Universal Design for a Universally Accessible Metaverse

Webinar on Immersive Inclusivity: Enhancing Virtual
Reality with Accessibility
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Pilar Orero
Co-Chair, FG-MV Working Group 8

Why accessibility as Universal Design?

WG8 Sustainability, Accesibility and Inclusion

1. Guidelines to assess inclusion and accessibility in metaverse standard development
2. Requirements of accessible products and services in the metaverse: Part I – System design perspective
3. Requirements of accessible products and services in the metaverse: Part 2 – User perspective
4. Design criteria and technical requirements for sustainable metaverse ecosystems
5. Accessibility requirements for metaverse services supporting IoT
6. Accessibility in a sustainable metaverse
7. Guidelines and requirements on interpreting in the metaverse
8. Guidance on how to build a metaverse for all – Part I: Legal Framework
9. Guidance on how to build a metaverse for all – Part 2: Results from questionnaire
10. Requirements for communication between human-avatar languages in the metaverse
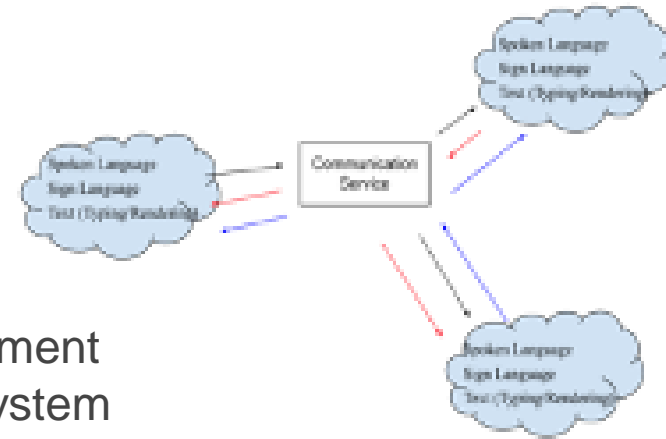
Thank you!

Email
tsbfgmv@itu.int

Website
www.itu.int/metaverse