



Radiocommunication Bureau (BR)

Administrative Circular
CACE/962

29 October 2020

**To Administrations of Member States of the ITU, Radiocommunication Sector Members,
ITU-R Associates participating in the work of the Radiocommunication Study Group 6
and ITU Academia**

Subject: **Radiocommunication Study Group 6 (Broadcasting service)**
 – **Proposed approval of 1 draft revised ITU-R Question**

At the meeting of Radiocommunication Study Group 6 on 16 October 2020, 1 draft revised ITU-R Question was adopted according to Resolution ITU-R 1-8 (§ A2.5.2.2) and it was agreed to apply the procedure of Resolution ITU-R 1-8 (see § A2.5.2.3) for approval of Questions in the interval between Radiocommunication Assemblies. The text of the draft ITU-R Question is attached for your reference in the Annex to this letter. Any Member State who objects to the approval of a draft Question is requested to inform the Director and the Chairman of the Study Group of the reasons for the objection.

Having regard to the provisions of § A2.5.2.3 of Resolution ITU-R 1-8, Member States are requested to inform the Secretariat (brsgd@itu.int) by 29 December 2020, whether they approve or do not approve the proposals above.

After the above-mentioned deadline, the results of this consultation will be announced in an Administrative Circular and the approved Question will be published as soon as practicable (see: <http://www.itu.int/ITU-R/go/que-rsg6/en>).

Mario Maniewicz
Director

Annex: 1 draft revised ITU-R Question

Annex

(Document [6/64](#))

DRAFT REVISION OF QUESTION ITU-R 143-1/6

Advanced Immersive¹ ~~Sensory Media~~ ~~Audio-Visual~~ Systems for Programme Production, ~~and Exchange~~ and Presentation for Broadcasting

(2017-2019-2020)

The ITU Radiocommunication Assembly,

considering

- a) that Virtual Reality, [Augmented Reality](#), 360° video, three-dimensional (3D) video and [sound audio](#) and other immersive [sensory](#) media technologies have caught the attention of the content providers, audiences, and the associated consumer technology vendors;
- b) that television and radio programme makers and others are exploring [such](#) advanced immersive systems to enhance the audiences experience of their content;
- c) that systems to further enhance immersive sensory media by employing haptic technologies are being developed;
- ed) that currently immersive [sensory](#) media content is usually acquired and produced to the requirements of specific delivery or distribution technologies;
- de) that there are no agreed measures or means to assess the quality of the images, ~~and~~ associated audio and haptic reproduction of advanced immersive ~~sensory media~~ ~~audio-visual~~ content;
- ef) that there are no criteria for assessing if the “Quality of Experience” expectations of the intended audience of advanced immersive ~~sensory media~~ ~~audio-visual~~ content, are being met;
- fg) that broadcasters are distributing programme content to audiences via an increasing number of interactive delivery platforms;
- gh) that [some](#) viewers have documented ~~an~~ experience of eye fatigue, dizziness, or nausea in viewing ~~of~~ some Virtual Reality or Augmented Reality content, and device performance parameters, viewing time, and content type may all influence these undesired reactions,

decides that the following Questions should be studied

- 1 What are the appropriate [audio, video and haptic](#) parameters for production, ~~and international~~ exchange and presentation of advanced immersive ~~sensory media~~ ~~audio-visual~~ content?

¹ The term “immersive” is deemed to include any format or medium or platform that offers or engages an audience by employing sensory based technologies such as audio, video and haptic and enables any form of interaction or control of the content presentation.

2 What audio, video, data, and metadata ~~is~~are required for representing immersive sensory media scenes ~~from any viewpoints~~?

~~3 What common sound and video systems should be used for the production and exchange of advanced immersive audio-visual content to maximize interoperability?~~

~~43~~ What ~~viewing and listening~~ conditions including audio-visual and haptic reproduction devices~~displays~~ should be assumed for viewing of advanced immersive sensory media~~audio-visual~~ content in production and consumer viewing?

~~54~~ What metadata is required to allow accurate exchange and reproduction of advanced immersive sensory media~~audio-visual~~ content?

~~65~~ How do device performance parameters interact with production decisions to avoid or minimize eye fatigue, dizziness, or nausea in audiences when viewing advanced immersive sensory media~~audio-visual~~ content?

further decides

1 that the results of the above studies should be included in Recommendation(s) and/or Report(s);

2 that the above studies should be completed by 2023.

Category: S2
