

Session Outcome Document

Summary of Session: Interactive, Immersive and Accessible Storytelling

Universitat Autònoma de Barcelona

13 March 2023, 10:00–10:45

<https://www.itu.int/net4/wsis/forum/2023/Agenda/Session/260>

Key Issues discussed (5- 8 bullet points)

- Media Accessibility
- Education
- Co-creation
- Immersive environments
- Engagement

Towards WSIS+20 and WSIS beyond 2025, please share your views on the emerging trends, challenges, achievements, and opportunities in the implementation of the WSIS Action Lines to date (5-8 bullets)

- Metaverse: education, interaction, accessibility, sustainability
- Fairness, inclusion, and freedom of choice in official communications
- Examples of successful collaborations: WSIS legacies
- Successful integration of AI in education
- XR in training for all

Tangible outcomes (such as key achievements, announcements, launches, agreements, and commitments (3-5 bullet points))

- Contacts with Brazil and Malawi to share the platform
- Contact with a Green Film Festival in Switzerland to bring the idea and app

Actionable plan (2-5 points)



- To suggest ITU FG-MV to organize a WSIS Metaverse, bringing the ideas of: democracy, fairness, inclusion, etc.

Suggestions for thematic aspects that might be included in the WSIS Forum 2024 (WSIS+20 Forum High-Level Event) (one paragraph)

Environmental issues have come to the forefront of public consciousness as extreme weather events increase in frequency and governments scramble to curb the worst effects of climate crisis. Up until now, the carbon emissions generated by the media accessibility sector has been largely overlooked. Nevertheless, understanding how certain media accessibility tools or practices affect the environment is far from clear.

How we might better understand the environmental impact while there is an increasing reliance on technology that consumes vast amounts of energy. Education is the answer, and by examples is the way to learn.

Perhaps designing an accessible and sustainable metaverse will help us in real life.

Co creating a collaborative WSIS metaverse, will be a great exercise.