

Accessibility in the Metaverse 24 October 2023

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ITU Focus Group on metaverse (FG-MV)

WG1 - General

- WG2 Applications & Services
- WG3 Architecture & Infrastructure
- WG4 Virtual/Real World Integration
- WG5 Interoperability
- WG6 Security, Data & Personally identifiable information (PII) Protection
- WG7 Economic, regulatory & competition aspects
- WG8 Sustainability, Accessibility & Inclusion
- WG9 Collaboration



CitiVerse - CitiVerse for All

ITU FG MV Co-Chair of WG8 Sustainability, Accessibility and Inclusion

- Technical Specification on "Requirements of accessible products and services in the metaverse: Part I – System design perspective" (FGMV-I-376)

- Technical Specification on "Requirements of accessible products and services in the metaverse: Part II – User perspective" (FGMV-I-377)

- Technical Report on Guidelines to assess inclusion and accessibility in metaverse standard development (FGMV-I-233)



How to build a metaverse for all (FGMV-I-228R1) Part 1 - Legal context Part 2 - Survey

Technical Specification on Definition of CitiVerse (FG-MV-O-123) Gap analysis on metaverse standardisation (FG-MV-O-134) Building a people-centred CitiVerse (FG-MV-O-119, 118, 117)

Forthcoming



Other related standards ISO

ISO/DIS 9241-820 "Ergonomics of human-system interaction — Part 820: Ergonomic guidance on interactions in immersive environments including augmented reality, and virtual reality"

ISO/IEC JTC 1/SC 35/WG 2 (Graphical user interface and interaction) to develop in the future International Standards on:

- User interface using body-shaped graphical object (avatar) Part 1: General
- User interface using body-shaped graphical object (avatar) Part 2: Icons for classification of avatars



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