ego or character.*

*Note 2 to entry: The virtual human body is classified into two key types — virtual clone (virtual shape) and virtual twin (virtual size); see Table B.1.*

**Comment:** The current definition is only applicable to clothing since the scope of the referenced standard is very limited. Another comment is that a human body for persons with disabilities should also be taken into consideration, such as a wheelchair, blind (with a dog/white cane), or deaf, etc. Also, it is not certain how different it is from digital human (3.1.11).

IRG-AVA thanks FG-MV for the information provided during the work of the Focus Group, and looks forward to continuing our collaboration.

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